

Silver Bayonet – Brotherhood of the wolf

Scenario 7 – Into the Lair of the Beast

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 met with a gypsy informant and her father in a remote farm house, they were ambushed by the beast and escorted their informants to safety. Once safe the squad learn that the beast is controlled by a cult and the Gypsy informants provide the location of the Beasts lair and the location of the Cults meetings.

The Squad

See guidelines in Scenario 4 -

Miniature Requirements

- 8 Bandits/Gypsies
- The beast
- The beasts handler (a changling)
- Your Squad

Setup

The table should be 3ft by 3ft and have a large natural arena in one corner, the other 3 quarters of the table should consist of winding, meandering path no wider than 3 figures (75mm) with sheer vertical walls so that the Squad have no choice but the follow the paths through to the arena. You could if you wish have some branching paths so long as they all converge at the end. Terrain wise you could just mark out the path and accept that the walls are sheer block line of sight and cannot be crossed. Distribute 4 clue markers as suggested below.

Winding path from south, exiting East 1 Clue marker	Winding path starting in the West and ending in the south at the entrance of the Natural Arena 2 Clue Markers
Start point and winding path heading North 1 Clue Marker	Arena 1 Special clue marker at arena mouth

The arena is a natural basin with sheer walls, place a Special Clue marker at the entrance to the arena

Your team deploys at the Start point to the paths on the board edge.

Activate a clue marker when the team is in LOS of it.

The winding path is clogged with fog so Max visibility is 10".

When the Squad have LOS on the special clue marker place the beast and its handler along with any remaining gypsies that the Squad have not activated from the clue markers.

The scenario ends once the beast has been killed, its handler has been killed, the whole squad is dead or the Squad has exited the table due to excessive casualties.

The arena is clear of fog, so visibility is normal.

Special Rules

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Card	Clue
Ace of Spades	2 Gypsies/Bandits, place them at least 4" away from the clue point, each other and any visible troops.
King of Spades	2 Gypsies/Bandits, place them 6" away from the clue point, each other and any visible troops.
Queen of Spades	2 Gypsies/Bandits, place them 6" away from the clue point, each other and any visible troops.
Jack of Spades	2 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				

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.

The Beasts handler is a Changeling as per page 138 of the Rule Book, but with a pistol.

Rewards

Unit receives the following bonus experience points for this scenario

- +1 extra experience point if the unit kills 4 or more Bandits/Gypsies.
- +1 experience point if at least 4 soldiers exit the table.
- +3 experience points if the unit kills the Beast.
- +2 experience points if the unit kills the Beasts Handler.
- +1 experience points for discovering a previously unknown allergy of the beast.