

Silver Bayonet Scenario: The Cleansing

Les Chasseurs de Cauchemars' last encounter with the undead at the ruined chapel proved successful except for one nagging detail: they left at least one vampire roaming the ruins. The occultist Jolanda Scaletta convinces the warband's officer, Otilie Bastarauche, that they must return to stamp out the threat and reclaim the desecrated grounds with holy oil, fire and salt.

Set Up

Use the same table setup as Scenario 2: The Ruined Chapel. 2.5' x 2.5' board, in the center 6"x6" chapel ruins, 6 gravestones placed around the ruins in a rough circle, etc.

Place three Unhallowed Ground markers at random tombstones that surround the ruins. Beside each marker, place a **revenant**.

Place one Icon Marker in the center of the ruins and place a **vampire** next to it.

Declarations

At the start of the scenario, declare

- which figure carries the *Icon*
- which figure carries the *Holy Oil*
- which figure carries the *Bag of Silver Shot*

Special Items

The Silver Knife: functions as a holy symbol and grants +1 to the wielder's Courage.

The Icon: functions as a holy symbol and grants +1 Courage to any figure within Line of Sight.

Rewards!

Unit receives the following bonus experience points:

- +1 XP if the warband kills 4+ revenants
- +1 XP for each vampire slain by the warband
- +1 XP if at least 4 soldiers exit the table
- +1 XP if Jolanda completes the ritual prayer
- +2 XP if all Unhallowed Ground markers are removed
- +2 XP if the holy oil is set alight with the Icon in place

Special Rules

Sunlight has trouble reaching the forest floor here; Line of Sight is limited to a maximum of 12" and vampires suffer no penalties for being outside during the day.

A **revenant** spawns at a random Unhallowed Ground marker at the end of Turn 2 and every subsequent turn.

If any Unhallowed Ground markers remain the table by Turn 4, a second vampire appears at a random table corner.

Unhallowed Ground

These markers must be removed from the table by sowing consecrated salts into the dirt. Sowing salt costs 1 action and a figure must be adjacent to an Unhallowed Ground marker to sow salt.

Cleansing The Ruins

Icon Marker: the gold icon discovered in the previous scenario must be placed in the center of the ruins. To place the icon, a figure must be adjacent to the Icon Marker and spend an action. Once placed, swap the the Icon Marker for an Icon miniature of some sort.

Holy Oil: must be spread across the ruins. This costs a figure's entire activation to complete.

Ritual Prayer: must be conducted by Jolanda Scaletta and costs her entire activation. She must be within Line of Sight of the Icon miniature to conduct the ritual prayer.

Cleansing Fire: the oil must be set alight. A figure with *torches* in their inventory may spend an action to set the oil on fire if they are within 1" of the ruins. Alternatively, a figure may make a Shooting Attack with TN 13 to set the oil on fire.

Any figure inside the ruins when the oil is ignited suffers damage as if from a Melee Attack. Simply subtract the Power Die result from the figure's Health. Undead monsters suffer damage equal to the total rolled (both dice). This Damage roll occurs at the end of any turn a figure is within the burning ruins.
