

Compound Interest

A Starter Pack for One or Two Players

"Brother Clement...what is that I see yonder in the dawning light beyond our blessed fence?"

As the sun rose over a blasted landscape of dry dirt and stunted dead trees metal glistened far off in the already growing heat haze. While everything else was old and broken down the high chain linked fence which marked out the perimeter of the Way of Truth cult was bright and gleamingly clean. Within its enclosure simple wooden buildings and covered gardens in which was the only green grew, along with the followers of the cult. They were the chosen. The blameless who would in time inherit the ruined world.

"High Priest...I do not know...beasts of the radiation...men perhaps. Certainly none which were invited. Shall I call the brothers to arms?"

The one who was in command thought for a long minute watching as more shapes began to appear and draw closer. He was considering his answer. To look foolish if it were nothing would require the use of the lash to restore faith. As it was his answer came quickly and divinely. Not from above but from the front as with a whip crack a bullet impacted with a fence support fifteen feet to his right. The boom of the shot followed a moment later. Whomever it was out there their intentions were now clear.

"Yes Brother Clement. The Way has been shown. Issue the men with weapons and their red robes of faith. Let us meet these devils with righteous lead."

Clement ran off and soon a siren was wailing. Now the foe could be seen. Wild looking men armed with automatic weapons and long steel blades. Raiders from the wastes. It had been a while since this had last happened and the cult had thought perhaps they were alone upon the earth now. It seemed not. Well they would meet their match and be bested. By the time they came near to the fence the faithful would be ready to fight.

Whatever came in the coming minutes and the fight the intruders must not be allowed to enter the holy place nor gaze upon the statue and the wyrding lights. Those things were for the faithful only. Over the holy place the fields were sparse but they gave up food even though the land was blighted.

Turning the High Priest walked calmly towards the white washed shed where the weapons were stored. He smiled broadly and long. In these dark days a diet of vegetables sustained; but meat...soon they would have that too...



The UMS03 Starter Pack

Welcome to the Starter Pack. This pack is one of a series and each pack in the series has a simple goal; to give you all you need to get in to 15mm wargaming. The Starter Pack provides you with the rule book the miniatures, bases, dice, scenarios and rosters. What you need to bring is yourself (and a friend but you can also play solo!) and a device for measuring distances such as a ruler. So, once you have gotten all the bits out of the box lets get started!

Begin with the USE ME rule book that came with the Starter Pack. This pocket sized power house gives you all the game mechanics you will need to create hundreds of scenarios and endless campaigns. The book also caters for the three scenarios given on this insert. Have a quick read, the rules can be learned in a few minutes. Have a look at the pre-filled rosters and match them up to your new miniatures from the box. You might want to just glue the bases on and get playing but you might want to stop and paint the miniatures first; unless someone else has already done this for you!

Here is the listing of the 15mm miniatures that are included in this Starter Pack. These are given by respective force and title in play and then by product codes should you wish to look them up on the [Alternative Armies website](#).

The Post Apocalyptic Warriors - Brutal Hand Clan

- 2 Human Commanders (HOF18)
- 4 Human Warriors (HOF20)
- 3 Human Warriors (HOF55)
- 3 Human Warriors (HOF21)
- 3 Human Warriors (HOF19)

The Cultists - Way of the Truth

- 3 Human Cultists (HOF56)
- 3 Human Cultists (HOF74)
- 3 Human Cultist Guard (HOF90)
- 4 Human Cultist Command (HOF77 and HOF107)
- 1 Cultist Speeder (HOF91)

(See the last page for where the miniatures fit into the Rosters)



Set up the first scenario from this insert. Each scenario is complete and can be played on its own or as part of a linked short campaign of three. This campaign can be played with another person or solo as USE ME includes solo play rules and the scenarios outline how they apply in each case. We end this insert with ideas for continuing the adventure from the end of the third scenario. These are given so that you can begin to plan your own continuation from the spring board this pack has given you. It must also be pointed out that a lot of you reading this will be experienced wargamers who might well have bought this Starter Pack just for the miniatures. Let it be known we don't mind...well done you!

Scenario One By Boundary Known

They are at the fence! Kill them!

Scenario Forces

This is a fairly straight forward fight of a scenario. To get you used to the game mechanics and also to get a feel for all parts of the turn sequence. The scenario takes place at the entrance to the Cult of the Way of the Truth compound and its boundary fence.

The Brutal Hand Clan wish to attack the fence and force an entry before exiting off the far side of the playing area. It is the goal of the Cultists to prevent the savages from entering the compound. The Post Apocalyptic roster gives you three squads these being A (No 1-6), B (No 7-12) and C (No 13-15). The Cultist from the rosters give you three squads these being A (No1,2,12-15), B (No3,4,6-11) and C (No 5). Follow the instructions of this scenario to the best of your gaming ability but do feel free to alter the miniatures, map and rules to suit you if needed.

Set Up and Map

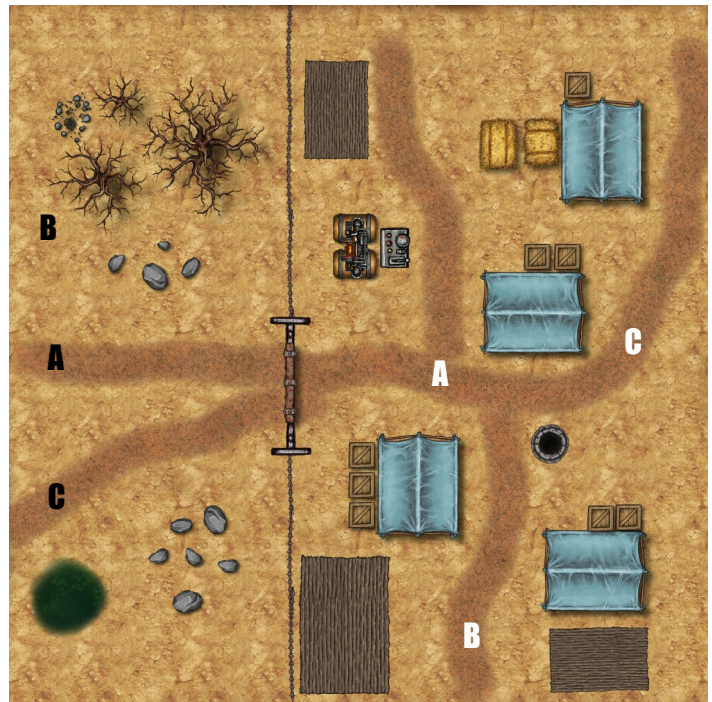
See the Map for Scenario One for the set up of your terrain and miniatures roughly as it appears on the map. The gaming area is a standard three foot square. In the letter marked places all miniatures are set up within 2 Inches of each other with the exact arrangement of characters in each area being up to the controlling player or just random. Turn One begins as normal.

Scenario Objectives and Victory Conditions

The objective for the attacking Post Apoc Warriors is to get across the playing area and exit the far side. If they manage this with 50% of their force still alive then it is a victory for them. The Cultists simply need to prevent this and if they do kill more than 50% of the attackers then this is achieved. There is no turn limit in this scenario.

Special Rules and Unique Conditions

There are special rules in this scenario. Firstly of all the 'Book of Faith' and 'Rusty Toby' character rules apply. Secondly the Fence which stretches across the playing area has these extra mechanics. The Fence has a gate in its centre which is 6 Inches wide. It is closed at game start but can be opened by use of a crank on its southern end. One character inside the gate can open or close it at the rate of one inch per action. The Fence itself is too high to climb and is made of thick wire with posts every inch of so. It can be broken through using a Heavy Weapon attack or by close combat with a successful attack. This opens a 1 Inch gap. There is a well inside the compound, any character who falls in automatically dies (blame play testing for this rule!). The scenario takes place during the day and in fine weather.



Solo Play Option

If you wish to play this scenario on your own for practise or due to the lack of an opponent you can do so with ease. Consult the solo rules in your rule book and give the part of the attacking Post Apoc Warriors to the silent player. The warriors are Aggressive setting in this scenario and will attempt to close on the fence at all times by the most direct route and then to break through it. They will prioritise reaching the other side of the playing area over shooting at the Cultists.

Linkage to the Next Scenario

There is no reason to link the scenarios in this Starter Set if you do not wish to; they can be totally stand alone. However some players do like to make the results of a scenario count for something in the next game. If both players agree then you can action the following going into scenario two: The winner of 'By Boundary Known' may nominate one of the other side's squads in the second scenario to enter the game one turn later that turn one from their edge of play. This nomination is done ONCE SET UP IS COMPLETE.

Unique Rules for Scenarios

The Book of Faith: Unique rule to this scenario pack as follows. Brother Clement (B, HOF107B) on the Cultist roster carries the book of faith which contains the message of the Way of Truth. He is weighed down by its mighty words. The High Priest (A, HOF107A) can read from the book as long as he is within 2 Inches of Brother Clement. When the action of reading is carried out (counts as an attack action) then it generates one re-roll for the Cultist player. This may be used at any point on any roll after it is earned. These may be stacked up over turns and used multiple on a single roll if desired. May not be used on the rolls made by the enemy.

Rusty Toby: Among the Brutal Hand Clan the 'pet' of Lord Skullgrinder is a former warrior now encased in a prototype powered armour suit from before the atom war. Toby is not very bright and indeed seems almost incapable of action without being led. On the plus side he is VERY tough indeed. As well as being armed with a heavy weapon and grenades he counts as ARMoured too. If no other friendly character is within 3 Inches of him he will not activate. He is immune to shot from Side Arms (no possible attack) and may ignore the first two successful hits upon him (keep note).



Scenario Two To the Depths

Prevent the Heretics from finding our lord! Prevent these vermin from taking our very meals from us!

Scenario Forces

The Way of Truth have failed to prevent the raiders from breaking into the compound and now mount a defence of their crops and also to make sure the enemy does not find the secret entrance to the real cult's place underground. The scenario takes place among the sparse tilled plots in dry dirt.

The Cultists want to stop the Brutal Hand Clan from destroying the four small fields of crops in the playing area while the raiders just want to kill and destroy. The Cultist from the rosters give you three squads these being A (No1,2,12-15), B (No3,4,6-11) and C (No 5). The Post Apocalyptic roster gives you three squads these being A (No 1-6), B (No 7-12) and C (No 13-15). Follow the instructions of this scenario to the best of your gaming ability but do feel free to alter the miniatures, map and rules to suit you if needed.

Set Up and Map

See the Map for Scenario Two for the set up of your terrain and miniatures roughly as it appears on the map. The gaming area is a standard three foot square. In the letter marked places all miniatures set up within 2 Inches of each other with the exact arrangement of characters in each area being up to the controlling player or just random. Turn One begins as normal.

Scenario Objectives and Victory Conditions

The objective of the Post Apoc Warriors is to get to each tilled plot and to destroy it. If they manage this with all four before the last of them perishes they win. The Cultists are trying to prevent this and win if one plot survives at scenarios end. There is a 15 turn limit in this scenario.

Special Rules and Unique Conditions

There are special rules in this scenario. Firstly of all the 'Book of Faith' and 'Rusty Toby' character rules apply. Secondly what it takes to destroy a tilled plot. A character with a flame thrower can do it with one successful attack upon its centre. Otherwise two successful grenade attacks or a total of six close combat attacks per plot will do it. The scenario takes place during the day and in fine weather.

Solo Play Option

If you wish to play this scenario on your own for practise or due to the lack of an opponent you can do so with ease. Consult the solo rules in your rule book and give the part of the defending Cultists to the silent player. The cultists will send each squad to defend one plot and keep defending it against all comers. The fourth plot will be left undefended except for ranged fire against its aggressors.

Linkage to the Next Scenario

There is no reason to link the scenarios in this Starter Set if you do not wish to; they can be totally stand alone. However some players do like to make the results of a scenario count for something in the next game. If both players agree then you can action the following going into scenario two: The winner of 'To the Depths' may call upon the will of the dark god on the next scenario to make a single attack with a superior rifle upon a target of their choice by way of a lightning bolt! This is done during the activation of the player.



Scenario Three In the Presence of a Dark God

*They have defiled us! They have entered the deep and inner sanctum and now they will try to take our lord!
How dare they! Stop them, stop them by any means!*

Scenario Forces

The Way of Truth are desperate now. The attackers have pushed aside the boundary fence and smashed or burned their way through the compound of the believers. Worse they found the entrance to the underground cavern which was the very reason for the compound and the Way of Truth itself. For within the cavern is a statue of something not of this world, something ancient and still very much powerful. It has been disturbed! This scenario takes place underground in a well lit space.

The Brutal Hand Clan are amazed by what they have seen after bursting into the cavern. Expecting hostages, supplies, weapons instead a temple to an ancient mighty creature which literally throbs with power. As with the other two scenarios the squads are for the Post Apocalyptic roster A (No 1-6), B (No 7-12) and C (No 13-15). The Cultist from the rosters give you three squads these being A (No1,2,12-15), B (No3,4,6-11) and C (No 5). Follow the instructions of this scenario to the best of your gaming ability but do feel free to alter the miniatures, map and rules to suit you if needed.

Set Up and Map

See the Map for Scenario Three for the set up of your terrain and miniatures roughly as it appears on the map. As this is far from a normal playing area you might want to use cut pieces of card or such for the columns and the giant statue. The gaming area is a standard three foot square. In the letter marked places all miniatures set up within 2 Inches of each other with the exact arrangement of characters in each area being up to the controlling player or just random. Turn One begins as normal.

Scenario Objectives and Victory Conditions

This is a battle to the end and it may well get rather crazy before it ends. Victory goes to the side with the last man standing. Wipe the enemy out! There is no turn limit for the scenario.

Special Rules and Unique Conditions

There are special rules in this scenario. Firstly of all the 'Book of Faith' and 'Rusty Toby' character rules apply. Then there is the dark god statue, the holding pens, the stone columns and the magic circle.

The Cultists worship the massive statue without really knowing what it is but it is very powerful. Its actions are tied to the magic circle. The statue cannot be damaged in any way and any character silly enough to touch it will be killed instantly. The magic circle as shown on the map is a glowing set of light rings around several large gem stones mounted into the floor. The circle is 3 Inches across and if a character from one side or the other stands in it they control the dark god (sort of); if both sides have characters in the circle then it becomes inert for that turn. The player who controls the circle may roll once per turn to see if the dark god will strike down a foe. Roll a dice on a result of 1 the player nominates an enemy miniature and makes an attack upon it as if with a 'superior rifle'; they may be anywhere in the playing area outside of the magic circle. There are five one man holding pens which are all full. If a character opens a pen using an action roll a dice. On a 1 the prisoner joins their side in that squad. On a 2 they are an enemy and melee combat happens. Any other result the poor wretch is already dead. Lastly the stone columns. These are very strong but if the Cultist Speeder or Rusty Toby crashes into one of them it will crack and fall. This leads to a 3 Inch Square piece of cavern roof falling which makes that space totally unpassable and any character in that area is automatically killed.

Solo Play Option

If you wish to play this scenario on your own for practise or due to the lack of an opponent you can do so with ease. Consult the solo rules in your rule book and give the part of the defending Cultists to the silent player. The cultists will use ranged fire to kill the enemy and will attempt to enter the magic circle and to stay there at all costs.



Linkage to the Next Scenario

You have reached the end of the three scenarios of this starter set and that could be it...or could it? There is no reason not to take your miniatures and to play on. After all you can see there is a path leading off the far side of the playing area...where does it go?

A typical way to continue would be to think up a scenario and then expand on your two forces with perhaps another squad of HOF56 Cultists and perhaps HOF75 Wasteland Uber Goons for some big guys for the Brutal Hand Clan. You could add some vehicles and make the playing area bigger by use of for example HOF111 Scrofa Wheeled AVF which can be a post apoc roller no problem at all. The possibilities are endless.

Thank you for choosing USEME and may the radiation be low for your scavengers in their adventures.



USEME Force Roster

Force Title: The Way of Truth Cult				Player Name:			
No	Character Name	Description	Character Type	Elan	Movement	Weapons	Notes
1	High Priest	Commander	Infantry	4	4	Side Arm	Hero, HOF107A
2	Brother Clement	Book Bearer	Infantry	4	4	None (Special)	See special rules, HOF107B
3	Brother Asky	Priest	Infantry	3	4	Side Arm	Commissar, HOF77A
4	Brother Bolt	Aide to Priest	Infantry	3	4	Side Arm	Medic, HOF77E
5	Brother Newman	Speeder Rider	Light Vehicle	4	8	Vehicle Automatic Weapon	HOF91
6	Brother Simmon	Cultist	Infantry	3	4	Standard Rifle	HOF56A
7	Brother Percival	Cultist	Infantry	3	4	Standard Rifle	HOF56B
8	Brother Turnbull	Cultist	Infantry	3	4	Standard Rifle	HOF56C
9	Brother Gomez	Cultist RPG	Infantry	3	4	Heavy Weapon	Anti-Tank, HOF74A
10	Brother Ignatio	Cultist Flamer	Infantry	3	4	Heavy Weapon	Flamethrower, HOF74C
11	Brother Grimm	Cultist Minigun	Infantry	3	4	Heavy Weapon	HOF74B
12	Brother Earnst	Holy Guard	Infantry	4	4	Superior Rifle	HOF90A
13	Brother Maltby	Holy Guard	Infantry	4	4	Superior Rifle	HOF90B
14	Brother Costly	Holy Guard	Infantry	4	4	Superior Rifle	HOF90C



HOF56 Cultists

HOF74 Cultist Heavy Weapons



HOF90 Cultist Holy Guard

HOF107 Leaders



HOF77 Priest and Aide

HOF91 Speeder



USEME Force Roster

Force Title: Brutal Hand Clan				Player Name:			
No	Character Name	Description	Character Type	Elan	Movement	Weapons	Notes
1	Lord Skullgrinder	Commander	Infantry	4	4	Side Arm	Hero, HOF18B
2	Rusty Toby	Cyborg	Infantry	4	4	Heavy Weapon, Grenade	Special rules, HOF19A
3	Thrasher	Warrior	Infantry	4	4	Standard Rifle	HOF55A
4	Brawler	Warrior	Infantry	4	4	Standard Rifle	HOF55B
5	Knobbler	Warrior	Infantry	4	4	Standard Rifle	HOF55C
6	Rippa	Warrior	Infantry	4	4	Standard Rifle	HOF20A
7	Chops	Warrior	Infantry	4	4	Standard Rifle	HOF20B
8	Mangles	Warrior	Infantry	4	4	Standard Rifle	HOF20C
9	Grindem	Warrior	Infantry	4	4	Standard Rifle	HOF20D
10	Hacka	Chosen Warrior	Infantry	5	4	Heavy Weapon	Flamethrower, HOF19D
11	Peeler	Chosen Warrior	Infantry	5	4	Heavy Weapon	HOF19B
12	Zooma	Chosen Warrior	Infantry	5	4	Heavy Weapon	Anti-Tank, HOF19C
13	Junker	Beserker	Infantry	5	6	Side Arm, Blade	Close Combat Specialist HOF21A
14	Yobba	Beskerker	Infantry	5	6	Side Arm, Blade	Close Combat Specialist HOF21B
15	Spleen	Beserker	Infantry	5	6	Side Arm, Blade	Close Combat Specialist HOF21C



HOF55 Post Apoc Warriors

HOF20 Post Apoc Warriors



HOF19 Post Apoc Support

HOF21 Post Apoc Assault



HOF18B

HOF19A

UMS03 Credits

Written by Gavin Syme
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 Layouts: AA Staff
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