

AURORA

THE SILHOUETTE MAGAZINE

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VARIANT RULES FOR BLITZ & TRIBE 8
JOVIAN CHRONICLES FICTION
OFFICIAL UPDATES AND MORE!

SPECIAL PULL OUT SECTION: ODYSSEY SEED



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AURORA: THE SILHOUETTE MAGAZINE

SHADES IN THE NIGHT

From the Editor...

Gaming magazines; for almost as long as there has been a “gaming” (be it wargames or role playing games) industry there have been magazines to provide support and supplementary materials. Nearly always the very same companies who were publishing the games themselves created these magazines. Long lived, many are well known to hobbyists: Dragon and White Dwarf are but two long-running examples.

Each magazine, however, follows their own style when it comes to what’s included. Some are strictly company rags, others are run as a print-based forum. So it is, then, that when a new gaming magazine hits the scene, a question often arises:

What exactly is the relationship of the material in the magazine to game canon?

Our aim with Aurora Magazine is to provide a venue for all manner of DP9 game material, regardless of source. Fans write some articles, DP9 representatives write others, and there are articles submitted by authors who have written for DP9. If it forwards and expands the game in a quality and crafty way, then it can find a home in Aurora.

So back to that question about what is canon and official within Aurora, and what is not.

OFFICIAL-DP9

Articles with the above stamp are, indeed, “Official”. Items stamped as official are either reprinted from multiple books so we have a single resource, or are considered as coming directly from the Pod for Tournament or similar reasons. Some official material will be noted as optional, and are therefore treated as “Officially Optional”. Said another way, consider the material in these articles the same as though you saw them in a purchased DP9 book.

TEST DRIVE

The Test Drive Stamp indicates that the rules presented are, to use computer parlance, in beta testing. The rules are not official – yet – they are in testing. These rules are being considered for later publication as Errata or products in development and DP9 would appreciate feedback on their use, but they are not to be considered official. They are an indicator of potential things to come, however the final result may be tweaked or even significantly different if they do not test well.

Anything not so marked is a fan submitted rule not regarded as official and does not change the games or the DP9 game-universes as written in the books. You should only use Optional rules that both players agree upon before play.

This is the extent that these stamps (or their absence) indicate. In case anyone reads anything else into this, let me say again quite plainly: the only thing these stamps indicate is if the text in the article is to be read as though it came from within a DP9 book, or as a glimpse of what may be coming down the pipe from DP9.

Aurora is all about options, expansion and exploration. We want it all in here! Peruse, use and abuse all within as you like. If you want to know what is considered from the mouth of the company it will be clearly labelled.

With that I welcome you to our third iss... **HOLD ON!**

STOP THE PRESSES!

This just in: **Heavy Gear Blitz!** has been nominated for “**Best Miniatures Game or Expansion of the Year**” for the **2007 Origins Awards!**



This is, as you can imagine, huge news, causing much joy and celebration here at POD headquarters. Stay tuned both here and at <http://www.dp9.com> for all the details, and for more announcements forthcoming. High fives all around!

Game on!

Oliver Bollmann
Aurora Magazine Editor

Dream Pod 9 Release Schedule

Under revision in light of the award nomination... we'll have more next issue!

AURORA: THE SILHOUETTE MAGAZINE CONTESTS

Mea Culpa

We goofed... we heard we gave too little time and too little notice. And you know what? Dawgonnit, we did.

We are therefore declaring a contest re-issue. Those who submitted before the original deadline will all receive a single two-pack of gears on your next order as your "early bird" prize, AND you may work on your submissions some more and re-submit for the new deadline. You, as it were, now have a head start.

The new deadline for contest submissions is July 15th, 2007.

We will post the contest to the DP9 Forums, to The Miniatures Page website, and elsewhere to be sure everyone hears about it as soon as possible and get cracking on their entries.

Gentlemen and ladies, grab your paintbrushes!

The Dream Pod 9 team



Northern Squad Contest

Show off your modeling and painting skills! Create, paint, and assemble a Northern Squad from DP9 miniatures, built to meet squad guidelines from Hammers of Faith. Include all information about which HoF army the squad is for and the swaps you used to outfit the squad. You may include a fluff background for the squad, and notes you feel are important (such as if you spent 15 hours building something to get an effect). Regiments of note are allowed!

All entries will be judged by DP9 staff based on painting, modeling and theme, as well as the fit for the army you built it for. First prize is \$50 credit at the DP9 webstore; second prize is \$25 at the DP9 webstore. Deadline for entries is July 15th, 2007. Submit entries to auroramag@gmail.com with the following in the subject line: NSC.

Battle Report Contest

Had a battle recently you know should go down in the annals of history? Submit it to the Battle Report Contest. Write a turn-by-turn, blow-by-blow description of the battle, describing the game you played. Photographs will add to the effect, and extra fiction and background is allowed. Include the forces, size of the game, size of the table and, of course, how you and your opponent are, regiments you play, etc. The main goal is to be entertaining and informative. Be sure to check the errata and FAQ before playing to be sure nothing was overlooked.

The entries will be judged by DP9 staff. The best ones will be published in a future issue of Aurora, and the winner will receive a piece of custom artwork. Deadline for entries is July 15th, 2007. Submit entries to auroramag@gmail.com with the following in the subject line: BRC.

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ABOUT THE AUTHORS

Beth Porter (thelieutenant@gmail.com) -- Illustration: p21

Beth Porter is an artist. She's done a lot of Heavy Gear fan art, and is currently working on illustrations for Swords of Pride. She has an unnatural fondness for Ferrets.

Charles Lewis (darthcharlie@gmail.com) -- In The Thick of Things

A long-time gamer since way back when, Charles recently wrote Victory by Any Means: Jovian Chronicles, published by VBAM Games. He finds great satisfaction in the blending of anime and sci-fi found in DP9's settings and enjoys both the Jovian Chronicles and Heavy Gear. He lives in Missouri with his wife, daughter and two cats, none of whom were harmed in the writing of this story.

Declan O'Connell -- Cover Image

Gareth Perkins (gareth@cyanlion.com) -- Cartography: Capal, p7

Gareth is an obsessive role-player/war gamer who became fascinated by Heavy Gear around ten years ago. He spends his time on all sorts of geeky little projects when not otherwise distracted by work, life at home or cats.

Greg Perkins (gregoryperkins@gmail.com) -- HACS-02HG/MPS GRIZZLY

Greg Perkins is trained as an architect, and enjoys miniature painting, illustration and graphic design in his spare time. He discovered Heavy Gear while working at migscon for Global Games in 1995, where he's quite sure he met Robert Dubois who was discussing his excitement over the, then, upcoming Heavy Gear: The New Breed. Greg is currently a masters of architecture candidate at the University of Waterloo. (This article also edited by Tyler Provick)

Jason Jarvis (jayderyu@gmail.com) -- Scaled Combat

Jason a lover of Dream Pod 9 since purchasing Project A-ko and Video Fighter. Since then the Master of English Mangling has been a dictator forcing his gaming group to play Silhouette ever since. Currently living in Vancouver (the Lower Rainland), British Columbia with his wife and two kids. (This article also edited by Moriah Lalonde)

John Buckmaster (dp9.rules.support@gmail.com) -- Messages from the Pod

John Buckmaster is DP9's head rules monkey and line developer. He's one of the masterminds behind the whole Blitz thing, and has been a Heavy Gear fan forever.

Nick Pilon (npilon@gmail.com) -- SEED: Odyssey and An Expanded Tour of Capal

Nick Pilon is a DP9 freelancer. He's particularly insane, because he keeps trying to track down and resolve continuity problems and ensure consistent capitalization of game terms.

Oliver Bollmann (kannikcat@hotmail.com) -- Core Injection: Variant RPG Rules

It all started in a hobby store one day twenty odd years ago with an odd box containing something called Top Secret. Almost as soon as he began gaming he began writing, tinkering and adding for and to them, which led to self-publishing and e-publishing several supplements. In the times he's not playing games, practicing traditional Chinese martial arts, designing buildings, or being a stand for the world he continues to write and create for all manner of things. He's been in love with the DP9 universes since the first HG release and began his direct involvement with the Pod crew a couple of years ago.

AURORA: THE SILHOUETTE MAGAZINE ABOUT THE AUTHORS

Owen O'Connell (toyrobots@gmail.com) -- *Spotlight: Detection*

Owen O'Connell stands about 15 feet tall. He has one central sensor cluster in the middle of his face, and his hull is equipped with ten hardpoints to carry his various armaments. He has dense armor covering most of his body, and runs on a combustion powered servomotor system.

Paul O'Connel (vladthebad@gmail.com) -- *Illustration: Spotlight:Ferret, p13 and Grinding Gears, p28*

Tyler Mason (maelephant@hotmail.com)-- *Grinding Gears*

Tyler Mason is an action paleontologist who single handedly wrestled a juvenile Stegosaurus armatus to the ground in the wilderness of New Hampshire. He is currently being pursued by the Thyreophoran authorities.

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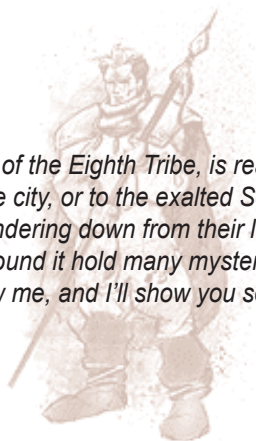


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AN EXPANDED TOUR OF CAPAL

NICHOLAS PILON

Not everything in Capal, the Star of the Eighth Tribe, is readily apparent to the new visitor to the city, or to the exalted Sons and Daughters of Liberation wandering down from their lofty perch. The city and the ruins around it hold many mysteries and unexpected treasures. Follow me, and I'll show you some.



Afloat

Travelers coming into the city by river can't help but notice Afloat. Countless similar hulks mar the shores of the Great River, presumably lying where they were cast when the World Before ended. Capal's Keepers were surprised to find one such hulk mostly-preserved on the riverbed by the Waterfront, and did their best to restore it in hopes of using it for trade between Capal and Fonland. They were able to re-float it, but found its engines beyond their ability to repair. The ship, named "Afloat" against the wishes of the Keepers by those that dwell on the Waterfront, is used as a floating warehouse and laboratory.

Of course no one other than the Keepers knows what goes on in there. There are, as always, whispers, particularly since it's so close to Dahlia's new home. The Keepers claim that they perform dangerous experiments there so as not to jeopardize the dwellers on the mainland, and there have been more than enough explosions and strange gasses emitting from Afloat to make this believable. The whispers say that much more than this goes on there. Experiments into Synthesis and Sundering and Technosmithing that the Keepers don't want the Eighth Tribe to know about. It certainly is a popular destination for Keepers from the wastes...

Banlies

Not everyone likes living in Capal itself. Perhaps the bustle of the Thousand Souls is too much for them, or perhaps they find the thumb (or responsibilities) of the Eighth Tribe oppressive. At any rate, smaller communities - banlies, as they're called - have been growing around the city since the Liberation. The largest is the Agnites, off in the Spires, but there are many smaller ones that few know about. If you know where to look, you can find a couple families that've carved out homes for themselves in the Spires and make a living selling reca - salvage from the World Before - to the city.

Snowshore

The largest banlie is Snowshore, or Neigelle, on the other side of the West Bridge. The villagers in Snowshore are an odd lot. Not many caravans travel out that way, away from the Boarhead or Fonland routes, so they don't see much trade pass through. Like the banlies in the spires, they live off the land (even got their own farms) and sell things from the forest to the city - wood, furs, meat, and plants, mostly, but some reca too. You've got to be a bit odd to live out there, though. No matter how close it is to the city, that forest's still wild, especially in the winter. Even Low Town has their wall to protect them. A lot of people that visit Neigelle say that there's something in those woods that doesn't like people. Maybe some Z'Bri, maybe Zoms, maybe just wild animals. But don't believe the Eighths when they say the city's enemies are defeated.

Peti-Port

On the far bank of the Great River is another large banlie, Peti-Port, that couldn't possibly be more different from Snowshore. The Waterfront's docks are bigger and sturdier, but Peti-Port's docking fees are aggressively reasonable. The entire Banlie is based around trade, and many of the Squats and High Tribals that live and work here move back to the city when the snows come. As soon as the green comes back and the first caravan from the Confederacy arrives, Peti-Port erupts into a furious whirlwind of activity that doesn't abate until the leaves start to fall. And if you want to move something into or out of the city without disturbing the powers that be, I hear its customs inspectors can be very discrete. The Children of Lilith have shown an interest in Peti-Port this summer, but whether they want to crack down on the customs inspectors or are trying to move something of their own is anyone's guess.

Thanks to Gareth Perkins for the Capal Map, which inspired these additions to the city.

In many ways, the Heavy Gear: Blitz! game is about detection. Reconnaissance units gamble with their lives so that fire support elements can remain safe behind obscurity. Without sufficient terrain on the playing field, the game quickly becomes a quick-draw competition; he who shoots first, shoots last.

New Detection Rules Package

This rules supplement offers a streamlined approach to detection. Used together, these rules functionally replace pages 18-19 of the Heavy Gear: Blitz! rule books. You are welcome to adopt only those changes which your group approves of. A brief summary of the specific changes and rationale can be found at the end of the article.

AWARENESS

For simplicity, the Blitz! rules presume that any unit is aware of the presence of all other units on the battlefield. Stealth and other detection factors merely prevent an attacker's fire control systems from acquiring an adequate Target Lock.

TARGET LOCK

To attack or Forward Observe a target, a unit's sensors must lock-on; this is called a Target Lock. A Target Lock is achieved by default if the entire target and its base can be seen from the highest point on the detecting unit's miniature. Obtaining a Target Lock in this manner may be prevented by Concealment or ECM (see below).

It is still possible to obtain a Target Lock on a miniature that is totally obscured by certain types of terrain (see Cover).

Note: Target Lock is "Line of Sight." The term was changed in this supplement to eliminate ambiguity. Any reference to LoS in other Blitz rules applies to Target Lock.

Example Target Lock:

It is Tyler's turn and he has elected to activate his Jaguar. He decides to attack Owen's Black Mamba with his MAC, but needs to establish a Target Lock first. Looking from the highest point on the Jaguar's miniature, he can clearly see the entire backside of the Mamba with no Cover intervening. The Jaguar has a Target Lock on the Mamba.

If there were anything visibly obscuring the view of the Mamba, partially or entirely, Tyler would need to use his Detect rating to establish a Target Lock.

Example Concealment Preventing Target Lock:

It is Owen's turn to activate a Black Mamba. He wants to fire on the Jaguar but must first establish a Target Lock. Unfortunately, there is a thick fog blanketing the battlefield. If he wants to

establish a Target Lock, he'll have to beat the Fog's Cover Value with his Detect rating.

Example ECM Preventing Target Lock:

It is Tyler's turn to activate his Hunter. He would like to attack a Black Mamba with his Snub Cannon, but must first establish a Target Lock. A Chatterbox on the other side of the battlefield is using its ECM 3 to create interference. Because the Hunter's Detect Rating is 2, it can't get a Target Lock on the Mamba unless it uses Active Detection or Autodetection.

PROFILE

This value is added to Cover Value + Concealment to provide the threshold for Detection. The target's Profile is listed on its datacard for easy reference. Profile is calculated by adding the gear's Stealth Rating, Low Profile, Camo Netting, Large Sensor Profile, Traceable Emissions, and any other non-variable modifiers that affect detection. The Three columns correspond to Stationary, Combat and Top speeds. Profile values for all published datacards and a blank Datacard are presented at the end of this supplement.

COVER

If any part of the target or its base is obstructed by terrain, sensors must be used to detect the target. Intervening terrain is called Cover. Measure the total amount of each Cover Type crossed by a straight line between the detecting unit and the any part of the target, then find the total value of the Cover on the chart below. It takes a minimum of 1 inch to get a +1 Cover Value from any type of terrain.

If no part of the target is visible through the Cover, compare the detecting unit's current Detect rating to the target's Profile + Cover Value + Concealment. This is the minimum Detect rating required to get a Target Lock on the unit. You cannot Target Lock a unit completely hidden by Solid Cover.

If part of the unit is exposed, the Exposure table determines the Maximum Cover Value available. Calculate the Cover value as above, but the total can not exceed the Maximum Cover Value. Weapons that extend more than 1/2 inch laterally from the base of the miniature do not count for Exposure purposes. Any instance of Solid Cover provides the Maximum Cover value.

Cover Value is applied as a negative modifier to attack rolls against the target, regardless of how the target was detected. Concealment does not count toward this value.

Example Totaling Cover:

Three 4" clumps of jungle (+2 total), and one 5" building (+2) stand between Tyler's Cheetah and Owen's Jager, for a total Cover Value of 4. There is no Concealment, and the Jager is not

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SPOTLIGHT: DETECTION

exposed. The Jager is moving at Combat Speed, so its Profile is -2, for a total Detection Threshold of 2. The Cheetah Has a Target Lock.

Example Profile:

Three 4" clumps of jungle (+2 total), and one 5" building (+2) stand between Tyler's Cheetah and Owen's Snakeye Black Mamba, for a total Cover Value of 4. There is no Concealment and the Snakeye is not exposed. The Snakeye is moving at Combat Speed, so its Profile is +3, for a total Detection Threshold of 7. Unless Tyler's cheetah uses Active Detection or Autodetection, it will not get a Target Lock on the Snakeye.

Example Exposure, Solid Cover:

Three 4" clumps of jungle (+2 total), and one 5" building (+2) stand between Tyler's Cheetah and Owen's Jager. There is no Concealment. The Jager is less than 1/2 covered by the Building, so it can only derive a +1 Cover Value from the building. It is completely covered by the Jungle. The Hunter is moving at Combat Speed, so its Profile is -2, for a total Detection Threshold of 1. The Cheetah can achieve a Target Lock.

Example Exposure, Medium Cover:

Three 4" clumps of jungle (+2 total) stand between Tyler's Cheetah and Owen's Jager. There is no Concealment. The Jager is less than 1/2 covered by the Jungle, so it can only derive a +1 Cover Value from the jungle cover. The Hunter is moving at Combat Speed, so its Profile is -2, for a total Detection Threshold of -1. Threshold can't be less than 1, so the Detection Threshold is said to be 1. The Cheetah can achieve a Target Lock.

Example Protruding Weapon:

Owen likes to assemble his gears so that they are aiming their weapons outward. Tyler likes to field only crouching gears to minimize their visibility. If part of Owen's Mamba's MAC is exposed from Cover, but that part of the miniature is more than 1/2 inch out from the Mamba's base, the Mamba is not Exposed.

Example Attack Roll Penalty:

Tyler's Grizzly is more than 1/2 obscured by a Solid Hill, but is still visible. He gets a +2 Cover Value vs. Detection, and any attacks against him from the direction protected by the Cover suffer a -2 penalty.

AUTODETECTION

If there is no Cover and no Concealment between the target and the detecting unit, a Target Lock is automatically established, regardless of enemy ECM. If a target is closer to the detecting unit than that target's Size rating in inches, it is automatically Target Locked. Units with the Traceable Emissions Flaw add this rating to their Size. Units that are Hull Down count as half their Size, rounded up.

CONCEALMENT

Unlike Cover, Concealment is not represented by Terrain. Concealment is applies to Detection only; it does not affect the attack roll as Cover does. If Concealment Value exceeds a unit's current Detect rating, that unit must Autodetect to obtain a Target Lock. Note that Active Detection can temporarily increase Detect rating. It takes a minimum of 1 inch to get a +1 Concealment value from any type of terrain.

Concealment usually affects the entire battlefield for the duration of the game. The notable exception is smoke, which can be easily represented by cotton balls. When determining if smoke Concealment is in effect, treat the smoke as Cover for determining Exposure. Do not apply a Concealment Value to the attack roll in the event a Target Lock is established.

Example Concealment, Sandstorm:

Nick's Warrior IV is attempting to get a lock on John's Visigoth MBT in the middle of a sandstorm. There is no intervening terrain, but the Visigoth is 19" away (+3 Concealment). The Warrior's Detect is 3, and he is too far away to Autodetect the tank. Nick would need to Active Detect in order to establish a Target Lock.

Example Concealment, Smoke:

The storm has subsided, but the battle still rages. John's Visigoth trains its sights on Nick's Warrior IV, but he is partially obscured by smoke wafting up from some nearby wreckage. John notes that the Warrior IV is just a less than 1/2 exposed by the smoke. There is 13" inches of smoke between the Warrior IV and the Visigoth, which would normally provide +2 cover value. Due to less than 1/2 Exposure, the Warrior only has a cover value of 1 plus its Profile.

ACTIVE DETECTION

Active Detection emits detectable radiation to locate enemy units. Active Detection may be switched on at any point during a unit's activation. This does not cost an action. While a unit is Using Active Detection, it has -2 Cover Value when detected by enemies.

Until its next activation, that unit adds its Sensors Rating + EW Skill to the base Detect rating. Players may wish to note their active detection total after a slash ("/") next to their base Detection rating.

Example Active Detection:

Tyler's Cheetah knows it has to reveal the Snakeye Black Mamba or suffer the consequences. During his activation, Tyler declares the Cheetah to be active detecting. The Cheetah adds Sensors (+2) and EW (2) to its detect rating for a total Detect rating of 9.

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Three 4" clumps of jungle (+2 total), and one 5" building (+2) stand between Tyler's Cheetah and Owen's Snakeye Black Mamba, for a total Cover Value of 4. There is no Concealment and the Snakeye is not exposed. The Snakeye is moving at Combat Speed, so it's Profile is +3, for a total Detection Threshold of 7.

7 is less than 9 so the Cheetah obtains a Target Lock on the Snakeye. Active Detection does not require an action, so the Cheetah uses it's action to relay Indirect Fire coordinates to a nearby Fire Support Squad.

Example Active Detection Cover penalty:

Tyler's Cheetah in the above example now suffers a -2 Cover Value until it's next activation.

Electronic Warfare and Detection

Electromagnetic interference disrupts the ability for sensors to lock on to enemy units. If enemy ECM is active, add it's rating to the Cover Value of the target. Subtract friendly ECCM from this value, to a minimum of 0. This does not affect Autodetection.

If enemy ECM is activated but reduced to zero, the unit producing the ECM suffers a -2 Cover Value.

Example Enemy ECM:

Tyler's Cheetah is using Active ECM 3. The Cheetah rolled a 5 on it's Active ECM test, for a total of 8 ECM. All Owen's Detection attempts add +8 to the Cover value, making it nearly impossible for him to get a Target Lock without Active Detection and some luck. Luckily, the Snakeye Black Mamba is able to move within 6" of the Cheetah on the following turn, Autodetecting it. The Mamba can call the Cheetah's position to some nearby Spitting Cobras, if he can only break through the ECM with an Active Comms test.

Example Friendly ECCM:

The following turn, Owen's Chatterbox has the good sense to use Active ECCM to counter the Cheetah's ECM. The Chatterbox rolls a 4 on the Active ECCM test, for a total ECCM Value of 6. While this is not enough to eliminate the interference, the rest of Owen's forces now suffer only a +2 Cover Value vs. their attempts to establish a Target Lock.

Example Ineffective ECM:

On the next turn, the Cheetah rolled slightly less well on the Active ECM test for a total ECM value of 6. The Chatterbox had better luck with an ECCM value 9! This reduces the interference to almost nothing, and now the Cheetah is announcing it's location by continuing to broadcast. Tyler can't deactivate the ECM until the Cheetah's next activation. During that time, the Cheetah suffers a -2 Cover Value and becomes a very attractive target.

COVER AND CONCEALMENT

COVER VALUE

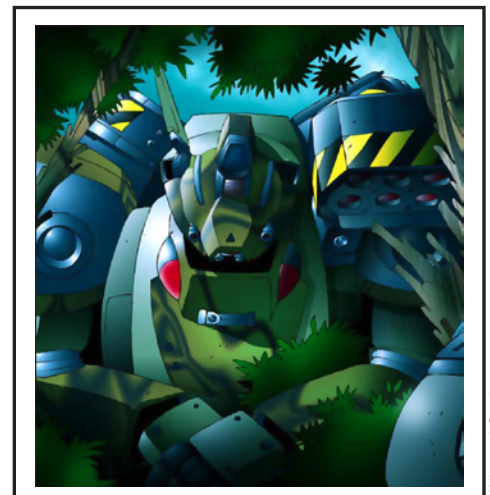
| | |
|-------|--|
| +1/9" | Light (Woods, Swamp, Heavy Bushes, etc.) |
| +1/6" | Medium |
| +1/3" | Heavy |
| * | Solid (Hills, Bunkers, etc.) |
| -2 | Active Detection in Use |
| -1 | Active Comms test since last activation |
| -1 | Per Weapon Fired Since Last Activation |
| -2 | Multiple Weapons fired or Full RoF used |
| -2 | Ineffective ECM |
| + | Enemy ECM - Friendly ECCM (minimum 0) |

CONCEALMENT VALUE

| | |
|--------|----------------------|
| +1/12" | Fog/Smoke |
| +1/6" | Sand/Snow/Rain Storm |
| +1/12" | Rain/Snow |

*EXPOSURE

| | |
|-----------------------|----------|
| Target is... | |
| Exposed | 0 |
| 1/2 or more visible | 1 |
| Less than 1/2 visible | 2 |
| Completely Hidden | No limit |



Hide and Seek

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SPOTLIGHT: DETECTION

SUMMARY OF CHANGES

1. The term LoS was changed to "Target Lock." The majority of rules using "Line-of-Sight" were in reference to shooting a target that was not within line of sight. The term Target Lock is less ambiguous.

2. ECM now interferes with Detection. Electromagnetic interference is very detrimental to most detection instruments. If ECCM renders interference null, then the ECM exposes the unit broadcasting it as in the Blitz! rules. If you do not like this rule, it's pretty easy to ignore it and use the rest of the package.

3. Profile pre-calculates many of the Detection modifiers from the standard Blitz system. This is less of a rule change and more of a reorganization. The math is effectively the same as before.

4. Concealment was made distinct from Cover, and the term Obscurement was removed. Once a Target Lock is established, anything that won't physically impede a bullet is not applied to the attack roll, be it fog or camo netting.

5. Exposure was added so Solid cover would make sense. This was a major problem reported by some players; standing behind 3 rocks of identical height gave you more cover even if you were mostly visible. I hope the Exposure solution works.

6. Active Detection is no longer a roll, it is an increase in Detection rating until the next activation. It is therefore no longer specific to a single target. The skill roll is replaced with a simple formula. Some might like to apply this to ECM and ECCM as well. That would work well with these rules, but is beyond the scope of this article.

MY TWO CENTS

This rules supplement is derived from my personal experience with Heavy Gear: Blitz! Thanks John Buckmaster, Nick Pilon, Tyler Mason and Declan O'Connell for their critical input.

OPTIONAL RULE: HIGHER DETECTION THRESHOLDS

Some players find that Active Detection thresholds are almost always reduced to 1, unless there is a great deal of Cover on the board. Players interested in a more "hide-and-seek" style of play should consider shifting the movement modifier to detection threshold to the following:

Stationary +2, Combat Speed 0, Top Speed -2.

This rewards "stealthy" behavior like sniping. Units with sufficient stealth perks can safely use limited stationary movement to remain undetectable in cover. Of course, this will change the balance of the game. As with all optional rules, both players must agree to use the rule before play.

NEW DATACARDS

| | | | | |
|--|-----|-----|----|----|
| | ATT | DEF | EW | LD |
|--|-----|-----|----|----|

| | | | | | |
|---------|---|-------|------|-----|-----|
| | M | SPEED | STOP | CBT | TOP |
| DEFENCE | | | | | |
| DEFENCE | | | | | |
| ATTACK | | | | | |
| PROFILE | | | | | |

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| | |
|---------|------|
| ACTIONS | SIZE |
|---------|------|

| | |
|------------|--|
| DETECT: | |
| SENSORS: | |
| AUTO COMM: | |
| COMM: | |

| | | | | | |
|-------------------|--|--|--|--|--|
| ARMOUR AND DAMAGE | | | | | |
| ARMOUR: | | | | | |
| DAMAGE: | | | | | |

| | |
|--------------|--|
| PERKS/FLAWS: | |
| AUX SYSTEMS: | |

| NAME | ARC | ACC | RANGE | DAM | SPECIAL |
|-----------------|-----|-----|------------------|-----|---------|
| PHYSICAL ATTACK | | | (PUNCH/KICK/RAM) | | M |

HEAVY GEAR BLITZ

| | | | | |
|--|-----|-----|----|----|
| | ATT | DEF | EW | LD |
|--|-----|-----|----|----|

| | | | | | |
|---------|---|-------|------|-----|-----|
| | M | SPEED | STOP | CBT | TOP |
| DEFENCE | | | | | |
| DEFENCE | | | | | |
| ATTACK | | | | | |
| PROFILE | | | | | |

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|---------|------|
| ACTIONS | SIZE |
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| | |
|------------|--|
| DETECT: | |
| SENSORS: | |
| AUTO COMM: | |
| COMM: | |

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|-------------------|--|--|--|--|--|
| ARMOUR AND DAMAGE | | | | | |
| ARMOUR: | | | | | |
| DAMAGE: | | | | | |

| | |
|--------------|--|
| PERKS/FLAWS: | |
| AUX SYSTEMS: | |

| NAME | ARC | ACC | RANGE | DAM | SPECIAL |
|-----------------|-----|-----|------------------|-----|---------|
| PHYSICAL ATTACK | | | (PUNCH/KICK/RAM) | | M |

HEAVY GEAR BLITZ

| | | | | |
|--|-----|-----|----|----|
| | ATT | DEF | EW | LD |
|--|-----|-----|----|----|

| | | | | | |
|---------|---|-------|------|-----|-----|
| | M | SPEED | STOP | CBT | TOP |
| DEFENCE | | | | | |
| DEFENCE | | | | | |
| ATTACK | | | | | |
| PROFILE | | | | | |

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|---------|------|
| ACTIONS | SIZE |
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| | |
|------------|--|
| DETECT: | |
| SENSORS: | |
| AUTO COMM: | |
| COMM: | |

| | | | | | |
|-------------------|--|--|--|--|--|
| ARMOUR AND DAMAGE | | | | | |
| ARMOUR: | | | | | |
| DAMAGE: | | | | | |

| | |
|--------------|--|
| PERKS/FLAWS: | |
| AUX SYSTEMS: | |

| NAME | ARC | ACC | RANGE | DAM | SPECIAL |
|-----------------|-----|-----|------------------|-----|---------|
| PHYSICAL ATTACK | | | (PUNCH/KICK/RAM) | | M |

HEAVY GEAR BLITZ

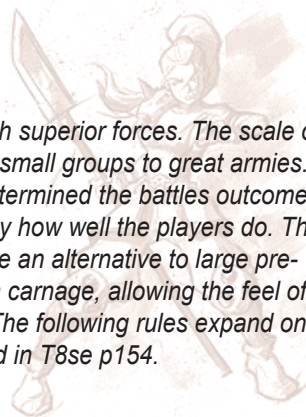
AURORA: THE SILHOUETTE MAGAZINE

SPOTLIGHT: DETECTION

PROFILES FOR PUBLISHED DATACARDS

| | STANDARD | | | HIGHER THRESHOLDS | | | STANDARD | | | HIGHER THRESHOLDS | | |
|--|----------|-----|-------|-------------------|------|-----|----------|-----|-----|-------------------|-----|-----|
| | Stop | Cbt | Top | Stop | Cbt | Top | Stop | Cbt | Top | Stop | Cbt | Top |
| <i>Heavy Gear: Blitz!</i> | | | | | | | | | | | | |
| Hunter | 0 | -2 | -4 | 2 | 0 | -2 | | | | | | |
| Cheetah | 0 | -2 | -4 | 2 | 0 | -2 | | | | | | |
| Jaguar | 0 | -2 | -4 | 2 | 0 | -2 | | | | | | |
| Ferret | 0/+1 | 2 | -4/-3 | 2/3 | 0/+1 | 2 | | | | | | |
| Grizzly | -1 | -3 | -5 | 1 | -1 | -3 | | | | | | |
| Kodiak | -1 | -3 | -5 | 1 | -1 | -3 | | | | | | |
| Mammoth | -1 | -3 | -5 | 1 | -1 | -3 | | | | | | |
| Aller | -2 | -4 | -6 | 0 | -2 | -4 | | | | | | |
| Klemm | 0 | -2 | -4 | 2 | 0 | -2 | | | | | | |
| Badger APC | 0 | -2 | -4 | 2 | 0 | -2 | | | | | | |
| Jager | 0 | -2 | -4 | 2 | 0 | -2 | | | | | | |
| Iguana | 0 | -2 | -4 | 2 | 0 | -2 | | | | | | |
| Chatterbox | 0 | -2 | -4 | 2 | 0 | -2 | | | | | | |
| Black Mamba | 0 | -2 | -4 | 2 | 0 | -2 | | | | | | |
| Spitting Cobra | -1 | -3 | -5 | 1 | -1 | -3 | | | | | | |
| King Cobra | -1 | -3 | -5 | 1 | -1 | -3 | | | | | | |
| Naga | -1 | -3 | -5 | 1 | -1 | -3 | | | | | | |
| Visigoth | -2 | -4 | -6 | 0 | -2 | -4 | | | | | | |
| Hun | 0 | -2 | -4 | 2 | 0 | -2 | | | | | | |
| Caiman APC | 0 | -2 | -4 | 2 | 0 | -2 | | | | | | |
| Warrior | 0 | -2 | -4 | 2 | 0 | -2 | | | | | | |
| Warrior IV | 0 | -2 | -4 | 2 | 0 | -2 | | | | | | |
| Pit Bull | 0 | -2 | -4 | 2 | 0 | -2 | | | | | | |
| Crusader IV | -1 | -3 | -5 | 1 | -1 | -3 | | | | | | |
| Red Bull MkII | -3 | -5 | -7 | -1 | -3 | -5 | | | | | | |
| Hoplite APC | 0 | -2 | -4 | 2 | 0 | -2 | | | | | | |
| Infantry | 0 | -2 | -4 | 2 | 0 | -2 | | | | | | |
| <i>Swords of Pride: Armies of the South</i> | | | | | | | | | | | | |
| Anolis Refit | 0 | -2 | -4 | | | | | | | | | |
| Black Adder | 0 | -2 | -4 | | | | | | | | | |
| Black Mamba MP | 0 | -2 | -4 | | | | | | | | | |
| Basilisk | 0 | -2 | -4 | | | | | | | | | |
| Chameleon | 5 | 3 | 1 | | | | | | | | | |
| Cobra MP | -1 | -3 | -5 | | | | | | | | | |
| DartJager | 0 | -2 | -4 | | | | | | | | | |
| Desert Viper | -1 | -3 | -5 | | | | | | | | | |
| Fire Dragon | -2 | -4 | -6 | | | | | | | | | |
| Green Mamba | 3 | 1 | -1 | | | | | | | | | |
| Iguana MP | 0 | -2 | -4 | | | | | | | | | |
| Iguana Paratrooper | 0 | -2 | -4 | | | | | | | | | |
| Iguana Commando | 0 | -2 | -4 | | | | | | | | | |
| Jager Paratrooper | 0 | -2 | -4 | | | | | | | | | |
| Silverscale | 0 | -2 | -4 | | | | | | | | | |
| Stripped down jager | 0 | -2 | -4 | | | | | | | | | |
| Python | -1 | -3 | -5 | | | | | | | | | |
| Rattlesnake | 0 | -2 | -4 | | | | | | | | | |
| Sidewinder | 0 | -2 | -4 | | | | | | | | | |
| Snakey Black Mamba | 5 | 3 | 1 | | | | | | | | | |
| Sagittarius | 0 | -2 | -4 | | | | | | | | | |
| Field Gun | 0 | -2 | -4 | | | | | | | | | |
| Hetairoi | -2 | -4 | -6 | | | | | | | | | |
| Hittite | 0 | -2 | -4 | | | | | | | | | |
| <i>Hammers of Faith: Armies of the North</i> | | | | | | | | | | | | |
| Bandit Hunter Klemm | 0 | -2 | -4 | 2 | 0 | -2 | | | | | | |
| Jaxon Suppport Tank | 0 | -2 | -4 | 2 | 0 | -2 | | | | | | |
| Mad Dog R | -1 | -3 | -5 | 1 | -1 | -3 | | | | | | |
| Bear | -1 | -3 | -5 | 1 | -1 | -3 | | | | | | |
| Bobcat | 0 | -2 | -4 | 2 | 0 | -2 | | | | | | |
| Razorback | -1 | -3 | -5 | 1 | -1 | -3 | | | | | | |
| Tiger | 0 | -2 | -4 | 2 | 0 | -2 | | | | | | |
| Weasel | | | | | | | | | | | | |
| Thunderhammer | -2 | -4 | -6 | 0 | -2 | -4 | | | | | | |
| Field Gun | 0 | -2 | -4 | 2 | 0 | -2 | | | | | | |
| Black Cat | 6 | 4 | 2 | 8 | 6 | 4 | | | | | | |
| White Cat | 0 | -2 | -4 | 2 | 0 | -2 | | | | | | |
| Rabid Grizzly | -1 | -3 | -5 | 1 | -1 | -3 | | | | | | |
| Strike Cheetah | 0 | -2 | -4 | 2 | 0 | -2 | | | | | | |
| Panther | 5 | 3 | 1 | 7 | 5 | 3 | | | | | | |
| Command Mammoth | -2 | -4 | -6 | 0 | -2 | -4 | | | | | | |
| Hunter Paratrooper | 0 | -2 | -4 | 2 | 0 | -2 | | | | | | |
| Cheetah Paratrooper | 0 | -2 | -4 | 2 | 0 | -2 | | | | | | |
| Hunter Commando | 0 | -2 | -4 | 2 | 0 | -2 | | | | | | |
| Cavalry Badger | 0 | -2 | -4 | 2 | 0 | -2 | | | | | | |
| Hardy Aller | -2 | -4 | -6 | 0 | -2 | -4 | | | | | | |
| Naval Support Aller | -2 | -4 | -6 | 0 | -2 | -4 | | | | | | |
| Tyburrr | 0 | -2 | -4 | 2 | 0 | -2 | | | | | | |





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SCALED COMBAT

JASON JARVIS

Often the players are faced with superior forces. The scale of these encounters range from small groups to great armies. Either the GM has already determined the battles outcome or the results are determined by how well the players do. The goal of these rules are to give an alternative to large pre-determined battles or random carnage, allowing the feel of depth and accomplishment. The following rules expand on those presented in T8se p154.

BASIC UNIT CONVERSIONS

To handle a large mass of fighters, it is best to reduce the forces to Units. A Unit acts as if it were a Character on its own. The GM should decide what the battle situation is and then factor the Units. Two vast armies that are given no choice but to fight on the battle field with no tactics might as well act as a single Unit. However, situations with Calvary, reserves, range, melee, and flanking units would be best separated into individual Units needed for the battle. A Units combat values use normal character values as much as possible. This is to keep the system simple and lessen data tracking, making it possible that a Skirmish or Large scale battle can be prepared in a few minutes. These values are the ones most often used:

Rank (optional)
A group of Traits and or bonuses that are orientated to a group. These are genre specific.

Attack
Fighters in a Unit use their best weapon and skill. Use the average of all the Fighters in the Unit close combat skills, like Melee or HTH. If the Unit is a Range Unit also note the particular Range skill for the weapon type. Note average Attribute.

Defense
Fighters in a Unit will use their best Defense skill for most of the battle. Use the average the Units best defense, such as parry or dodge. In the case of area effect attacks, use only Defense.

Casualty Rating/Armour
The value considered before the Fighter won't fight anymore.

$$CR = \text{Flesh Wound} + \text{armour}$$

(note, the wound threshold above assumes no significant combat training)

Bonus Movement Points
These are extra move points the Unit gains in a round; an alternative movement system with easier MP math.

$$BMP = \text{Athletics} + (\text{Fit} + \text{Agi}) / 2.$$

Size
This is the number of active Fighters in the Unit.

RoA
Rate of Attack, a simplified action bonus depending on the size of the unit. The Rate of Attack bonus the Unit gets is the primary focus on keeping the game quick. This bonus is used instead of penalizing the defense roll for those who are out numbered. Use the RoA that the Unit size is rounded off to.

| UNIT SIZE | ROA BONUS* |
|-----------|------------|
| 1 | 0 |
| 4 | +1 |
| 9 | +2 |
| 16 | +3 |
| 25 | +4 |

*+1 RoA for each square

UNIT CHARACTERISTICS
Here are ideas to be kept in mind when thinking about the situations players may encounter, or to use the Unit Trait design for meshing RP with running a war campaign. The following Unit traits are not an exhaustive list, but a guideline to constructing Combat Units for random encounters for campaign. When designing a Unit some Traits do not combine, such as Mounted and Infantry, Mob and Fanatical.

Mobs
Mobs make break checks every time they take a casualty.

Infantry
The default Unit trait that any trained Fighter gets. Untrained fighters would fall into the "Mob" category.

Mounted
The Mounted Unit uses the BMP of the animal or vehicle. Mounts increase the damage rating of a charge by the animal BLD or the vehicles total movement. (Do not count the animals as part of the Unit size for RoA)

Range
This Unit can make an attack without melee retaliation. If a melee Unit comes in close contact with a ranged Unit, the melee Unit gets a free strike.

Skirmisher
These Units can Intercept, at a cost of 1 Leadership Point (LP). This allows Skirmishers to interrupt various maneuvers, such as Charge or Flank. However, they cannot perform any action that costs more than 1 LP.

$$\text{Interception distance} = 2 + BMP / 2$$

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SCALED COMBAT

Combat Veteran

Units that have seen consistent fighting will not give up on a Flesh wound. They will continue to fight until receiving Deep Wounds, or even worse. Additionally, they do not make break checks until they take 75% losses.

$$\text{Combat Vet Casualty Rating} = \text{Deep Wound} + \text{Armour}$$

Martial Training

Fighters that have Martial Training are better coordinated and generally do better against those who do not have such training. When combating Units that do not have Martial Training, Martial Units double the tactic and leadership skills of the commander.

Fanatical

These Units do not make break checks.

$$\text{Fanatical Casualty Rating} = \text{Deep Wound} + \text{Armour}$$

Berserker

The Unit does not make break checks. They also cannot leave combat until their enemy has been defeated or fled the engagement. The Unit will simply proceed to attack the next nearest enemy until there are no more on the field of battle
Casualty Rating = Deep Wound + Armour

Honorable

In a battle most Fighters will take the opportunity to take someone out of the action, even if this means hitting them in the back. A Unit of honorable Fighters won't take this opportunity. If the Honorable Unit has a higher RoA they will fight at equal RoA.

Animal Move

Most animals are built for running, much more so than a human. Animals gain an additional +1MP per move action.

RULES OF UNIT ENGAGEMENT

These are the specifics for Unit to Unit engagement. These rules do not directly apply to PCs.

Unit Actions

A Unit (more than one Fighter) is allowed two actions per round. Units cannot make extra actions past this. Units gain their RoA for cooperative based actions, like attacking, filling in a moat, or pushing a catapult. Also, consider the maximum number of Fighters that can be applied to a task.

Unit Attack

Units roll their attack skill. The Unit then adds their RoA bonus. Apply any modifiers from various sources.

$$\text{Attack} = \text{Skill roll} + \text{Attribute} + \text{RoA}$$

Unit vs Unit Damage

The Defenders make a standard Defense roll taking any situational modifiers into consideration. If the attackers result is greater, then the Unit attack hits. The algorithms below shows the damage math.

$$\text{Damage} = \text{attack MoS} \times (\text{dmg} + \text{RoA})$$

Unit Casualties

When a Unit manages to hit another Unit, damage is not compared against a single individual. Damage is abstracted across the Unit as a series of Flesh, Deep or Fatal hits. These hurt Units may not continue to fight for the rest of the engagement, which lowers the effective size of the Unit (also reducing it's RoA). The algorithms below simplifies determining the number of casualties based on the resulting damage.

$$\text{Injured} = \text{damage} / \text{Casualty Rating}$$

Random Injuries

The GM may opt to determine what kind of injuries the Unit takes depending on what is happening. In a war campaign, knowing who is dead and who can fight later is of importance. Below is a way to handle the situation randomly.

Casualties may be dead, injured or have just run due to cowardice. Each pack rolls their attack skill dice and compares the result to the following table.

$$\text{Pack} = \text{number of injured, squared}$$

| ROLL | RESULT |
|------|--|
| 1 | Dead |
| 2 | Dead |
| 3 | Deserted, and will not come back. |
| 4 | Fled out of fear, will return after the battle (shamed). |
| 5 | Critically injured, do not count any of this pack towards battle totals. |
| 6 | Flesh wounds, only add half this pack back towards battle totals. |
| 7 | Knocked out, this pack is added back to battle totals. |

Break Check

A Unit will continue to fight until they reach 50% of the size/ RoA of the enemy Unit. At this point the Unit will run in Broken Formation towards the closest direction away from the battle at full movement. The Commander has an opportunity to make a Leadership check to Rally the Fighters to prevent them from running and continue the engagement.

$$\text{Break Check} = \text{Leader Skill} + \text{Influence} + \text{RoA} \text{ vs } 3 + \text{Opposing RoA}$$

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SCALED COMBAT

Movement

Units move at a rate of 2 MP per Move Action. The Unit also can spend up to half their Bonus Move Points (BMP) per move action. If there are vehicles in play, double the vehicle move rating.

Disorganization

Depending on the battle conditions or what effects the Unit may be under, a Unit can become disorganized and less effective. The easiest way to handle this is to reduce the effective size of the Unit.

RoF weapons

Some weapons provide a Rate of Fire. If more than half the Units have RoF based weapons add the weapon RoF x 2 to the units RoA.

Simple Leadership

Good Commanders can make or break a battle. Leadership is used in both large and small scale confrontations. As a GM or Player it may be undesirable to play out these small leader abilities. Instead a simpler form is to offer a bonus based on the difference of the both Commanders Leadership skill.

$$\text{Defense Bonus} = (\text{def. Leadership} + \text{PER}) - (\text{atk. Leadership} + \text{PER})$$

Simple Tactics

Like Leadership, positioning Units and Fighters to be most effective can be a heavy influence on battle. To simplify this, Tactical skills increase the Attackers attack roll by the difference of both Units Tactical skill.

$$\text{Attack bonus} = (\text{atk. Tactics} + \text{CRE}) - (\text{Def. Tactics} + \text{CRE})$$

Tribal Synthesis

A Unit Commander that uses Synthesis cannot act or lead the Unit until the Synthesis use is completed. This reduces the Unit RoA by 25%

Cost: 1 leadership point

Fallen Synthesis

There are more Fallen Synthesis users than Tribal, therefore it is not limited to command levels. This means a unit reduces the Unit RoA by 25% when synthesis is in use. Additionally, the Unit does not lose tactics and leadership during synthesis.

Cost: 1 leadership point

Z'bri Sundering

The Sundering powers of the Z'bri show their strength in combat. The pain that is caused assists Z'bri Sundering allowing Z'bri Units to be unaffected by normal penalties.

Synthesis when Engaged

The hectic situation of Synthesis in combat is very distracting. This unfortunately forces the use of Synthesis at -1 modifier on top of any others.

See *Tribe 8 Players Handbook second edition, p155* for more information on this.

Change Formation

Units can change from Open to Closed (and back), or from Open to Broken for 1 Leadership Point. Making a Broken formation Open requires 2 Leadership points (1 to change formation, 1 because the Unit is Broken formation). Therefore a Broken formation can be Closed with 3 Leadership Points. Changing Formation is considered an action for the Unit.

See *Tribe 8 second edition, Formations p154*.

Open Formation: Normal battle formation that offers no strengths or weaknesses.

Broken: The Unit spreads its Fighters apart. This distance reduces range damage by half, but double damage from charges. This distance also decreases the Commanders efficiency requiring an extra 1 Leadership point for commands.

Closed: The Unit is closed together to provide better protection. Offering a +1 to the Units defense roll. The closed Unit is also better at resisting charges +2 to the Units Defense. If the Unit suffers a number of injuries equal to their RoA then the Unit becomes Broken from the Charge. Closed Units also move slower over difficult terrain increasing the MP cost of the terrain by 1.

Light

Light can effect Units capability in battle. The GM should determine the level of distraction that the light provides. This can be from being blinded or being dark. Use standard Hit penalties when appropriate and the disorganization that the light or lack thereof causes.

| LIGHT CONDITIONS | DISORGANIZATION EFFECT |
|-----------------------------------|------------------------|
| Minor (dark, torch, moon light) | 20% |
| Moderate (star light, direct sun) | 30% |
| Extreme (pitch black, blinded) | 50% |

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SCALED COMBAT

HANDLING PLAYERS

Players (and sometimes a handful of NPCs) often end up taking the role of the Player of their cause. At times the Player will try to achieve goals that go against scale or may need to work within a Unit of a large scale battle. Typically, players would prefer to not be just a number in the Unit Size. Players have rules that let them work in the two scales with minimal troubles.

Players against scale

If the player isn't in a one on one match, then Skirmish scale rules can be applied. Most of the rules are simple and straight forward, with a few considerations to keep in mind, such as how many Fighters there are against the Player.

- Players don't break, unless there is a specific effect to cause so.
- Players do not cause multiple Casualties. One hit (however strong) still strikes only 1 enemy/standard Player action
- Players can only be attacked by a max RoA of 3.
- Players are attacked twice by the Unit.

These rules increase the survivability of the encounter for Players. Two attack rolls at +2 is less than four attack rolls where the Player is subtracting -3. This is countered by the fact that an individual does not suffer a hit penalty. This is represented by the loss of the Units Rate of Attack bonus.

Players in Units

Players may also fight in Units. A veteran Squad commander could be a hero. Most of the time, the GM does not need to deal with their actions. Like Players in Skirmish and Large scale there are a few considerations to keep in mind.

- Players are in a Unit, but are not apart of the Unit
- The bigger Unit gains the RoA difference -1 for or against the Hero.
- Players gain Unit benefits, but do not suffer the disadvantage, such as being attacked by Martial Trained Joanites.
- Players don't get Leadership points unless they are in Command.
- If a Player is in a duel (with a Unit commander or enemy Hero), both Player and Hero are not attacked by the Unit, but instead the greater RoA side will carry over for the Player or against.
- Player damages are tracked by Flesh Wounds, so 2 Flesh counts as 1 Deep when dealing with tougher Units.
- If the Player is fighting a named NPC, the GM should keep track of wounds to the enemy normally.

SAMPLE TRIBE 8 UNITS

The following are a sample of Units in the Tribe 8 world. These Units are generic and do not have a size or values of a Commander.

Joanite Blade

Attack: 2/2, Defense 2/2 +1

Dmg: x15

CR: 40 (Flesh 25)

BMP: +2

Special: Combat Veteran, Martial Training

Joanite Calvary

Attack: 2/2 +1, Defense 2/2 +1

Dmg: x15

CR: 40 (Flesh 30)

BMP: +3

Special: Combat Veteran, Martial Training, Animal Move, Charge + x10, AR +5

Joanite Watch(Vimary)

Attack: 2/2, Defense: 2/2 +1

Dmg: x15

CR: 40 (Flesh 25)

BMP: +1

Special: Combat Veteran

Tribal Mob

Attack: unskilled, Defense 1/1

Dmg: x8

CR: 13

BMP: +0

Special: Mob

Fallen HI'kar Crusaders

Attack: 2/2 +1, Defense 3/2 +1

Dmg: x15

CR: 35 (Flesh 20)

BMP: +2

Special: Combat Veteran

Fallen Bandits(Vimary)

Attack: 2/2 +1, Defense 2/2 +1

Dmg: x14

CR: 18

BMP: +1

Special: Mob

Lilian Raiders (CoL)

Attack: 3/2 +1, Defense 3/2 +1

Dmg: x18

CR: 40 (Flesh 25)

BMP: +2

Special: Combat Veteran, Martial Training

Squat Hunters

Attack: 2/2 +1(range) 2/1(melee)

Defense 1/1 +1

Dmg: x13(range) x9(melee)

CR: 13

BMP: +2

Special: Mob, Range

Gek'Roh

Attack: 3/1 +2

Defense: 3/1

Dmg: x16

CR: 50 (Flesh 30)

BMP: +2

Special: Animal Move, Combat Veteran

Wolf Pack

Attack: 3/1, Defense: 2/1

Dmg: x14

CR: 15

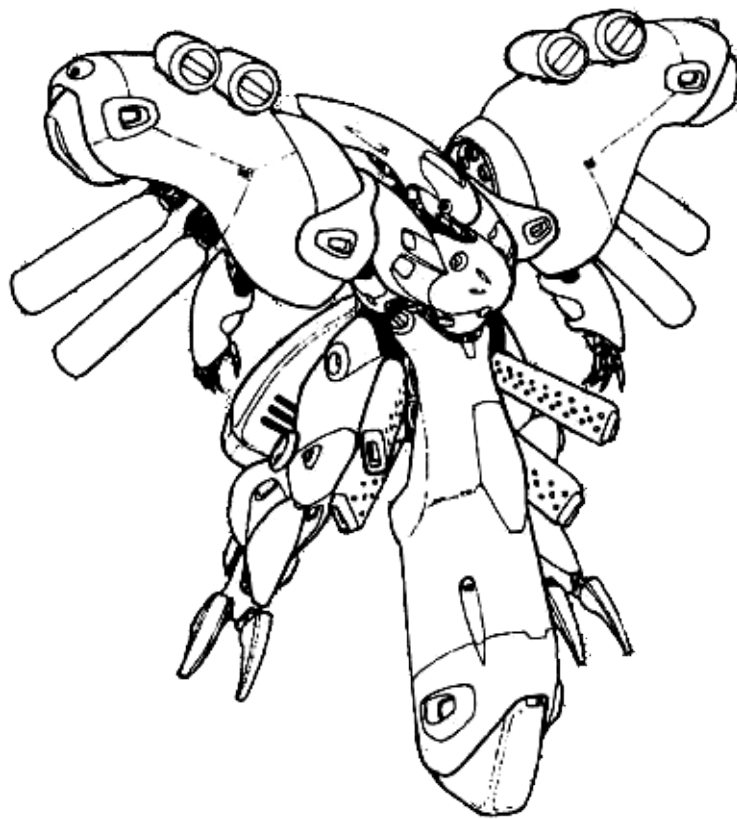
BMP: +3

Special: Animal Move, Pack Tactics(use Combat sens
Tactical skill)



Odyssey SEED

EPISODE #3: DREAMS OF FREEDOM





EPISODE #3: DREAMS OF FREEDOM

▶ LAST EPISODE

Rescued from his CEGA handlers at the Inter-settlement Scientific Convention by a daring team of Jovian operatives, Dr. Peyarje and his rescuers have fled Venus aboard the Beautiful Dreamer, a privateer ship commanded by Aglaee DesSources. Unfortunately, they have not lost the CEGA forces seeking to recapture Peyarje. The 3rd Division of the CEGA 4th fleet, commanded by ace exo-pilot Ranho Garand, is in hot pursuit.

The Scenario

Low on fuel, with the CEGA pursuit fleet closing in fast, the crew of the Beautiful Dreamer find themselves with few options. Stealth and careful planning has allowed them to evade their CEGA pursuers thus far, but Garand's 3rd Division is slowly closing in, blocking the orbits they could use to travel out-system. Another division of the 4th Fleet has launched from Earth to intercept them.

The ship's best choice seems to be change course and head for the Earth system, the closest source of supplies and fuel. There, they can lose their pursuers in the high-traffic Orbitals, then contact DesSources' mysterious associates for resupply and slip back on-course for their trip to Jupiter. If all goes well, their pursuers will be left far behind.

DesSources' skillful helmsmanship makes the most of their limited reaction mass, barely brining the Dreamer within reach of the 4th Fleet's 2nd Division. (Which, of course, provides an opportunity for pilot PCs to fight off interceptors and exo-armors launched by the 2nd Division to disable or destroy the Beautiful Dreamer) Then, with the last of the Dreamer's reaction mass, she puts them on an orbit that will take them through the most heavily traffic'd regions of the Orbitals and drop them cleanly into lunar orbit mere days later.

The players (and Ysa and any other appropriate NPCs) are sent to the Lunar surface to make contact with DesSources' associates while she supervises repairs to the Dreamer. Her associates decline to make contact themselves (not wanting to risk exposure) but should instead direct them to Ismael Li's burgeoning rebel group, which has the connections to provide them with the fuel and parts they need... For a price!

▶ CHARACTER INVOLVEMENT

This episode is fairly open-ended. The main plot point is Ismael Li's doomed Copernicus rebellion, an effort he wants the players to help with. In exchange, his organization can provide fuel for the Dreamer without tipping off CEGA (they have insiders in several important fuel manufacturing plants) and even provide some extra booster engines, which will give the Dreamer an important edge over her pursuers when it becomes time to leave. Exactly what help characters will be able to provide depends on who they are.

JAF pilots probably won't be able to provide much help with exo-armors or fighters, unless you're running a very cinematic game and want the rebellion to include a minor war on the moon's surface. Fortunately for pilot characters, Li's rebels have managed to procure a small number of Sand Stalker and Sabertooth exo-suits from Martian arms dealers. These suits are much better suited to close-quarters fighting in the Lunar tunnels, but Li doesn't have enough pilots to use them effectively. Fighter pilots could be given makeshift support aircraft, or, for a slightly different challenge, have to fly supply/troop shuttles while evading CEGA pursuit.



Note that this shouldn't be all that pilot PCs do. Try to involve them in other aspects of the rebellion. As they have military experience, they will probably be able to offer valuable advice to Li's staff on matters of tactics, organization, and strategy.

JIS agents are generally well-suited to intrigues, backstabbing, and conspiracies in the buried and domed cities of Luna. Greasing the wheels of revolution through raids, assassinations, and intrigue fit the typical skill set of JIS agents well. They can provide Li with badly-needed behind-the-scenes assistance and professional intelligence gathering. See the Plot Points sections below for more ideas on subplots that JIS agents can be involved in.

Reporters will face the most daunting task of all. They must make Ismael and his revolution not only palatable but sympathetic to the average CEGA citizen. This is harder than it sounds, as the Earth system (especially the Orbitals) still have the massive, dense communications networks that characterized the early 21st century. The citizens, used to assimilating a massive amount of information, have a very short attention span. Not only that, but CEGA employs some of the best spin-doctors in the solar system. On the upside, this gives the PCs a chance to fight CEGA's propaganda against them, especially since they can call upon Ibrahim Youssef's skills and knowledge.


► **NPCS, ORGANIZATIONS, AND PLOT POINTS**

 **Dr. Agram Peyarje**

Peyarje will most likely stay on the Dreamer, rather than travel to the surface and risk capture by CEGA. And his technical skills could be invaluable to the crew if the Dreamer suffered damage in battle that needs to be repaired. However, his family could be held somewhere on the moon, prisoners but not yet executed because CEGA still aims to recapture him and will need a hold on him when they do so. As he doesn't plan to return to Earth, there is no doubt that they will eventually be executed, so he will request that the PCs attempt to free them. This could be one reason for the PC's initial journey to Copernicus: Peyarje's family is being held somewhere near there.

Of course, freeing Peyarje's family is just the first step. The players the need to get them OFF Luna. And since Copernicus Dome is going to have a bad case of the revolutions, that's not going to be easy. Especially not if Peyarje's family includes some impetuous teenaged grandchildren looking to give CEGA a kick in the teeth for keeping them locked up.

Whether or not Peyarje's family is in captivity, and whether or not the PCs successfully free them is left up to the GM.

 **The Society of the Evolved Human**

The Society is a shadowy and mysterious organization. It appears in no government records, has never been on the news, and has no uniform or logo. Despite this, it still appears to have a massive network of contacts and not-insubstantial resources. Even the organization does not maintain a record of its membership - it is a loose collection of people who know people.

The Society is fed up with the status quo. They see humanity as having entered a period of evolutionary stagnation, and want to give things a jump-start. Their members want to give exceptional humans a chance to shine, to realize their full potential, to push themselves to their limits. They refer to these individuals as Evolved Humans, samples of or steps on the road to the next stage in the evolution of the human race. The Society believes that these Evolved Humans will never reach their potential without help, and that they are hard to find, as society acts as a



force to oppress their ability, forcing them back into anonymity among the teeming masses. They are not, however, Transhumanists. They want the human race to evolve, not be replaced by something artificial and equally stagnant.

The duties of members of the Society are threefold:

1. Keep their presence and work secret at all times. With the Edicts and the widespread prejudice against genetic engineering, their work could easily be misinterpreted.
2. Seek out the Evolved Humans, wherever and whoever they might be. Members of the Society must always keep their eyes open for extraordinary feats that could be the sign of an Evolved Human. (Or someone whose descendants could be Evolved Humans)
3. Aid Evolved Humans in realizing their potential. While their beliefs are egalitarian in the sense that they believe that everyone has the potential to improve themselves and become an “Evolved Human”, the Society only has limited resources, and so must focus on those whose drive, talent, and skill have already marked them.

The Society has its eye on the player characters, and has instructed DesSources to work to help them realize their true potential. DesSources is an experienced operative of the Society, and while the PCs should catch hints that she’s up to something, it shouldn’t be easy for them to work out what. While much of the time, DesSources will simply provide the PCs with the things they need - exo parts, fuel, transportation, air, etc. - she will occasionally work against them to place them in dangerous situations that can help them to realize their potential. Placing them in the middle of Li’s rebellion could be an example of this.

Of course, its also possible that the PCs aren’t the Evolved Human candidates at all. The Society could be aiming to help Garand, Li, Peyarje, Ysa, or any number of other NPCs to realize their potential. Despite this, in the interests of keeping the PCs central to the plot, they should also attract the attention of the Society through their actions, even if they did not initially.

Aglaee DesSources

Aglaee will likely spend most of the episode getting things sorted out aboard the Beautiful Dreamer. Any help she provides should probably be through the Society, in the form of contacts, equipment, or personel. She will also offer to provide transport to as many refugees as the Dreamer can handle safely, once things turn bad.

Ismael Li
Suggested Stereotype: Curiosity or Expert
Suggested Archtype: Spacer or Soldier

Ismael Li is the leader and driving force behind the burgeoning Lunar resistance movement. Once a miner, Li worked hard, long hours in the tunnels deep below the Lunar surface and Helium-3 harvesters. He quit in disgust when he realized that the company he’d worked ten hard years for was constantly operating at a loss and systematically abusing its employees in order to provide CEGA and massive Earth corporations with cheap Lunar ores. Using the excellent education provided to all Selenties, Li spoke out against the CEGA “occupation”, making speeches and distributing eloquent pleas for regime change in an attempt to awaken the populace to the truth of their situation.



Five years ago, under investigation by CEGA and Lunar police forces, Li took his crusade underground. No matter what he did, legitimate means would only get him arrested. He set about building a proper revolutionary organization out of the public eye, aiming to drive CEGA off the Lunar surface by force of arms. Strangely, this has won him many more converts among the usually peaceful Selenites than his speeches ever did. He finds this somewhat disheartening, but still forges ahead.

Li is now ready to launch his uprising. The arrival of the PCs has moved his timetable up a bit, as their actions on Venus have distracted many of CEGA's forces and their skills can be a great help to him. He is a fundamentally honest man, and will promise fuel, parts, and provisions in exchange for the PCs' help. He will give them what he promised without short-changing or holding back. He also truly believes in his cause, and would willing sacrifice his life to save any of his supporters.

 **Ibrahim Youssef**
Suggested Stereotype: Rookie
Suggested Archtype: Reporter

Youssef is a young reporter, sent by his company to do a piece on the madman plotting rebellion from deep within the Lunar tunnels. Instead of a madman, he found a rational, honorable gentleman seeking to end the exploitation of his people. For the first time in his life, Youssef found a cause he could really connect with. When his employers received a thoughtful, well-reasoned piece on the corruption and exploitation rampant on Luna instead of the propaganda piece on the madman who opposes the righteous might of CEGA, Youssef found himself unemployed. Not that he really cared - Li provided Youssef with the financing for a pirate Earth System Network terminal, from which Youssef has been broadcasting the "Truth from the Tunnels" ever since.

Now that the hour of uprising is at hand, Youssef is standing by to cover the Selenites' fight for freedom. He plans to broadcast live coverage of the fighting in the Lunar warrens, fighting CEGA propaganda as his comrades fight CEGA's garrison troops. But Youssef has no idea how effective his broadcasts have been, or how wrong he is in thinking that the authorities won't take notice of him and attempt to curtail his activities once the fighting starts. During the uprising, Youssef could be targeted by CEGA special operations squads seeking to take him off the air permanently, even as he fights a battle against CEGA's massive PR steamrollers.

After the uprising, assuming he survives, his skills could be of use to parties faced with a CEGA propaganda campaign against them. He has years of experience fighting such campaigns, and could help to turn public opinion in the inner solar system back towards the players.

 **Catherine Glit**
Suggested Stereotype: Expert
Suggested Archtype: Medic

One of the first to join Li's cause, Glit is a doctor from one of the Lunar mining corporations, retained to treat miners who succumb to the many diseases caused by long working hours at low gravity. She witnessed first-hand the side effects of CEGA's lunar policy, and believes that Li might be able to convince them to change their ways... If he could cool his head a bit! Glit provides a steady head and unshakable rationality to offset Li's dedication and passion. She has, against her better judgment, become the rebels' strategic advisor as well as their chief physician.



As the rebellion heats up, Glit will be the one directing the effort, making sure that everyone's in the right place at the right time and that no avenue is left open for the CEGA forces to strike at the rebels' flanks or rear. As the battle turns against them, she will be the one to coolly arrange the evacuation of as many willing civilians as possible, to place them out of reach of CEGA reprisals. Focused on the needs of the moment, she will only grieve for the lost later, once the shooting's finished and the depths of interplanetary space have swallowed the scattered refugees.

Glit will be wary of trusting the PCs, but glad for their help, both during the battle and during the desperate evacuation that follows. Glit keeps a cool mask between herself and the world and, like Aglaee DesSources, keeps most of her companions at a distance. Only Li is a true friend, but even he is nothing more. Unlike DesSources, Glit's mask is because she is shy and feels more comfortable keeping those around her at a careful distance.



Luka Ansevik

Suggested Stereotype: None
Suggested Archtype: Official

Captain Luka Ansevik is the commander of the small CEGA lunar garrison force. Captain Ansevik is thoroughly unimaginative, a very by-the-book officer, assigned to a post not likely to tax her capabilities. After all, what threat could the unarmed and industrious Selenites pose to the military might of CEGA? When revolution erupts around her, Ansevik will do her best to contain it, but becomes increasingly desperate as the situation unravels. She knows that failure to resolve the situation before her superiors are forced to take notice will be the end of her career.

Ansevik is an officer focused on tactics and administrative work. As such, her combat skills are virtually nonexistent - she is much more comfortable ordering others into combat than fighting herself. This leads to disaster, as it leaves Ansevik out of touch with her troops as they desperately fight the rebels in the streets of Copernicus. Finally, increasingly desperate to contain the situation, she could be the one to order the dome blown.

(Ind) Ysa Cantroni

Ysa will be in her element during the Lunar uprising. Action, crusading for justice, and a bevy of human interest stories to practice her reporting skills on! Having spent a year touring the Earth system at one point, Ysa has a number of useful contacts on Luna that can supplement those provided by DesSources and Li. Even if she doesn't travel down from the Dreamer with the PCs initially, she will try to find some way down so she can help the Selenites of Copernicus fight for their freedom once the uprising begins.

Of course, Ysa might not be quite as good at tunnel fighting as she thinks she is. Saving her from herself could be an exciting and frustrating subplot for a PC, especially one who has become emotionally involved with her. Having a mysterious masked figure in a red CEGA exosuit (Garand, of course) help save her and keep her safe from CEGA forces, but carefully avoid aiding the rebels, might create an interesting mystery... Or not, depending on how sharp your players are.



Ranho Garand

Garand isn't integral to this episode, and doesn't fit into the action very well. He's an ace, not a grunt, and is poorly-suited to the fighting in the Lunar tunnels both philosophically (he would see fighting against or for the rebels as dishonorable) and in terms of his experience. He could, however, be involved with the escape. Perhaps he covers the PCs as they withdraw, in an attempt to restore his honor after not managing to stop the Copernicus Disaster. This is



especially likely if Kleb was the one who ordered the dome blown. Or he could reluctantly don an exo-suit and enter the tunnels to protect someone or something - eg, Ysa Cantroni. Both, of course, assume that his fleet either finishes whatever resupply they need or he proceeds to the Moon independantly before the Episode ends. Given that it will probably take place over the course of a week or two, this isn't unreasonable.

 **Russel Kleb**

Kleb is, again, not integral to this episode, though he is Ansevik's superior officer. If she fumbles the situation in Copernicus too badly or is killed, he's likely to step in and take command. By this point, the Venusian drugs have seriously impaired his judgement. He's likely to order such drastic measures as the destruction of the dome or ordering the CEGA marines to fire on civillian targets.

 **Project Dragonstriker**

Dragonstriker doesn't have much to do with the central events of this episode, though there are ways to incorporate it. CEGA could be holding the families of involved scientists and technicians hostage as insurance of good behavior has been covered above, under Dr. Peyarje's entry. Freeing all the captive families, while likely a logistical nightmare, could provoke more scientists and technicians to dare to defect or desert, putting a serious crimp in Dragonstriker's progress and CEGA's future exo-weapon development work.

Its also possible that the main (or auxiliary) faculties for Dragonstriker are located on the moon, possibly even near Copernicus. In exchange for their help, or as a distraction, the PCs might be able to arrange to raid one of these bases with the help of the rebels. While they would be more heavily defended than a civilian city, the installations could probably still be handled by a group of competent PCs, especially JIS agents skilled in infiltration and raids. The PCs might even be able to find a way to steal one of the early prototypes, though the main Dragonstriker prototype would (by now) have been loaded aboard Kleb's flagship. The prototype probably wouldn't have all the gadgets of the Dragonstriker itself (no wide-angle beam cannons or nuclear missiles) but would probably have the CAT system and some other goodies of its own.

 **Project Methuselah**

Again, Methuselah doesn't have a direct connection to the action of the episode. This doesn't change the fact that the PCs (might) know about it, or at the very least, will have upset its smooth progress. And while the PCs might have lost the CEGA forces seeking to recapture Peyarje, there's no garuntee that Malachai and his men aren't still hot on their tail. What part Malachai and his Ronin servants play in the events on Luna will depend on just what his objectives are.

If the Bank's still looking to make Peyarje disappear in an apparent disaster, having him right in the middle of a revolution offers some wonderful opportunities. They could be trying to get the PCs killed in the fighting, with some help from Ronin agents if necessary. And with refugees shuttling aboard the Dreamer, an agent or two could no doubt slip aboard and take care of Peyarje. Even if they aren't seeking to get rid of Peyarje, the chaos of the revolutionary battles provides the perfect circumstances for the PCs to mysteriously disappear, as a warning to those that would cross the Bank or to cover up Methuselah.

Malachai and the Bank could also be helping the revolutionaries, seeking to weaken their CEGA "allies" (and acquire a new customer) by removing their convenient nearby source of natural



resources from their grasp. Not only does this give the Bank influence on the “ground floor” of a new customer/nation, but it means that CEGA must rely on the bank to prop up its weakened economy and pay shipping fees. An especially sinister scenario would be for the Bank to provide an advisor to the rebels: Malachai. Of course, the players know who he is and why he’s there, but can they afford to out him without losing Li’s trust or looking like they’re seeking to replace him?

The Bank could be seeking to encourage and then foil the rebellion for their own ends. After all, a rebellion would disrupt CEGA’s economy and spur a further build-up of military forces, giving the Bank a good way to increase its hold.

! Plot: Rebellion

The PCs provide the last piece of the machinery of Li’s revolution. With their arrival, after providing them with the fuel they need, he launches his armed uprising in the depths of Copernicus. Moving barricades outwards at carefully-regulated intervals, his troops and exo-suits advance through the dome, driving out the CEGA bureaucrats and policemen as they go. The few initial firefights go well for the rebels, and it takes several hours for Captain Ansevik to organize a response. Even then, though the rebels’ steady advance is slowed, and most engagements still go to the rebels.

About six hours into the fighting, give or take, things begin to turn. Ansevik manages to get her exo-suit forces into Copernicus, and their numbers mean bad things for the rebels. Catherine Glit starts an evacuation of refugees - those who no longer want to live under CEGA’s fist (and there are many, especially now that Li has shown his willingness to take action). The rebels lift as many to hastily-contracted merchant and passenger ships in lunar orbit as they can. Things become even more chaotic as the Selenties abandon their usual reserve and scramble to be one of the lucky ones and the rebels fall back before the CEGA forces. Organizing such a retreat is no easy task, and PCs with organizational or oratory skills could no doubt be of great help.

Of course, this is a rough outline. The players’ actions will affect the course of events in unpredictable ways. But the final outcome is relatively certain - CEGA will crush the resistance however it has to. Especially since the judgment-impaired Admiral Kleb is the one who responsibility would fall to if Ansevik failed. It might be best to think of this outline as what would happen if the players hadn’t intervened.

DesSources will, of course, take as many refugees as possible aboard the Dreamer. Ysa will probably want to help the rebels fight. Exactly what the players do is up to them, but they should be involved in the fighting or evacuation effort somehow. After all, it was their presence that provided the catalyst that started the rebellion. GMs that want to add a more personal edge to the rebellion could arrange for one of the PCs to befriend or even fall in love with one of the rebels. This could serve to either further highlight the cost of the rebellion, if the friend/love interest got killed in the fighting or disaster, or add a note of hope if (s)he managed to make it aboard the Dreamer or another ship.

! Plot: Copernicus Dome Disaster

Her holds crammed with refugees and CEGA ships starting to move in to reinforce their forces in the Copernicus dome, Aglaee DesSources sees no reason to wait any longer and orders the PCs back to the ship. Greatful for their help, despite the apparent setbacks, Li lets them go. He sends Catherine Glit with them at the last minute, against her wishes. As the PCs head for the spaceport, the rebels begin another counter-attack, slowly forcing the CEGA ground troops



back and taking the spaceport and ground-to-orbit weapons. Even the citizens who couldn't be evacuate help, pelting helpless CEGA infantry and marines with common (but heavy) household items. Things are obviously not going well for the CEGA troops.

In a panic, Ansevik orders the few warships under her command to open fire on Copernicus, fearing that the rebels could use the city's ground-to-orbit weapons to take away her space superiority, one of the few advantages she has left. Alternately, Kleb could step in and order the 4th Fleet to fire on the dome, in an attempt to eliminate the PCs, though this option is probably best used if the PCs managed to eliminate Ansevik. The ships' weapons shatter the armored dome and level the spaceport and orbital defense emplacements. Ismael Li's last words, relayed to his friends and helpers aboard the Dreamer, are My life for freedom!

Alternately, the rebellion could be crushed by setting off charges or blowing seals on the dome itself. If the charges/seals were operated from a secured control station, a desperate scramble to prevent Ansevik from setting off the charges could be an excellent end to the uprising, especially for action-heavy campaigns. This would be followed by a hasty retreat into space by the PCs and the other surviving members of the strike force (eg, Glit, Youssef) as the Dome opens to vacuum, killing rebel, civilian, and CEGA marine alike.

CEGA, of course, refuses to take the blame for the Dome disaster. Their first desperate response is to put the blame on the Jovian terrorists who abducted Peyarje, and later shift it to the extremist STRIKE organization. Reporter PCs can use Ansevik's (or Kleb's) actions as fodder for their own counter-attack against CEGA's propaganda. After all, the Dreamer presumably has recordings of Ansevik's ships opening fire on Copernicus and her orders.

! Plot: Solar Cross to the Rescue!

The deaths of millions of civilians and their rebel friends might seem like too much of a down point to end the episode on. Or the CEGA ships could maneuver to prevent the Dreamer from escaping, either because they know the PCs and Peyarje are aboard or to prevent word of the atrocity from leaking out. In either case, the Solar Cross provides a good plot device.

If the GM is looking for a way to lighten the end of the episode slightly, the PCs could overhear a radio broadcast from (or hear the report of a reporter aboard the vessel) a Solar Cross ship moving in to investigate. If the GM chooses to have CEGA ships attempt to stop the Dreamer, the Solar Cross ship (and its 500 kilometer cease-fire zone) could save the day, either by forcing the CEGA ships to stand down or by forcing them to choose between preventing the Dreamer's escape or attempting to cover up the Copernicus atrocity.

In either case, Captain Hannah Keflavik of the Amaterasu from Lightning Strike: Call to Arms is a good choice for the captain of the rescue vessel. (And a nice easter egg for long-time JC fans)
Timing and Objectives

Again, take your time with this adventure. Develop the rebellion and the rebels, especially Ismael Li. Emphasize the moon's restrained and industrious culture and the rampant poverty and utilitarian nature of the underground cities. If appropriate, show the corruption of the CEGA officials that oversee the colonies. The rebellion itself should be fast-paced and chaotic. Cut from scene to scene, without always making the transitions between them clear. Play up the initial hope and final despair of the rebels, the desperation of the refugees to find a better life, and the chaos of close-quarters fighting in the Lunar warrens.



The PCs' primary objective is, of course, to get the supplies they need and escape alive. Depending on their motivations and the subplots the GM chooses to throw at them, they could also be trying to help the rebels, rescue Peyarje's family, manufacture some advantage for themselves, or any number of other things.

► NEXT EPISODE

On the run again, the Beautiful Dreamer boosts away from the Moon with a cargo of desperate Selenite refugees filling its holds. The only course open to it is straight for Mars, with the CEGA 4th Fleet's 3rd Division again in hot pursuit. On the war-torn Red Planet, a seemingly peaceful layover will once again become a desperate struggle against impossible odds. Will our heroes ever find a respite from war?

► FILLER SUGGESTIONS

Again, the GM is confronted with the daunting prospect of a weeks-long haul through interplanetary space. This time, however, there is a much wider set of choices available for filler. With Garand's 3rd Division again in pursuit, pilot characters should frequently come face-to-face with their nemesis in desperate attempts to buy the Dreamer more time. A ploy involving a decoy drone and spare reaction mass tanks for the players' exo-armors and fighters could be used to lure the pursuit fleet onto a false vector. (As it was in the original Green Book Odyssey)

With a cargo of desperate Selenites crammed into its holds, the Dreamer will be facing serious strains on its life support systems and provisions. Rationing and seeking workarounds while providing medical aid to those wounded in the escape can provide a temporary, slower-paced relief from the fast encounters to date. The Selenites, suddenly seeing a world beyond the warrens of the moon, can also provide an interesting social encounter, giving the players a window into the minds of the least fortunate among their enemies. Consider, for example, the simple fact that many Selenites have never really seen the stars.

The Betrayl subplot from Episode #2 can again be put to use here. The GM has a wider variety of options and motives for the traitor, thanks to the Selenite refugees aboard the Dreamer. As mentioned above, Bank operatives could slip aboard and seek to punish or eliminate the PCs or Peyarje. Having to protect the refugees while taking out or discovering Ronin operatives would make for a tense or action-packed interlude.

► VEHICLES

This episode will probably mostly involve exo-suits and civilian vehicles. The Rebels will probably be using Sand Strikers and Sabertooths, while the CEGA forces will use Sabertooths and Minotaurs. Of course, most of the fighting will be conducted by infantry.

When I saw the newly 'Blitz!-ed' Northern Fire Support Squad I knew I had to paint the new Grizzlies, and I knew I had to do it right.

A PAINTING GUIDE FOR THE NOVA REDRIDERS

CLEANING: Most of the cleaning time was spent on the vents of the calves: first scraping off mold lines and then re-routing the vents with the back, unsharpened edge of an X-acto blade.

CONVERTING: I made some additional changes to the model, I wanted the right arm of the Grizzly to be fully extended and the HAC to be held as straight as possible. Therefore, I bent the manipulator into position, cut the forearm off at the elbow, and sanded down the rough bits. I also modified the crash bar behind the head of the Grizzly by cutting off the existing one and drilling two holes where the 'neck' meets the MRP brackets. I bent a short piece of brass wire to the desired shape, and superglued it in place.

BASING: Next, I wanted to mount the Grizzly on an appropriate base. The Grizzly, like the new Cobra, is a tight fit on the hex base packed in the box. Therefore I chose a round 40mm base.

Seeing as I chose a pose which has one of the treads of the Grizzly resting on a modelled stone, I wanted the rest of the base to represent a similarly craggy terrain. I looked through my box of stones (yes, I keep a box of interesting stones just for this reason), and chose one that had enough detail to look like more than a lump of clay. The stone didn't cover the whole base, so I tacked the stone to the base with some 'Green Stuff' two-part epoxy modelling putty. Using more putty and some aquarium pebbles for filler, I built up the rest of the base to the level of the stone. I smoothed the 'Green Stuff' to the shape I wanted with the back end of an old brush. The Grizzly was fastened to the base by the "Green Stuff" under the right tread, and by Super Glue under the left tread.

When the Green Stuff had dried, I painted some diluted white glue around the base, omitting some of the more interesting looking details. Then the base was dunked into a small container of ground ballast. On top of this, for an added detail, I superglued an OVNI recon drone.

Once the white glue dried, all the pieces were laid out in a box and primed with white spray paint in a well ventilated area.

Now to the actual PAINTING!

REMEMBER: Always add water or a medium to your acrylic model paint until it reaches a milky consistency.

The Nova Redriders are known for their use of desert camouflage, and having certain pieces of their armour painted Blood Red. I decided not to do a camouflage pattern, and instead chose a limited palette for the overall figure: dark brown, tawny, dark red, bright red, and silver. I also made the arbitrary decision to paint the main weapons in a gunmetal black scheme for clarity.

Details like the starburst would find their way onto a vibroblade scabbard, and the red and white banding from the art books would find its way onto the handholds and crash bars.

The base terrain was painted black and drybrushed according to the chart. I chose to paint some vegetation to the base as well in order to liven it up a bit and give a sense of scale. I chose a few grains of ballast from the vegetation area and painted them red to give the impression of flowering cacti.

Most of the painting can be explained by comparing the miniature to the colour chart. However, I'm rather pleased with the method I applied to the tank treads. They were painted black, then a mix of Dark Flesh and Codex Grey was dabbed on with the side of my size 1 brush. I highlighted the treads with some watered down Codex Grey before using a size 00 detail brush to edge the top and sides of each tread with the same colour lightened with white.

The Main Armour was all painted Snakebite Leather. From here, I use a much more subjective technique: I look at the armour in terms of individual facets, and paint dark to light gradients along them in accordance to how I imagine the surface would be lit. Once all the gradients are done, the edges are all highlighted. Again, this is to taste, but I generally go for a higher contrast than most painters would feel was necessary. To help you determine how to apply these gradients, I generally make the rule that any facet facing upwards will be lighter, and any facet facing downwards will receive a darker gradient, or none at all.

The Hazard Striping was done by painting the entire plate with Golden Yellow and highlighting it. Then the Black was watered down to the consistency of an ink, and the black stripes were carefully painted with the detail brush. The rivets on the calf plates were weathered by painting a thin wash of Snakebite Leather along them.

Weathering on the armour plates was done on the "butt plate" and the rear underside of the calves, where it seems most likely that stones, mud and dust would accumulate. The weathering was generally a wash of Scorched Brown with an additional wash of Black. Paint chips were added to the edges by painting short streaks along the edges, and then highlighting those with White.

AURORA: THE SILHOUETTE MAGAZINE

HACS-02HG/MPS GRIZZLY

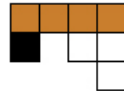


PAINT COLOUR CHART

The colours are blocked from left to right in the order of their application with the exception of the ARMOUR MAIN, for which Snakebite Leather was applied as the flat, and the Snakebite/Black mix was painted later. Mixed colours appear as stacked boxes.

ARMOUR MAIN

SNAKEBITE LEATHER / BLACK / WHITE



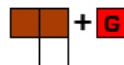
ARMOUR SHOULDERS + FEET

SCORCHED BROWN / WHITE



ARMOUR SMALL PLATES

DARK FLESH / WHITE / BLOOD RED GLAZE



ARMOUR DARK RED

SCORCHED BROWN / DARK FLESH / BLOOD RED



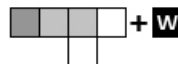
HAZARD YELLOW

GOLDEN YELLOW / WHITE / BLOOD RED



NON-METAL-METALLICS

CODEX GREY / FORTRESS GREY / WHITE / CONTROLLED BLACK WASH



TANK TREADS

CODEX GREY / DARK FLESH / WHITE



AMMUNITION BOX

BUBONIC BROWN / WHITE



BASE - ROCKS + EARTH

BLACK / SCORCHED BROWN / WHITE / DARK FLESH / BUBONIC BROWN



BASE - VEGETATION

BLACK / CATACHAN GREEN / CAMMO GREEN / BAD MOON YELLOW / SNAKEBITE LEATHER WASH



Painting and Photos by Greg Perkins

Core Injections are meant as supplements to the existing set of rules and expansions; an addition of material to enhance game play. For the most part, these rules can be used piecemeal at will; that is, one does not depend on the other in order to function correctly. What rules to include also greatly depends on what RDL level being used, and also the tone of the campaign. Whether you call it variant rules, alternate rules or house rules, lay some down and expand your campaign to its fullest.

Skills, Complexity, And Resolution

Skill Levels are a measure of one's expertise in a particular field, while Complexity Ranks measure the breadth of one's knowledge of the field. Some people will find themselves an expert in a narrow range (high Skill, low CPX), while others are mildly familiar across a wide gamut (low Skill, high CPX). The best of the best have both high Skill and high CPX. How these two distinctions interact with each other depends on the task at hand.

As stated in SilCore, certain tasks may have a Complexity level associated with them. Note that the Complexity rating can represent various things, depending on the task, be it esoteric knowledge (secret martial arts techniques), advanced theory (quartic four-dimensional calculus), superior understanding and training to handle a type of vehicle (flying the prototype MX-32) or tool, adapting to an unfamiliar set of controls, etc. When performing a Skill Test:

Characters who do not possess a skill CPX rating that matches the Complexity rating of the task suffer a -1 penalty to their rolls for each point of CPX below the required rating.

In the opposite case where a character's CPX rating is above the base Complexity of the task, the character receives a +1 bonus to their roll. This is the maximum bonus; extra knowledge can only make tasks so much easier.

A character attempting a task for which they do not have enough CPX, but who possess an appropriate Specialization, may 'trade in' their specialization bonus of one die for a +1 to their effective CPX in that skill, as to roll with no bonuses or penalties.

Additionally, Skill Specializations model an increase of character skill in a narrow range. Thus, Specializations grant the character an extra die, effectively acting as though their skill level was one level higher than normal. (This replaces the regular straight-up +1 bonus in SilCore for skill Specializations)

Multiple Actions And Ranged Attacks

AUTOMATIC WEAPONS

Most modern ranged weapons (magazine fed firearms, for example) are capable of recycling quickly for multiple attacks, allowing a character to easily fire with each pull of the trigger. The rules presented in SilCore govern this kind of weapon: each pull of the trigger counts as an action, with multiple action penalties applying normally.

HANDY WEAPONS

The next class of weapons are certain muscle-powered weapons, such as bows or throwing knives, that are capable of being fired rapidly, albeit not quite as easily. These weapons require some easy action to 'reload': arrows are grabbed from a quiver and nocked, knives are grabbed from a belt, shuriken are shifted from one hand to the other and thrown, etc. To ready these weapons takes a Simple action.

Starting with a weapon at the ready, a character could fire, ready, and fire, for a total penalty of -1 (two actions, one simple action). To continue the same volume of fire the following turn, they would need to ready, fire, ready, fire, for a total penalty of -2 (two actions, two simple actions). Alternating taking one shot and two shots per round keeps the penalties always at -1, and thus represents an excellent progression of, say, an archer, beginning with one shot per turn (10 shots per minute, the rate of a competent English longbowman) onto three every two, onto two shots every turn (20 shots per minute, the elite bowman).

SINGLE-SHOT RELOADABLE

Easily reloadable weapons (light crossbows, simple bolt-action rifles, break open shotguns) require a Standard action to reload. If the character wants to perform another action in the same round they reload, they may make an Agility test versus a threshold of 3; if they do not succeed the reload was fumbled and must be commenced anew. If the user wishes to rush-reload, they may make an Agility test versus a threshold of 5, where success indicates the reload only takes a Simple action.



Jones in Action

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More involved reloading weapons (heavier crossbows, must disassemble part of the gun to reload) require two or more Standard actions to reload. These actions are assumed to occur over successive rounds -- in any round the character performs more than one Standard action while reloading they must make an Agility test versus a threshold of 3 or the reloading is disrupted and they must start over. This includes performing more than one of the required reload actions in a single turn; for each additional reload action crammed into one turn, increase the threshold by two. Thus, two actions would equal a threshold of 3, three actions equals a threshold of 5, four actions equals a threshold of 7, and so on. Fumble during these tests could indicate dropped ammunition, or worse...

Called Shots, Aiming and Scopes

CALLED SHOTS

Sometimes just hitting the target is not good enough. Sometimes it is imperative to drop the target in one shot, aim for an unprotected spot, or even disable rather than harm. Whatever the necessity, called shots add flexibility in tactical situations.

To call a shot against a specific small target or body shot requires a simple action, and imposes a -1 penalty to the shooter's defence rolls for the round. Making multiple called shots during the turn still requires the use of only a single simple action, but each additional aimed shot adds a cumulative -1 modifier to defence rolls for the turn (as the character moves less to line up their shots).

The penalties for firing a called shot are based on the size of the target being attacked. The penalty is applied by removing dice from the Skill test made to hit the target, as per the SilCore "Aiming" rules: subtract one die for a called shot to a torso-sized target, subtract two dice for a limb-sized target, subtract three dice for a head-sized target, and subtract four dice for an extremity-sized target.

The player rolls the remaining number of dice, however, roll an extra die (of a different colour) as well. Compare the result to the following:

If the dice without the extra die indicates a hit (ie beat the target's defence), then the called shot was a success, and the intended/called target location was hit.

If the 'extra' die brings the result to a level to indicate a hit, then the target is struck as per a normal shot (ie, not a specific location).

If the results of all dice do not indicate a hit, then the shot is indeed a miss.

AIMING AND SCOPES

SilCore Section 3.4.2 provides the rules for aiming. In order to aim a character must remain still -- they become a stationary object and as such their defence is automatically considered a 1.

Scopes are also available to help make long-ranged shots possible. A character must aim, as above, in order to use a scope. Acquiring a target through a scope is not always a simple task; in the middle of combat, a GM may ask a character to spend a turn to find the target in the scope with a successful Small Arms test, using the PER attribute. Once acquired, the character may benefit from the scope's bonus along with any aiming bonuses.

Every scope has a 'power' rating, listed in terms of x. The range to the target is divided by the power of the scope to get the 'effective' range used to determine the range penalty for the shot. A target 150m away on a weapon with a 3x scope would effectively be only 50m away for the range penalty.

However, scopes have a minimum (real) range before they become effective. Multiply the power of the scope by 10 to determine the minimum range, in metres.

While focused aiming through a scope a character also suffers a 2 die penalty to notice anything happening around them.

Cover and Concealment

COVER

A target is under cover if a solid object is hiding a portion of their body. This has the effect of reducing the target size considerably. To fire at a character under cover follows rules similar to Called Shots, detailed above. In fact, the character may elect to fire a Called Shot against the target, which provides the best chance of striking the target.

If a character chooses to not take a Called Shot against the visible portions of the target, then their penalty for attacking the target is one die worse than as if they had made a Called Shot (thus if only the target's head was visible, the penalty would be at minus four dice, however, the attacker would suffer no defence penalty). For a case of a non-Called Shot against a target who is half-hidden (torso, head and arms visible, for example) the penalty is minus one die.

Whether the shot against the target in Cover is made as a Called Shot or not (suffering the worse penalty), the same procedure is followed as with a Called Shot, that is, adding an 'extra' die to the roll. Unlike a regular Called Shot, however, if the target is hit with the 'extra' die, this indicates the shot

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hit the Cover. Depending on the type of cover, the shot may blow through and still manage to injure the character behind it, and the GM may check to see if this occurs. Characters are advised to choose their Cover wisely.

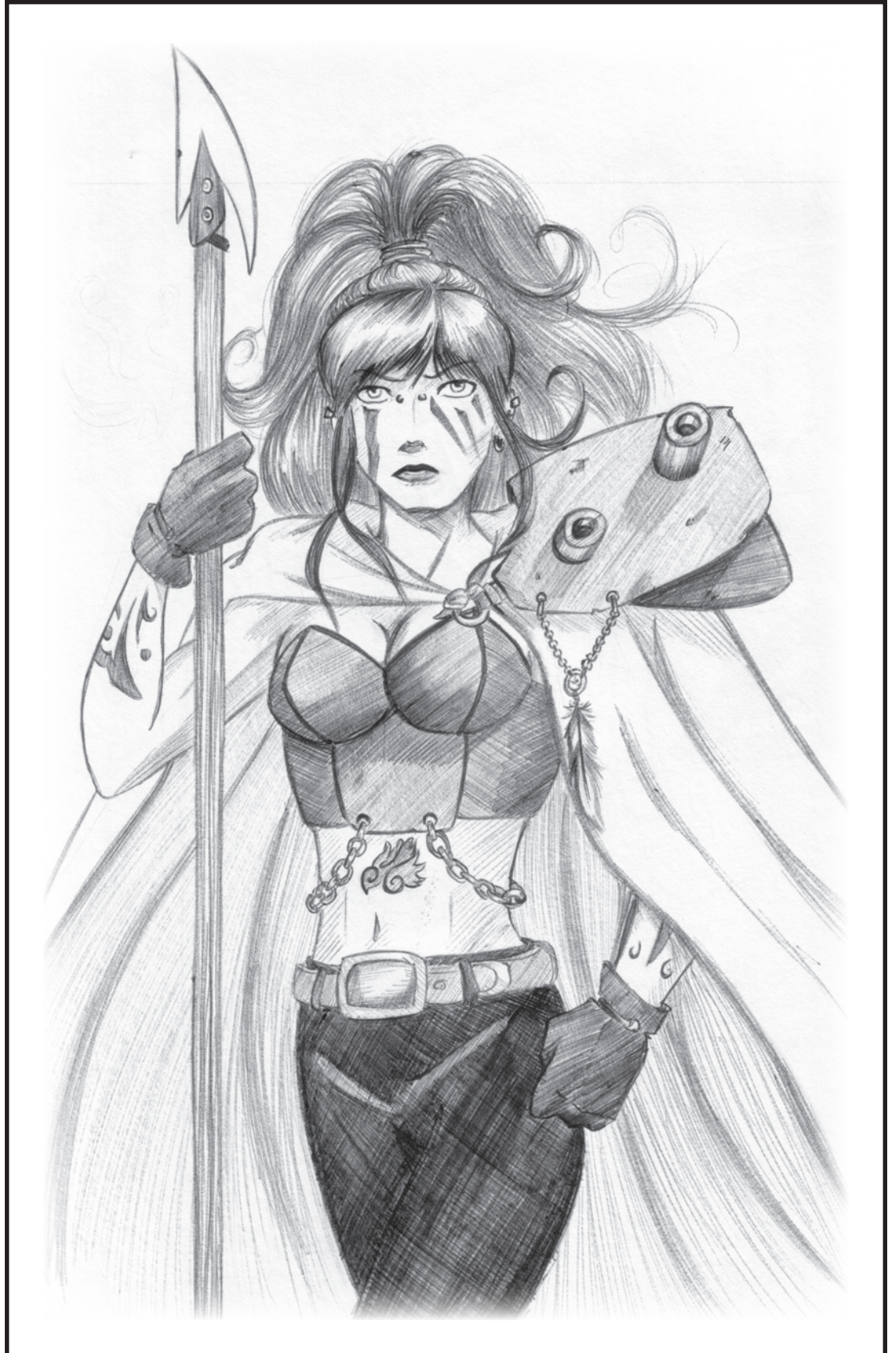
CONCEALMENT

Concealment, unlike cover, does not present any physical protection to a target, but instead corresponds to obscurement that makes the target harder to pick out or see. Concealment is generally useful only in situations where most of the body is concealed, such as smoke, in the dark, hiding completely behind foliage (that still allows some view through, else it would be a blind shot), shoji screens, etc. In these cases, the defender is granted a bonus to their defence rolls.

If the visibility to a target is reduced by quarter, add one die to the target's defence roll, one-half visibility adds two dice, three-quarter reduction adds three dice, and full Concealment forces the attacker to fire blind (GM call or the defender may roll twice with three extra dice, and take the better of the two results).



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WARRIOR OF THE FALLEN
BETH PORTER





“Breaking news tonight! A bomb was set off near Tyco on Luna. This latest tragedy, hard on the heels of the bombings in the Orbital Colonies and on Earth in recent weeks, highlights what seems to be a growing wave of terrorism. For more information, we turn now to our resident expert...”

“Turn that thing off, Shuyun,” muttered Lieutenant Wynona Wilkerson. The two exo pilots were relaxing in the ready room when the news came on. Lieutenant Shuyun Li, USNG, was closest to the remote and with a groan of effort he sat up and turned off the viewer.

“I don’t know when I’ve been this exhausted,” he complained. “Two hops a day for the last two weeks is grinding me down.”

“Yeah, well, tell it to the bad guys. Pirate attacks are up, and we’re the thin blue line between the merchies and the nasties. That’s why we get the big creds,” retorted Wynona, a lithesome brunette with piercing green eyes.

“Where’s our backup, Wy? Where’s Templar? It’s a miracle we’ve not lost anyone yet.”

Wynona groaned. “Do I look like an admiral? Crap on toast, man, get a grip!” She was standing, her fists balled up. “Sheesh! You’re whiny today. Still worried about your sister?” she responded, softening her tone as she did. She crossed the room and sat down next to Shuyun.

He sighed. “Yeah. Ever since I got word of the bombing at her prison, I’ve been desperate to find out how she is, but all my queries have been ignored by the officials. I just want to know she’s alright.”

“I’m sure she is, Sport.” Wy put an arm around Li’s shoulders. Tell you what. Come with me to the exercise room. We’ll work off some of that tension!” Reluctantly, Li agreed, and eventually hauled himself upright and followed his comrade down the hallway.

.....

The Resolute, a Jovian Intrepid transport in USNG service, had been on extended patrol for a month since Shuyun’s transfer from Templar, the UNSG flagship. After more than two weeks of constant skirmishing with pirates and raiders, a task for which the Intrepids are not particularly suited, the crew was on the breaking edge and tensions were running high. Desperately in need of rest and refit, the crew of the Resolute was doing their best to live up their ship’s name.

Wynona’s Syreen and Shu’s Wyvern were often paired together for patrols. Resolute also carried a pair of Lancers, one Wraith, and three Defenders. A hodge-podge mix that worked only because of the dedication of the crews and the relatively poor quality of the pirates they had been fighting. Once again on patrol together, Wy and Shu were near the edge of an asteroid field when the distress call in.

“Alright, you two, we’ve got a call from the Nestor. Go check it out, and we’ll get the Lancers out to back you up shortly.” Captain Anvari liked to direct things himself which often had his Operations Officer fuming.

“Roger that, Resolute. We’re on our way,” replied Wy as the pair fired up their thrusters. “Shu, Nestor is on the outer edge of our reach, so we’re going to have to use maximum burn to get there in time.”

Racing through the asteroids, snatches of comm traffic were picked up by their radios.

“Damn, that Bael is...”

“...get around...”

“There goes...”

“A Bael? That’s Mercurian.” thought Shuyun. “What are they doing out here?”

Getting close enough so that the combatants were showing up on their scanners, the two could see that the Nestor, an Inari merchant ship, was being defended by a Mercurian Bael. Both the exo and the ship were broadcasting Merchant Guild transponder codes. They were beset by a swarm of exos, mostly ancient Apollos with what looked to be an Explorer in command.

“Attention, Unknown Aggressors! This is the USN Guard. Stand down or be destroyed!” Wynona always said that with relish. Shuyun usually let her do the warnings. It seemed to be her favorite part of bashing Rats.

“Back off, Guard! This has nothing to do with you,” a female voice replied. Shuyun perked up. “Why does that voice sound familiar?” he wondered.

“We have registered a distress call. Under USN Resolution blah, blah, blah that means we get to blow you up. Die, Rat scum!” Wynona really liked that part.

AURORA: THE SILHOUETTE MAGAZINE IN THE THICK OF THINGS

Something about that voice nagged at Shuyun, but he couldn't focus on it as a pair of Apollos split off to engage him. Two more were also closing on Wy, while the remaining Apollo and that Explorer kept the Bael occupied.

Shuyun blasted one of the Apollos with his bazooka, but the other took the opportunity to hit him in the shoulder with a laser. Immediately, warning lights began flashing in Li's cockpit. Shuyun went to blast the other one, but the arm wouldn't respond. Another hit from the Apollo's laser caused more lights to blink.

Chagrined at being taken down by an Apollo, Li fired the thrusters on maximum as his opponent swooped by. Caught off guard by his charge, the pirate's volley of fire missed widely. The pirate was also evidently distracted as he didn't immediately maneuver while Shuyun closed the distance. A wild laser shot glanced off the head of Li's Wyvern, causing his comms to go dead, but he returned the favor by punching the Apollo in the chest with the Wyvern's good arm. With the added oomph of his thrusters behind him, Li's fist penetrated the Apollo's armor. He squeezed and ripped out a handful of wiring, components and possibly the pirate's leg.

Finally able to catch his breath, Li flipped over to the backup comm unit, and was rewarded with the sound of the Lancer pilots checking in as they began their attack run.

Both the Bael and Wy's Syreen had been successful in their fights, and the pirate Explorer and two remaining Apollos began to thrust out of the fight as fast as they could. Li knew his Wyvern was in no shape for another fight, so he left the fleeing pirates to the incoming fighters.

A volley of missiles took down the Apollos and damaged the fleeing Explorer, but it was heading deeper into the asteroids and was able to lose the less-maneuverable fighters.

"OK, Nestor, you're all clear. What are you doing in this part of the belt?" asked Shuyun.

"Thanks for the assist, Guard. We'll be on our way," responded the merchant ship as the Bael, battered but intact landed in the ship's hangar.

"Um...you're welcome. Would you like an escort?" Shuyun had noticed that the merchant was ignoring his questions.

"We're fine. The escort is not necessary. Good hunting."

As the merchant ship thrust away from the two Guard exos, Shuyun noticed it was heading on a tangent to the fleeing Explorer's path.

"What's going on here," he asked Wynona as they turned to return to the Resolute. He shared his observation with her.

"I don't know, but we're in no shape to find out right now. Let's head back to the barn."

As the fighters formed up with the battered exos, Li thought, "I know that voice. Why did it sound so familiar?"

That thought would continue to plague Lieutenant Shuyun Li for some time to come.

.....

"You called for help from the Guard? What were you thinking?"

"I thought it better that we appear as normal merchant shipping, and those pirates were giving us a hard time."

"Did they suspect anything?"

"No. We got away clean."

UNITED SOLAR NATIONS



GUARD

Not every unit shows up to fight in good repair and with a full tank of gas. Without proper care, complicated machines like gears and tanks can lose their edge or, worse, fall apart in combat.

Simulating Wear and Tear on Terra Novan War Machines

While most Polar military units have the resources required to keep their units in top condition, not every fighting force is so lucky. With a number of technicians performing maintenance and a steady supply of quality fuel and ammunition the gears and tanks fielded by the Polar forces are unlikely to break down or fall apart in the heat of battle. Independent factions, like Badlands Rovers, possess forces cobbled together from salvage or cast-off obsolete vehicles that are just as likely to fall apart as perform properly. Likewise, Polar units on the front lines may find themselves cut off from supply and unable to perform regular maintenance.

These flaws can be taken by any vehicle to simulate the hazards of fielding old or improperly cared for equipment. A vehicle may take any combination of flaws it is eligible for, but a combat group may not reduce its total TV cost to less than half its base TV cost with flaws.

> Engine Problems: The vehicle loses 1 MP at combat speed and 2 MP at top speed. This flaw can be applied once to each movement type a vehicle possesses for -5 TV each.

> Patchwork Armor: The vehicle's armor is composed of numerous makeshift bolt-on plates that are likely to fall apart after taking a hit. The vehicle loses twice as many armor points as normal when damaged (-2 for light damage, -4 for heavy damage, and -6 for critical damage). This costs -15TV.

> Metal Fatigue: The vehicle becomes fragile (loses its critical damage box). This costs -15TV. Vehicles which are already fragile can not take this flaw.

> Low Quality Ammunition: Attack rolls are treated as if they were 1 point lower for the purposes of ammunition tracking (IE if the roll is a 3 it is treated as if it were a 2). On a fumble the weapon jams and can not be cleared without an armorer (the weapon can not be used again this battle). This flaw can be applied once to each weapon the vehicle possesses for -10 TV each.

> Bad shocks: The vehicle acquires the Poor Off-Road Ability flaw. Vehicles that already have the Poor Off-Road Ability flaw or the Improved Off-Road Ability perk can not take this flaw. This costs -10TV.

> Partial Repair: The vehicle begins the battle with light damage. Note that if the vehicle has a sturdy box, this is crossed off instead of the light damage box. This costs -20TV.

> Electronics Glitch: The vehicle decreases the rating of its sensors, comms, autodetect, or autocomms by one. This flaw can be applied once to each system for -5TV per defective system.

> Bad Gearbox: The vehicle can only switch between movement types while stationary. Only vehicles with more than one type of movement system can take this flaw. This costs -10TV.

> Faulty Turret Mechanism: The vehicle's turret is locked in place. Change facing of a turret mounted weapon from T to F for -10TV or FF for -15.TV. Only vehicles with turrets can take this flaw.

> Gyro Trouble: The vehicle acquires the Unstable flaw. This costs -5TV.

> Jury-rigged Controls: The vehicle loses one action. Only vehicles with more than one action may take this flaw. This costs -15TV.

> Dirty Fuel: The vehicle acquires the Traceable Emissions flaw at rating 1. If the vehicle already has the Traceable Emissions flaw, increase its rating by 1. This costs -10TV.

> Runs Hot: The vehicle acquires the Overheating flaw. Vehicles that already have the Overheating flaw can not take this flaw. This costs -10TV.

> Bad Fuel Pump: The vehicle acquires the Random Shutdown flaw at rating 1. If the vehicle already has the Random Shutdown flaw, increase its rating by 1. This costs -10TV.

> Bare Metal: The vehicle's chassis has spots of highly reflective bare metal, making it easier to spot. Treat the vehicle as though it had the Large Sensor Profile flaw at rating 1. If the vehicle already has the Large Sensor Profile flaw, increase its rating by 1. This costs -5TV. If this flaw is applied to a vehicle with the Stealth perk, the Stealth perk is removed and replaced with Large Sensor Profile 1. This costs -5TV.

> Oil Leak: The vehicle takes light damage and generates an AE2 smoke screen (as per the Smoke Launcher perk) centered on the unit every time it goes to top speed and at the beginning of each turn it remains at top speed. This costs -10TV.

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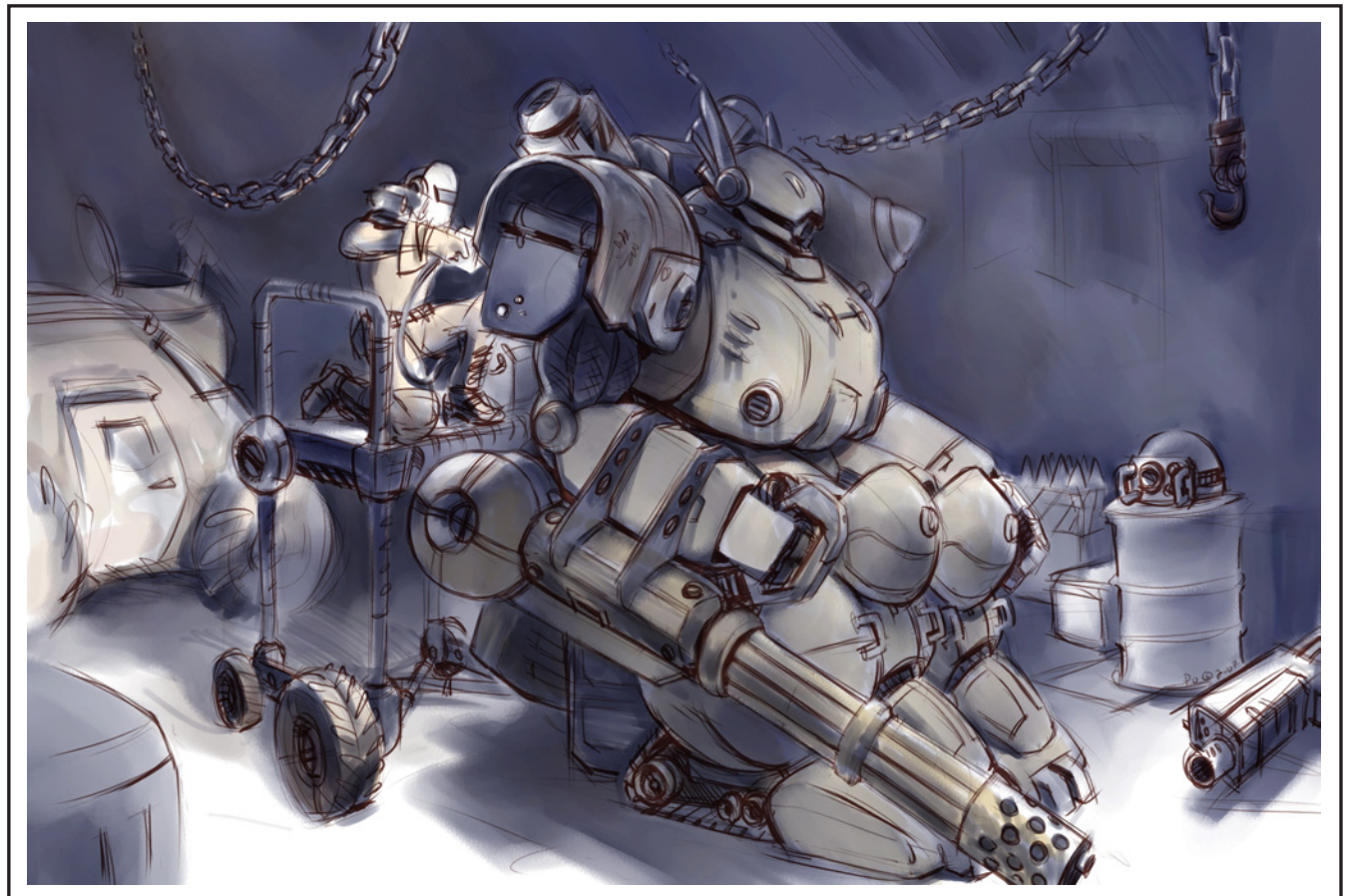
GRINDING GEARS

> Missing Arm: One of the vehicle's manipulator arms is missing or damaged. The vehicle can not scale cliffs or reload. Switching between handheld weapons (like autocannons, vibroblades, and hand grenades) takes one action. Only gears with two manipulator arms may take this flaw. This costs -10TV.

Examples:

Norman wants to field a rogue Northern Guard squad that's been on the run for weeks with no resupply or maintenance. To simulate the wear and tear on the unit's gears (four Hunters and a Headhunter, in this case), Norman selects some flaws. The Headhunter's delicate electronics have taken a beating, so takes the Electronics Glitch flaw and applies it to the Headhunter's comm rating (-5TV). One of the Hunters got some white sand in its SMS and has trouble changing movement modes, so Norman takes the Bad Gearbox flaw (-10TV). Another Hunter's oil tank has sprung a leak and is dripping oil onto its engine so Norman takes the Oil Leak flaw (-10TV). In total, Norman has reduced the total cost of his unit by 25 TV (-5 for the Electronics Glitch, -10 for the Bad Gearbox, and -10 for the Oil Leak) and now has the banged up rough and tumble unit he was looking for.

Marvin is running the MILICIA unit Norman was supposed to hunt before he went rogue. The MILICIA's four Jaegers are in good working order, but the cadre leader's Spitting Cobra is in rough shape. Since the MILICIA has had a hard time repairing the more sophisticated gear in the field, Marvin decides to give it some flaws. First he takes the Partial Repair flaw for -20TV. Next he decides that the Spit is running on low grade fuel, so he takes the Dirty Fuel flaw for -10TV. Lastly, he decides that the MILICIA hasn't been able to requisition any decent paint and large portion of the Spit's chassis is just bare metal. He takes the Bare Metal flaw for -5TV, reducing the total cost of his unit by 35 TV (-20 for Partial Repair, -10 for Dirty Fuel, and -5 for Bare Metal). Marvin better hope Norman spends some more time in the desert before he finds him!



Paul O'Connell: Spitting Cobra



From the rules monkey...

OFFICIAL-DP9

Official Rules for Heavy Gear Blitz!

The following rules are official updates and reprinted from the Army books.

Clarification on Transports:

While it was not explicitly stated in the Blitz Rules, a Transport may embark any Unit(s) it can transport with the same Action cost as disembarking them.

Addendum to Drones:

Drones touching their Master Unit may be transported by the Master Unit. In this case, the Drone simply moves with the Unit until such time as it is undocked. Place the Drone on the unit or the Unit's base. One action is required to dock or undock the Drone. This may be paid for by the Drone or the Master Unit. Units using the Airdroppable option will start with their Drones docked. Docked drones will be destroyed if their Master Unit is Destroyed.

All drones start off on the same elevation level as their master Unit and may start docked. Drones do not count as Units destroyed for Morale purposes, but do count for Multiple Attacker Penalty.

Units Leaving the Battlefield:

Any Unit that leaves the Battlefield (tabletop) during the course of the game is considered destroyed for purposes of Victory Points, unless it leaves as part of a scenario. Any Hoppers that go above 30 inches are assumed to have left the battlefield.

Clarification on Slow Burn: In order for a weapon with Slow Burn to continue to cause damage, it must have dealt at least a Light Damage (before Sturdy boxes) on the initial attack.

Notes regarding Weak Facing (Underside):

This variant of the Flaw applies when being fired upon from a Unit on a lower elevation level than the Vehicle with this flaw. If a Unit with this Flaw uses Jump Jets, any shots fired at the vehicle with this Flaw during Jump Jet Movement from a level equal to or lower than the highest point traversed will count as hitting the underside.

Optional Rules for Heavy Gear Blitz!

These optional rules were originally printed in the army books and may only be used if all players agree beforehand. If used in Tournaments, all optional rules should be presented in all promotional material, so players understand which rules are being used before signing up and/or building their forces.

Kodiaks and Morale:

The Kodiak is renowned for its morale boosting effect on the troops. As a result, any Combat Group that has a Unit within Autodetection Range of a Kodiak may ignore the first morale token received while within range of the Kodiak. This effect applies only once per Combat Group per game and does not apply to the Kodiak's own Unit. The downside of this is the Kodiak's destruction gives two tokens to any Combat Group within 10" other than the Kodiak's own Combat Group instead of the usual one token.

Area Effect and Height:

Weapons with Area Effect can occasionally hit Units on vastly different elevations or even Hoppers flying far above the battlefield. If all players agree, weapons with the Area Effect trait cause a spherical blast starting at the point of impact. Players must use common sense when determining point of impact and it is generally best to discuss any house rules regarding this with your group.

Solid Cover and LoS:

If all players agree, Solid Cover such as Hills and Bunkers may block all forms of LoS and Active Sensor attempts if the entirety of the miniature is hidden. As such, a Unit may not shoot, Forward observe or gain an active sensor lock on a model wholly hidden by solid cover. If the Miniature is not wholly hidden, it may be detected as per the normal rules for Detection and Active Detection.

TEST DRIVE

AURORA: THE SILHOUETTE MAGAZINE MESSAGES FROM THE POD

Test Drive Rules for Heavy Gear Blitz!

The following are rules we're looking at making official and including in future books or updates. They are currently entirely optional, but we would encourage you to try them out in your games and let us know what you think!

Anti-Personnel Charges:

Now have a Range of 3 inches and will automatically be fired at any enemy Infantry Unit within this Range.

Increased Placement Thresholds:

The Indirect Fire Threshold is now 5 plus normal modifiers including cover and concealment.

Variable Indirect Fire Scatter Distance:

Scatter is now 1d6 plus MoF in inches. If MoF is zero, it is just 1d6. Artillery will roll 2d6 as per skill rolls and add MoF plus one. Thus a MoF 3 would scatter 1d6+3 if normal Indirect fire and 2d6, taking highest and adding 4 if Artillery.

Determining Direction of Scatter:

Rather than the method in the Rulebook, roll a Blitz Die. The Blast will scatter in the direction of the arrow on the die facing (point of shield for Hull Down)

Stealth:

At Night or when the Unit has one point or more of Concealment from other sources, the rating of Stealth is added to the Total Concealment Score for Detection purposes only. It does not apply if any Unit has an unobstructed LoS to the Stealth Unit, as Stealth does not make things invisible.

Airstrikes and Artillery:

As per rules, but the time from the Comms test to arrival is now based on the MoS of the Comms roll. Compare the MoS to the chart below. If there is no ECM, assume the Threshold is 1. As before, arrival will occur during the miscellaneous phase. If an Airstrike is driven off, it can try again in 2 Turns.

| MoS | TURNS TILL ARRIVAL |
|-----------|--------------------|
| 2 or less | 3 |
| 3 | 2 |
| 4+ | Next turn |

Additional Infantry Options:

The following options are now available to all infantry. The term formation refers to whatever Squad/section/Team/etc is listed within your Field Guide.

Riding Beasts: Any Infantry formation allowed ATVs may take Riding Beasts for the same cost. Riding Beasts function exactly like ATVs, but have a movement of Walk 6/12 and a Size of 4 per base or 6 per Squad, however they may not be made into paratroopers (ie may not gain the Airdroppable perk in any way).

Off-Road Vehicles: Any Infantry formation allowed to take ATVs or an APC may instead take Off-Road Vehicles. This costs +10 TV if 3 or more bases and +5 TV if 2 or less. ORVs function like ATVs, but add 2 to any existing Infantry Armor rating and may fire Heavy Weapons at Top Speed with a -3 Attack Modifier. ORVs do not count as infantry when attacked by non-AI weapons.

Portable AGM: If an Infantry Formation has the option to take Rocket Launchers, it may add a portable AGM as one of the Heavy Weapon Options. The AGM counts as a normal AGM in all respects and as a Heavy Weapon. It costs +20 TV to upgrade a Rocket Launcher to an AGM.

It's Coming...



AURORA: THE SILHOUETTE MAGAZINE

SUBMISSION GUIDELINES

Article Guidelines

The Aurora Magazine focuses on the worlds created by Dream Pod 9. As such, we are primarily interested in, but not limited to, articles dealing with SilCore and Blitz rules (variants, additions, explorations of the rules) and on fiction, mechanized designs, equipment and the like that draw on established DP9 universes. This does not mean, however, that articles that are generic in nature or that do not deal with unique or original material, only that the focus is on exploring Silhouette and it's attendant universes.

Any article that is a promotion piece for another product, be it an excerpt or a lead-in to another product, must be clearly defined as such within the article body.

No articles will be accepted that use another's Intellectual Property or Copyrighted material without an included signed permission to use said material.

Fiction may be a one-off or serial based, as desired. Please note that long works of fiction may be split into multiple pieces over multiple issues for length reasons; if you are writing a long story it is best to indicate breaks in the story (chapters, for example) that allow us to chose the best point to split the story, if necessary. In keeping with the nature of the magazine we ask that fiction be accompanied by Silhouette CORE or Blitz! rules detail of some kind, be it stats for characters or equipment in the story, game scenarios, mechanized designs, new rules or explanations of how to simulate aspects of the story using the Silhouette/Blitz rules. This is not a hard requirement, and you may request that another contributor be asked to create the rules support based on your story.

Aurora is also looking for original artwork. Art may be used to accompany the article and/or for the cover of the APA. Please see below for copyright information regarding images.

Submission Guidelines

All work for Aurora should be submitted in an .rtf (Rich Text Format) file. The text within should be in Arial 10pt font, and single-spaced. Hard returns should be used only to separate paragraphs (with a double hard return) or with bullet points and list items. Do not indent paragraphs. You may use italics, boldface or bullets where deemed necessary.

Tables may be included in the submission. Preferably, tables should be created with minimal lines between cells, instead using background colour and/or cell spacing for clarity. Tables may also be included in courier-font/fixed-formatting. Identify these kind of tables with the following: <<<Table>>>

The article's title should be clearly noted at the beginning of the file, followed by a short (less than 75 words) introductory text. This introductory text can either be a synopsis, a quote, story, etc. It will be used at the beginning of the article to 'set the stage'.

The file should end with the Author's name(s), contact information (if desired) and a short bio (optional). This information will be placed on a Contributing Author's page in the magazine.

Please spell check and proofread your article. English or American spellings may be used as desired.

Photos, drawings or images should be accompanied by photo credits as well as a brief description/caption for each photo (optional). Indicate within your article where the images are to be included like so: <<<Image_Filename.ext>>>. Images should be sent at a maximum of 150dpi for greyscale or colour images, 300dpi for black & white images (1-bit). Given the size of a page, images should be no larger than 7 by 7 inches (18 by 18 cm). If we need a higher resolution image, we will contact you. Images should be compressed with an appropriate method; please check the quality of your images before sending. If by including images the submission would grow over 2 megabytes in size, please place the images on an Internet-accessible server where we will download them (don't forget to tell us where they are located).

Copyright Guidelines

Quotes or information that are attributable to other sources are permissible in appropriate quantities, and should be identified/cited (including page numbers), preferably within the article. Be sure that each quote is written exactly as it appears in the original source.

If you wish to include photos/drawings/images with your article, please provide the photo credits (artist/photographer/illustrator and subject if applicable). You may only submit images for which you have obtained permission to include in your article.

All articles and images used by Aurora remain in the copyright of the original submitters. You, as the author, must consent to release the article for publication by Aurora, with the knowledge that Aurora will not provide any compensation other than what has been listed above, and that Aurora, as an online magazine, will be downloaded by third-parties in a PDF format. All work for Aurora is volunteer-based. Should DP9 decide at a later time to compile and sell articles within a contract will be negotiated with the author at that time.

The End Print

Please send all submissions to the following email address:

auroramag@gmail.com

Thank you everyone for your interest, and we look forward to seeing your submissions soon!

Deadline for Submissions for Issue #4: June 14th

AURORA: THE SILHOUETTE MAGAZINE

ARTICLE SUGGESTIONS

Historical Articles

Under this broad category are pieces meant primarily for illuminating or detailing something within the game universe. This can be truly historical in nature (describing history), detailing a region, the language, customs, architecture, technical systems, corporations, social structure, music, and more, to name a few. Articles may either be written from a neutral point of view (impartial observer from above) or written 'in character', that is, in the manner such information may be presented if it were available in the game world. See the Historical Accuracy note, below (especially important for this category).

Fiction

Any story (narrative with characters) that takes place within the established DP9 game worlds falls under this category. See the Historical Accuracy note, below, and also see the submission guidelines for further requirements.

Modules

Also known as adventures, a written collection of plot, character, and location details used by the gamemaster to manage the plot or story in the DP9 RPGs. All manner of modules are open for submission, from espionage to social to military to a combination of all three. Module submissions must be detailed enough for the GM to run the entire adventure, including descriptions and dispositions (where applicable) of major NPCs, locations, accessories and story/plot. See the Historical Accuracy note, below.

Scenarios

These are the tactical equivalent of modules, an encounter between two (or more) factions set up for combat. A complete scenario will detail the background of the encounter (the why), the forces engaged (the who – what physical units at a minimum, regiment and designations to go the full way), the map and terrain (the where) the victory conditions (the how) and any special rules or conditions (the what). Scenarios should be designed to be balanced for each side, either via the types/numbers of units or through special circumstances or conditions. If the scenario is not balanced this must be mentioned in the background. See the Historical Accuracy note, below.

Designs

New mechanical designs/vehicles/ships for use in the DP9 worlds. Designs must be legal and use either the latest SilCore rules (including all errata and the FAQ) or Blitz rules. Please indicate which design rules were used. Mechanical designs should fill a

void that is not already covered by another unit. Background and a description must be included with the design, while artwork is optional and preferred. See the Historical Accuracy note, below.

Artwork

Aurora accepts all artwork for consideration, no matter the media type (rendering, sketch, painting, etc) within the rules set herein. Miniature photographs will also be accepted (dioramas encouraged!). Artwork must relate to an established DP9 universe and be easily identified as such. Artwork with nudity, racial undertones, sexism or sex will not be considered. See the submission guidelines on how to submit images.

House Rules

Original rules for the Silhouette/Blitz system and modifications to existing rules. All rules submittals must include an explanation of the rule's purpose, the rules themselves clearly written, and an example of the rule in play.

Tactics

Have you won countless battles? Have a strategy you would like to share? Write a tactics article. Usually this type of article will be in a step-by-step (or turn by turn) format to illustrate the tactic. An introduction and conclusion is required to create a complete package and to convey to the reader where the tactic is applicable and how it came about.

Miniatures/Modeling

Any article on preparing miniatures, painting, terrain making, sculpting, foliage techniques, etc will be accepted. Photographs and/or diagrams are strongly encouraged.

Note: Historical Accuracy

Aurora is committed to accuracy within the established DP9 worlds. All articles that take place 'within' the game world should be checked for its accuracy within the established timeline, faction dispositions, available equipment, etc. Submitted articles will be run by the game world historians, so check your work! You may, however, submit your article clearly marked as "Alternate History" and if published the article too will bear this mark. Be sure, if you submit this way, to provide in the background all that is necessary to describe what has changed.