



THE ZIGGURAT OF CLEM IV

A STARTER PACK FOR ONE OR TWO PLAYERS

"Five seconds at full charge directed against the door Gunner Zinga. We are almost through to the interior of the structure."

Adjusting his controls the Zidhe gunner pressed the firing stud for the portable heavy laser that he and another gunner operated for the glory of the Empire. The crimson needle of lethal light lanced to the ancient door of the Ziggurat and resumed cutting. Whatever the portal leading into the Ziggurat was made it had already absorbed more punishment than a battle cruiser's hull could withstand. This was the third day on Clem IV but the goal was nearly attained.

"Well laid Gunner, keep at it. We will be inside before the sun reaches its zenith."

Commander Zarl turned away from the blazing light and surveyed his small task force. These few warriors were near to unlocking whatever secrets this Progenitor site contained. Sites like this were scattered all over the known galaxy, usually on dead worlds or moons, but Clem IV was temperate enough to be pleasant. He contacted his communication specialist and asked for a status update; it paid to be ever vigilant. The reply came fast and it was not good news.

"Commander I have poor tidings. We have unwelcome guests from the Octopod Combine. They took out our high level viewers but we have their landing co-ords. They are near and will be in weapons range in seven mini cycles."

Zarl thanked Youta and then signalled a total stop on all invasive cutting. Once the laser cut out he opened a secure force wide channel and addressed his troops.

"We have enemies nearby. The accursed Octopod scum. We defeated them with ease on Multar Prime and we will do so again here. Combat stances and at all costs prevent them from gaining the Ziggurat and our equipment."

There was a hearty chorus of agreement and one by one the Zidhe troops fanned out away from the ancient structure or sought a firing position on the steps. Zarl would try and halt the enemy as they emerged from the thick forest. In fact he might throw some Androids and Warriors into the trees to try and confuse their advance. Thinning the Octopods would mean that once they broke cover the laser would cut them to quivering meat pieces before they reached the lower stairs of the Ziggurat.

"Zarl to Androids. Execute Command Five. Hide and Seek. Confirm."

THE UMS02 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 Octopod Combine

- 4 Octopod Command Miniatures (HOF59)
- 3 Octopod Infantry Miniatures (HOF53)
- 3 Octopod Heavy Weapon Infantry Miniatures (HOF60)
- 3 Octopod Seet Guard Miniatures (HOF61)



The Zidhe Empire

- 4 Zidhe Command Miniatures (HOF64)
- 3 Zidhe Infantry Miniatures (HOF63)
- 2 Zidhe Androids (HOF66)
- 1 Zidhe Portable Weapon with Two Crew (HOF68)
- 2 Zidhe Guardians (HOF65)

(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

AMID THE WOOD IS LURKING DEATH

"Keep quiet I hear their approach. This ambush will thin their ranks and allow us to gain the Ziggurat all the easier."

Commander Zarl hoped that he had been right to order a hit and run attack on the advancing Octopods. Leaving behind his Guardians and the Portable Laser Cannon reduced his firepower considerably but it did increase his mobility by the same degree. His troops were well trained and he knew they were the superior when compared to a brutal and often slow witted enemy. Among the trees the greater number of the Octopods would not count for much. A good solid strike and then flee back to the Ziggurat that was the best course...surely.

"Use the pathways to channel your fire. Keep away from the foe's shocksticks and if you can, kill their officers. Octopods might be slow but they are hard to put down. Don't miss!"

Scenario Forces

This is a fairly straight forward fight of a scenario. To get you used to the game mechanics and also to get a feel for all parts of the turn sequence. The scenario takes place just inside the forest that separates the Octopods from the Ziggurat clearing.

SCENARIO TWO

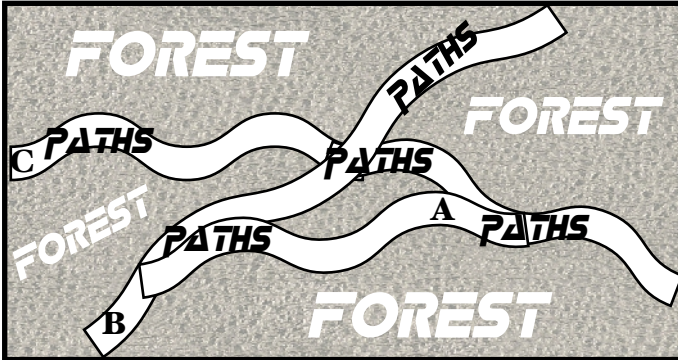
THE LAWN OF THE GODS

In among the trees the narrow path ways will mean ambushes will be the mark of the day. The Zidhe wish to prevent the Octopods from reaching the foot of the Ziggurat and the clearing around it. The Zidhe have all of their characters numbered 1 to 9 in a single squad (A) at the start of the scenario while the Octopods are split into two squads B (No 1-7) and C (No 8-13). Choices must be made. Attack all at once or wait and split the efforts against the Octopods.

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

Commander Zarl does not wish the Octopods led by Leader Tharl to even get near the ancient building so stopping them in the alien forest is the order of the day. Failing now means fighting on the very steps themselves. Being outnumbered will not stop Zarl after all they are only inferior Octopods to kill.

The objective for the Zidhe characters is to kill all of the enemy and the objective of the Octopods is the same. Victory goes to whichever side manages to wipe 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 pure forest. While not shown in play the 'trees' on this world are often sentient and tend to bite those who tread on them or climb upon them. Any character who sets foot in the forest parts of the playing area is automatically killed.

Solo Play Option

If you wish to play this scenario on your own for practise or due to the lack of an opponent you can do so with ease. Consult the solo rules in your rule book and give the part of the Octopods to the silent player. The Octopods are Aggressive setting in this scenario and will attempt to close on the Zidhe at all times by the most direct route as long as it does not take them into a forest 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 'Amid the Wood is Lurking Death' may elect at their choice if the Zidhe Laser Cannon is able to fire in the first turn of its deployment of the next scenario.

Commander Zarl was bleeding from a wound on his left thigh. Nothing serious but evidence that the hated Octopods had managed to make it out of the forest and onto the open ground next to the Ziggurat. The fighting had been vicious but Zarl had lost several soldiers to the forest itself. Its lethal plants seemed to prefer the taste of Zidhe over the stink of the foe.

'The day is not lost. We will catch them here on the plain. With the laser backing us up we will deal with those vermin once and for all.'

The edge of the forest was even now boiling with the shapes of the orange skinned Octopods coming out onto the grass. They could see the Ziggurat now and it would no doubt drive them on all the harder. They could be stopped though but it needed the laser cannon which was even now being brought closer; down from the mighty structure.

Zidhe gunnery was the best in the quadrant but sometimes Zarl lamented that the portable pieces had to be carried. Light weight or not...perhaps using anti-grav pods like the Terrans was the thing to do in future. He would have to run to catch up!

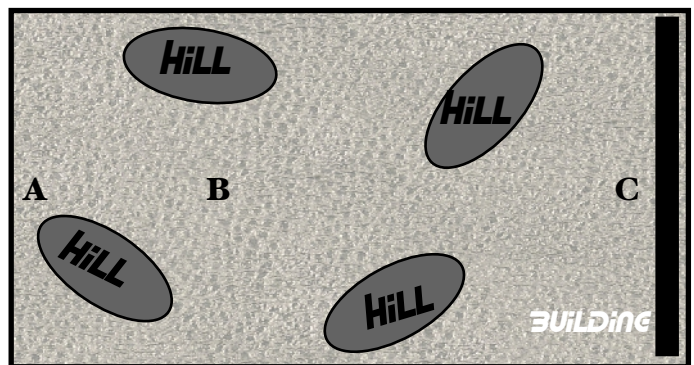
Scenario Forces

There was no victor in the forest and now the Octopods have made it almost to the foot of the Ziggurat. Out witted in the darkness of the trees the Zidhe have been out run and the enemy are already on the plain with only the flat ground to cross and the laser cannon to get past.

The Zidhe deploy all of their characters in one squad A (No 1-7) where marked at the start of turn TWO on the playing area while the Laser Cannon with Gunners and Guards (No 10 to 14) deploy in the area marked B at the start of turn THREE ready to fire. The Octopods begin as one large group, C, which may be split into squads at the controlling player's discretion. 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 as normal.



Scenario Objectives and Victory Conditions

Stop the damn Octopods! That is the objective for the Zidhe in this scenario and it will be tough. The Octopods begin deployed while the Zidhe do not arrive in play until turns two and three. If three or more Octopods make it off the edge of the playing area where the Laser Cannon is located they win otherwise the Zidhe prevail. There is no turn limit in this scenario.

Special Rules and Unique Conditions

There are no special rules in this scenario but there is a special condition as outlined already and that is deployment for the Zidhe. Please also note that if you are linking scenarios then if the Octopod player won the first scenario he will be able to delay the use of the Laser Cannon.

Solo Play Option

If you wish to play this scenario solo give the part of the silent player to the Zidhe. Treat them as Neutral in the scenario with the primary aim of chasing the Octopods and preventing them from exiting the winning edge of the playing area. They will shoot rather than move if within optimum range for their weapons.

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 'Lawn of the Gods' may have the following advantage in the next game: They may ignore ONE result of the passive defences upon one squad in play for one activation.

SCENARIO THREE A STAIRWAY TO HEAVEN

'You know it was on the stairs of Yulcanai that my father was killed by the Ghoulani'.

Commander Zarl was panting as he helped to pull the Zidhe soldier up another yellow stone step of the Ziggurat. Unlike most officers he spoke openly to his troops and they loved him for it. He spoke to them and for them and it was appreciated in an Empire which treated all of its warriors as expendable.

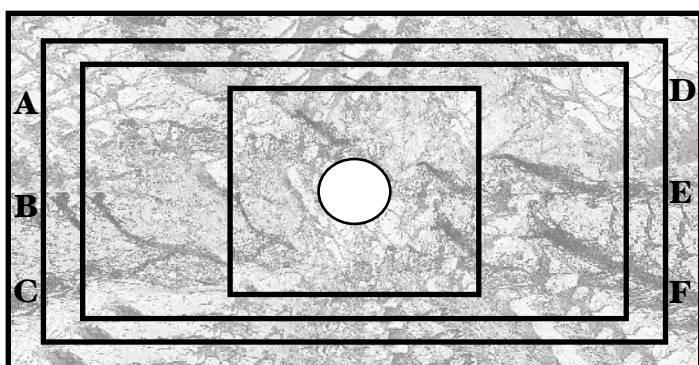
The Octopods had made it onto the structure and since Zarl's force had already burned through the main doors at the summit it would take only the death of the space elves to put the secrets within into the grasp of the brutal enemy. Already there had been exchanges of fire but twice now the beams from the Octopod weapons had been bent weirdly and snuffed out by invisible forces.

It seemed the Ziggurat itself was now waking up!

Scenario Forces

While the numbers of the Octopods have been thinned out by the burning beam of the portable laser out on the plain the tentacled scum have made it to the blocked steps of the Ziggurat themselves. Now it is all or nothing for possession of the ancient building but there is a complication. All this fighting seems to have activated the passive defences of the Ziggurat.

Every miniature is in play for this scenario and its going to be a mad, mad time for them and no mistake! The Zidhe are split into three squads consisting of A (No 1-7), B (8-9) and C (10-14). The Octopods are also in three squads D (No 1-7), E (8-10) and F (11-13). Small squads, game legal 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

Here 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 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. Note that the steps on the map of the Ziggurat can be climbed, see special rules.

Scenario Objectives and Victory Conditions

This scenario has two objectives. Firstly to be the last player with forces on the playing area and therefore control the ancient building. Secondly to de-activate the passive defences of the Ziggurat making weapons more effective. There is no turn limit in this scenario and the game ends when the last character on one side falls to the stone work dead.

Special Rules and Unique Conditions

There are several special rules in this scenario and they all concern the passive defences of the Ziggurat and its steps. Read on!

The playing area has steps upon it and these are vertical and about five feet tall. It takes three inches of movement to climb up a step (no partial climbs!) But it costs only one inch of movement to drop down a step. Steps get taller towards the centre of the playing area with the tallest being in the centre where the button to stop the defences is located.

Pressing the button takes one action and can only be done once to cease all the following passive defences.

Each turn the passive defences are active roll 1D6 for each squad on both sides and apply the results. Result of 1-2: No Effect, result of 3-4 Double Gravity (reduce movement rate by 50% for the turn), result of 5-6 power drain (no weapons fire for the turn for the squad).

Solo Play Option

In playing this scenario you can give a solo part to the silent player as either the Zidhe or the Octopods. Both sides will be treated as Defensive and will focus on killing the enemy over movement and attempting to deactivate the passive defences.

Where Now for The Ziggurat of Clem IV?

So the three scenarios are now over and perhaps you managed to keep the Ziggurat for the Zidhe or lost it to the Octopods. 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 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 Ziggurat of Clem IV setting:

- Guardians of the Ziggurat. The ancient structure is not satisfied with passive defences and instead brings forth robotic guardians to deal with the life forms all over it. You could use HOF43 Armoured Sentry for this.
- Relief from Space. The troops on the ground get back up from their ships over the planet. Any additional Zidhe and Octopod troops would result in a larger battle on the plain.
- Inside the Structure. The doors are broken down and now the foes fight within the Ziggurat itself. Narrow corridors and hidden traps perhaps await them making the conflict all the more deadly!
- Forest Fighting. While trying to make their way to the open plain Zidhe troops are beset by near sentient plants which are an enemy in their own right. Adapt scenario one and use HOF46 and HOF79.

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

Comms: Characters who have this ability listed are able to select one friendly character and allow that character (who must be in line of sight to the Comms character) may activate TWICE in its next activation; once then again immediately.

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.

Remember that the rules contain a Medic skill for use in play.

USE ME Force Roster

Force Title: The Octopods				Player Name:			
No	Character Name	Miniature Description	Character Type	Elan	Movement	Weapons	Notes
1	Leader Thard	Alien Officer	Infantry	3	4	Standard Rifle	Hero, HOF59-A
2	Rangor	Alien Comms	Infantry	3	4	Side Arm	Comms, HOF59-D
3	Sildan	Alien Medic	Infantry	3	4	Side Arm	Medic, HOF59-C
4	Nedtun	Alien Psyker	Infantry	3	4	Side Arm	Mind Strike, HOF59-B
5	Algard	Alien Soldier	Infantry	3	4	Standard Rifle	HOF53-C
6	Frectis	Alien Soldier	Infantry	3	4	Standard Rifle	HOF53-B
7	Lunn	Alien Soldier	Infantry	3	4	Standard Rifle	HOF53-A
8	Palgur	Alien HW Soldier	Infantry	3	4	Heavy Weapon	HOF60-C
9	Veldat	Alien HW Soldier	Infantry	3	4	Heavy Weapon	HOF60-A
10	Oatan	Alien HW Soldier	Infantry	3	4	Heavy Weapon	HOF60-B
11	Turdis	Alien Soldier	Infantry	4	4	Shockstick	HOF61-C
12	Delgan	Alien Soldier	Infantry	4	4	Shockstick	HOF61-A
13	Murdt	Alien Soldier	Infantry	4	4	Shockstick	HOF61-B

USE ME Force Roster

Force Title: The Zidhe				Player Name:			
No	Character Name	Miniature Description	Character Type	Elan	Movement	Weapons	Notes
1	Commander Zarl	Alien Officer	Infantry	4	4	Super Rifle	Hero, HOF64-A
2	Healer Yurle	Alien Medic	Infantry	4	4	Medic, Side Arm	Medic, HOF64-C
3	Mindbender Zappa	Alien Psyker	Infantry	4	4	Side Arm	Mind Strike, HOF64-D
4	Speaker Youta	Alien Comms	Infantry	4	4	Side Arm	Comms, HOF64-B
5	Warrior Untra	Alien Soldier	Infantry	4	4	Superior Rifle	HOF63-C
6	Warrior Baltara	Alien Soldier	Infantry	4	4	Superior Rifle	HOF63-B
7	Warrior Ultha	Alien Soldier	Infantry	4	4	Superior Rifle	HOF64-A
8	No5874532	Alien Robot	Infantry	5	6	Super Rifle	HOF66-A
9	No5874533	Alien Robot	Infantry	5	6	Superior Rifle	HOF66-B
10	Laser Cannon	Crewed Heavy Weapon (11,12)	Infantry Support Direct Weapon	3	2	Inf Direct Sup Wpn	HOF68
11	Gunner Buntra	Crewman 1 (10)	Crew for Above	3	2	None	HOF68
12	Gunner Unono	Crewman 2 (10)	Crew for Above	3	2	None	HOF68
13	Warrior Ythula	Alien Guard	Infantry	4	4	Shockstick	HOF65-A
14	Warrior Zingo	Alien Guard	Infantry	4	4	Shockstick	HOF65-B



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



ABOVE AND BELOW ARE THE ZIDHE 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 - UMS02

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 Playtesting by Gavin Syme

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