Jim Wallman's Universe

This is a wiki stub for stuff to do with Jim Wallman's universe which is a persistent game environment set in the future. It has a number of roleplaying campaigns and also several specific rule sets for playing wargames.

Humanity Will Prevail

These items relate directly to the ongoing e-mail campaign.

- Earth Imperium of the Solar Republic - pages on the Earth Government and its recent activities
- Free Worlds Alliance
- Operation Boldly Go and follow-up missions
- Missions to the Hostile Exterminator Builder space
- Scouting the outlying sectors - the current status of Humanity's watch on adjacent sectors of the galaxy.
- Logistics Support to the Combined Human Forces fighting in Sector EJ - the logistics train in place from NEW DRACONIS to Sector EJ.
- MYSTERY - the forces around the MYSTERY system in Q0, major Forerunner site
- Universe Personalities - an attempt to list all the player characters and NPCs and what I know about them.

General Universe Background

Miscellaneous bits here to do with the Universe include:

- Free Worlds Alliance
  - Killiekrankie background
- Notes on Megadon Ranching
- Forerunners
- Bounce into Action wargame rules for company level actions sitting between 'Starship Soldier'[1] and 'Plan A'[2]
- Space Pirate random crew generator giving you a names crew with homeworld, skill level, criminal record and crew function.

Interstellar Freelance Unlimited

- Interstellar Freelance Unlimited (IFU)

Mailing Lists

There are several mailing lists used to support the play by e-mail games mentioned above. These are

run using mailman and so have a web interface for managing your subscription as well as publicly accessible web archives. These are the publicly accessible mailing lsits, there are some others but those are by invitation only.

- ***berswar*** - the 'official' list for Humanity Will Prevail where posts should all be in character. You can use these links to the berswar list interface and the berswar mail archives to subscribe to the mailer or read its posts.
- ***OOC*** - An Out of Character (OOC) list for the players in the Humanity Will Prevail game where all the admin messages and general chatter goes. Mostly this is all game related but out of character rather than wildly off topic. OOC list interface and OOC mail archives
- ***SM*** (Starship Marine) - a list for those of us that play universe related roleplaying games on or around the full moon each month in the South London area. Currently we are playing in the Interstellar Freelance Unlimited (IFU) campaign. Some of this is played by e-mail through this list and other parts are done face to face with whoever can make the sessions. SM list interface and SM mail archives

Other material may well feature on occasion.

this page is a game resource for Jim Wallman's Humanity Will Prevail play by e-mail game.
None of the material on this domain is canon unless Jim says so.

The Universe, background
1)

skirmish rules for infantry battles
2)

full blown combat with battalion plus units including air assets and armoured vehicles

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