

Silver Bayonet – Brotherhood of the wolf

Scenario 3 – The Kings Hunters

Story

The Beast of Gévaudan committed its first recorded attack in the early summer of 1764. A young woman named Marie Jeanne Valet, who was tending cattle in the Mercoire forest near the town of Langogne in the eastern part of Gévaudan, saw a beast "like a wolf, yet not a wolf" come at her. However, the bulls in the herd charged the beast, keeping it at bay. They then drove it off after it attacked a second time. Shortly afterward the first official victim of the beast was recorded: 14-year-old Jeanne Boulet was killed near the village of Les Hubacs near Langogne.

Throughout the remainder of 1764, more attacks were reported across the region. Very soon terror gripped the populace because the beast was repeatedly preying on lone men, women, and children as they tended livestock in the forests around Gévaudan. Reports note that the Beast seemed only to target the victim's head or neck regions.

By late December 1764, rumours had begun circulating that there might be a pair of animals behind the killings. This was because there had been such a high number of attacks in such a short space of time and because many of the attacks appeared to have occurred or were reported nearly simultaneously. Some contemporary accounts suggest the creature was seen with another such animal, while others report that the beast was accompanied by its young.

On January 12, 1765, Jacques Portefaix and seven friends went to investigate the existence of the beast.

Following the attack on Jacques Portefaix. The King sent First captain Duhamel of the Clermont Prince dragoons and his troops were soon sent to Le Gévaudan. After organising multiple wolf hunts Duhamel became frustrated, when the locals failed to support him and his men.

Then Louis XV agreed to send two professional wolf hunters, Jean Charles Marc Antoine Vaumesle d'Enneval and his son Jean-François, Captain Duhamel was forced to stand down and return to his headquarters in Clermont-Ferrand.

Cooperating with d'Enneval was impossible as the two differed too much in their strategies; Duhamel organised wolf hunting parties while d'Enneval and his son believed the beast could only be shot using stealthy techniques.

Father and son D'Enneval arrived in Clermont-Ferrand on February 17, 1765, bringing eight bloodhounds that had been trained in wolf hunting. The Bloodhounds were actually trained Werewolves.

The Squad

Jean Charles Marc Antoine Vaumesie d'Enneval, - Officer

Jean-Francois (a supernatural investigator), (22pts)

Up to 8 Werewolves (same stats as Russian Werebears from the Rulebook). The werewolves must start the game in wolf form in order for the locals not to know their true identity. No other soldiers from previous scenarios may be used, as the Hunters wish to keep secret the true identify of their "hunting dogs".

On any one play through of this scenario you must keep to the 100 recruitment limit, thus your squad will normally be Jean d'Enneval, Jean-Francois d'Enneval and 2 werewolves. The extra Werewolves are there to replenish losses in your squad as you hunt.

Your squad may take any items from the Special Armoury.

Setup

Place 5 Clue markers on a 2ft6" by 2ft6" table, the table should be heavily covered in cover. Your team enters from the middle of a random edge, your aim is to find kill as many wolves as possible.

The scenario ends once the Beast is spotted and wounded, the Faux Beast is killed or night has fallen.

Special Rules

After turn 2 at the end of each turn a wolf appear on the midpoint of a Random table edge.

Brotherhood of the wolf – Scenario 1	
Card	Clue
Ace of Spades	4 Dark Wolves, place them at least 6" away from the clue point, each other and any visible troops.
King of Spades	5 Wolves, place them 4" away from the clue point, each other and any visible troops.
Queen of Spades	Wolf droppings with Animal bones
Jack of Spades	Wolf droppings with Animal bones
Ace of Hearts	Roll a d10 , add the number of occasions this scenario has been played, <ul style="list-style-type: none"> • A natural 10 - the beast arrives place it 18" away from the clue point and any troops visible or not. • total is over 8 - The Faux Beast arrives place it 12" away from the clue point and any troops visible or not, • Total is 7 or under - place 5 Wolves 4" away from the clue point, each other and any visible troops.

The Beast						
Speed	Melee	Accuracy	Defence	Courage	Health	XP
8	+3	0	13	+6	24	
Attributes		Special Allergy Rule, Damage Reduction(6), Master of Cover, Nimble, Quick Heal, Very Strong				
Equipment		None				

When the beast takes damage, roll a d10, if the score is equal to or less than the total amount of damage done to the beast this scenario the beast vanishes. Only check once at the end of the Primary Phase, the Monster Phase and Secondary Phase.

Special Allergy rule – the first time the beast is attacked with either Cold Iron, Silver, Salt, Fire, Blessed or enchanted weapon. If only 2 allergies are left untested and the beast has not proven allergic to any then these are the 2 that it is allergic to. If only 1 allergy is left untested and the beast has already been proven allergic to 1, then it is allergic to the remaining attack type. Roll on the table below

Discovered allergies are carried over from previous scenarios.

Once 2 allergies have been confirmed, all remaining attacks are treated as if the beast is not allergic to them. This way the actual allergies are unknown.

Weapon Type	Die roll to be allergic
Cold Iron	8+
Silver	6+
Fire	5+

Salt	8+
Blessed	8+
Enchanted	8+

The Faux Beast						
Speed	Melee	Accuracy	Defence	Courage	Health	XP
8	+3	0	13	+6	12	2
Attributes		Damage Reduction(2), Master of Cover, Nimble, Quick Heal, Strong				
Equipment		None				

This follows the standard rules for Monsters from the Rulebook (P73)

Wolf						
Speed	Melee	Accuracy	Defence	Courage	Health	XP
8	0	+0	13	-1	5	0
Attributes		None				
Equipment		None				

The wolves will attack characters within 4" otherwise they will move away from the nearest human towards the centre of the table.

Dark wolves as per page 139 of the Rulebook.

After turn 8 roll a die, add the turn number to the total, if the total is greater than 20 dusk has started to set. The unit has 2 turns to exit the table before night sets in.

Keep playing this scenario until the Faux Beast arrives and is killed.

Rewards

Unit receives the following bonus experience points for this scenario

- +1 experience point if the unit investigates 3 or more clue markers.
- +1 experience point if the unit kills 4 or more wolves and Dark Wolves
- +1 extra experience point if the unit kills 8 or more wolves and dark wolves.
- +1 experience point if at least 4 soldiers exit the table before night sets in.
- +1 experience points if a soldier leaves the table carrying either Wolf Droppings
- +1 experience points if the unit leaves with both the wolf droppings
- +1 experience points if the unit kills the Faux Beast.
- +1 experience points for discovering one of the Beasts Allergies not previously known.