



Dropped From Orbit

Rules and a Scenario for adding Drop Pods to your games

Express Elevators to Hell going down!

For UM001 USE ME 15mm Science Fiction and UM004 Modern Warfare

Like a bullet from a massive gun the drop pod is fired from orbit down, in a streak of fire and heat, to the battlefield below. Within its titanium frame five soldiers strain against intense gravity to remain conscious knowing when the pod bursts open they will be thrust straight into the maelstrom...

New Game Mechanics: Adding Drop Pods and Drop Coffins to your games of USEME is very straight forward with these new game mechanics. These go in addition to the Off Table Support phase of the turn and page 14 of UM001. Dropped Troops are worked out in advance of the game as with other characters and vehicles. You must pay the points cost for the delivery vehicle on top of those of the infantry it carries (see this article for points costs). During the Off Table Support phase of any turn chosen by the owning player the dropped troops may be deployed in the playing area. This may be anywhere in the playing area (unless dictated by scenario rules) and as follows.

Each Drop Pod or Drop Coffin nominates a spot on the table and then see if it can land there or if it is a 'contested spot'. The footprint of the delivery vehicle model is placed and then 1D6 is rolled. On a result of 1-5 it lands in that spot. On a rolled 6 the opposing player may move the landing location by 1D6+2 Inches in a direction of their choice (if playing solo then toss a coin for a direction for each point of the compass and resolve the direction). A contested spot is one where an allied or enemy character will be crushed by the landing. If this is the case, after the landing roll is made, the potentially affected characters may attempt to evade. Each rolls 1D6 and adds their Elan Rating. A result of 7 is required (meaning Elan 6 rated always get out if the way) and the character is moved two inches in an owning players choice of direction outside of the footprint of the delivery vehicle. A failure results in an instant end to the character as the pod lands on it.

Once on the table the job of the delivery vehicle is complete. It is always assumed, unless in scenario rules or using optional rules, that the occupants survive the descent. Ramps and hatches then open and infantry within emerge and are treated as normal in play. For the first turn they are deployed treat them as having Elan Rating 6 due to surprise upon the enemy. The delivery vehicles are treated as stationary; they may not move in play.

Drop Coffin. This one trooper pod is a Light Vehicle and it is unarmed and counts as ARMoured. It costs 3 Points. It may carry one infantry character.

Drop Pod. This five trooper pod is a Heavy Vehicle and it is unarmed and counts as ARMoured. It costs 15 Points. It may carry five infantry characters or one Light Vehicle.

Drop Turret. This specialised converted five trooper pod is a Heavy Vehicle which counts as ARMoured and is armed with a Heavy Vehicle Automatic Weapon. It is Elan Rated 3. It transports no troopers but does have one gunner Elan 3 included in the cost. It costs 21 Points.

Optional New Game Mechanics: The previous new game mechanics fit straight into the USEME game. These optional rules can be put into play if all players agree. They deal with the real possibility of failing pods and 'furlowing' and also with the death of passengers within the pods. They are placed at the point of the pod landing.

If you wish to risk the troopers and pods then at the time of rolling for landing, on a result of 6, the deviation from intended landing spot may destroy the pod. Once deviation from target spot is worked out a further roll is made. One D6 and on a result of 5 or 6 the pod has malfunctioned.

On a six it rockets into the ground and explodes resulting in all aboard perishing and anything under the pod automatically being destroyed with no chance to move out of the way. On a result of five the pod comes down and 'furrows' meaning it slides across the battlefield. The furrow is a straight line 1D6+2 Inches in a direction chosen by the owning player. Any characters in the path of the furrow must attempt to get out the way using the evade roll from the new game mechanics with the same consequences of failure. Furrowing may destroy the pod or kill its occupants. Roll 1D6 for each occupant and on a 6 they are killed and then roll for the pod. On a 6 it is wrecked and surviving characters are placed outside of it and the model removed from play.

Death Drops: In play if a Drop Pod or Drop Coffin lands on the playing area in a place which, to any reasonable player, would result in its destruction then it is considered destroyed and all aboard are lost. Landing in the sea, in a lake, in a volcano, falling off a cliff or a very tall building for example. If players do not agree on lethality then toss a coin.



On the next Page: A free USEME Scenario called 'Steel Grapes of Wrath' sees Security Force Alpha dropping in on the dusty compound of the crazed cultists of the Tenants Revenge. Can they, with the element of surprise, take on a larger force and eliminate cult leader Joad Tommo?





Steel Grapes of Wrath - A USEME Scenario for one or two players

For UM001 15mm Science Fiction



HOF112 SFA TROOPER SPRUE (5)



15MM SCALE

VALUE PACK

HOFPO4 CULTIST MOB

Joad Tommo looked up at the clear sky. The sun beat down upon the hard baked soil of the compound as his followers tilled it by hand. They were happy in their work even through their fingers bled and their skin was burned red. They believed in his message and that was for the good. His hut was equipped with the latest in air conditioning and packed foods. The thin gruel was for the followers. He wanted to get back to his hut to check footage from his spy cams and roving drones. Deep in is gut he felt that the security forces were planning to shut him down. He was now reaching more than four hundred million in the packed cities with his short scream casts and at three credits a devotion it was a lot of money. The government was bound to try something but thus far nothing had been spotted crossing the bad lands so he had plenty of warning. As Joad climbed the steps to his hut he heard a clap of thunder high overhead. Odd..it never rained here..

Setting Up the Game: This scenario takes place on a playing area which is six foot by four foot on ground which is flat and hard packed dusty soil. There is a compound which is two foot wide and one foot deep at one end of the long side of the playing area; surrounded by a high fence. Within the compound are six buildings arranged as Cultist player prefers. There is a gate (closed) three inches wide in the fence in the middle facing the long open expanse of the playing area. There are twelve two inch wide and deep rocky outcrops outside of the compound which players place alternately ensuring there is a six inch gap between them at minimum. The Cultists set up their forces anywhere within the compound area in stated groups. Security Force Alpha enters by Drop Pods and Drop Coffins in turn one as per given rule mechanics.

Scenario Objectives and Troops: Security Force Alpha (SFA) has the objective of clearing out the compound and eliminating the cultist leader. The SFA force must do this without losing more than 50% of their force. Their force composes the following. Five Drop Pods each with a five infantry squad. Five Drop Coffins each with a single infantry character. Allocate as player desires to pods and coffins. All troopers are Elan 5 and count as ARMoured with Move Rate of 4 Inches. Armed with either Superior Rifle or one Heavy Weapon per five infantry. The cultists of the Tenants Revenge do not wish to be subdued and can call upon the following force. An Infantry squad of ten characters led by Joad Tommo armed with Superior Rifle with a Move Rate of 6 Inches and Elan Rating 5. Three infantry squads of ten characters armed with Standard Rifle, Move Rate 4 Inches and Elan Rating 2. They also have two Light Vehicles (speeder bikes) which have Elan Rating 4, Move Rate 8 Inches and Vehicle Automatic Weapon. Once play commences players are allowed as normal to reform squads if they desire.

Special Conditions: The SFA orbital delivery vehicles may not land within the compound bounds of the playing area due to the risk of being killed upon deployment. This extends to six inches from the fence. In this scenario the shock of the arrival of Security Force Alpha means that for the first two turns the Cultist player make NO actions such as move and fire. At the start of the third turn they may act as normal. The compound fence and gate is composed of titanium lattice wire and is rather tough; it must be destroyed in one inch sections to be moved through by anything less than a Heavy Vehicle. A successful attack upon a chosen part of the fence will open a one inch gap in it wide enough for two infantry characters to enter side by side. The Cultist player may open the gate using an action. If players feel it is needed then the SFA player may have access to one lot of 'long range artillery' off table support to use during the scenario. If players feel the need then the Cultist player may reduce the shock of SFA arrival to one turn rather than two.

Playing this Scenario Solo: This scenario can easily be put on table by one player. The human player should take the part of Security Force Alpha and then refer to the USEME Solo Play rules with the Cult of Tenants Revenge counted as 'Defensive' at all times for actions.

Recommended Miniatures for Play: In addition to a copy of UM001 or UM004 and this article we recommend the following figures for the scenario. These can also be used in many other scenarios and other game systems too. For the Cultists led by Joad Tommo the best value approach is to get a HOFPO4 Cultist Mob which gives you lots of poses including leaders and one whole squad. Then two packs of HOF56 Cultist Infantry will give you two entire squads. More speeders can be found in HOF91. For the Security Force Alpha player you will need five HOF133 Drop Pod Landed kits and five HOF135 Drop Coffin kits. Your thirty infantry can be had with five figure sprues of resin troopers from HOF112 and support troopers from HOF113 which are the core of any SFA platoon and army.

DROP POD LANDED



HOF133 15MM SCALE
VEHICLE KIT
FOR FIVE TROOPERS



CREDITS

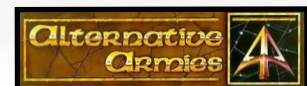
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DROP COFFIN



HOF135 15MM SCALE
SMALL VEHICLE KIT
FOR ONE TROOPER

DROP POD CLOSED



HOF134 15MM SCALE
VEHICLE KIT
FOR FIVE TROOPERS