

OUTWORLD 2114.AD



WAR IN THE DARKNESS

**VIC DOBSON
2017.AD**

OUTWORLD 2114.AD

WAR IN THE DARKNESS

A CAMPAIGN SETTING FOR




Ultra Simple Engine for
Miniature Engagements




Includes
Solo Play
Bolt On

15mm Science Fiction
Skirmish / Battle / Campaign



Ultra Simple Engine for
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OUTWORLD 2114.AD

CAN I HAVE YOUR ATTENTION PLEASE? THANKYOU ...

It is eighty-three years since Mankind nearly destroyed itself when a small regional conflict in the Far East escalated into World War III. Eighty-one years since the nuclear dust clouds which had blotted out the sun for more than two years finally cleared, only to leave humanity suffering under dangerous levels of solar radiation. Eighty years since we finally put aside our petty grudges, our petty hatreds, and our petty nations, and came together as one people, one humanity, first to survive, then to rebuild our ravaged world and reclaim the future, and the stars, for our children and our children's children.

It took five pain-filled years before we stopped losing people to starvation and to disease, but not to radiation sickness – that sadly continues to this day. It took us nearly fifteen years to reclaim some of the lands least ravaged by the nuclear fires, but once we had done this we were able to begin rebuilding. But even as we rebuilt our homes and reclaimed the knowledge we had so nearly lost, we knew that the Earth would never again be the same – we had wounded her too much for her to forgive us.

If we were to survive, we had to go out and stake our claim to the stars. So we came together once more. Working together, sacrificing together, we built the ships we needed, first to reach out to our moon, and then onwards towards Mars and the resources-rich asteroid belt beyond.

By 2073.AD we had built nine colonies on the moon, and with five more on Mars we were finally well placed to take our first steps beyond Mars. By 2099.AD we were reaching for Jupiter and its system of moons.

The stars were ours, and ours alone. Or so we thought.

But we weren't alone – They were out here. And They too were staking a claim to the stars, and to the future.

It was in 2101.AD that one of our probe-ships orbiting Io and mapping in preparation for a mining colony spotted another craft approaching. At first they was thought the craft was another of our probe-ships, but as it drew closer they were finally able to see it, and in doing so they realised the approaching craft hadn't been designed by human minds or built by human hands ... the whole thing looked subtly 'wrong' somehow. Pushing their ion drive beyond its safety limits they broke and ran from Io orbit, broadcasting the news that we were not, after all, alone ...

We now know that beyond the farthest orbit of Pluto there is a dark, cold and dense world, a world where no light falls and where the very air you breathe lies frigid on the ripped and tortured ground. It is a bleak place, a terrible place, and it is their home. We gave this bleak world a fitting name – Hades.

We have no name for them other than Outworlder. We have never seen their faces. But we know what it is they want – they want the same as us. They too want to survive, they too want to prosper. They too are intent on claiming the resources of our shared home. We both cannot have them.

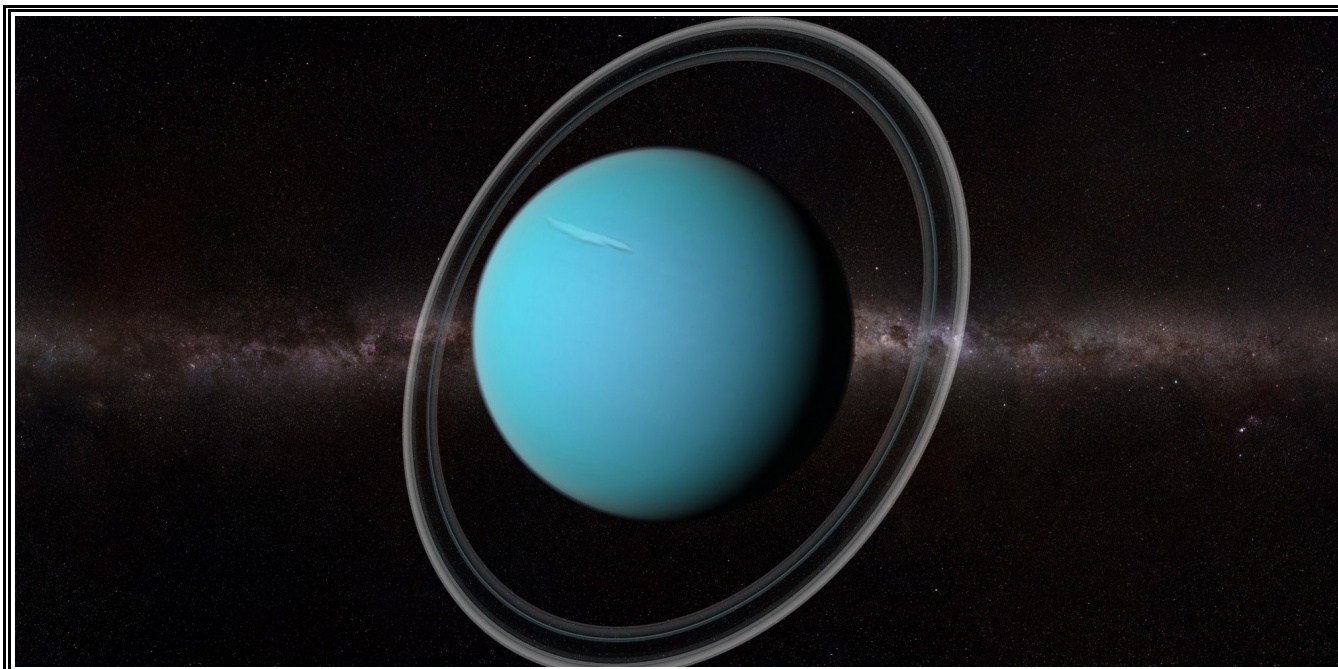
If only we could talk to them we might come to an arrangement – Peace and Trade, share and exchange. But we can't. And they don't seem willing to talk. We didn't build the first warships, or fire the first shot, they did. We had no choice but to copy them, if only to defend ourselves and then to strike back ...

It is 2114.AD. We have survived the Nuclear Fires. We have survived both Disease and Death. We have Rebuilt our homes.

We will Survive.

And with your help, we will win ...

Excerpt from the academy address to new students by Captain Kwanza Danjuma
United Earth Fleet Training Command
21st April 2114.AD



I. INTRODUCTION

Welcome to Outworld 2114.AD, a setting for USE ME 15mm Sci-Fi and USE ME Starship Battles. Within this small document you will find all you need to fight the battles for Humanity's survival in the near future.

This document does not repeat the basic rules as used in USE ME 15mm and SSB but instead replaces some parts and adds to or removes others. To help in understanding the changes made this document is arranged as per the USE ME rules, with any changes made described when required.

Part 1 is USE ME SSB and is dealt with first; Part 2 is USE ME 15mm Sci-Fi.

2. CONTENTS PART I – USE ME SSB

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3. CHANGES TO USE ME SSB

1. Turn Sequence:

- Initiative Phase – During the Initiative Phase all players must secretly record which ship(s) in their force are activating their Electron Screen. Once all players have done this all players should declare which of their ships have activated Electron Screens, revealing their record if asked. If a player should forget to record this, the ship is automatically assumed to have NOT activated its Electron Screen.
- In Play Phase – No changes.
- Consolidation Phase – No changes.

2. In Play Phase:

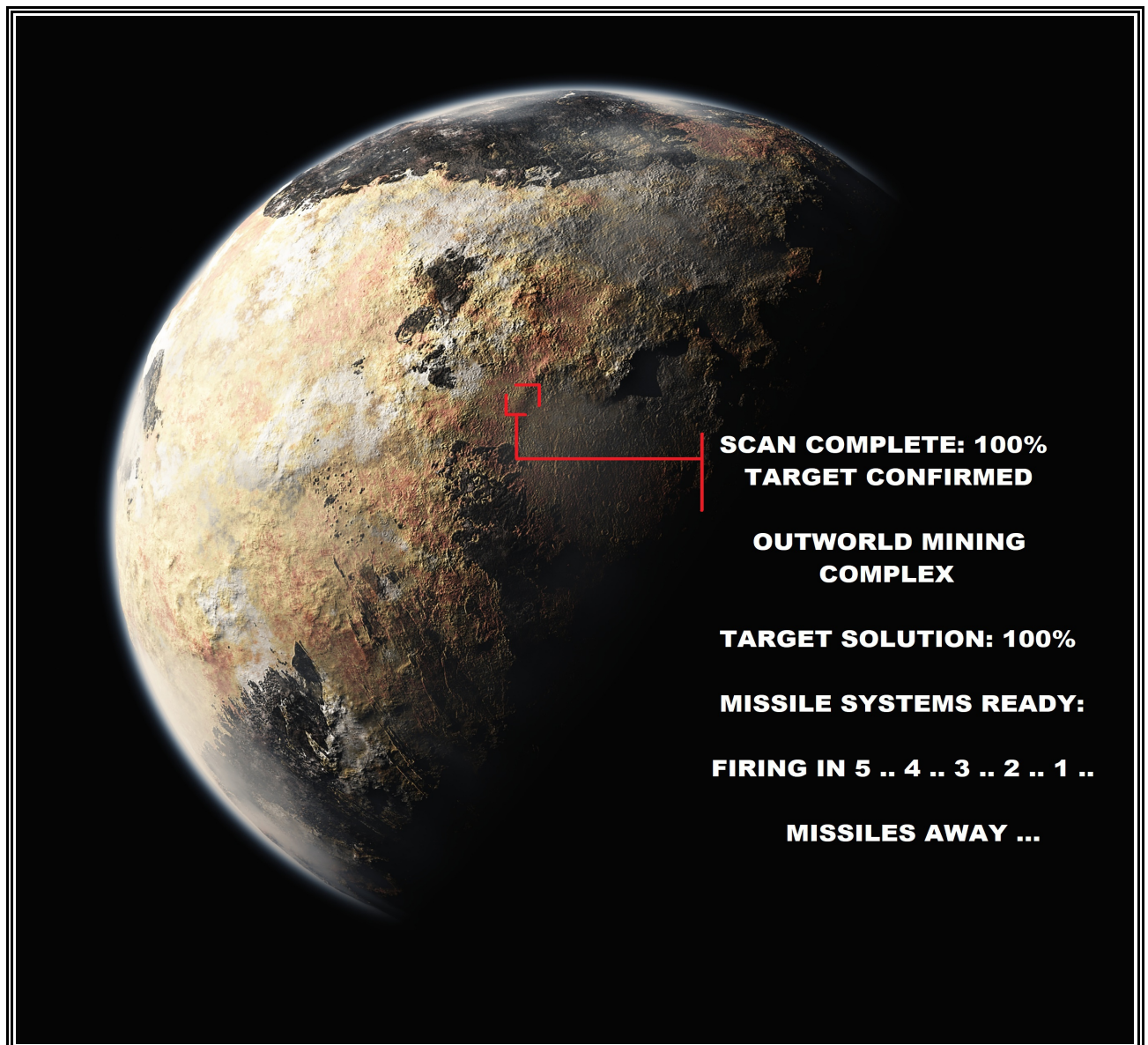
- Activation in Play – The choice of 2 actions is limited to: Move, Weapon Fire, Ramming, Special Action, Unique Action. The Boarding & Raise Shield actions are NOT used in Outworld 2114.AD.

3. Movement:

- Players MUST use the optional Vector Thrust Movement rules (USE ME SSB p.19).

4. Weapon Fire:

- There are a number of new weapons systems in Outworld 2114.AD – these are the Spinal Beam Cannon (SBC), the Energy Cannon (E), Rocket Batteries (R) and Torpedoes (T).
- Beam weapons are also used in Outworld 2114.AD but unlike the Beams in standard USE ME SSB they cannot fire multiple shots at fighters (2 for DD, 4 for CR and BB) – 1 Beam = 1 shot only.
- Plasma weapons are not used in Outworld 2114.AD, they are replaced by the Energy Cannon.
- There are 2 new defense systems in addition to armour – the Electron Screen & Obscurant Cloud launcher. See below.



NEW WEAPONS

Unless otherwise stated, ALL the weapons below operate as per standard USE ME SSB weapons rules for range, penetration rolls etc.

1. Spinal Beam Cannon:

Spinal Beam Cannon (SBC) form the primary armament of most large warships in Outworld 2114.AD. These huge Particle Accelerator weapons form part of the ships physical structure and are aligned to fire forwards along the ships longitudinal axis. Although they are hugely powerful their very size makes them hard to align with fast moving targets, especially at closer ranges. Fighters are too small to carry SBC weaponry, but have the advantage that they can never be targeted by one either – they are simply too small & agile for an SBC to be aligned at them.

- When firing an SBC the firer may declare up to two valid targets, one the primary target and one the secondary target. If the SBC is successfully aligned with the primary target the firer must now choose whether to fire at it or not. If the firer opts NOT to fire at the primary target it may now try to align the SBC with the secondary target. If the SBC is successfully aligned with the secondary target the firer must now choose whether to fire or not. However, once the firer has passed on the choice of firing at the primary target it CANNOT fire at it this turn.

Example:

John is firing his Outworld BB's SBC. He first selects a primary target (a Human BB) and then a secondary target (another Human BB), then he rolls to align the SBC with the primary target and succeeds. Deciding not to fire at the primary target he now rolls to align the SBC with the secondary target but fails – he may NOT now decide to fire at the primary target as that opportunity has passed.

- Firing an SBC weapon requires 3 rolls – one to align the SBC with the target, one roll to-hit the target, and a damage roll to see how many penetration rolls to make against the target.
- To Align an SBC: Roll 1d6. If the roll is equal to or higher than the SBC's Align number, the weapon is correctly aligned and can be fired. There is a modifier of -1 to the Align roll if the target is at optimum range or less.
- To-Hit: Roll 1d6. If the roll is equal to or higher than 3 the weapon has hit the target. There is a +1 modifier to the to-hit roll if the target is at half optimum range or less.
- Penetration: Roll a number of d6 equal to the weapons damage rating and total the results, this is the number of penetration rolls to make against the target.
- SBC have penetration rolls as per a standard Beam weapon of their ships type (DD, CR or BB).

| Firer is ... | Target is ... | | | | | | | |
|-------------------|---------------|--------|------------|--------|---------|--------|-----------|--------|
| | Optimum Range | To-Hit | Battleship | | Cruiser | | Destroyer | |
| | | | Align | Damage | Align | Damage | Align | Damage |
| Battleship | 30" | 3+ | 4+ | 1d6 | 5+ | 2d6 | 6+ | 3d6 |
| Cruiser | 20" | 3+ | | | 4+ | 1d6 | 5+ | 2d6 |
| Destroyer | 10" | 3+ | | | | | 4+ | 1d6 |

Modifiers:

Align Modifiers: -1 at optimum range or less.

To-Hit modifiers: +1 to-hit at half optimum range or less.

- The damage modifier of -1 for 'Winged/Struck' applies to both the Align and to-hit rolls.
- SBC can only be fired ONCE per turn as the huge weapons capacitors require time to recharge. Once a ship is 'Struck' its SBC can only be fired ONCE every TWO turns.

2. Energy Cannons:

Energy Cannons (E) fire tight beams of microwave or X-Ray radiation designed to burn out a targets electronic systems and disable or kill the targets crew. They are very short ranged but powerful. Fighters do not have the necessary power plant output to arm Energy Cannons and so cannot be armed with them.

- Energy Cannons CANNOT be fired beyond their optimum range.
- Energy Cannon get the +1 modifier to-hit at half optimum range or less.
- Energy Cannons get a +1 penetration roll bonus (as per standard SSB plasma weapons).
- Energy Cannons can only be fired ONCE per turn as the weapons capacitors require time to recharge. Once a ship is 'Struck' its Energy Cannons can only be fired ONCE every two turns.

| Ship Class is ... | Energy Cannon Optimum Range is ... |
|-------------------|------------------------------------|
| Battleship | 12" |
| Cruiser | 9" |
| Destroyer | 6" |

3. Missiles:

Missiles (M) are self-guiding weapon systems with shaped-charge warheads designed to blast holes through the targets hull armour. They have long ranges and superior accuracy at those longer ranges due to the increased time they have to track their target. They are also better at homing in on and hitting small, agile fighter targets. However, their guidance systems and arming/detonator systems are very vulnerable to any activated Electron Screen defense system they have to pass through, including the firers.

- Missiles get a +1 to-hit modifier to hit targets that are at BEYOND their optimum range.
- Missiles do NOT have the -2 to-hit modifier when fired at fighters.
- ALL missiles in Outworld 2114.AD have a penetration modifier of +0, regardless of the firers type.
- Fighter missiles can damage Cruiser and Battleship type targets.
- Smart Missiles are not used in Outworld 2114.AD – see Nuclear Warheads instead (USE ME SSB p.17).

| Ship Class is ... | Missile Optimum Range is ... |
|-------------------|------------------------------|
| Battleship | 30" |
| Cruiser | 20" |
| Destroyer | 15" |
| Fighter | 10" |

4. Rockets Battery's:

Rocket Battery's (R) are short ranged box launchers which fire a cloud of crude unguided shaped-charge warheads at a target. They are unaffected by Electron Screens, but they are 1-shot weapon systems – once fired they are exhausted and cannot be fired again (at least until they've been reloaded at a shipyard).

- Rocket Battery's have no optimum range and a maximum range of 6".
- When a Rocket Battery is fired roll 1d6 on the table below to determine the number of penetration rolls to make.
- The damage modifiers of -1 for 'Winged/Struck' does apply to the 1d6 roll for Rocket Battery's
- ALL Rocket Battery's have a penetration modifier of +0, regardless of firers type.

| Target is ... | Number of hits 1d6 roll is ... | | | | | |
|---------------|--------------------------------|---|---|---|---|---|
| | 1 | 2 | 3 | 4 | 5 | 6 |
| Battleship | 1 | 1 | 2 | 2 | 3 | 3 |
| Cruiser | | 1 | 1 | 2 | 2 | 3 |
| Destroyer | | | 1 | 1 | 2 | 2 |
| Fighter | | | | 1 | 1 | 2 |

- Once a Rocket Battery has been fired, cross it off the ships weapons listing, it may not be fired again.

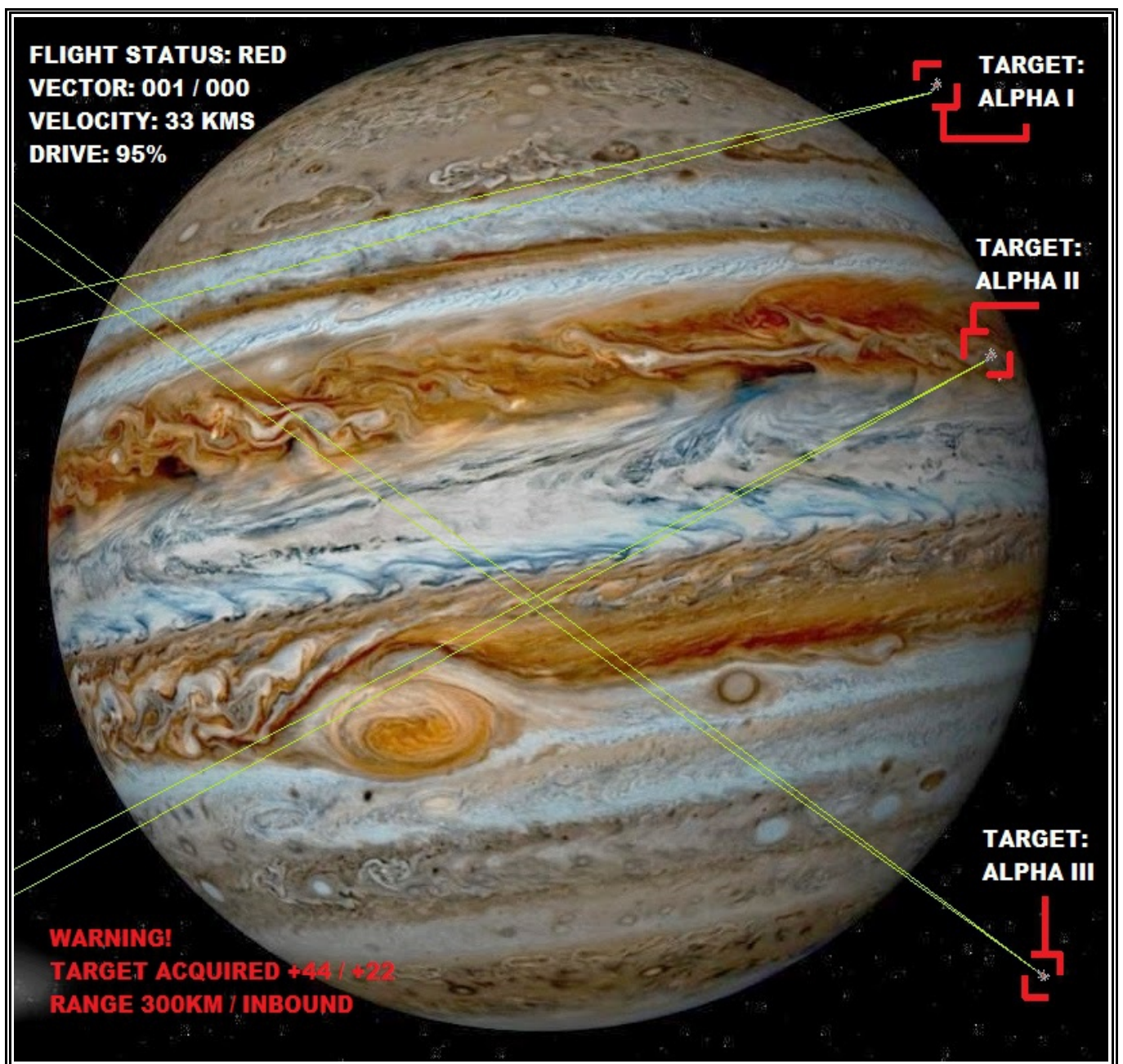
5. Beams:

Beam (B) in Outworld 2114.AD are more compact and powerful versions of 21st Century free-electron lasers. Apart from being unable to fire at multiple fighter targets, they work exactly as standard USE ME SSB beams.

6. Torpedos:

Torpedoes (T) are huge unguided missile systems that expend all their thrust to accelerate to incredible velocities, before physically ramming into their targets & relying on their mass and velocity to cause damage to the target. Like rocket battery's Torpedoes are unaffected by Electron Screens, but they are also 1-shot weapon systems – once fired they are gone and cannot be fired again (at least until they've been reloaded at a shipyard).

- All Torpedoes have no optimum range and a maximum range of 15”.
- When a Torpedo is fired roll 1d6 – on a roll of 6+ it hits the target.
- The damage modifiers of -1 for 'Winged/Struck' does NOT apply to Torpedo to-hit rolls.
- Fighters cannot be targeted by Torpedo attacks, they are too small and agile to be hit by them.
- Unlike a normal ramming attack the torpedoes target does NOT get a free firing action at the Torpedo before it attacks, the Torpedo is simply too small and fast to be tracked by other weapon systems.
- If the target is hit it suffers 1 hit with a penetration of +2 which ignores any targets armour.
- Once a Torpedo has been fired, cross it off the ships weapons listing, it may not be fired again.



DEFENSES

In Outworld 2114.AD there are only 3 defenses available to ships under attack – hull armour, the Electron Screen and the Obscurant Cloud launcher. Hull armour works exactly as per normal hull armour, excepts for Torpedo attacks. There are no shields available, so no ship may use the 'Raise Shield' action. For the Electron Screen & Obscurant Cloud launcher, see below.

NEW DEFENSES

1. Electron Screens:

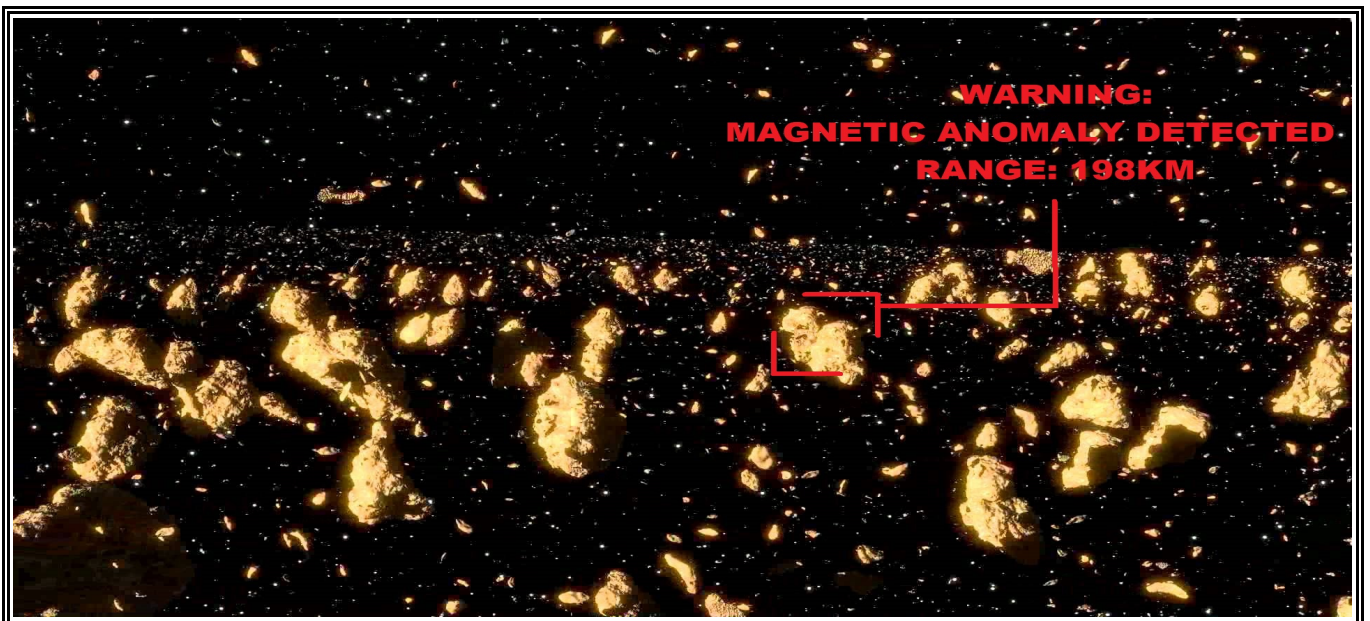
Electron Screens (ELS) are powerful radiated fields similar to (but far more intense than) Earths Van Allen Belts. They work by burning out the delicate computerised control systems of approaching missiles, rendering the missile useless. The Electron Screen is also effective against fighter craft, destroying their controls and fatally interrupting the electrical impulse in the brains of the crews. However, Electron Screens are non-discriminating and will affect both their own sides missiles and fighters as well as the enemies. So, in order to successfully launch missiles or deploy fighter craft a ship would normally be required to de-activate its own Electron Screen before doing so. Fighters are too small to use Electron Screens.

- During the Initiative Phase of each new turn all players must secretly record which ship(s) in their force are activating their Electron Screens. Once all players have done this all players should declare which of their ships have activated Electron Screens, revealing their record if asked.
- If a player should forget to record a ships Electron Screen status, the ship is automatically assumed to have NOT activated its Electron Screen.
- Every time a ship with an active Electron Screen is either hit by a missile attack or launches a missile attack of its own roll 1d6 for EACH missile. On a roll of 1-5 the missile fails to penetrate the Electron Screen and is destroyed. On a 6 the missile successfully gets through the screen and the attack may proceed as normal.
- If any fighter craft at any time passes within 4” of ANY ship with an activated Electron Screen roll 1d6. On a roll of 1 the fighter is unaffected, on a roll of 2-3 it gains +1 damage level (none to 'Winged', 'Winged' to 'Struck' etc) and on a roll of 4+ the fighter is automatically destroyed as its controls burn out or its crew suffers brain death.

2. Obscurant Cloud launchers:

An Obscurant Cloud (OBS) launcher works by blocking line-of-sight to the launching ship with a cloud of reflective and ablative particles that scatter and distort all sensor returns. Although the cloud is only small in area, no firing is possible through the obscurant cloud by anyone.

- Each ship may have 1 (and only 1) Obscurant Cloud launcher. Fighters may not have Obscurant Cloud launchers.
- Each Obscurant Cloud launcher is a one use system – once it has been used cross it off the ships listing.
- Launching an Obscurant Cloud requires 1 special action. When an Obscurant Cloud is launched the launching ship may place a circular 3” diameter marker anywhere within 4” of the launching ship. NO FIRING of any kind is possible through this cloud.
- Once launched the Obscurant Cloud drifts along in the same direction and at the same speed as the launching ship. If the launching ship subsequently turns the cloud remains on its original course and at the original speed.
- Any fighter craft that flies into or is caught within a launched Obscurant Cloud suffers 1d6 automatic hits with a penetration of +0.
- During the Consolidation Phase of each turn roll 1d6 for each Obscurant Cloud currently on the table. On a roll of 5+ the cloud disperses (remove the marker), otherwise leave it in play.



CONSOLIDATION PHASE

As well as removing any destroyed ships and unused counters, roll 1d6 for each Obscurant Cloud currently on the table. On a roll of 5+ the cloud disperses (remove the marker), otherwise leave it in play.

SPECIAL ACTIONS

The following USE ME SSB Special Actions are available in Outworld 2114.AD:

- 1. Advanced Targeting Computers:** As per standard USE ME SSB p.17, but cannot be used with Spinal Beam Cannons, Rockets or Torpedoes.
- 2. Ablative Armour:** As per USE ME SSB p.17.
- 3. Auto Repair:** As per USE ME SSB p.17.
- 4. Flagship:** A Flagship is a fleet command vessel with a high ranked admiral, accompanied by a staff of aides using advanced communications, to help co-ordinate the various the activities of the ships in the fleet. The presence of a Flagship in any force adds +1 to that forces initiative roll. Add 10% (rounding up) to the final points cost of any vessel assigned the Flagship special action.
- 5. Jammer:** A ship with the Jammer special action disrupts all enemy communications. An enemy whose communications are disrupted by a Jammer suffers a -1 to all initiative rolls. Add 10% (rounding up) to the final points cost of any ship assigned the Jammer special action.
- 6. Legendary:** As per USE ME SSB p.17.
- 7. Marines:** This special action is not used in Outland 2114.AD.
- 8. Nuclear Warheads:** As per USE ME SSB p.17,. However, having had recent experience of the use of nuclear weapons Humanity has avoided using them again, and They do not seem to use such dreadful weapons. However, should Humanity use nuclear weaponry it's certain that They will quickly follow suit.
- 9. Vulnerable:** Some ships are more vulnerable to any hits they suffer, with age weakened hulls, or vast internal cargo holds & no bulkheads, whilst others have a design flaw that means they are more easily damaged by hits. Whenever a ship assigned the Vulnerable special action is hit, the attacker that got the hit gains an extra +1 to the penetration roll. Subtract 10% (rounding up) of the final points cost of any ship assigned the Vulnerable special action.

USE ME SSB OPTIONAL RULES

The following optional rules from USE ME SSB are required for Outworld 2114.AD:-

- 1. Asteroids & Planets:** USE ME SSB p.15.
- 2. Debris:** USE ME SSB p.16.
- 3. Electro-Magnetic Pulse from Nukes:** USE ME SSB p.20.
- 4. Micro-Meteor Storm:** USE ME SSB p.21.
- 5. Orbital Minefields:** USE ME SSB p.24.

The following optional rules from USE ME SSB are NOT used in Outworld 2114.AD:-

- 1. Missiles in flight:** USE ME SSB p.16.
- 2. The Starbase in Play:** USE ME SSB p.18.
- 3. Gravity Well Jump Drive:** USE ME SSB p.20.
- 4. Gas Nebulas & Starships:** USE ME SSB p.21 – however, this is a great fun rule so use it if you want!
- 5. Vast Creatures of the Stellar Deep:** USE ME SSB p.22.
- 6. Cloaking fields & Invisible Running:** USE ME SSB p.23.
- 7. The Big Mac – Orbital Defense Platforms:** USE ME SSB p.25.

SPACESHIP DESIGN

| STATISTIC & CHOICE | FIGHTER | DESTROYER | CRUISER | BATTLESHIP |
|-------------------------------|---------|-----------|---------|------------|
| ELAN RATING: 6 | 6 | 12 | 22 | 35 |
| ELAN RATING: 5 | 5 | 10 | 16 | 29 |
| ELAN RATING: 4 | 4 | 8 | 12 | 23 |
| ELAN RATING: 3 | 3 | 6 | 9 | 18 |
| ELAN RATING: 2 | FREE | 4 | 7 | 11 |
| ELAN RATING: 1 | FREE | 2 | 4 | 7 |
| MOVEMENT RATE: 2" PER ACTION | FREE | 2 | 4 | 7 |
| MOVEMENT RATE: 4" PER ACTION | 1 | 4 | 7 | 13 |
| MOVEMENT RATE: 6" PER ACTION | 3 | 6 | 10 | 22 |
| MOVEMENT RATE: 8" PER ACTION | 4 | 8 | 15 | |
| MOVEMENT RATE: 10" PER ACTION | 6 | 12 | | |
| MOVEMENT RATE: 12" PER ACTION | 8 | | | |

| WEAPON SYSTEM | FIGHTER | DESTROYER | CRUISER | BATTLESHIP |
|--------------------------------|---------|-----------|---------|------------|
| SPINAL BEAM CANNON (SBC) | | 15 | 30 | 45 |
| BEAMS (B) | 1 | 2 | 4 | 7 |
| ENERGY CANNONS (E) | | 4 | 7 | 10 |
| ROCKET BATTERY (R) | 3 | 3 | 3 | 3 |
| TORPEDOES (T) | 5 | 5 | 5 | 5 |
| MISSILES (M) | 3 | 6 | 12 | 16 |
| DEFENSE | FIGHTER | DESTROYER | CRUISER | BATTLESHIP |
| ARMoured | 2 | 5 | 10 | 15 |
| ELECTRON SCREEN (ELS) | | 8 | 12 | 16 |
| OBSCURANT CLOUD LAUNCHER (OBS) | | 5 | 5 | 5 |
| | | | | |
| MAXIMUM # OF WEAPON SYSTEMS * | 1 | 4 | 6 | 8 |

* This assumes the ship (except for fighter craft) has a Spinal Beam Cannon. If the ship doesn't have a Spinal Beam Cannon add +4 to this maximum.

The Points Values given for the sample ships on pages 13-14 are the base cost of the ship. This includes all Weapons, Defenses and the Movement rating, but does not include ANY costs for Elan or any assigned Special Actions.

When choosing a force for Outworld 2114.AD SSB follow the below procedure:

1. Choose basic ship type.
2. Add cost of Elan to cost of basic ship to get Ship+Elan total cost.
3. Add any chosen Special Actions and modify the Ship+Elan total cost by the total % modifier(s) of the chosen Special Actions to get final cost of complete ship.

OUTWORLD 2114.AD

OK. QUIETEN DOWN AND PAY ATTENTION ... THANKYOU ...

All of you new students are here because Fleet Training Command feels that you have the relevant skills and abilities to make the grade as engineering officers. I hope this proves to be true, for we surely have need of your service.

I will not bore you with the usual pep talk – instead we shall start by looking at the anatomy of a modern spacecraft. I have chosen one of our Lunar II class battleships, Hull no. 17, the U.N.S.S. Cadmus, launched 11th April 2106.AD.

As you can see from this technical schematic the Cadmus masses 3,100 tons and is 214 metres long. Like all spacecraft she primarily comprises three large systems – the powerplant, the propulsion system, and the spinal beam cannon. These three systems alone make up nearly 80% of her mass. The remainder of her mass is given over firstly to other weapons, then to defenses, and then finally crew support.

Her powerplant is a standard Tokamak Type 3 torus reactor. Those among you expecting to specialise in powerplant operations will probably already understand the basics of this system, but for those of you going for other specialisations I shall endeavour to explain a little better.

In a Tokamak reactor plasma is contained in a vacuum vessel and maintained in that vacuum by external pumps. The plasma is created by injecting a small quantities of deuterium and tritium gas into the vacuum vessel and then heating them by driving a powerful electric current through them – the heated gas forms the plasma, with temperatures of up to one hundred million degrees Celsius.

This plasma is contained within the vacuum vessel by powerful magnetic fields which prevent the plasma being cooled by contact with the vessels structure and also prevent an dangerous uncontrolled release of the plasma which would result in the reactor being destroyed along with everything else nearby. Numerous layers of back-up systems keep the reactors magnetic coils operating at all times whenever plasma is being generated.

The process of fusing the deuterium and tritium in the plasma produces helium and high energy neutrons in the form of a plasma-electron current, and it is from that current that the ship draws its power.

The single largest piece of machinery on the Cadmus is its propulsion system. Our most up to date drive systems are vastly improved versions of the NASA Glenn Annular Ion Drive. For those amongst you intending to specialise in propulsion this will be old news, but for those of us who don't know our ion drives from our onion drives, allow me to elaborate ...

The Ion Drives creates thrust by bombarding a propellant, such as the helium gas produced as a by-product of the Tokamak reactor powerplant, with a high energy electrical charge to produce ions which are then driven out of the thruster via an accelerator grid. The expelled ions form an 'ion beam' and it is this beam which produces the thrust to propel the spacecraft.

Our standard drives are dual mode systems. This means they have two very different types of operation. The first is what we sometimes refer to as the 'Brute' drive mode – it produces very high power thrust but with no finesse – the spacecraft gets to accelerate very fast in a very straight line. Brute mode is used for rapid transit between fixed points such as Earth orbit and Mars orbit, and has allowed us to reduce the travel time to distant places by over 80%. The second drive mode we refer to as the 'Ballet' mode – it produces less overall thrust but allows for fine handling and subtle manoeuvring via an ion based reaction-control-system. Ballet mode is used for all docking manoeuvres, orbital insertion manoeuvres ... and combat.

Finally, the third item is the Cadmus' spinal beam cannon. The crafts primary weapon, the spinal beam cannon is 97 meters long, has a beam diameter of 5 centimetres at the muzzle, and draws its power directly from the reactor. About half the weapons total mass is the power accumulators required to hold the electrical charge needed to accelerate the compressed gas during firing.

A spinal beam cannon works by drawing helium gas from the spacecrafts reactor operations. The helium is then stored in a magnetic compression chamber and compressed almost to the point of fusion, at which point the helium breaks down into its component atomic particles. The compressed particle-gas is then drawn out of the compression chamber via electro-magnets and accelerated down the 97 meter beam tunnel by more electro-magnets before being directed at the specified target. Rather than fire one single beam of particles the weapon usually fires a series of short bursts, both to prevent the risk of containment breach during firing and to maximise the chances of a hit.

These three primary systems comprise most of the Cadmus' mass. The remaining mass is dedicated to two Model 8 box-type rocket launcher systems, four Model 6 two Megawatt free electron lasers and two Model 10 missile systems with a 50 missile magazine capacity, computers & control systems, an Electron Screen generator, an Obscurant Cloud launcher, 10 centimetres of layered composite carbon-foam armour, and finally life-support and accomodation for the Cadmus' crew of 34 souls.

Any questions?

Excerpt from the academy address to new engineering students by Commander Atamu Rapa
United Earth Fleet Training Command
23rd May 2114.AD

| SAMPLE UNITED EARTH SPACE FLEET SHIPS | | | | | | |
|---------------------------------------|------------------------------------------------|------|-----------------|----------|----------|-----|
| CLASS | TYPE | MOVE | WEAPONS | DEFENSES | ARMOURED | PV |
| MARS II CLASS BATTLESHIP | BB | 6" | SBC, 2E, 2M, 4B | ELS, OBS | YES | 183 |
| NOTES | DATE: 05/11/2113.AD. CARRIES 4 FIGHTERS | | | | | |
| MARS I CLASS BATTLESHIP | BB | 6" | SBC, 2E, 4M, 2B | ELS, OBS | YES | 201 |
| NOTES | DATE: 11/07/2110.AD. CARRIES 2 FIGHTERS | | | | | |
| LUNAR II CLASS BATTLESHIP | BB | 6" | SBC, 2R, 2M, 4B | ELS, OBS | YES | 169 |
| NOTES | DATE: 21/01/2105.AD. CARRIES 4 FIGHTERS | | | | | |
| LUNAR I CLASS BATTLESHIP | BB | 4" | SBC, 4R, 2M, 2B | ELS | YES | 147 |
| NOTES | DATE: 03/10/2103.AD. CARRIES 2 FIGHTERS | | | | | |
| ARES II CLASS BATTLESHIP | BB | 4" | SBC, 8M | NONE | YES | 201 |
| NOTES | DATE: 07/10/2103.AD | | | | | |
| ARES I CLASS BATTLESHIP | BB | 4" | 12M | NONE | NO | 205 |
| NOTES | DATE: 11/11/2101.AD | | | | | |
| HERO II CLASS CRUISER | CR | 8" | SBC, 2E, 2M, 2B | ELS, OBS | NO | 108 |
| NOTES | DATE: 09/05/2110.AD. CARRIES 2 FIGHTERS | | | | | |
| HERO I CLASS CRUISER | CR | 8" | 2R, 4B, 4T | ELS, OBS | NO | 74 |
| NOTES | DATE: 27/04/2108.AD. CARRIES 4 FIGHTERS | | | | | |
| FURY II CLASS CRUISER | CR | 6" | SBC, 4R, 2B | NONE | YES | 70 |
| NOTES | DATE: 30/02/2104.AD | | | | | |
| FURY I CLASS CRUISER | CR | 4" | 8M | NONE | NO | 103 |
| NOTES | DATE: 06/08/2101.AD | | | | | |
| ORACLE II CLASS DESTROYER | DD | 8" | SBC, 1E, 1M, 2B | ELS, OBS | NO | 50 |
| NOTES | DATE: 12/01/2113.AD | | | | | |
| ORACLE I CLASS DESTROYER | DD | 6" | SBC, 2R, 1M, 1B | ELS | NO | 43 |
| NOTES | DATE: 19/06/2104.AD | | | | | |
| PHAETON II CLASS DESTROYER | DD | 4" | SBC, 4M | NONE | YES | 48 |
| NOTES | DATE: 13/10/2102.AD | | | | | |
| PHAETON I CLASS DESTROYER | DD | 4" | 8M | NONE | NO | 52 |
| NOTES | DATE: 07/08/2101.AD | | | | | |
| PILUM III TORPEDO FIGHTER | FTR | 12" | 1T | NONE | YES | 15 |
| PILUM II ROCKET FIGHTER | FTR | 12" | 1R | NONE | YES | 13 |
| PILUM I FIGHTER | FTR | 12" | 1B | NONE | NO | 9 |
| NOTES | DATE: 27/09/2112.AD FOR ALL | | | | | |
| SPATHA II ROCKET FIGHTER | FTR | 10" | 1R | NONE | NO | 9 |
| SPATHA I FIGHTER | FTR | 10" | 1B | NONE | NO | 7 |
| NOTES | DATE: 16/05/2108.AD FOR ALL | | | | | |
| DAGGER III TORPEDO FIGHTER | FTR | 8" | 1T | NONE | NO | 9 |
| DAGGER II ROCKET FIGHTER | FTR | 8" | 1R | NONE | NO | 7 |
| DAGGER I FIGHTER | FTR | 10" | 1B | NONE | NO | 7 |
| NOTES | DATE: 14/02/2103.AD FOR ALL | | | | | |

| SAMPLE OUTWORLD SHIPS | | | | | | |
|----------------------------|-------------------------------------------------------------|------|-------------|----------|----------|-----|
| CLASS | TYPE | MOVE | WEAPONS | DEFENSES | ARMOURED | PV |
| GAMMA I CLASS BATTLESHIP | BB | 6" | SBC, 6E, 2B | ELS, OBS | YES | 177 |
| NOTES | FIRST ENCOUNTERED: 01/01/2114.AD. CARRIES 4 FIGHTERS | | | | | |
| DELTA II CLASS BATTLESHIP | BB | 6" | SBC, 4E, 4B | ELS, OBS | YES | 171 |
| NOTES | FIRST ENCOUNTERED: 22/09/2112.AD. CARRIES 4 FIGHTERS | | | | | |
| DELTA I CLASS BATTLESHIP | BB | 4" | SBC, 4E, 4B | ELS | YES | 157 |
| NOTES | FIRST ENCOUNTERED: 14/11/2109.AD. CARRIES 2 FIGHTERS | | | | | |
| ALPHA III CLASS BATTLESHIP | BB | 4" | SBC, 4E, 2B | ELS | YES | 143 |
| NOTES | FIRST ENCOUNTERED: 23/04/2104.AD | | | | | |
| ALPHA II CLASS BATTLESHIP | BB | 4" | SBC, 4E | ELS | NO | 114 |
| NOTES | FIRST ENCOUNTERED: 21/09/2103.AD | | | | | |
| ALPHA I CLASS BATTLESHIP | BB | 6" | SBC, 4E | NONE | NO | 107 |
| NOTES | FIRST ENCOUNTERED: 13/05/2101.AD | | | | | |
| THETA III CLASS CRUISER | CR | 6" | SBC, 4E, 2B | ELS, OBS | YES | 103 |
| NOTES | FIRST ENCOUNTERED: 24/12/2113.AD. CARRIES 2 FIGHTERS | | | | | |
| THETA II CLASS CRUISER | CR | 8" | SBC, 4E, 2B | ELS | NO | 93 |
| NOTES | FIRST ENCOUNTERED: 30/05/2111.AD | | | | | |
| THETA I CLASS CRUISER | CR | 8" | SBC, 4E, 2B | NONE | NO | 81 |
| NOTES | FIRST ENCOUNTERED: 12/02/2108.AD | | | | | |
| SIGMA II CLASS CRUISER | CR | 6" | SBC, 6E | NONE | YES | 92 |
| NOTES | FIRST ENCOUNTERED: 28/10/2106.AD | | | | | |
| SIGMA I CLASS CRUISER | CR | 8" | SBC, 4E | NONE | NO | 73 |
| NOTES | FIRST ENCOUNTERED: 26/05/2101.AD | | | | | |
| RHO I CLASS FRIGATE | DD | 10" | 8E | ELS, OBS | NO | 57 |
| NOTES | FIRST ENCOUNTERED: 19/12/2113.AD. CARRIES 4 FIGHTERS | | | | | |
| KAPPA II CLASS FRIGATE | DD | 6" | SBC, 3E, 1B | ELS | NO | 43 |
| NOTES | FIRST ENCOUNTERED: 07/08/2110.AD | | | | | |
| KAPPA I CLASS FRIGATE | DD | 8" | SBC, 2E | NO | NO | 31 |
| NOTES | FIRST ENCOUNTERED: 29/05/2104.AD | | | | | |
| OMEGA III TORPEDO FIGHTER | FTR | 10" | 1T | NONE | NO | 11 |
| OMEGA II MISSILE FIGHTER | FTR | 10" | 1M | NONE | NO | 9 |
| OMEGA I FIGHTER | FTR | 12" | 1B | NONE | NO | 9 |
| NOTES | FIRST ENCOUNTERED: 17/07/2109.AD FOR ALL | | | | | |
| ZETA II TORPEDO FIGHTER | FTR | 8" | 1T | NONE | YES | 11 |
| ZETA I FIGHTER | FTR | 10" | 1B | NONE | YES | 9 |
| NOTES | FIRST ENCOUNTERED: 03/03/2105.AD FOR ALL | | | | | |
| SAMPLE GENERIC SHIPS | | | | | | |
| CLASS | TYPE | MOVE | WEAPONS | DEFENSES | ARMOURED | PV |
| FREIGHTER | DD | 4" | 2B | NONE | NO | 8 |
| SHUTTLE | FTR | 4" | 1B | NONE | YES | 4 |

SSB SCENARIO I: "ROUTINE PATROL"

SCENARIO FORCES

This scenario represents one of many clashes during the period 2104-2107.AD when United Earth forces were pushing back out towards Jupiter. Two squadrons meet on the edge of the asteroid belt. With neither side able to allow the other to escape and report back home space is rapidly filled with blinding beams of light and death ...

UNITED EARTH:

- 2 x Lunar II class Battleships (Elan 4)
- 4 x Fury II class Cruisers (Elan 4)
- 4 x Dagger II Rocket Fighters (Elan 2)

OUTWORLD:

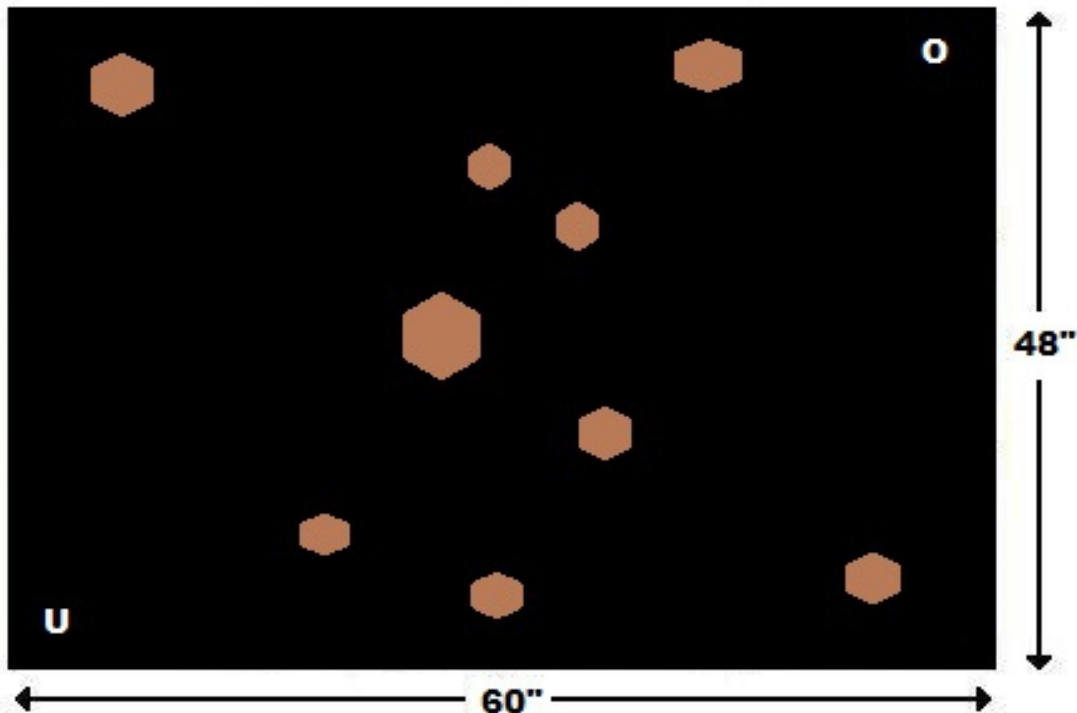
- 2 x Delta II Class Battleships (Elan 4)
- 4 x Sigma II class Cruisers (Elan 4)
- 4 x Zeta I Fighters each (Elan 2)

SET-UP & MAP

Below is the map for this scenario.

Players should set-up their forces within 6" of positions U (United Earth) or O (Outworld).

The brown hexagons mark the positions of asteroids. These do not move during the game. Any ship which collides with an asteroid is automatically destroyed.



SCENARIO OBJECTIVES & VICTORY CONDITIONS

Both sides – You cannot allow any of the enemy to escape to report back ... destroy them before they destroy you!
The winner is the side who has the last operational non-fighter ship.

Senior Training Staff Sergeant Miguel Sanchez says ...

"Space is an unforgiving environment at the very best of times. Air. Radiation. Gravity – lack of one or too much of the others will kill you as surely as any bullet will. So remember the letters A-R-G ... because if you don't ARG might just be the last thing you say ..."

SSB SCENARIO 2: "OUTWORLD STRIKE ON CERES"

SCENARIO FORCES

This scenario represents one of several strikes made against the United Earth mining station on the giant asteroid Ceres by Outworld forces during the period 2109-21013.AD. Sometimes Humanitys forces were ready and were able to repulse the attacking Outworld forces but sometimes, as in this scenario, the Outworld forces suddenly appeared out of the darkness and opened fire without any warning ...

UNITED EARTH:

- 1 x Ares I class Battleships (Elan 2)
- 3 x Fury I class Cruisers (Elan 3)
- 4 x Dagger I Fighters each launched from Ceres (Elan 2)

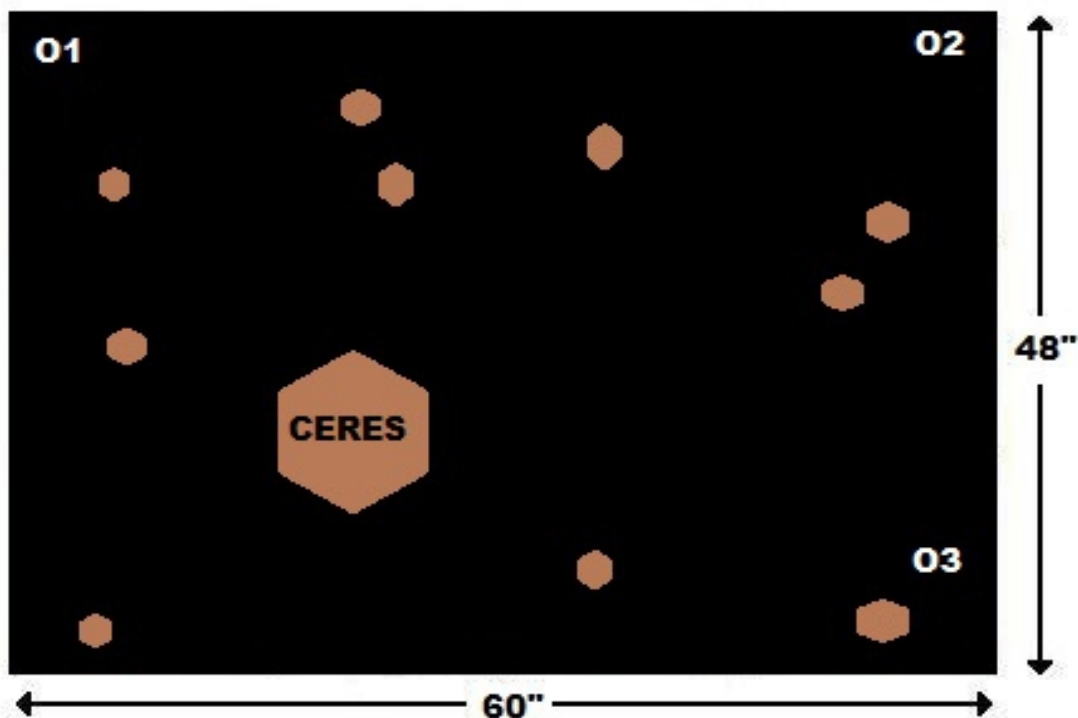
OUTWORLD:

- 3 x Theta III class Cruisers (1 x Elan 6, 2 x Elan 5)
- 6 x Omega II Missile Fighters each (Elan 2)

SET-UP & MAP

Below is the map for this scenario.

The Outworld player should secretly record which of his ships will enter the table at which of his 3 starting locations – O1, O2 and O3. Once this is done the United Earth player should set-up his forces within 6" of Ceres. Once this is done the Outworld player should place his ships according to he previously prepared record. The brown hexagons mark the positions of asteroids. These do not move during the game. Any ship which collides with an asteroid is automatically destroyed.



SCENARIO OBJECTIVES & VICTORY CONDITIONS

Outworld – score 15 hits on Ceres with either SBC or missiles to destroy the mining station. United Earth wins if they prevent the mining stations destruction.

Senior Training Staff Sergeant Miguel Sanchez says ...

"The darkness hides them completely. They come and go as they please and we are often none the wiser. It's only when the alarm starts to scream that you know they're here ..."

SSB SCENARIO 3: "SUNRISE OVER PLUTO"

SCENARIO FORCES

This scenario represents one of United Earths retaliatory strikes against the Outworld forces operating near Pluto. Sometimes Humanitys forces were able to catch the Outworld forces unprepared and were able to inflict serious losses on the enemy before withdrawing. But sometimes the Outworld forces weren't as scattered as Earth hoped and the result was an escalating battle involving numerous ships ...

UNITED EARTH:

- 1 x Mars II class Battleship (Elan 5, Flagship)
- 3 x Mars I class Battleships (Elan 4)
- 1 x Lunar I class Battleship (Elan 3)
- 4 x Fury II class Cruisers (Elan 3)
- 4 x Oracle II class Destroyers (Elan 4)
- 4 x Pilum II Rocket Fighters (Elan 6)
- 8 x Pilum I Fighters (Elan 4)

OUTWORLD INITIAL FORCES:

- 2 x Delta II class Battleships (Elan 4)
- 3 x Theta II class Cruisers (Elan 4)
- 2 x Kappa II class Frigates (Elan 3)
- 4 x Zeta I Fighters each (Elan 4)

OUTWORLD REINFORCEMENTS:

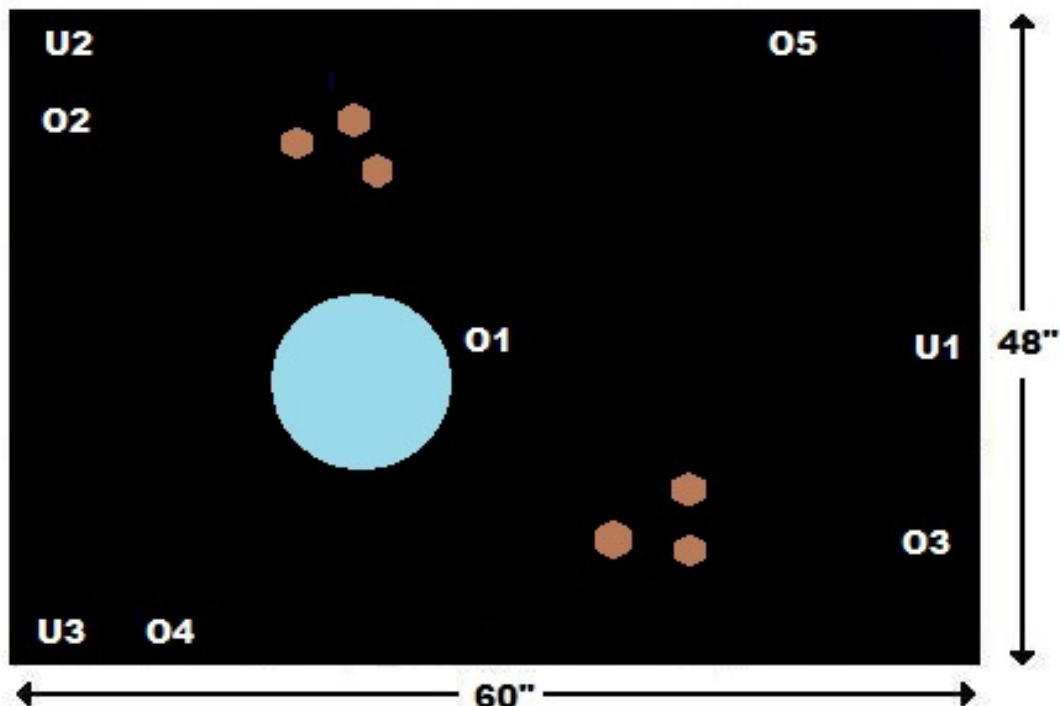
- Arriving Turn 5: 3 x Gamma I class Battleships (1 x Elan 6 Flagship, 2 x Elan 4)
- Arriving Turn 3: 3 x Theta III class Cruisers (Elan 5)
- Arriving Turn 3: 4 x Rho I class Frigates (Elan 4)
- Arriving Turn 5: 12 x Omega I Fighters (Elan 4)

SET-UP & MAP

Below is the map for this scenario.

The Outworld player should set-up his initial forces first anywhere within 6" on position O1 on the map; then the United Earth player may choose at which of his 3 starting locations – U1, U2 and U3 his forces will start at.

The Outworld reinforcements arrive at the start of the turns indicated and may set-up anywhere within 6" of positions O2, O3, O4 or O5. The brown hexagons mark the positions of asteroids. These do not move during the game. Any ship which collides with an asteroid is automatically destroyed. Any ship apart from a fighter that collides with the planetoid is also destroyed.



SCENARIO OBJECTIVES & VICTORY CONDITIONS

Both – destroy the enemy. The winner is the side who has the last operational non-fighter ship.

OUTWORLD 2114.AD

IF YOU CAN CUT THE NOISE DOWN TO A DULL ROAR ...

BEFORE WE BEGIN. I WANT YOU TO DISCARD EVERYTHING YOU THINK YOU KNOW ...

I suspect that most of you will have seen some of those old science fiction vids that are very popular right now ... such vids as Star Wars, Star Trek, Adventures in the Storm Zone ... fun, fast, loud, bright ... phasers, blasters, laser swords and all zipping between bright shiny stars in a fancy white starship full of perfect happy beautiful smiling people ... oh my!

Well, I'm sorry to say it but that's all bull***t.

First – phasers, blasters, laser swords? We wish ...

Second – it's dark out here, so dark your soul cries out for light, and it's not just the dark of a few hours, or a few days ... it's dark forever. No matter how tough a person is, when he or she looks into that darkness, it looks right back into them ... I've seen grown adults go crazy staring into the darkness.

Third – their fancy white starships are actually painted a deep flat black, to better hide in the darkness. So black so we can't see them as they approach, can't see them until they are right on top of us ... firing ...

Fourth – perfect happy beautiful smiling people? Looking at you lot I'm not so sure ...

All joking aside people – the Dark is not a nice place to live, let alone fight. There's no light, no air, no gravity, no sound, no warmth, cramped spaces, bad food, isolation, absolute zero, too much radiation ... and nothing between you and all of that nothing but the thin material of your vac-suit.

And They are out here too. This is their home turf, and that's the way they want to keep it.

Let me make it very clear to you – there are dozens of ways that you can die out here, and that's before They try to kill you.

A hole in your vac-suit – you're dead.

Your forget to close your anti-glare visor – you're dead.

You don't check your rad badge regularly & get a bad dose – you're dead.

You didn't double check your life-pack & it fails – you're dead.

You loose your hand hold in zero-G or your tether breaks – you're dead.

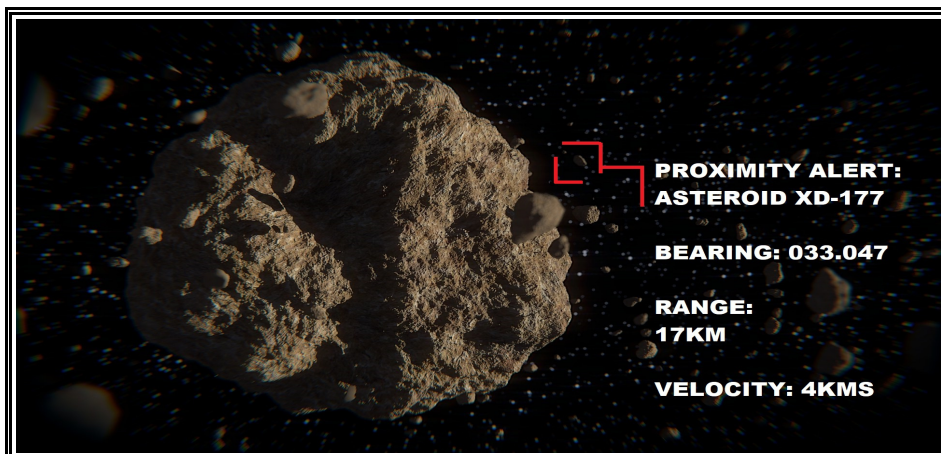
It's low G so you can't get hurt, right? - you're dead!

We can train you to deal with these things, but we can't make you immortal – make one mistake and you'll say ARG right before you check out. And if you're unlucky ... or clumsy ... or stupid ... several of your squad mates will be saying ARG right along with you.

So NO, it's not like the vids at all – make a mistake and Dr. McCoy will be sending you home freeze dried in a shoebox.

Welcome to the Corp. Any questions?

Excerpt from the address to new recruits by Colonel Roy Mataora
United Earth Marine Training Command
7th April 2113.AD



2. CONTENTS PART II – USE ME 15MM

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1. Turn Sequence:

- Initiative Phase – No changes.
- In Play Phase – No changes.
- Consolidation Phase – No changes.

2. In Play Phase:

- Activation in Play – No changes.

3. Movement:

- See Low Gravity & Zero-G below.

4. Weapon Fire:

- There are a number of new weapons systems in Outworld 2114.AD – these are the Energy Gun and Gyro Guns.
- Low Gravity & Zero-G affects combat – see below.
- Damage is handled differently – see below.

LOW GRAVITY & ZERO-G

Out in the darkness gravity is much more weaker – or absent completely (commonly called Zero-G) – and this changes many of the normal assumptions regarding all activities, including combat, in such environments.

Movement:

Low gravity allows for longer movement distances whilst increasing risk of accidental falls – which can prove fatal if a characters vac-suit is damaged ...

- Any time an infantry character takes a move action in low gravity they have three options. 1). They can move carefully at half their normal movement rate with no risk. 2). They can try to move normally in which case roll 1d6 at the start of their movement – if the roll is higher than their Elan they fall over and must stop moving and spend 1 action to stand back up. 3). They can throw caution to the wind and increase their movement rate by 50% (round up) in which case roll 1d6 and add +1 at the start of their movement – if the roll is higher than their Elan they fall over and must stop moving and spend 1 action to stand back up.
- If an infantry character falls during movement roll 1d6 – on a roll of 5 increase their wound level by +1 (from 'None' to 'Winged', from 'Winged' to 'Struck' etc) and on a 6 their vac suit is ripped/torn and they are automatically killed.
- Infantry characters can be given the Zero-G Training (ZGT) special action. This allows them to move normally in low gravity without a dice roll, and allows a -1 modifier to the 1d6 roll when throwing caution to the wind and increasing their movement rate by 50%. Infantry characters with the Zero-G Training still roll 1d6 if they fall over and their vac-suits rip as easily as everyone's else's ...
- Movement in Zero-G is at half normal movement rate, and any time an infantry character takes a move action whilst in zero-g roll 1d6 – if the roll is higher than their Elan they lose their hand-hold (or their tether breaks or wasn't clipped on properly) and they drift away from whatever they're moving over and away in the darkness (they're automatically killed). Infantry characters with the Zero-G Training special action get a -1 modifier to this roll.

Combat:

Low gravity and zero-g affect ranged combat in that weapon ranges are increased (due to the lessened effects of gravity on projectiles) and recoil effects can lead to disaster ...

- Any time an infantry character takes a ranged fire action in low gravity with ANY of these normal ranged weapons (Side Arms, Standard Rifles, Superior Rifles, Heavy Weapons and Direct Support Weapons) their weapons optimum and maximum ranges are increased by 50% (round up). Energy Guns and Gyro Guns are NOT similarly affected.
- Any time an infantry character takes a ranged fire action in low gravity with ANY of these normal ranged weapons (Side Arms, Standard Rifles, Superior Rifles, Heavy Weapons and Direct Support Weapons) roll 1d6 – if the roll is higher than their Elan they automatically miss AND fall over and spend 1 action to stand back up. Infantry characters with the Zero-G Training special action get a -1 modifier to this roll.
- If an infantry character falls over as a result of a ranged fire action roll 1d6 – on a roll of 5 increase their wound level by +1 (from 'None' to 'Winged', from 'Winged' to 'Struck' etc) and on a 6 their vac suit is ripped/torn and they are automatically killed.
- Any time an infantry character takes a ranged fire action in Zero-G with ANY of these normal ranged weapons (Side Arms, Standard Rifles, Superior Rifles, Heavy Weapons and Direct Support Weapons) their weapons optimum and maximum ranges are increased by 100% (round up). Energy Guns and Gyro Guns are NOT similarly affected.
- Any time an infantry character takes a ranged fire action in Zero-G with ANY of these normal ranged weapons (Side Arms, Standard Rifles, Superior Rifles, Heavy Weapons and Direct Support Weapons) roll 1d6 – if the roll is higher than their Elan they lose their hand-hold (or their tether breaks or wasn't clipped on properly) and they're propelled away from whatever they're moving over and away in the darkness (they're automatically killed). Infantry characters with the Zero-G Training special action get a -1 modifier to this roll.

NEW WEAPONS

Unless otherwise stated (see above!), ALL the weapons below operate as per standard USE ME 15mm weapons rules for range, penetration rolls etc.

1. Energy Guns:

Energy guns are advanced technology ranged weapons that fire tightly focused beams of microwaves or X-Rays. Whilst they are rather short ranged and require time to recharge before being fired again, they have no recoil (making them easy to handle in low gravity/zero-G) and have good penetrating power.

- Energy Guns CANNOT be fired beyond their optimum range.
- Energy Guns get the +1 modifier to-hit at half optimum range or less.
- Energy Guns get a +1 penetration roll bonus.
- Energy Guns can only be fired ONCE per turn as the weapons capacitors require time to recharge.

| WEAPON | OPTIMUM RANGE |
|--------------------|----------------------|
| Energy Rifle | 12" |
| Energy Support Gun | 24" |

2. Gyro Guns:

Gyro guns are the other advanced technology ranged weapons. Instead of bullets they launch ultra-low velocity rocket rounds which then accelerate towards the target. Although expensive (especially the mini-rocket ammunition) and somewhat inaccurate at close range, they have powerful explosive warheads and also have no recoil (making them easy to handle in low gravity/zero-G).

- Gyro Guns do NOT get the +1 modifier to-hit at half optimum range or less.
- Gyro Guns get a +1 penetration roll bonus.

| WEAPON | OPTIMUM RANGE |
|---------------------------|----------------------|
| Gyro Pistol | 3" |
| Gyro Rifle | 6" |
| Heavy Gyro Gun | 9" |
| Support Gyro Gun (2 Crew) | 18" |

3. Damage:

Combat in a low pressure or vacuum environment is utterly lethal in that ANY damage can damage the vac-suit of the unwary or the unlucky, so that even a minor hit can soon prove fatal ...

- Whenever an Infantry character is hit by either ranged or melee combat and suffers a 'Winged' result roll 1d6 – on a roll of 4 or 5 increase the wound from 'Winged' to 'Struck' and on a roll of 6 the increase the wound from 'Winged' to 'Killed'.
- Whenever an Infantry character is hit by either ranged or melee combat and suffers a 'Struck' result roll 1d6 – on a roll of 4, 5 or 6 increase the wound from 'Struck' to 'Killed'.

OFF-TABLE ACTION PHASE

The following Off-Table options are NOT available:

- Long Range Artillery Support, USE ME 15mm p.13.

SPECIAL ACTIONS

The following USE ME 15mm Special Actions are available in Outworld 2114.AD:

1. **Sniper:** As per standard USE ME 15mm p.15.

2. **Auto Repair:** As per USE ME 15mm p.15.

3. **Hero:** As per USE ME 15mm p.15.

4. **Zero-G Training (ZGT):** As above, an infantry character with the Zero-G Training special action get a -1 modifier to avoid falls when moving and firing in low gravity and zero-G. This highly specialist training costs 20% for Humanity and 10% for the Outworld forces (they're native to the darkness ...).

The following USE ME 15mm Special Actions are NOT available in Outworld 2114.AD:

1. **Energy Shield:** As per USE ME 15mm p.15.

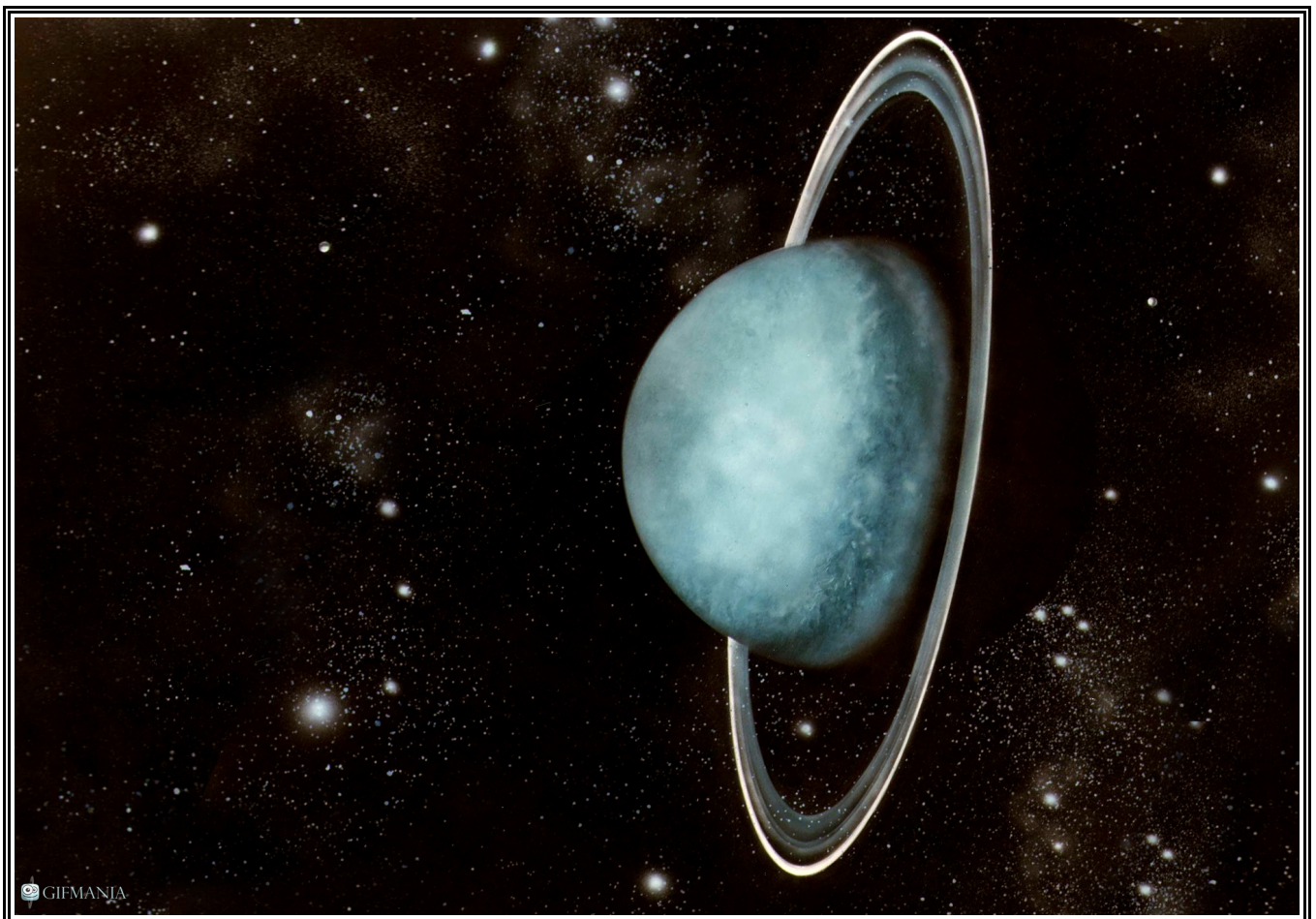
CHARACTER DESIGN

Out in the Darkness, the most common forces are infantry. Light vehicles are invariably used for transporting infantry and are never armed with anything heavier than an automatic weapon.

| STATISTIC & CHOICE | INFANTRY | LIGHT VEHICLES |
|-------------------------------|----------|----------------|
| ELAN RATING: 6 | 12 | 15 |
| ELAN RATING: 5 | 8 | 11 |
| ELAN RATING: 4 | 6 | 8 |
| ELAN RATING: 3 | 4 | 5 |
| ELAN RATING: 2 | 2 | 2 |
| ELAN RATING: 1 | 1 | 1 |
| MOVEMENT RATE: 2" PER ACTION | 1 | 1 |
| MOVEMENT RATE: 4" PER ACTION | 3 | 2 |
| MOVEMENT RATE: 6" PER ACTION | 5 | 4 |
| MOVEMENT RATE: 8" PER ACTION | 10 | 7 |
| MOVEMENT RATE: 12" PER ACTION | | 12 |
| MOVEMENT RATE: 16" PER ACTION | | 16 |

- Heavy Vehicles & Super Heavy vehicle characters are NOT available out in the Darkness. Should players desire to have Humanity's or the Outworld forces face each other on major planetary surfaces, then the defender may have the option to deploy some heavier characters – transporting such heavy vehicles across the depths of space and down to the planetary surface would be almost completely impossible for the attacker. If this option is used refer to the USE ME 15mm rulebook for the relevant Character Type costs.

| WEAPON SYSTEM | INFANTRY | LIGHT VEHICLES |
|----------------------------------|----------|----------------|
| Side Arm | 1 | |
| Standard Rifle | 2 | |
| Superior Rifle | 3 | |
| Heavy Weapon | 4 | |
| Hand Grenade | 2 | |
| Direct Support Weapon (2 Crew) | 15 | |
| Indirect Support Weapon (2 Crew) | 18 | |
| Energy Rifle | 5 | |
| Energy Support Gun | 10 | |
| Gyro Pistol | 4 | |
| Gyro Rifle | 8 | |
| Heavy Gyro Gun | 12 | |
| Support Gyro Gun (2 Crew) | 20 | |
| Vehicle Automatic Weapon | | 3 |
| Vehicle Cannon | | |
| Armoured | 3 | 5 |



| SAMPLE FORCES - HUMANITY | | | | | | | |
|---------------------------------------|------|----------|------|-------------------------|--------|------------------|----|
| CHARACTER | ELAN | TYPE | MOVE | WEAPONS | ARMOUR | NOTES | PV |
| Marine Special Forces Officer | 6 | Infantry | 4" | Gyro Pistol Grenades | Yes | Hero, ZGT | 40 |
| Marine Special Forces Trooper | 5 | Infantry | 4" | Gyro Rifle Grenades | Yes | ZGT | 29 |
| Marine Special Forces Support Trooper | 5 | Infantry | 4" | Heavy Gyro Gun Grenades | Yes | ZGT | 34 |
| Marine Officer | 5 | Infantry | 4" | Side Arm Grenades | No | ZGT | 17 |
| Marine Trooper | 4 | Infantry | 4" | Superior Rifle Grenades | No | ZGT | 17 |
| Marine Support Trooper | 4 | Infantry | 4" | Heavy Weapon Grenades | No | ZGT | 18 |
| Deep Colony Troops | 3 | Infantry | 4" | Standard Rifle Grenades | No | | 11 |
| Ship Crew | 3 | Infantry | 4" | Side Arm | No | ZGT | 10 |
| Deep Colony Civilian | 2 | Infantry | 4" | Side Arm | No | | 6 |
| Earth Civilian | 1 | Infantry | 4" | Unarmed | No | | 4 |
| Type IB Dust Rider Transport Rig | 3 | Lt Vhcl | 8" | Vehicle Auto Weapon | No | Carries 4 Troops | 15 |
| Type IA Dust Rider Transport Rig | 3 | Lt Vhcl | 8" | Unarmed | No | Carries 8 Troops | 12 |

| SAMPLE FORCES - OUTWORLD | | | | | | | |
|--------------------------|------|----------|------|---------------|--------|-------------------|----|
| CHARACTER | ELAN | TYPE | MOVE | WEAPONS | ARMOUR | NOTES | PV |
| Elite Leader | 5 | Infantry | 6" | E Gun | Yes | Hero, ZGT | 34 |
| Elite Soldier | 4 | Infantry | 6" | E Gun | Yes | ZGT | 23 |
| Elite Support | 4 | Infantry | 6" | E Support Gun | Yes | ZGT | 29 |
| Soldier Leader | 4 | Infantry | 4" | E Gun | No | ZGT | 17 |
| Soldier | 3 | Infantry | 4" | E Gun | No | ZGT | 15 |
| Support Soldier | 3 | Infantry | 4" | E Support Gun | No | ZGT | 21 |
| Ship Crew | 4 | Infantry | 6" | Gyro Pistol | Yes | ZGT | 18 |
| Dark Colony Soldier | 3 | Infantry | 4" | Gyro Pistol | No | ZGT | 14 |
| Dark Colony Civilian | 2 | Infantry | 2" | Unarmed | No | ZGT | 4 |
| Dark Civilian | 1 | Infantry | 2" | Unarmed | No | ZGT | 3 |
| Transport | 4 | Lt Vhcl | 16" | Unarmed | Yes | Carries 12 Troops | 29 |

Senior Training Staff Sergeant Miguel Sanchez says ...

"When you pull that trigger the gun will kick hard – if you're not properly prepared, braced and ready for it you'll probably go flying backwards, your shot will probably miss and you'll probably give away your squads position to Them. They'll thank you for this by killing you, and there'll be no probably about that. Always remember – They live out here, they're used to the darkness and the gravity – They won't make mistakes, so you can't afford to either. It's a simple as that"

OUTWORLD 2114.AD

PAY ATTENTION – WHAT YOU DON'T KNOW COULD VERY WELL GET YOU KILLED ...

The following tactical data is being made available to you so that you will be able to assess all of your options and hopefully make the best decisions possible in the event of contact with Them:-

Fighter craft – these are NOT the small single seaters of popular fiction. A typical fighter of the fleet will have a crew of 4 to 6, with a pilot, a sensors operator, 2 or 3 weapons crew and 2 to 4 technical crew, depending on fighter type. They can be up to 100 feet long and mass upwards of 100 tonnes. Typically they will have a single weapons system, what being again dependant on type and expected mission profile. For all the glamour of being a fighter pilot, don't be fooled by their size and apparent solidity - serving as fighter crew is probably the most dangerous role we have with the possible exception of Marine. Despite their size fighters are very cramped – the crews are literally strapped in and cannot move around within the craft. That don't sound too bad, huh? Well, if the pilot's killed or incapacitated ALL the crew are dead because no-one will be able to pilot back to home base. Trapped in a crippled and drifting fighter is not a good way to go. Also, fighters are short ranged – no Brute drive for them – so their endurance is limited by the duration of their life support, which is about 8 hours tops. If you're not back in that time you're not coming back.

Their fighter craft are similar in performance to ours, but we believe them to be automated attack craft, rather than crewed.

Destroyers – these small ships mass between 800 and 1,500 tonnes, have crews of between 10 and 15 people, and they're typically armed with 4 weapons systems of various types. They are also the smallest craft able to carry a spinal weapon. But despite their size and weaponry they're not a match for larger craft – run into a Outworld battleship or cruiser, and it sees you, and turns to fight, you'll soon find out what a destroyer can't do. Destroyers are good for countering enemy destroyers, scouting, patrol, escorting larger ships, and protecting and escorting our freighter traffic. They are more vulnerable to fighters than larger craft but cheaper and quicker to build and operate/maintain. If a destroyer can do the job, you don't need to send a larger ship.

Their destroyers are slightly smaller than ours (we refer to them as frigates), but they are every bit as powerful as ours, and like their fighter craft they may well be unmanned.

Cruisers – this is where the serious abilities begin. Much larger at between 1,500 and 2,500 tonnes and better armed than the smaller destroyer, they have crews of 20 to 25 people and heavier spinal weaponry. They are also tougher, having foamed-carbon armour and the best defences we have to offer. Sounds good, doesn't it? But a battleship will still trump your cruiser unless you're lucky, or catch it unprepared, or its already damaged. However, several cruisers working together can handle a battleship. Some cruisers can also carry between 2 and 4 fighter craft, making them a useful & flexible force suited to advanced scouting roles, raiding and strike missions where low level opposition is expected.

Their cruisers are similar to ours in size, but are often tougher and many are very heavily armed with those microwave guns they seem to favour. They also often carry fighters, so keep your eyes and sensors peeled – the presence of 1 or more of Their fighters could well mean that the cruisers not so far away. So, be prepared.

Battleships – the largest ships in the fleet, massing thousands of tonnes and upwards of 600 feet long. They carry the heaviest armour, biggest spinal weapon and more guns than any other ships type. They are also fast – don't think that big equals slow, battleships are often as fast, or faster, than some cruisers. But they are clumsier – bringing that big spinal weapon to bear gets harder as the targets gets smaller and more agile, so despite their firepower advantage they don't reign quite supreme. But the one thing they do do well is counter enemy battleships. It is for this reason that battleships are regarded as the main-line vessels in our – and Their – fleet; cruisers, destroyers and fighters are good for many, many tasks – but it really needs a battleship to fight and win against another battleship.

They were the first to field battleships armed with spinal weaponry. If we hadn't surprised them with our missiles they might well have won by now.

Warfare in the depths of the darkness is not for the faint of heart, or the weak of spirit. You can forget any notions of honour. Stopping to rescue survivors is at best impossible, and at worst suicidal. In almost all instances, once one of Their ships has been disabled it explodes – probably a demolition charge or dead-mans hand lever principle device – preventing any hope of rescuing the crew. Indeed, at first we DID try to rescue Their crew and lost 3 ships in the subsequent explosions as they tried. They seem to expect the same of us too – any of our ships they have disabled are simply left to drift away without an attempt to rescue any surviving crew.

The only good thing in all of this is that, although we have confirmation that They do possess nuclear material and can almost certainly make nuclear warheads, they've shown no inclination to use them. So far we have also avoided using such weapons.

Once in 100 years was enough – never again.

15mm SCENARIO 1: "IO SKIRMISH"

SCENARIO FORCES

This scenario represents one of many small clashes during the period 2108-2111.AD. Having pushed back outwards towards Jupiter, United Earth forces discovered Their presence on the moons of Jupiter in the form of several small automated fabrication plants on the surface of Io. They were busy harvesting the abundant chemicals when Humanity arrived to challenge Their dominion ...

UNITED EARTH:

- 1 x Marine Officer (Elan 5)
- 8 x Marine Troopers (Elan 4)
- 1 x Marine Support Trooper(Elan 4)

OUTWORLD:

- 1 x Elite Leader (Elan 5, Hero)
- 4 x Elite Soldiers (Elan 4)
- 1 x Elite Support (Elan 4)

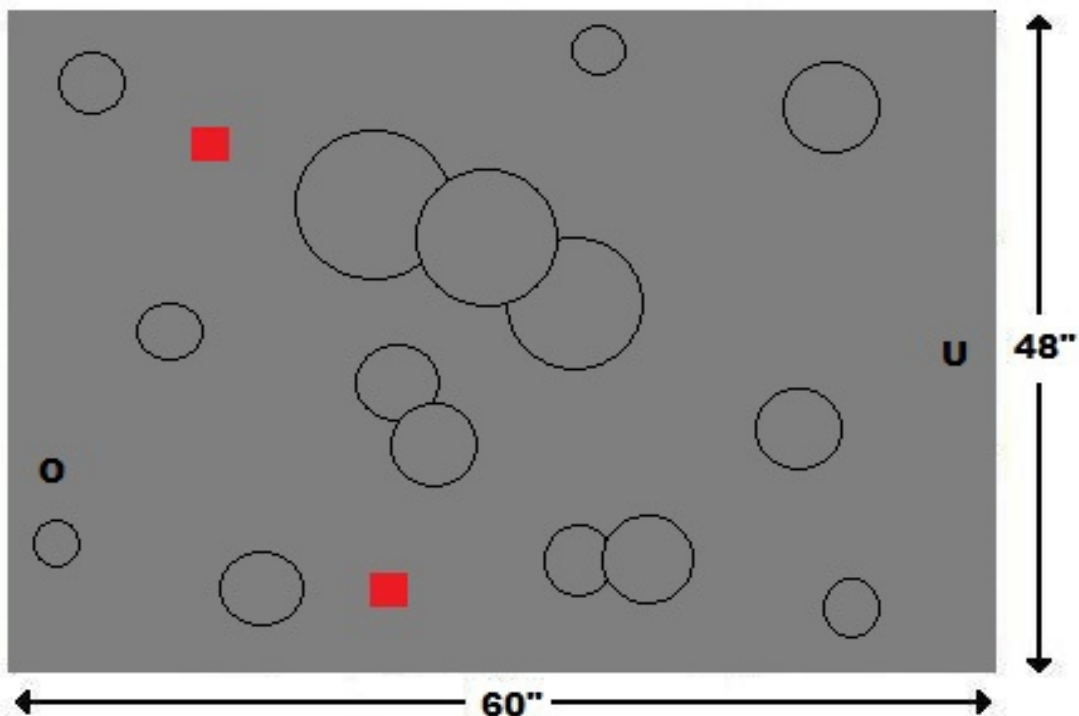
SET-UP & MAP

Below is the map for this scenario.

Players should set-up their forces within 6" of positions U (United Earth) or O (Outworld).

The red squares are Their automated fabrication plants.

The grey circles represent craters – characters may use the crater rims as cover.



SPECIAL RULES

This scenario takes place in a low gravity + vacuum environment.

Each fabrication plant counts as a Light Vehicle with armour.

SCENARIO OBJECTIVES & VICTORY CONDITIONS

Victory depends on how many of Their fabrication plants are destroyed – if none are destroyed They win, if both are destroyed the United Earth win, and if one is destroyed it's a draw.

15mm SCENARIO 2: "THE RAINS OF TITAN"

SCENARIO FORCES

By 2112.AD United Earth had established a small manned refinery plant on Titan to collect and refine the methane rains of this exotic moon. A small garrison of 10 troops was placed to provide security. In 2113.AD They noticed the plants presence. In January 2113.AD They dispatched a battleship to Titan carrying a small strike team to deal with the intruders ...

UNITED EARTH:

- 1 x Marine Officer (Elan 5)
- 8 x Marine Troopers (Elan 4)
- 1 x Marine Support Trooper(Elan 4)
- 5 x Deep Colony Civilians (Elan 2)

OUTWORLD:

- 1 x Elite Leader (Elan 5, Hero)
- 5 x Elite Soldiers (Elan 4)
- 2 x Elite Support (Elan 4)

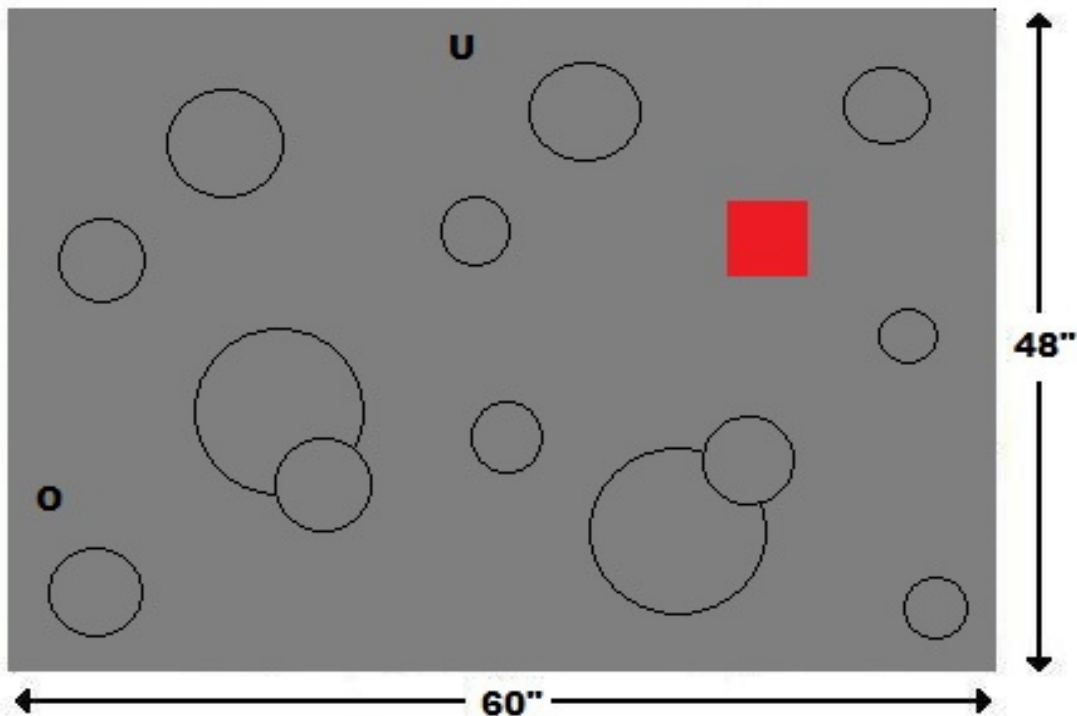
SET-UP & MAP

Below is the map for this scenario.

Players should set-up their forces within 6" of positions U (United Earth) or O (Outworld) – the United Earth civilians MUST set up in the Hab-Dome.

The red square is the refinery Hab-Dome.

The grey circles represent craters – characters may use the crater rims as cover.



SPECIAL RULES

This scenario takes place in a low gravity + vacuum environment. Roll 2d6 at the start of every turn – on a roll of 11+ it starts to rain liquid methane for 1d6 turns; this makes movement 50% slower and adds +1 to all movement rolls to fall over. The Hab-Dome counts as being a light vehicle with armour. The civilians do have vac-suits and can go outside their dome.

SCENARIO OBJECTIVES & VICTORY CONDITIONS

Victory depends on how many of the civilians survive the battle.

15mm SCENARIO 3: "STAR FALL"

SCENARIO FORCES

By late 2113.AD the first of United Earths newly created Special Forces were beginning to make their presence felt. Well armed, well trained, and with new and better equipment, they finally enabled the United Earth to face Them on equal terms ...

UNITED EARTH:

- 1 x Marine Special Forces Officer (Elan 6)
- 8 x Marine Special Forces Troopers (Elan 5)
- 1 x Marine Special Forces Support Trooper (Elan 5)

OUTWORLD:

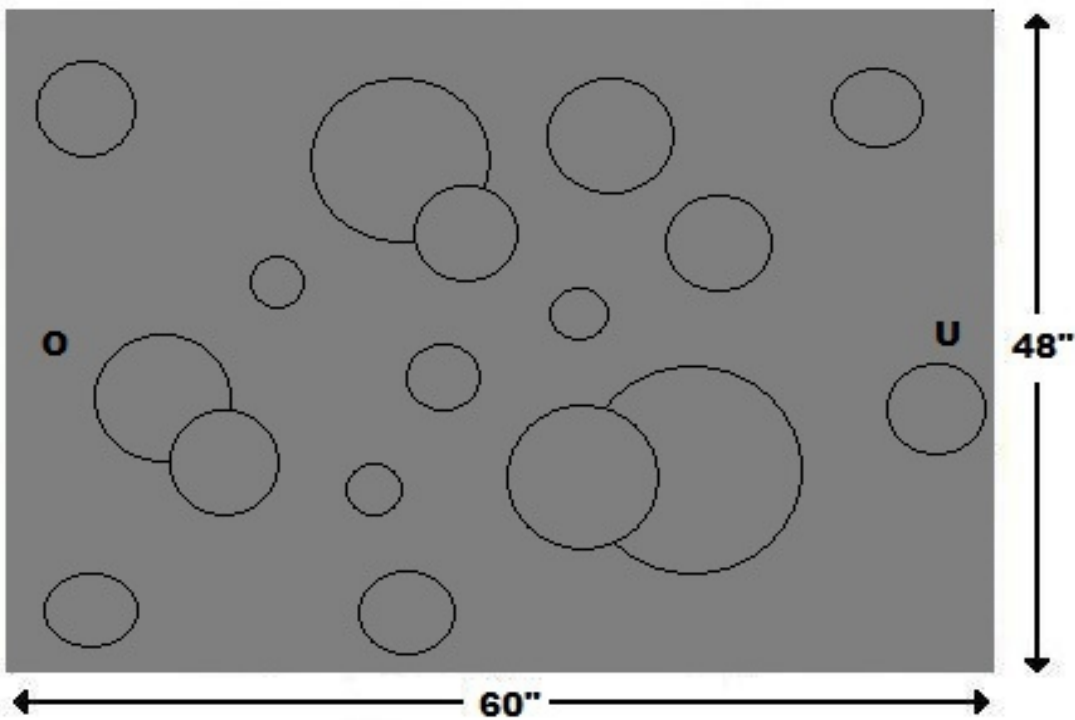
- 1 x Elite Leader (Elan 5, Hero)
- 6 x Elite Soldiers (Elan 4)
- 2 x Elite Support (Elan 4)

SET-UP & MAP

Below is the map for this scenario.

Players should set-up their forces within 6" of positions U (United Earth) or O (Outworld).

The grey circles represent craters – characters may use the crater rims as cover.



SPECIAL RULES

This scenario takes place in a low gravity + vacuum environment.

SCENARIO OBJECTIVES & VICTORY CONDITIONS

With nowhere to run away to, nowhere to hide, and no way to escape, this is a straight battle to the death – the side with the last surviving character is the winner.

A FEW NOTES

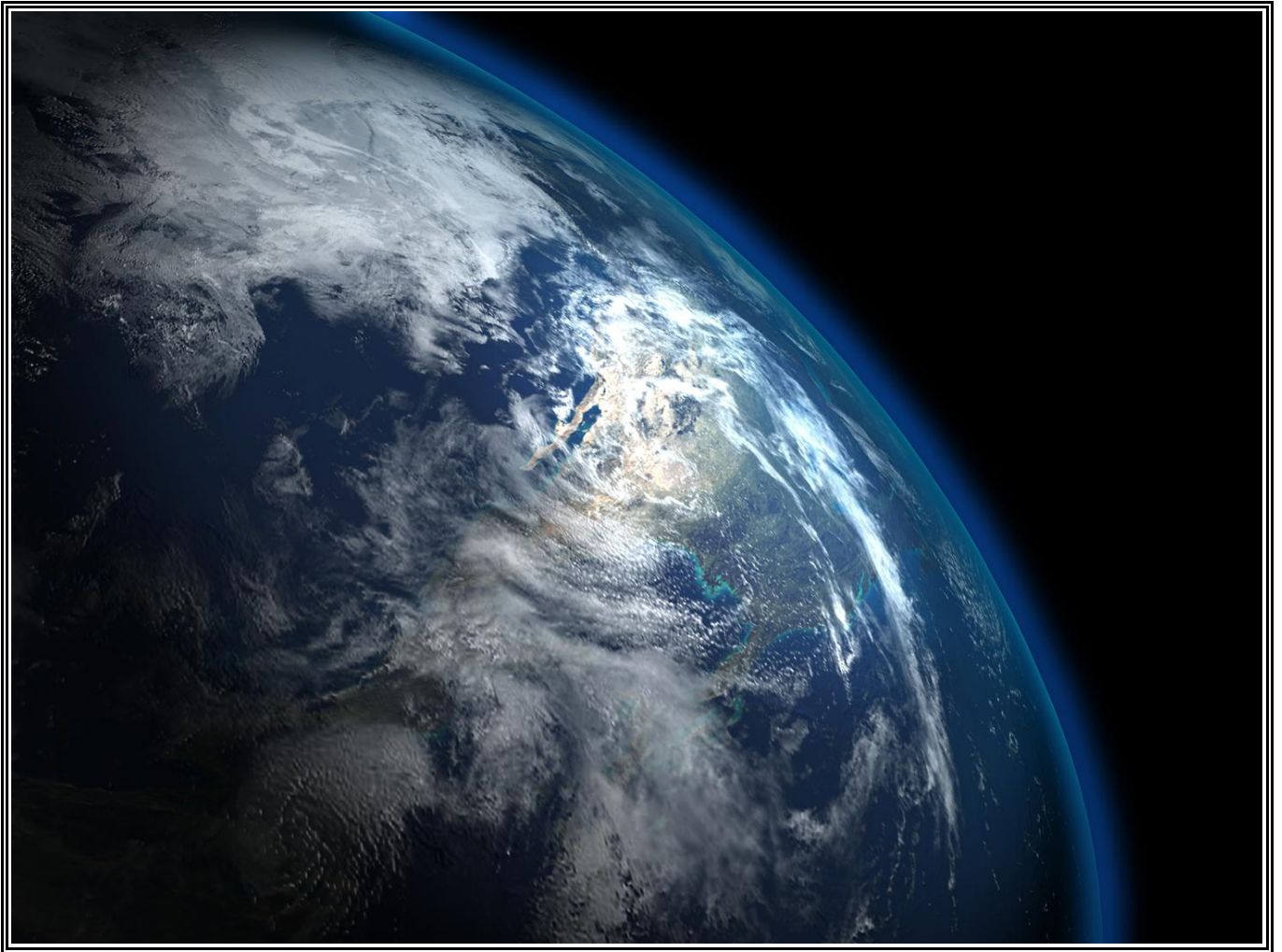
I'd like to thank Gavin Syme for allowing me to play around a bit with his USE ME creations, and for his comments & suggestions as I've dabbled away, and all the other people at Alternative Armies Online for some really very very nice miniatures with which to play my games, have fun and generally enjoy myself :)

I've tried to keep the B part of the PSB down to as low a level as possible – NASA really is working on a Glenn Annular Ion Drive system, and if the persistence of scientists and engineers pays off, Tokamak reactors may one day be providing cheap power to the peoples of Earth.

As for who THEY are – that's up to you. I deliberately didn't go into any detail about the Outworld or its inhabitants, nor did I go into any particular detail regarding the United Earth – these spaces are left blank for players to fill in with their own choices and options. If it looks good, works for you, or even fits your miniatures collection, go for it and have some fun.

With regard to the various miniatures used in writing this, I used a range of 15mm miniatures from Alternative Armies for the ground action & spaceships from Irregular Miniatures 6mm SH & SA ranges.

Vic Dobson, September 2017.AD



**“ORBITING EARTH IN THE SPACESHIP.
I SAW HOW BEAUTIFUL OUR PLANET IS.
PEOPLE. LET US PRESERVE AND INCREASE THIS BEAUTY.
NOT DESTROY IT!”**

Yuri Gagarin
Cosmonaut

OUTWORLD 2 I I 4.AD SSB QUICK REFERENCE

TURN SEQUENCE

Initiative Phase
In Play Phase
Consolidation Phase

POSSIBLE ACTIONS

Move, Weapons Fire, Ramming,
Special Action, Unique Action

TO-HIT MODIFIERS

| | |
|-------------------------------------------------|----|
| Firing Ship (Squadron) is ELAN 6 | +1 |
| Firing Ship (Squadron) is ELAN 1 or 2 | -1 |
| Range is HALF Optimum | +1 |
| Range is GREATER than Optimum | -1 |
| Firer is taking SECOND Shot | -1 |
| Target moved 12" or more during its last turn | -1 |
| WHOLE Squadron firing at one target | +1 |
| Destroyer/Cruiser/Battleship firing at Fighter* | -2 |

NUCLEAR MISSILE DEVIATION

1 - Forward
2 - Forward
3 - Forward
4 - Right
5 - Left
6 - Back

* NOT Missiles

PENETRATION VALUES

| | | | | | | | |
|-----------------|-----|-----------|----|-----------|------|-----------|------|
| FTR vs FTR | +0 | DD vs FTR | +1 | CR vs FTR | **** | BB vs FTR | **** |
| FTR vs DD | -1 | DD vs DD | +0 | CR vs DD | +1 | BB vs DD | +2 |
| FTR vs CR or BB | *** | DD vs CR | -1 | CR vs CR | +0 | BB vs CR | +1 |
| | | DD vs BB | -2 | CR vs BB | -1 | BB vs BB | +0 |

| | | | |
|---------------------|----|-------------------------------------------|----|
| Energy Cannons | +1 | Fighter Defence Value (+1 if Armoured) | +0 |
| All Rocket Batterys | +0 | Destroyer Defence Value (+1 if Armoured) | +1 |
| All Torpedoes | +2 | Cruiser Defence Value (+1 if Armoured) | +2 |
| | | Battleship Defence Value (+1 if Armoured) | +3 |

*** No Penetration possible

**** Target Fighter is AUTOMATICALLY destroyed

SPINAL BEAM CANNONS

Target is ...

| Firer is ... | Optimum Range | To-Hit | Battleship | | Cruiser | | Destroyer | |
|--------------|---------------|--------|------------|--------|---------|--------|-----------|--------|
| | | | Align | Damage | Align | Damage | Align | Damage |
| Battleship | 30" | 3+ | 4+ | 1d6 | 5+ | 2d6 | 6+ | 3d6 |
| Cruiser | 20" | 3+ | | | 4+ | 1d6 | 5+ | 2d6 |
| Destroyer | 10" | 3+ | | | | | 4+ | 1d6 |

ROCKET BATTERYS

Number of hits 1d6 roll is ...

| Target is ... | 1 | 2 | 3 | 4 | 5 | 6 |
|---------------|---|---|---|---|---|---|
| Battleship | 1 | 1 | 2 | 2 | 3 | 3 |
| Cruiser | | 1 | 1 | 2 | 2 | 3 |
| Destroyer | | | 1 | 1 | 2 | 2 |
| Fighter | | | | 1 | 1 | 2 |

OUTWORLD 2114.AD 15mm QUICK REFERENCE

TURN SEQUENCE

Initiative Phase
In Play Phase
Off Table Action Phase
Consolidation Phase

POSSIBLE ACTIONS

Move, Ranged Fire, Melee, Hunker Down,
Special Action, Unique Action

TO-HIT MODIFIERS

| | |
|------------------------------------------------|----|
| Firing Character (Squad) is ELAN 6 | +1 |
| Firing Character (Squad) is ELAN 1 or 2 | -1 |
| Firing Character is Flying Vehicle | -1 |
| Range is HALF Optimum | +1 |
| Range is GREATER than Optimum | -1 |
| Target is Hunkered Down | -2 |
| Target is in Difficult Terrain | -1 |
| Target is in Excellent terrain | +1 |
| Target is Flying Vehicle | +1 |
| Firing Character (Squad) is taking SECOND Shot | -1 |
| WHOLE Squad firing at one target | +1 |

PENETRATION VALUES

| | |
|---------------------------------------------------|----|
| Infantry Weapon vs Infantry | + |
| Infantry Weapon vs Light vehicle | +0 |
| Infantry served Vehicle Weapon vs Infantry * | +1 |
| Infantry served Vehicle Weapon vs Light Vehicle * | +1 |
| Vehicle Weapon vs Infantry & Light Vehicles | +2 |
| Infantry Defence Value (+1 if Armoured) | +0 |
| Light Vehicle Defence Value (+1 if Armoured) | +1 |
| Target Character is Hunkered Down ** | +2 |

* 2 Infantry Crew

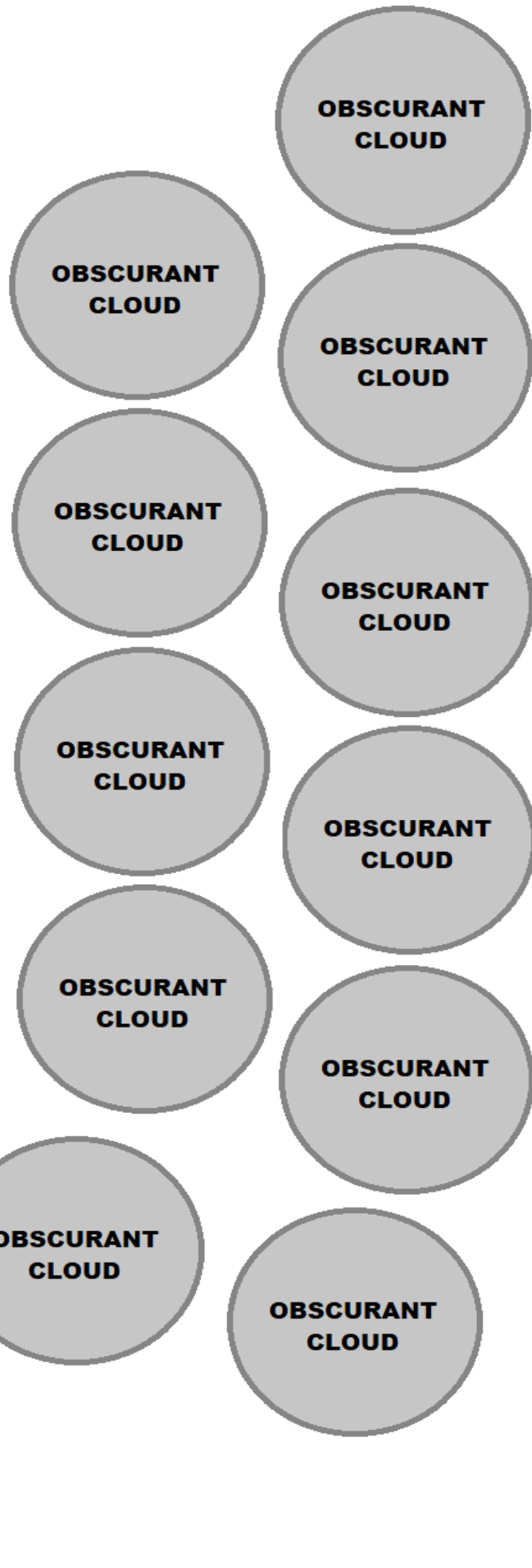
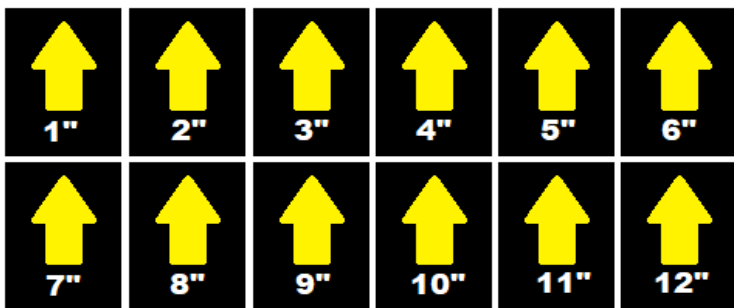
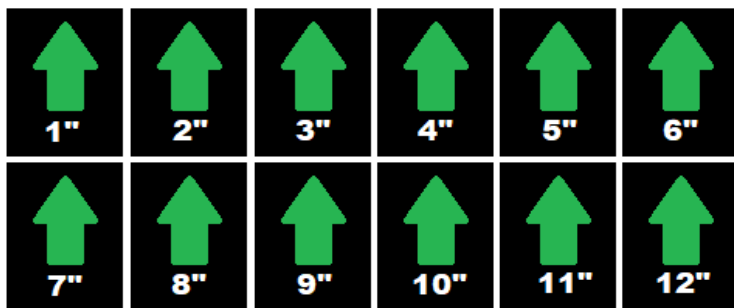
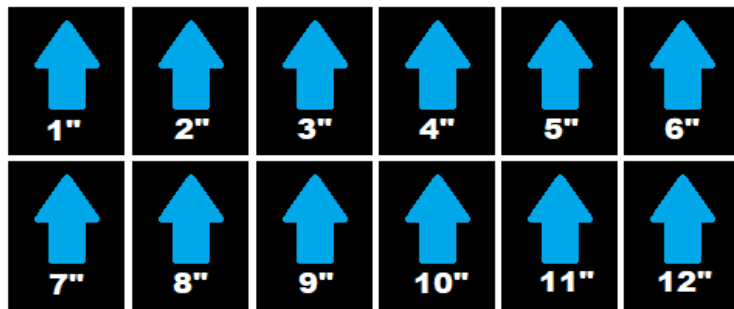
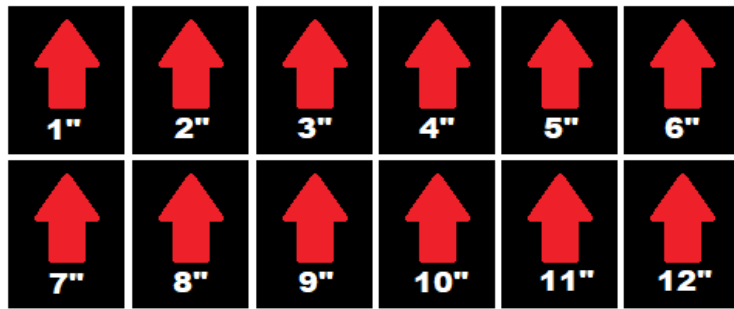
** Add to Defence Value roll

DEVIATION

- 1 - Forward
- 2 - Forward
- 3 - Forward
- 4 - Right
- 5 - Left
- 6 - Back

WEAPON OPTIMUM RANGE (EXPLOSIVE RADIUS)

| WEAPON TYPE | OPTIMUM RANGE | EXPLOSIVE RADIUS |
|------------------------------------------|---------------|------------------|
| Infantry Side Arms | 4" | (0) |
| Infantry Standard Rifle | 8" | (0) |
| Infantry Superior Rifle | 10" | (0) |
| Infantry Heavy Weapon | 12" | (0) |
| Infantry Grenade | 4" | (1) |
| Infantry Direct Support Vehicle Weapon | 16" | (1) |
| Infantry Indirect Support Vehicle Weapon | 20" | (1) |
| Energy Rifle | 12" | (0) |
| Energy Support Gun | 24" | (0) |
| Gyro Pistol | 4 | (0) |
| Gyro Rifle | 8 | (0) |
| Heavy Gyro Gun | 12 | (1) |
| Support Gyro Gun (2 Crew) | 20 | (1) |
| Light Vehicle Automatic Weapon | 10" | (0) |
| Light Vehicle Cannon | 16" | (1) |



OUTWORLD 2114.AD

ONCE WE THOUGHT WE WERE ALONE.

**AND WE THOUGHT THAT WE ALONE
WOULD INHERIT THE STARS ...**

BUT WE ARE NOT ALONE.

**AND WE WILL ONLY INHERIT THE STARS
IF THEY LET US ...**

**VIC DOBSON
2017**