

SCENARIO 5: THE LITTLE FRENCH DRUMMER BOY

You've received intelligence that a drummer boy survived a revenant attack that wiped out his patrol. This wouldn't usually warrant further investigation, but there were witnesses that say he was bitten, but didn't die or transition into being a revenant like every other bite victim. The boy needs to be brought in for questioning (or perhaps some experimentation). Your informant last saw the boy heading into a graveyard so you start your search there.

SET UP

This scenario is played on a 2.5' by 2.5' table. The scenario is set in a graveyard. There should be a mausoleum / large statue at the centre point of the table. The centre piece should be no bigger than 3" x 3" footprint. Place a gravestone 3" in (diagonally – towards the centre point) from each corner of the table and note that they are spawning points for more revenants as the game develops. 4 clue markers should be on the corners of that 3" square around the centre piece. Place a revenant (see page 145) next to each of the clue markers. The player can set out their miniatures on any table edge. Once the player deploys their unit; place two revenants at two randomly selected corner gravestones. The rest of the table should be littered with gravestones, some broken perimeter fencing or railings, some trees and hedges / shrubs.

SPECIAL RULES

The drummer boy will be revealed once the correct clue marker is investigated (See the clue marker table). Place the drummer boy adjacent to the figure that investigated that marker. Make an immediate Courage Check (TN12), but also add the turn number as a modifier. So, on the first turn, they'll add +1, on the second turn they'll add +2, etc. If you are playing as a French unit you get an additional +1 to your Courage Check roll. If the figure succeeds the drummer boy miniature stays in base contact with that figure and can be guided off of any board edge. The guiding figure can no longer perform sprint actions. If the figure fails the courage check the boy moves 3" away from the figure, traumatised and scared by a stranger. A figure needs to interact with the drummer boy (like interacting with a clue marker) and pass a Courage Check (TN12) for the unit to successfully guide the boy to a board edge. If the guiding figure is reduced to 0 Health during the scenario the boy moves 3" away from the nearest revenant. Once the drummer boy has been successfully guided once; any other member of the unit can become a guide for the boy by ending a move action adjacent to the drummer boy.

Once the drummer boy miniature is in play, at the end of each turn roll a dice and on 6+ the nearest revenant will move 3" towards the drummer boy as he makes noise (the drummer boy drums nervously in his traumatized state.) If this brings the revenant into contact with a figure or the drummer boy a Melee Check is made immediately. The drummer boy can be attacked as a viable target during any Monster phase or end of turn action like this one. (See stats below.)

If the drummer boy is killed the mission is failed.

At the end of each turn on a roll of a 6+ another revenant comes into play on a randomly selected corner gravestone.

Soldiers may not escort the drummer boy off of the table before the end of turn 5.

Doctors can heal the drummer boy but at a reduced rate of only 1 Health per treatment (because the boy is fearful and difficult to treat).

DRUMMER BOY						
Speed	Melee	Accuracy	Defence	Courage	Health	Recruitment
6	+0	+0	13	+0	11*	n/a
Attributes: Man's Best Friend, Fearful						
Equipment: Hand Weapon, Drum, Dog						

Attribute: Man's Best Friend – The dog's barking is a distraction and anything attacking its master takes a fatigue token into the fight (giving it the standard -1 to the attacker's Melee Check roll)

Attribute: Fearful – The drummer boy does not "strike back" during the melee attack steps and can only "back off".

Drum: At the end of each turn roll a dice and on 6+ the nearest monster will move 3" towards the drummer boy as he makes noise.

Dog: *Adds one to the drummer boy's health because he protects the boy with his life.

THE DRUMMER BOY CLUE MARKER TABLE	
Card	Clue
Ace of Spades	The Drummer Boy! Place the drummer boy next to the investigating figure. Make an immediate Courage Check (TN12), but also add the turn number as a modifier. (See special rules for details)
King of Spades	A moan rolls in from behind you! Place a revenant on a randomly chosen corner gravestone.
Queen of Spades	A French phrase book! All the Investigating figure's Courage Checks when interacting with the drummer boy get an additional +1. (If you are playing as the French ignore this +1)
Jack of Spades	A rabbit's foot! Add your choice of a Power Dice or Skill dice to the fate pool.

REWARDS

+1 experience point if the unit Investigates three or more clue markers.

+1 experience point if the unit kills 4 or more revenants.

+1 experience point if the unit kills 6 or more revenants (Cumulative with the previous reward.)

+1 experience point if at least 5 five soldiers exit the table.

+1 experience point if the drummer boy has more than 5 Health when he exits the table.