

Silver Bayonet – Brotherhood of the wolf

Scenario 4 – The Experts Arrive

Story so far

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.

January 12, 1765, Jacques Portefaix and seven friends went to investigate the existence of the beast, some survived and carried the news back.

January 18, 1765, following the attack on Jacques Portefaix. The King sent First captain Duhamel of the Clermont Prince dragoons and his troops to Le Gévaudan. Duhamel organised wolf hunts believing the beast to be a wolf.

Having seen and wounded the beast Duhamel became frustrated, when the locals failed to support him and his men any further.

Louis XV then 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.

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

Sept 21st 1765 Charles Marc Antoine Vaumesie d'Enneval and his son, claim to have killed the beast. Following the death of the Faux Beast, things went quite for a month or so.

However on December 2nd 1765 – two boys aged 5 and 12 were attacked. In response the king sent Knight Grégoire de Fronsac and his Native Scout Mani... now the hunt begins for real as they put a professional team together.

The Squad

Assemble your team, this will be your team from this scenario on.

Option 1- fit in with movie

You are an officer with the following attributes –

Your team must include Mani – a Native Scout

The rest of your team can be made up with any survivors except the officer from the first Scenario, any survivors except the Captain from Scenario 2, and other characters as per the rules. Pay base cost for the infantrymen and heavy cavalry regardless of their experience level, up to 100 recruitment points.

Option 2 – more freeform

Create a new Officer with any skills, include any survivors except the officer from the first Scenario, any survivors except the Captain from Scenario 2, and other characters as per the rules. Pay base cost for the infantrymen and heavy cavalry regardless of their experience level, up to 100 recruitment points.

Option 3 – totally freeform

Create a new team from any nationality using the base rules from the rule book.

Miniature Requirements

- 8 Dark Wolves
- 1 mutilated body
- Miniatures to represent your squad

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 and collect evidence of the beast.

The scenario ends once victim ones evidence has been got off table or the whole team is dead.

Special Rules

Brotherhood of the wolf – Scenario 1	
Card	Clue
Ace of Spades	4 Dark Wolves, place them at least 4” away from the clue point, each other and any visible troops.
King of Spades	4 Dark Wolves, place them 6” away from the clue point, each other and any visible troops.
Queen of Spades	Beast droppings with Human remains.
Jack of Spades	Dark Wolf droppings with Animal Bones
Ace of Hearts	Victim 1 evidence

Dark wolves as per page 139 of the Rulebook.

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 3 or more Dark Wolves
- +1 extra experience point if the unit kills 6 or more dark wolves.
- +1 experience point if at least 4 soldiers exit the table.
- +1 experience points if a soldier leaves the table carrying Dark Wolf Droppings
- +1 experience points if the unit leaves with beast droppings
- +1 experience points if the unit leaves carrying the Victim 1 evidence.