



DANGER ON OUTPOST 32

A STARTER PACK FOR ONE OR TWO PLAYERS

"Craft Delta Tango 3 please identify yourself. I repeat this is Outpost 32 controller traffic please identify so that we can direct you to landing pad Alpha for customs inspection."

Lorn Abbott had attempted contact with the incoming star craft for more than ten minutes and it was becoming clear that who or whatever was on the ship was not in a talkative mood. Lorn tried again and then waited as the broad spec beam gave him nothing but empty signal in return. He turned to the assistant controller.

"Bernat I think we are going to have trouble. That ship is close enough now for me to get a visual lock. Its a discus and that means it ain't Terran or even an allied species. Typical luck for us isn't it. I mean the 304th Legion only left three standards ago and all we got here is a detachment and the citizen militia."

Lorn tried once more since Bernat offered nothing but a grunt by way of a reply. This was pointless. He knew the craft could hear him and its vector meant the Outpost could be its only destination. Who were these creatures? The Central Processor had been running designations for three hours searching its memory for a match to the ship or its markings. Typically the search only took moments once a vessel was in visual range but this alien ship was rare indeed.

The Central Processor toned that its search had returned a positive result and Lorn sighed as Bernat failed to shift his bulk from the console seat even though he was right in front of the CP station. Reaching over Lorn tapped his code into the screen and the information flashed up. Lorn felt sick to the pit of his stomach and after a moment Bernat actually retched.

Lorn picked up the internal com channel and contacted all of the armed Humans and Aliens in the Outpost.

"Alert One. Top Priority! We will have hostile visitors in nine hours time. Confirmation of Zeta Reculians; Greys. Armed and Dangerous. Known slavers and abductors. All outpost security and militia personnel report to command for briefing."

Lorn Abbott had never held a weapon in his life but the Greys would take him anyway....why did they do this....why?

THE UMSO1 STARTER PACK

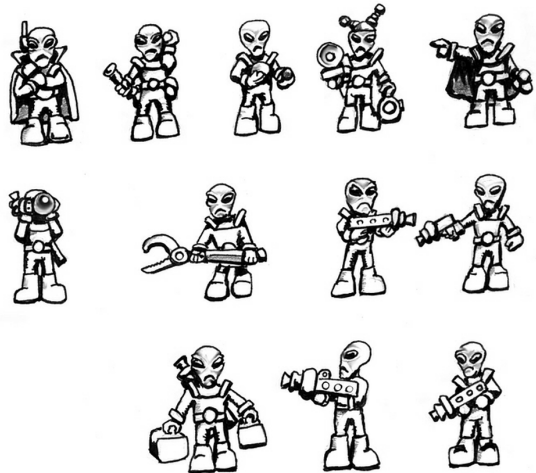
Welcome to this USE ME Starter Pack. This pack is one of a series and each pack in the series has a simple goal; to give you all you need to get in to 15mm science fiction wargaming. The Starter Pack provides you with the rule book the miniatures, bases, dice, scenarios and rosters. What you need to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

The Grey Aliens

- 4 Grey Alien Command Miniatures (HOF47)
- 4 Grey Alien Science Team Miniatures (HOF48)
- 6 Grey Alien Soldier Miniatures (HOF49)



Outpost 32 Inhabitants

4 Human Soldier Miniatures (HOF6)

9 Mixed Humans and Alien Miniatures (SHM1,2,27,28,29,30,31,32,34)

(Check out the Rosters Page to see 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! Enjoy!

Now lets see if you can save the day!

SCENARIO ONE ON THE SINNING BEACHS

'Get ready I can see them on the sand. Hold your fire until the civilians are clear and those little two tone buggers are nice and close.'

Captain Jeskins looked at the rest of his small security force and at the motley collection of militia that had answered the call to guard Outpost 32 from the raiders. He had no idea how many enemies they faced or if they would be able to hold them off. But he was sure of one thing. Stopping the Greys here was their best chance. Sinside Beach was hard against the main airlocks for a good reason. It gave visitors something to ogle at and to look forward too during their stay right from the get go. But also it formed a natural defence in a man made environment. The golden sand and wide waters could be a death trap to those who wanted into an intact dome.

'Hold your fire. Steady. Don't let them near you and watch each others backs. I don't want to lose any of you today.'

Scenario Forces

This is a 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 inside the atmospheric dome of Outpost 32 at the relaxing pleasure arena of 'Sinside Beach'.

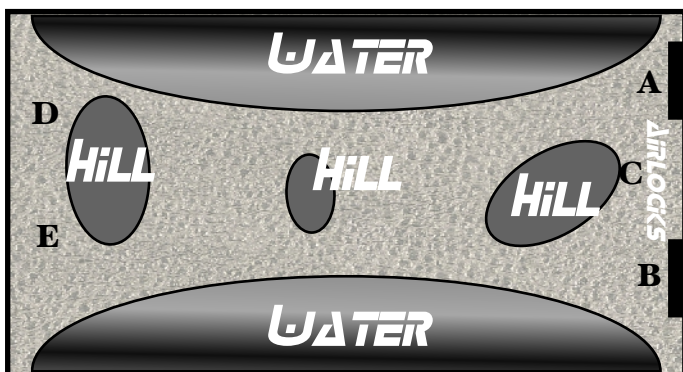
Sinside Beach has become the initial point of armed conflict because it is the nearest place to the main locks that give entry to the dome. The Grey Aliens do not wish to puncture the dome as they cannot abduct corpses exposed to hard vacuum. So all combat will have to be short ranged and nasty. Abduction is the game...stun, smash and grab.

The Zeta Reculians which we like to call Grey Aliens have fourteen characters in play as per their Roster numbers 1-14. These are arranged into three squads A (No 5-9+14) B (No 1-2,10+13) C (No 3-4, 11-12). The Outpost Defenders have two squads D (No 1-6) E (No 7-13). One miniature, SHM27, is not present in this scenario.

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 you desire.

Set Up and Map

Below is the map for this scenario please use it to set up your terrain and miniatures roughly as they appear on the map. The gaming area is a standard two foot by four foot table or other flat space. The areas marked with letters show which squad sets up (within 3 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

Outpost 32 does not wish to become fodder for the Zeta Reculians and their abducting ways but if the inhabitants of the outpost wish to avoid this fate they will have to fight for it. Stopping the Greys on the beach near the airlocks is the best way to do this. So it is all hands, tentacles and furry paws to the pumps.

The objective for the Outpost characters is to kill all of the Grey Alien characters while the Grey objective is to do the same. However the Greys will only be stunning their targets in order to drag them back to the shuttle. Victory goes to the side which wipes the other out first. There is no turn limit in this scenario.

Special Rules and Unique Conditions

There are no special rules in this scenario. A unique condition is that no character may enter any area of play which is water. The underwater circulation systems have been set to lethal to prevent any Greys swimming past the defenders. Any character who sets foot in water 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 Grey Aliens to the silent player. The Greys are Aggressive setting in this scenario and will attempt to close on the Outpost Defenders at all times by the most direct route as long as it does not take them into a water area of play.

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 'On the Sinning Beaches' may move the Googlie family character 3 Inches nearer to his set up positions before play commences.

SCENARIO TWO

GOT BY THE GOOGLIES

'You know I could really go a Synthchew Burger when this is over. No idea what it's made from but man it hits the spot.'

Captain Jeskins licked his lips but then noticed the uneasy look on Rulamati's face. Rulamati was a Calamite and peace loving by nature but he was still useful in a fight. Jeskins asked the alien what troubled him. But it was the reply that got Jeskins hot under the collar.

'What do you mean they have been abducted. The raiders aren't in sector three. We pushed them into sector eight.'

The Calamite did not need to respond as it dawned on the Captain what had happened.

'Damn it. They would not leave their cart and that group of Greys we lost on the Beach must have ended up in sec three. Well, we are gonna get them back. Right now.'

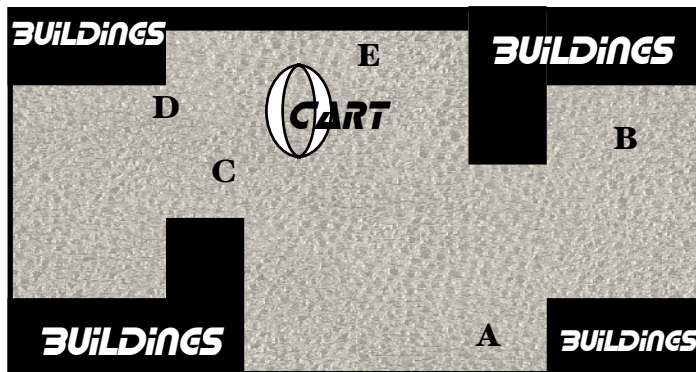
Scenario Forces

The battle at the beach was inconclusive and the Greys have broken into the core of the Outpost and what is worse they have abducted the the well known Googlies family. The Googlies are beloved of the whole outpost due to the superb 'synthchew' burgers they fry up at their food cart. Captain Jeskins is more fond than most of a burger and is determined to rescue the family before it is too late. But will the Greys give them up?

The Zeta Reculians have fourteen characters in play as per their Roster numbers 1-14. These are arranged into two squads A (No 5-9,14,3,4) B (No 1,2,10,13,11,12). The Outpost Defenders have two squads C (No 1-6) D (No 7-13). The Googlies are shown by the letter E. 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 you desire.

Set Up and Map

Below is the map for this scenario please use it to set up your terrain and miniatures roughly as they appear on the map. The gaming area is a standard two foot by four foot table or other flat space. The areas marked with letters show which squad sets 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 with the Outpost Defenders at their Elan level.



Scenario Objectives and Victory Conditions

The objective is to blast on through, grab the Googlies, then bug out fast before the almond eyes catch on. There is a limit of ten turns for this scenario as this is how long it will take the Greys to bring in more troops. Luckily those aliens set to guard the family are not guarding them closely so the odds are good for the rescue. Victory will go to the Outpost Defenders if they can free the family and get them off any playing area edge within the turn limit. The Greys win by preventing this until all turns are expired.

Special Rules and Unique Conditions

In this scenario the special rules are as follows. The Googlies are tied up and it requires a D6 roll of 5-6 by a character in base to be contact to free them. They then attach themselves to that character base to base. If the escorting character is killed then the family will stand still until another character attaches itself to them. Escape may be by any edge of the playing area. The Greys will not shoot the family. Buildings may not be entered. If shot the Synth Cart will explode with a 3 Inch Blast Radius.

Solo Play Option

If you wish to play this scenario solo give the part of the silent player to the Greys. Treat them as Aggressive in the scenario with the primary aim of reaching and capturing the Goolies. They will shoot down as a priority the character escorting them.

Linkage to the Next Scenario

Scenarios can be linked and if you are doing so then winning in this game can influence the next scenario. The winner of 'Got by the Goolies' may have the following advantage in the next game: A Re-Roll of one attempt to activate the charge.

SCENARIO THREE

GET YOURSELF BLOWN

'We can end this invasion right now if it works'.

Private Napier appealed to his commander. If the majority of the Grey Aliens in sector eight could be vapped out of the emergency outlet the militia would be able to mop up the rest and perhaps even send out a party to capture the Saucer too. Captain Jeskins considered the plan. It was risky. They would be spotted fast and it would not take long for the almond eyes to figure out what was going to happen.

'Please sir. It will work. I bet my life on it. We can vent them into space and just grappler our way out of the sector'.

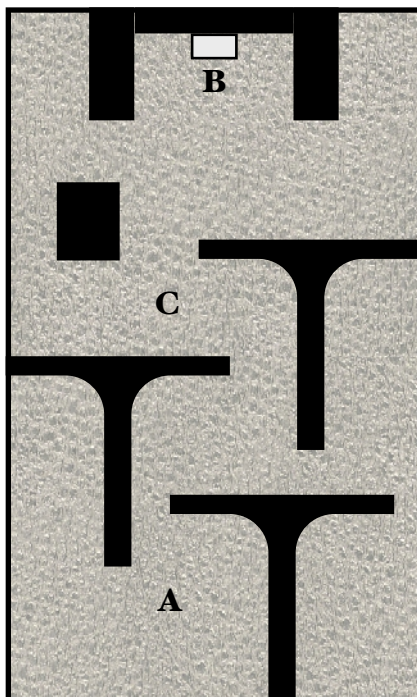
It was worth a try. Despite a couple of successes the Greys outnumbered the defenders and they needed a big win.

'Ok Napier, we will do it. But it ain't just your life you are betting. It will be all of us at risk of being blown'.

Scenario Forces

A chance to win this fight has dropped into the lap of the now weakened Outpost Defenders. A report of an unguarded emergency outlet has reached Captain Jeskins. This outlet can be blown up and the resultant atmospheric venting should bottle the Greys up in the beach area of the dome. It will mean the loss of those captives already taken; but what else can be done?

The Zeta Reculians have ten characters in play as per their Roster numbers. These are arranged in one squad, marked A (No 1,2,5,8-14). The Outpost Defenders have two squads B (No 1-6) C (No 7-13). SHM27 takes no part in this scenario. 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 you desire.



Set Up and Map

Below is the map for this scenario please use it to set up your terrain and miniatures roughly as they appear on the map. The gaming area is a standard one foot by two foot table or other flat space. The areas marked with letters show which squad sets 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.

Scenario Objectives and Victory Conditions

The objective is to blow the lock before the Grey Aliens can stop you. It will take some time to set up the charge and while the Defenders have breathing masks and grapplers that will allow them to survive the decompression long enough to escape the Greys do not. Victory will go to the Defenders if the charge is exploded and to the Greys if it is not. The game has no turn limit and ends if the charge explodes or a Grey character manages to get into base to base contact with it.

Special Rules and Unique Conditions

All of the special rules and conditions in this scenario concern the explosive charge. One character on the Defenders' side must remain in contact with it during play. Each turn when that character is activated roll 1D6. The other player also rolls 1D6. If the higher roll belongs to the Greys then the charge is not ready, if the defenders win then the charge is activated. Once activated the charge will detonate on a rolled result of 5-6 on a D6 by that a contact character in any subsequent turn. Once set the charge cannot be re-set except by a Grey.

Solo Play Option

In playing this scenario you can give a solo part to the silent player as either the Greys or Defenders. If it is the Greys then they are Neutral and will shoot at the character next to the charge by priority. If the solo player is the Defenders then they are Defensive and will focus on protecting the charge and detonate it as their priority.

Where Now for Outpost 32?

So the three scenarios are now over and perhaps you managed to rid the Outpost of the Grey Aliens or maybe they captured and probed all of the local militia defending it. Either way you now have in your possession a potent mix of materials for further wargaming fun!

The USE ME rule book contains a lot of information on creating and linking scenarios as well as a campaign system for recovering or bringing in characters. You can start your own setting or continue with this one. You also have the great HOF and SHM range miniatures which can be expanded upon or used as they are in future scenarios.

Here are a few ideas for continuing on with the Outpost 32 setting:

- Run for the control room. The Defenders must dash through the Greys to reach the control room.
- Reactor Overload. The Greys cannot hold the Outpost so they decided to activate four terminals to make the reactor go critical.
- Relief Arrives! A Star Legion patrol assists in clearing the Outpost or in capturing the Saucer (use HOF6 for this).
- Servants of Zeta. The Robotic Servants of the Greys are unleashed to force the defenders to surrender (use HOF44 for this).

However you decide to move forward we hope you have enjoyed this Starter Set and that many victories are yours!

Unique USE ME Rules from the Rosters

Capture: Characters who have this ability listed are able to 'rope' an enemy with a normal shooting action at 'side arm' range which will not kill or harm them but will render them immobile for the rest of the game. Treat as a normal shot.

Stunner: Characters who have this weapon treat it as a 'standard rifle' and if a shot hits a target (not vehicles or robots) then the target is partially stunned and loses one action per activation. A second hit renders them immobile just like Capture.

Mind Strike: This psychic alien ability allows the character to make a single ranged mind attack per activation. Treat as a 'standard rifle' with the same ability to injure an enemy or kill them.

USE ME Force Roster

Force Title: Grey Aliens				Player Name:			
No	Character Name	Miniature Description	Character Type	Elan	Movement	Weapons	Notes
1	Yegogu	Alien Officer	Infantry	4	4	Side Arm	Hero, HOF47-A
2	Soejoero	Alien Officer	Infantry	4	4	Side Arm	HOF47-B
3	Niqoesha	Alien Soldier	Infantry	4	4	Side Arm	Stunner, HOF47-C
4	Bawadi	Alien Soldier	Infantry	4	4	Side Arm	HOF47-D
5	Qagegi	Alien Scientist	Infantry	3	4	Superior Rifle	HOF48-A
6	Sholulo	Alien Scientist	Infantry	3	4	None	Capture, HOF48-B
7	Paewivu	Alien Scientist	Infantry	3	4	None	Capture, HOF48-C
8	Yezifu	Alien Scientist	Infantry	3	4	Side Arm	Stunner, HOF48-D
9	Dispepo	Alien Officer	Infantry	5	4	Side Arm	Hero, HOF49-A
10	Porano	Alien Soldier	Infantry	5	4	Heavy Weapon	HOF49-B
11	Jurigu	Alien Soldier	Infantry	5	4	Heavy Weapon	HOF49-B
12	Wiroga	Alien Soldier	Infantry	5	4	Superior Rifle	HOF49-C
13	Sholulo	Alien Soldier	Infantry	5	4	Superior Rifle	HOF49-D
14	Spithexi	Alien Soldier	Infantry	5	4	Superior Rifle	HOF49-D

USE ME Force Roster

Force Title: Outpost 32 Defenders				Player Name:			
No	Character Name	Miniature Description	Character Type	Elan	Movement	Weapons	Notes
1	Cpt Jeskins	Human Soldier	Infantry	4	6	Rifle, Grenades	Hero, HOF6-A
2	Pvt Selmour	Human Soldier	Infantry	4	6	Rifle, Grenades	HOF6-B
3	Pvt Menzies	Human Soldier	Infantry	4	6	Rifle, Grenades	HOF6-C
4	Pvt Napier	Human Soldier	Infantry	4	6	Rifle, Grenades	HOF6-D
5	Pvt Archer	Human Soldier	Infantry	4	6	Rifle, Grenades	HOF6-E
6	Slim' Jim Shaw	Human Bounty Hunter	Infantry	4	6	Side Arm	SHM1
7	Oki-Koer O'espoew	Snake Alien	Infantry	3	4	Side Arm	SHM2
8	Krarg	Trandan Mercenary	Infantry	3	6	Side Arm	SHM28
9	Filmour	Human Miner	Infantry	2	4	Side Arm	SHM29
10	Minatrala	Gizbin Mercenary	Infantry	3	6	Superior Rifle	Energy Shield, SHM30
11	Dunglassin	Baroka	Infantry	2	4	Side Arm	SHM31
12	Rulamati	Calamite	Infantry	2	4	None	Mind Strike Power, SHM32
13	Wark	Prang Soldier	Infantry	5	4	Super Rifle	Energy Shield, SHM34
14	The Googlies	Alien Family	Infantry	2	4	None	SHM27



ABOVE ARE THE ALIEN GREYS IN THIS STARTER PACK - THEY ARE ARRANGED FROM LEFT TO RIGHT IN THE ORDER OF THE ROSTER



ABOVE AND BELOW ARE THE OUTPOST 32 DEFENDERS IN THIS STARTER PACK - THEY ARE ARRANGED FROM LEFT TO RIGHT AND TOP ROW TO BOTTOM ROW IN THE ORDER OF THE ROSTER



Starter Pack Credits - UMS01

Written by Gavin Syme
 Artwork by Edward Jackson
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 Layouts by Alex Scott
 Playtesting by Gavin Syme

Thanks to:
 Chris Knowles, Eli Arndt, Sam Walker, Jim Brittain