



# Rose and Thorn

A Scenario for  
Two Players or Solo Play

UM001 USE ME 15mm Science Fiction



## Valentines Day 2041 in Rochester City southern Minnesota, federated states of America...

*"No response from second squad. Comms are dead and life scan is negative. We have no thermal in the park but there is a lot of movement on the scanner. Something is in there. The lab was too vague on what got out. Seems they don't want this to make the prime feeds this evening. Your orders mam?"*

The hydrogen power plants of the idling Chargers gave a faint buzz as Commander Birch considered her options. It was obvious that the situation has to be contained and that a bio-hazard was loose in the park. A squad had gone silent after recon and only a few citizens had fled before something stopped them. The park was next to the 3<sup>rd</sup> avenue bridge and there was no way her superiors would stand for the bridge being crossed. Birch had two armoured vehicles and fifteen troopers left and that would have to be enough. She signalled.

*"Sergeant. Prepare to advance behind the bang buckets and lets flush the park out. Permission is given for lethal force."*

Chewing into the soft grass and soil the vehicles rumbled forward and in three squads of five the battle armoured troopers followed. By the time they reached the first trees they could see the creatures, the things, which had eviscerated second squad.

*"Shit. What the hell are those things! Plants with teeth! Fire! Weapons free!"*

With a whine of servo mechanisms the turret on the Charger APC rotated until its 20mm cannon were able to track the nearest targets. Selecting ripper rounds for close in work the ammo feed chambered and fired rounds at the rate of eighty per second. The tree line vanished in a cloud of splinters and flying debris as the troopers dropped to their knees or face down to avoid the hail. In five second the cannon clacked empty on its hopper and silence descended. But only for a moment.

A groaning sound like rope being twisted by the wind make the troopers gaze into the clearing air ahead. Green and yellow shapes were moving. Many were smashed into ruin but many others were coming towards the platoon on fibrous feet. Their mouths were open and rows of hardened teeth showed and a few began shooting with long branches which squirted a vicious fluid that burned the ground where it landed

*"This is Birch. No retreat. These things don't reach the bridge. They don't reach past us. Back up is coming...hold them here. Fire!"*

Gun barrels blazing as case less 9mm penetrators lashed out at the nearest moving plants the platoon prepared to sell its lives dearly'.





## Rose and Thorn

The escaped plant creatures must be held in the park at all costs and they will assault the SFA trooper who are guarding the exit of the park onto the bridge. None may pass!

## Scenario Set Up and Goals

Set up a gaming area two feet by two feet square. Its a flat area of grassland with six groups of four trees laid out by players choice. There may be no trees within 6 Inches of the SFA side of the table. The Klorzids set up on the opposite edge of the gaming area to the SFA. There is a limit of ten turns on this scenario and it is the aim of the Klorzids to get as many of their number off the SFA table edge as possible while the SFA aims to stop this. If 25% or more of the plants make it then it is a win for them.

## Forces in Play

In this scenario there are two sides each can be taken by one player or one given to the solo rules. If playing solo then we recommend that the Klorzids are played by the solo rules as they will simply wish to advance.

The Klorzids field three squads of six plants each. Each squad is Elan 4 with Move Rate 4 Inches per turn and is counted as Armoured and three of each six are armed with a bio weapon which counts as 'Standard Rifle' the rest are melee attack only. Security Force Alpha fields two squads of five troopers both Elan 5, Move Rate 6 Inches and armed with 'Superior Rifle'. They also have one Charger APC which is a Heavy Vehicle with Elan 3 and a Move Rate of 8 Inches and armed with a Vehicle Automatic Weapon.

## Unique Rules for this Scenario

In this scenario there is one unique rule which applies to Security Force Alpha which is that the Charger APC is low on ammunition. Each time that it fires its weapon roll 1D6 and on a 5 or 6 that is its last shot of the game.

There are no unique rules for the Klorzids.

## Solo Play and Scenario Requirements

If you wish to play out this scenario on your own you can do so with ease. Make use of the solo play bolt on rules in the USE ME rules. For this scenario make the solo player take the part of the Klorzid plants. Solo engine player is AGGRESSIVE setting for solo play keeping scenario goals in mind each turn.

To make use of this scenario you will need a copy of **UM001 USE ME 15mm Science Fiction Rules** from Alternative Armies along with a handful of six sided dice, a measuring device, your miniatures, terrain and a place to play out the scenario. You can make use of rosters and counters to enhance the game and these can be had for free by download from us upon request (ask for UM001 free files). Contact us on [sales@alternative-armies.com](mailto:sales@alternative-armies.com) or check the free downloads page of the website.

We recommend the use of the Grinning Skull Miniatures line code GRNP09 Klorzid Squad for the killer plants. Each pack contains six different miniatures and you will need three packs to play the scenario in full. For the opposite side see the HOF 15mm Science Fiction range and Security Force Alpha. For the infantry use SFA Infantry codes such as HOF96 and HOF97 plus others such as the forth coming HOF112 and HOF113 which are released in March 2018. Any of the three Chargers will be fine but we used HOF28C Tracked Character. In the expanded scenario we added a HOF111 Scrofa AFV which you can see the images. Search for them by code in the search box on the website.

## What Next?

If you enjoyed this micro scenario then thank you we enjoyed play testing it. You can find other USEME free articles and downloads on our website. We have an expanded version of Rose and Thorn which you can try. This expanded version made use of more miniatures on both sides and a change to scenario conditions.

We added three more squads of Klorzids (GRNP09) for 18 more plants exactly laid out as per the squads already in the scenario. We added a Scrofa AFV to the scenario with no ammunition restriction and the statistics of Light Vehicle with Elan 4 and Move Rate of 10 Inches and Vehicle Automatic Weapon. The scenario goals do not change but the turn limit is removed and the table is made 3 foot by 3 foot with the same scenery to make the advance of the larger number of plants tougher upon them and so that the SFA player can make use of their mobility in play. This expanded version plays rather differently and we found it easier for the SFA player.

## CREDITS

Written By: Gavin Syme (GBS)  
Internal Artwork By: Edward Jackson  
Additional Contributions By: Sam Croes and Ethan Lyle  
Layouts and Photography By: Alternative Armies

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