

# Diamyo Dodging

## A Starter Pack for One or Two Players

The Wandsworth Zone is a part of Neo-London where few go willingly and fewer still survive any length of time there. During the uprising of '39 several biophage and radsick weapons were deployed and the zone is now a low toxic rubble strewn mess. In other words a perfect place to hide out and to hide things in. This was the case for Akaro Tamahachi Cyber Diamyo of the Lotus Free Lance ronin corporation.

During an aggressive take over what was left of the Lotus Free Lance fled the Tokyo Yokohama Combine for new lands. Opportunity abounds in Neo-London but there is a problem which Tamahatchi must deal with. His past.

Due to the efforts of Cyber Assassin 'Kitty' Nagamo who very nearly managed to kill the Diamyo the authorities are now on the trail of the Lotus Free Lance. While Kitty has not travelled around the world to join the Police effort to deal with the new criminals she has revealed his past into the net and now its a race to see who gets to it first.

The Lotus Free have installed themselves in the Wandsworth Zone and know that the militarised Metropolitan Police are on their way.

There is a hard point data terminal which contains Tamahatchi's past wrong doings to which access must be blocked. The lair newly set up by the Lotus Free might be found and an escape carried out. Lastly one of the few still operating trains in the Zone will be highjacked before crashing and a final showdown undertaken. All under a sky riddled with data corruption and endless fog and rain.

Now is the time for action!

### The UMS04 Starter Pack

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

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



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

#### The Ronin - Lotus Free Lance Cyber Troops

- 6 Corporate Ashigaru Troopers (HOF76 & HOF23)
- 3 Corporate Ashigaru Support (HOF24)
- 3 Corporate Ashigaru Samurai (HOF25)
- 5 Corporate Ashigaru Command (HOF22)

#### The Law - Neo London Metropolitan Police

- 6 Security Force Alpha Troopers (HOF96)
- 3 Security Force Alpha Support (HOF100)
- 3 Security Force Alpha Troopers (HOF99)
- 3 Security Force Alpha Sergeants (HOF98)
- 3 Security Force Alpha Command (HOF95)

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

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



# Scenario One

## Just the Facts Sonny Jim

*"If they gain the data then our lord is in great danger. Stop them!"*

### Scenario Forces

This is a fairly straight forward fight of a scenario. To get you used to the game mechanics and also to get a feel for all parts of the turn sequence. The scenario takes place in the ruined Wandsworth Zone a common criminal hiding place.

The Ronin wish to stop the Neo-London Police from gaining access to the data terminal which lays to the top of the playing area. It is the goal of the Police to get to the terminal and to get information from it. The Ronin Roster gives you three squads these being A (No 1-8), B (No 9-14) and C (No 15-17). The Police Roster gives you three squads these being D (No 1-3+7-9), E (No 4,9-15) and F (No 5-6, 16-18). Follow the instructions of this scenario to the best of your gaming ability but do feel free to alter the miniatures, map and rules to suit you if needed.

### Set Up and Map

See the Map for Scenario One for the set up of your terrain and miniatures roughly as it appears on the map. The gaming area is a standard three foot square. It is a ruined zone of fallen stone and steel. Big blocks which must be walked around. In the letter marked places all miniatures set up within 2 Inches of each other with the exact arrangement of characters in each area being up to the controlling player or just random. Turn One begins as normal.

### Scenario Objectives and Victory Conditions

The objective for both side is to reach the data terminal marked on the map and to either access it or to prevent its access. If the Police side reach the terminal and get four actions in contact with it (cumulative) then they win. There is no turn limit in this scenario.

### Solo Play Option

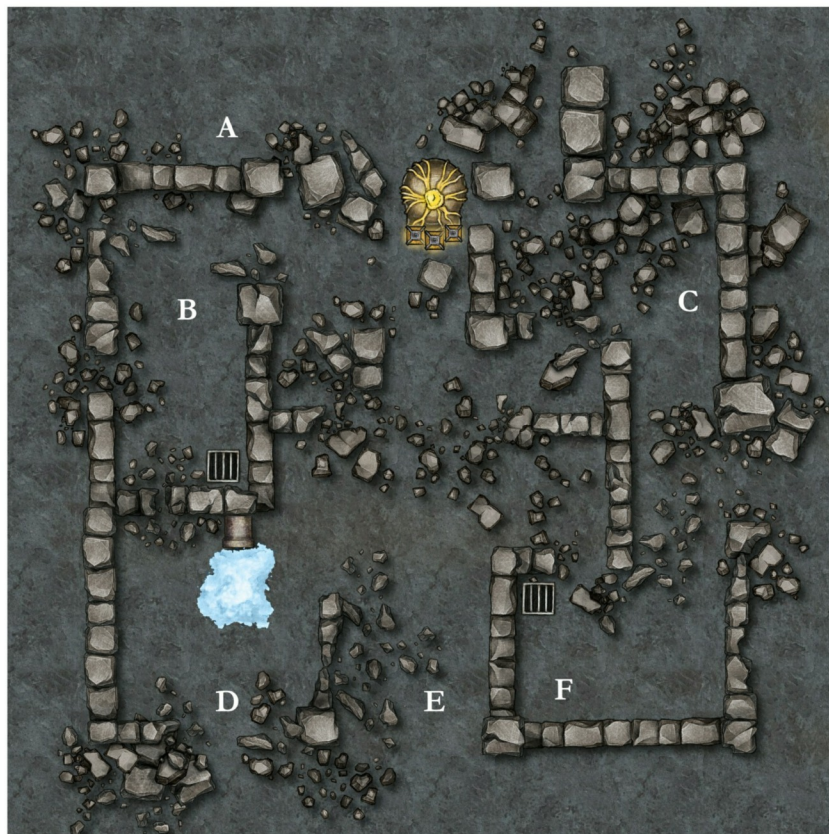
If you wish to play this scenario on your own for practise or due to the lack of an opponent you can do so with ease. Consult the solo rules in your rule book and give the part of the attacking Police to the silent player. The Police are Aggressive setting in this scenario and will attempt to close on the terminal at all times by the most direct route and then to access it. They will prioritise reaching it over shooting at the Ronin.

### 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 'Just the Facts Sonny Jim' may nominate one of the other side's squads in the second scenario to be inactive during turn one of the second scenario. This nomination is done ONCE SET UP IS COMPLETE.

### Special Rules and Unique Conditions

There are special rules in this scenario. Firstly all marked skills from the USEME rules apply. Secondly the data terminal is an older model from before the collapse of Britain meaning it is immune to remote hacking. A character must be within an Inch of it and spend an activation to access it. One activation per action per character per turn. The terminal may not be destroyed or damaged. Terminal has three log on screen units in its front. The scenario takes place during the day and in fine weather.





## Scenario Two Sludge Drudge Trudge

*"The lair has been discovered. Our Lord must Escape! Hold back the enemy!"*

### Scenario Forces

With the hacking of the data terminal the Police now have evidence of the crimes of the Cyber Diamyo and an arrest is underway! The Police have entered the underground lair of the Lotus Free but they have been discovered and now the Ronin are trying to escape. The scenario takes place in low light.

The Ronin wish to escape from the playing area through a large grating in the top left of the table and the Police wish to prevent this. From the roster three squads for the Lotus Free these being A (No 1-8), B (No 9-14) and C (No 15-17). The Police Roster gives you three squads these being D (No 1-3+7-9), E (No 4,9-15) and F (No 5-6, 16-18). Follow the instructions of this scenario to the best of your gaming ability but do feel free to alter the miniatures, map and rules to suit you if needed.

### Set Up and Map

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

### Scenario Objectives and Victory Conditions

The objective is escape and the preventing of escape. If the Lotus Free manage to get 50% of their force off the playing area then they win. Any other outcome is a victory for the Police. There is no time limit on this scenario.

### Special Rules and Unique Conditions

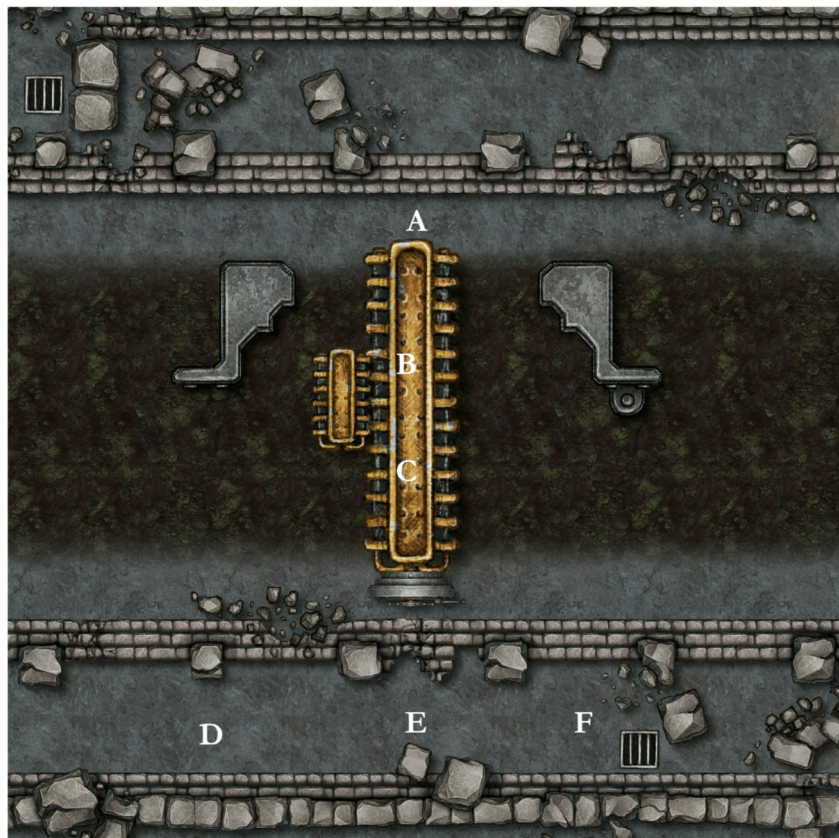
There are special rules in this scenario. The action takes place in low light meaning that all movement rates for characters are reduced by 50%. If a character wishes to move at regular speed they may try but there is a 50% chance they will trip (toss a coin or roll a dice). Tripping means the character will move 1 Inch to their left automatically..be careful crossing the bridge. Shooting is not affected as it is assumed scopes counter the low light. Rubble is traversed at twice movement rate per Inch. The Bridge is 3 Inches wide (its pontoon centre is 3 Inches wide too) and very solid, it cannot be destroyed or damaged. The 'river' which runs across the playing area is toxic sludge into which it is not wise to fall. Any character who ends up in the 'water' will likely drown and burn up but they have one turn to attempt to climb out which is attempted in the same way as moving at regular speed.

### Solo Play Option

If you wish to play this scenario on your own for practise or due to the lack of an opponent you can do so with ease. Consult the solo rules in your rule book and give the part of the defending Ronin to the silent player. The Lotus Free will move at a safe speed towards the exit point and only squad C will return any weapons fire made. Priority is to escape only.

### 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: Every character gains ONE EXTRA ACTION in turn one only. This is done during the activation of the player.



## Scenario Three Totally Off the Rails!

*"We escaped the lair and made it to the train but our high jack made it crash and it's the end!"*

### Scenario Forces

Ruination! The Lotus Free are desperate. The Ronin highjacked a train in an effort to escape the Neo-London Police but as it pulled off it was damaged by weapons fire and now it has de-railed and crashed off the line and down into the sewers of the Zone. Time is limited before overwhelming forces arrive and the Diamyo must push through the few Police who have arrived on the scene to vanish into the wider city. The scenario takes place underground and is well lit.

After a minute of shocked silence and settling dust and debris the action is on! As with the previous two scenarios squad for Lotus Free are A (No 1-8), B (No 9-14) and C (No 15-17). The Police Roster gives you three squads these being D (No 1-3+7-9), E (No 4,9-15) and F (No 5-6, 16-18). Follow the instructions of this scenario to the best of your gaming ability but do feel free to alter the miniatures, map and rules to suit you if needed.

### Set Up and Map

See the Map for Scenario Three for the set up of your terrain and miniatures roughly as it appears on the map. In the letter marked places all miniatures set up within 2 Inches of each other with the exact arrangement of characters in each area being up to the controlling player or just random. Turn One begins as normal. The central part of the playing area was a fairly pristine concrete pad in the middle of a torrent of foul waters. Now it is a smashed pad with a smoking rail engine laying upon it.

### Scenario Objectives and Victory Conditions

The goal is for the Ronin to push through the Police and exit their side of the playing area. There is a fifteen turn limit on play as at the start of turn sixteen the bulk of the Police will arrive and the Diamyo will certainly be captured.

### Special Rules and Unique Conditions

There are special rules in this scenario. The train is a large vehicle and it is still cooling down and settling from the crash. No character may enter it nor damage it but there is a chance each turn that large pieces of debris from it will fall off. At the start of each turn after turn one roll 1D6 and on a 6 debris falls for ONE INCH all around the train. Any character caught in this fall is automatically killed by it. There is a chance that the train will explode due to the damage it has taken. Each turn after turn ten roll 1D6 at turn's start and on a 6 the engine blows up without warning. The detonation will be fatal to any character within TEN INCHES of any part of the train. Time is of the essence. The foul waters are fairly shallow and can be waded through at twice normal movement rate cost. Any character in the water who is successfully fired upon and hit regardless of injury will submerge and drown! The large metal pipes will block all weapons fire and cannot be moved.

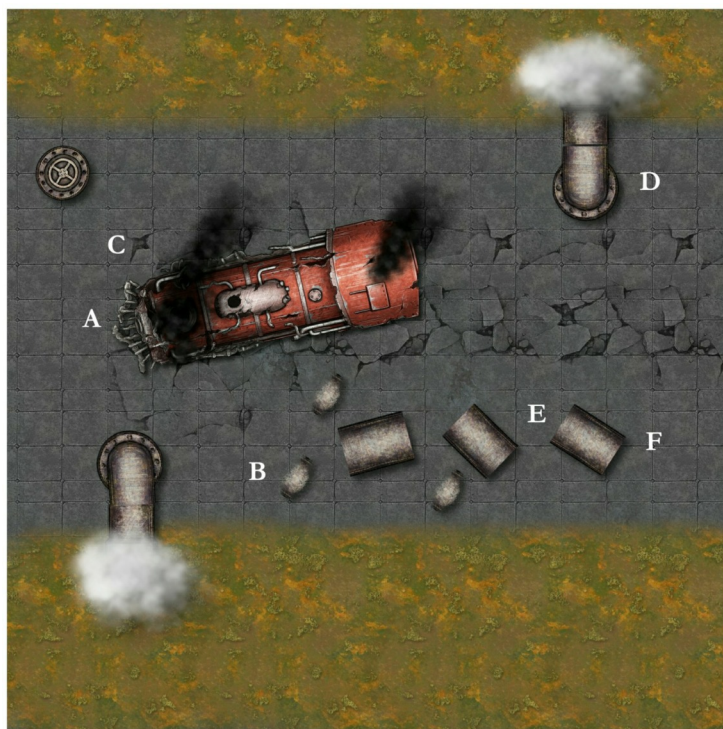
### Solo Play Option

If you wish to play this scenario on your own for practise or due to the lack of an opponent you can do so with ease. Consult the solo rules in your rule book and give the part of the defending Police to the silent player. The Police force will stay in place firing and will not advance. Their goal is simply to prevent any of the enemy leaving their side of the playing area.

### Linkage to the Next Scenario

You have reached the end of the three scenarios of this starter set and that could be it...or could it. There is no reason not to take your miniatures and to play on. We will assume that the Cyber Diamyo and some of his Ronin escape from the Police but then what do they do? Perhaps they run into savage cultists intent on their destruction or maybe they are able to hire muscle in the form of mercenaries. See to the miniatures in your collection and go from there. The possibilities are endless.

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





## USEME Force Roster

Force Title: Ronin Lotus Free Lance Cyber Troops				Player Name:			
No	Character Name	Description	Character Type	Elan	Movement	Weapons	Notes
1	Cyber Diamo	Commander	Infantry	4	4	Side Arm	Hero, Reflex Boost, HOF22A
2	Ronin Fujita	Banner Bearer	Infantry	4	4	Side Arm	Communications Specialist, HOF22B
3	Ronin Abe	Hacker	Infantry	4	4	Side Arm	Hacker, HOF22C
4	Ronin Hamaguci	Medic	Infantry	4	4	Side Arm	Medic, HOF22D
5	Ronin Fujiki	Trooper	Infantry	4	4	Side Arm	HOF22E
6	Ronin Hayasi	Trooper	Infantry	4	4	Standard Rifle	HOF76A
7	Ronin Ikeda	Trooper	Infantry	4	4	Standard Rifle	HOF76B
8	Ronin Maedo	Trooper	Infantry	4	4	Standard Rifle	HOF76C
9	Ronin Kato	Trooper	Infantry	4	4	Standard Rifle	HOF23A
10	Ronin Muira	Trooper	Infantry	4	4	Standard Rifle, Grenade	HOF23B
11	Ronin Ogowa	Trooper	Infantry	4	4	Standard Rifle	HOF23C
12	Ronin Sano	Trooper Missile	Infantry	4	4	Heavy Weapon	HOF24A
13	Ronin Urano	Trooper Laser	Infantry	4	4	Heavy Weapon	HOF24B
14	Ronin Saito	Trooper Mini-Gun	Infantry	4	4	Heavy Weapon	HOF24C
15	Ronin Kubo	Samurai	Infantry	4	4	Sword	Melee Only, Close Combat Specialist, HOF25A
16	Ronin Nagasi	Samurai	Infantry	4	4	Sword	Melee Only, Close Combat Specialist, HOF25B
17	Ronin Matsumoto	Samurai	Infantry	4	4	Sword	Melee Only, Close Combat Specialist, HOF25C

### HOF22 Corporate Ashigaru Personalities



### HOF24 Corporate Ashigaru Support



### HOF76 and HOF23 Corporate Ashigaru Troopers



### HOF25 Corporate Ashigaru Leaders



## USEME Force Roster

Force Title: Neo-London Police (SFA)				Player Name:			
No	Character Name	Description	Character Type	Elan	Movement	Weapons	Notes
1	Captain Thrace	Commander	Infantry	3	4	Side Arm	Hero, Reflex Boost, HOF95C
2	Constable Key	Police	Infantry	3	4	Side Arm	Hacker, HOF95D
3	Constable Sharp	Police	Infantry	3	4	Standard Rifle	Sniper, HOF95E
4	Sergeant Abrams	Police	Infantry	3	4	Side Arm	HOF98A
5	Sergeant Clive	Police	Infantry	3	4	Side Arm	HOF98B
6	Sergeant Lee	Police	Infantry	3	4	Side Arm	HOF98C
7	Constable	Police	Infantry	3	4	Standard Rifle	HOF96A
8	Constable	Police	Infantry	3	4	Standard Rifle	HOF96B
9	Constable	Police	Infantry	3	4	Standard Rifle	HOF96C
10	Constable	Police	Infantry	3	4	Standard Rifle	HOF96D
11	Constable	Police	Infantry	3	4	Standard Rifle	HOF96E
12	Constable	Police	Infantry	3	4	Standard Rifle	HOF96F
13	Constable	Police Missile	Infantry	3	4	Heavy Weapon	HOF100A
14	Constable	Police Mini-Gun	Infantry	3	4	Heavy Weapon	HOF100B
15	Constable	Police Laser	Infantry	3	4	Heavy Weapon	HOF100C
16	Constable	Police SWAT	Infantry	3	6	Shotgun	Close Combat Specialist HOF99A
17	Constable	Police SWAT	Infantry	3	6	Shotgun	Close Combat Specialist HOF99B
18	Constable	Police SWAT	Infantry	3	6	Shotgun	Close Combat Specialist HOF99C

**HOF96 SFA Infantry**

**HOF99 SFA Shotgun Troopers**



**HOF95 SFA Command**

**HOF98 SFA Sergeants**

**HOF100 SFA Support**



**UMS04 Credits**

Written by Gavin Syme  
 Photography and Maps: AA Staff  
 Layouts: AA Staff  
 Playtesting: G.Syme & A.Syme

Thanks to:  
 Elton Waters, Jim Brittain  
 and Sam Croes

