

Silver Bayonet – Brotherhood of the wolf

Scenario 8 – Culling the Cult

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, and escorted them to safety, the informants provided information regarding a Cult that appears to be controlling the beast and also a possible location of the beast's lair. The Squad headed out to investigate the beast's lair met and killed it and its handler, all that was left was to kill the cultists behind the beast's creation.

The Squad

See guidelines in Scenario 4 – along with experience and wounds as per the campaign rules in the rulebook

Miniature Requirements

- 4 Bandits/Gypsies
- 12 cultists
- Your Squad

Setup

The table should be 2ft6" by 2ft6", the centre is a clearing in the forest (12-16" in diameter), possibly with standing stones and altar, if you fancy it, or not, maybe with a sacrificial victim hung from a tree or some other spooky stuff. The area around the clearing should be a reasonably cluttered forest with trees bushes etc.

Evenly place 4 clue markers 6" out from the edge of the clearing. Place a special clue marker in the centre of the clearing.

Your team deploys in a random corner.

The scenario ends once all the cultists have been killed or the whole squad is dead.

Despite it being night, the sky is clear and as such visibility is normal.

Special Rules

Once the Squad has LOS of the special Clue marker, place 12 cultists and accoutrements on the table in the clearing being typically Cultish.

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Card	Clue
Ace of Spades	1 Gypsy/Bandit, place them at least 4" away from the clue point, each other and any visible troops.
King of Spades	1 Gypsy/Bandit, place them at least 4" away from the clue point, each other and any visible troops.
Queen of Spades	1 Gypsy/Bandit, place them at least 4" away from the clue point, each other and any visible troops.
Jack of Spades	1 Gypsy/Bandit, place them at least 4" away from the clue point, each other and any visible troops.

Gypsies/bandits as per page 137 of the Rulebook. The gypsies/bandits are protective of the cultists and their ceremony and will act as per the Monster Action guidelines in the Rules.

Cultists as per page 139 of the Rulebook

Rewards

Unit receives the following bonus experience points for this scenario

- +1 extra experience point if the unit kills 2 or more Bandits/Gypsies.
- +1 experience point if at least 4 soldiers survive at the end of the Scenario
- +4 experience points if the unit kills all the Cultists