

Silver Bayonet – Brotherhood of the wolf

Scenario 6 – The Beast attacks

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, Having gained evidence from a fresh(ish) victim of the beast and having tracked the beast to an area of ruins deep in the forest, and discovered its link to the gypsies. The squad meets with a gypsy informant and her father in a remote farm house, however they are ambushed by the beast and need to escort their informants to safety.

The Squad

See guidelines in Scenario 4 -

Miniature Requirements

- 8 Dark Wolves
- 8 Bandits/Gypsies
- The beast
- Your Squad
- 8 random livestock for the fields.

Setup

The table should be 3ft by 3ft and have a largish building in the centre (12" by 12" to 18" by 18") surrounded by fields and farmland, it is at the centre of a crossroads with the roads going north, south, east and west. The roads are lined with dry stone walls or Hedges. The fields count as difficult terrain for movement. Feel free to include some livestock for fun and to potentially distract the Beast and Wolves. The Gypsies will ignore the Livestock.

Your team deploys in the building in the centre of the table, also present will be 2 civilians. Your aim is to scare away the beast and escort the civilians off the table to safety.

Place 4 Clue markers on the table one in each quadrant of the table. Activate a clue marker when the team is in LOS of it.

Randomly place the beast at one of the clock points 12" out from the building in the centre.

The scenario ends once the beast has appeared and been killed or vanished, and the Squad has been got off table or the whole team is dead.

The meeting has occurred at night so Max Los is 12".

Special Rules

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Card	Clue
Ace of Spades	4 Gypsies/Bandits, 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	4 Dark Wolves, place them 6" away from the clue point, each other and any visible troops.
Jack of Spades	4 Gypsies/Bandits, place them at least 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

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+

Dark wolves as per page 139 of the Rulebook.

Gypsies/bandits as per page 137 of the Rulebook. The gypsies/bandits are protective of the beast and its lair and will act as per the Monster Action guidelines in the Rules.

Rewards

Unit receives the following bonus experience points for this scenario

- +1 experience point if the unit kills 3 or more Dark Wolves
- +1 extra experience point if the unit kills 2 or more Bandits/Gypsies.
- +1 experience point if at least 4 soldiers exit the table.
- +1 experience points for each civilian safely escorted off the table.
- +1 experience points if the unit wounds the Beast.
- +1 experience points for discovering a previously unknown allergy of the beast.