



USE ME AN ELDRITCH HORROR STARTER SCENARIO

This simple scenario gives you a start in playing the USE ME game and designing your own scenarios.

AN EVIL AT THE BURESMOUTH TAVERN

Captain Standish stood back from the blurred glass panes of the 'Fisherman's Ankle' tavern and considered the grotty little town that was Buresmouth. He was not local to the area and it showed. For a start he has the right number of fingers and toes which, he was beginning to feel, was not the case for many of the local people. Standish and his fellow investigators had been brought to the tavern following a rumour of a cult that had begun to worship a growing plant that was most certainly a creation of the elder gods.

This plant was in the remotest part of the tavern's plot of land and the main room of the tavern was serving as a gathering point for those who sought to undo the evil of the unknown. Standish had been among the last to arrive and the small army detachment (former rank had it privileges after all) he had recruited for the night had already invested the tavern. They would begin shortly. Standish knew that he would be outnumbered, but dealing with cultists was one thing...if anything from beyond this realm was here then that would be a different and rum deal for all of them.

SCENARIO FORCES

This is a simple scenario for those who are just setting out in their adventures in the annals of Eldritch Horror. It takes place in O.G.Joel's fictional little English town of Buresmouth and could be the beginning of a longer campaign involving Standish and the Cult of Vegetatus.

You will need to print out or view these pages along with the supplied force rosters (for both sides in this scenario) and have enough miniatures to represent the characters (or an approximation of them). You will also need the USE ME rules, some D6 dice, a ruler in inches and the luck of whatever dark entity you worship during the game!

Force A belongs to Captain Standish as outlined in the roster and Force B belongs to the Cult of Vegetatus as given in their roster. While two players are desirable you can use the solo play rules if you wish.

SET UP AND MAP

On this page you can see the map for the scenario. Set yourself a typical two by four foot table and arrange the depicted scenery roughly as it appears here. The area marked by the letter 'A' is for Force A, the letter 'B' is for Force B. Set up of characters within each area is up to the player who is running that force. Turn One begins as normal.

SCENARIO OBJECTIVES AND VICTORY CONDITIONS

Buresmouth is a filthy little place that positively creeps and pulses with dark energies. As such it attracts more than its fair share of cults and other nastiness. Captain Standish has come to the town as the so far mysterious cult of Vegetatus was rumoured to have kidnapped his son and Standish, as you would expect, wants the boy back!

Captain Standish and his allies have made their way towards the sound of the cult as it worships its master. Now they will fall on them and scour this evil from the world of men. Victory goes to the first force to inflict 50% casualties upon the other. The game ceases at the end of that turn when 50% is achieved. If both sides achieve 50% in the same turn then the game is a draw.

SPECIAL RULES AND UNIQUE CONDITIONS

There is one special character in this scenario and that is 'Vegetatus' who is listed as a Monster in the roster. It has the following special abilities in play: 'Energy Shield', 'Sorcery' and 'Tentacles'. These abilities are to be used in play. All other characters are mere mortals though some are better than others!

Print Out and Use

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SOLO PLAY OPTION

This scenario is ideally suited to be played solo. Take Force A as the 'Attacker' and Force B as the 'Defender' as well and use the solo rules accordingly.

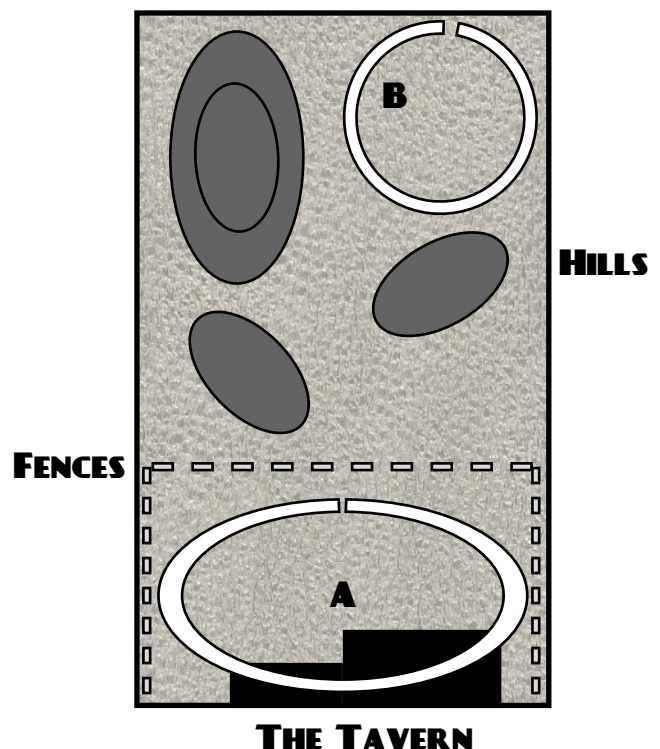
DESIGNERS NOTES

This scenario was created after the publication of Eldritch Horror and was not used during the playtesting of the rules 'in house'. It is a balanced and fun scenario that serves as an excellent introduction to the rules.

In our playing of the scenario we saw both sides win on occasion and even a draw during one particularly brutal turn in one game. Meeting the objective of wiping out half of the enemy can normally be met within four to seven turns though one game saw twelve turns as the cultists withdrew instead of standing and fighting.

The Cult has the advantage of numbers and its horrific leader while the investigators have an advantage in cohesion and firepower at range. We do recommend the less experienced player take the role of Captain Standish and that they try and take out the cultists from a distance.

Strike a blow for sanity!



USE ME FORCE ROSTER

FORCE TITLE: CAPTAIN STANDISH'S TEAMS				PLAYER NAME:			
No	Character Name	Miniature Description	Character Type	Elan	Movement	Weapons	Notes
1	Captain Standish	Investigator	Infantry	5	6	Side Arm	Team Leader (1) Hero
2	Doctor Wellgroom	Investigator	Infantry	4	6	Side Arm	Hero
3	Mr Jones	Investigator	Infantry	4	6	Shotgun	
4	Mr Peeps	Investigator	Infantry	3	6	Shotgun	
5	Mr Wellgoode	Investigator	Infantry	3	6	Shotgun	
6	Sergeant O'Brian	British Army	Infantry	4	4	Side Arm	Team Leader (2)
7	Private Hastings	British Army	Infantry	3	4	Bolt Action Rifle	Sniper
8	Private Gummer	British Army	Infantry	3	4	Bolt Action Rifle	Sniper
9	Private Allen	British Army	Infantry	3	4	Bolt Action Rifle	
10	Private Taylor	British Army	Infantry	3	4	Bolt Action Rifle	
11	Private Lamont	British Army	Infantry	3	4	Bolt Action Rifle	
12	Private Wentworth	British Army	Infantry	3	4	Bolt Action Rifle	
13	Private Percy	British Army	Infantry	3	4	Bolt Action Rifle	
14	Private O'Toole	British Army	Infantry	3	4	Bolt Action Rifle	
15	Private Murdoch	British Army	Infantry	3	4	Bolt Action Rifle	

USE ME FORCE ROSTER

FORCE TITLE: CULT OF VEGETATUS				PLAYER NAME:			
No	Character Name	Miniature Description	Character Type	Elan	Movement	Weapons	Notes
1	Vegatatus	Plant Creature	Monster	6	2	Various	See Special Rules
2	Dioabolo	Cult Sorcerer	Humanoid	6	6	Handgun	Team Leader (1) Sorcery
3	Festus	Cult Devotee	Humanoid	4	6	Sub-Machine Gun	Energy Shield
4	Gimble	Cult Dabblers	Humanoid	2	4	Side Arm	
5	Slimus	Cult Dabblers	Humanoid	2	4	Side Arm	
6	Luchus	Cult Dabblers	Humanoid	2	4	Side Arm	
7	Pukem	Cult Dabblers	Humanoid	2	4	Side Arm	
8	Wastralum	Cult Dabblers	Humanoid	2	4	Side Arm	
9	Mucasm	Cult Dabblers	Humanoid	2	4	Side Arm	
10	Offulus	Cult Dabblers	Humanoid	2	4	Side Arm	
11	Belchus	Cult Dabblers	Humanoid	2	4	Side Arm	
12	Astramus	Cult Devotee	Humanoid	4	6	Sub-Machine Gun	Team Leader (2)
13	Wild Turama	Fanatic	Humanoid	6	4	Flamethrower	Heavy Weapon
14	Wild Germaine	Fanatic	Humanoid	6	4	Flamethrower	Heavy Weapon
15	Wild Hastus	Fanatic	Humanoid	4	6	Bare Hands	Close Combat Spec
16	Wild Juvilmus	Fanatic	Humanoid	4	6	Bare Hands	Close Combat Spec
17	Wild Lepantan	Fanatic	Humanoid	4	6	Bare Hands	Close Combat Spec
18	Wild Opiatua	Fanatic	Humanoid	4	6	Bare Hands	Close Combat Spec
19	Wild Kilgoria	Fanatic	Humanoid	4	6	Side Arm	
20	Wild Ultimatum	Fanatic	Humanoid	4	6	Side Arm	
21	Wild Yestus	Fanatic	Humanoid	4	6	Side Arm	

