

AURORA

THE SILHOUETTE MAGAZINE



INSIDE THIS ISSUE:
GEAR KRIEG AND HEAVY GEAR FICTION
MAGIC IN THE WORLD OF SUPERSCIENCE
VARIANT RULES FOR SILCORE
OFFICIAL UPDATES AND MORE!



AURORA: THE SILHOUETTE MAGAZINE
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AURORA: THE SILHOUETTE MAGAZINE

SHADES IN THE NIGHT

From the Editor...

The blank page. The blank mind. The blank look.

The players looking back? Uh oh...

Writers block. Where just days before you could barely keep up with what your imagination was producing now all those ideas have run off to Vegas, leaving you behind. And so you stare, at that blank sheet, straining for something, anything.

Of course, the worst possible moment for this to occur is when you're seated at the end of the gaming table, behind the GM's screen, adventure going full bore, and the players have just done something you hadn't quite prepared for (if you are a GM who prepares) and now you have no idea what to do, or how to handle it, or to even adapt.

What do you do? Ask a dozen GMs and players, and you'll likely get a dozen answers. Of the ones I've seen (and of what I've done myself), delaying, randomizing, breaking and turning the tables are the most common.

Delaying is the simple tactic to slow down the game, in hopes an idea springs to life. Doing this successfully usually requires a good poker face -- if the players can see strain to think up something, the illusion will be broken.

Randomizing often involves throwing in an encounter that pulls the characters into combat (this can be a great save if the players notice a delaying tactic). Once the dice are flying and the players occupied, there's extra time to come up with that idea. And if the encounter is nasty enough, maybe they'll decide to get back on track.

What a great time for a break! While the players are getting refreshments, the GM can slip outside and make a frantic phone call to a friend for inspiration. Or pull something from fiction they read last week. Or just without the pressure, that idea will arise.

But the most skilled of GMs simply turn the tables (not in a nasty way!) on the players. It's amazing what players can come up with when you turn them loose. Given the barest shred of information they will concoct and create the most amazing theories, plots, and stories. Whichever one strikes the fancy of the GM, and that sparks an idea that they can run with, then they can ease back in, regain the narrative, and send the players on an amazing ride.

It's pretty much inevitable that at some point there will be a moment when the ideas have just run dry. Fortunately, as a GM, some preparation is possible. A list of ideas and plots kept nearby for emergency reference can be great. Or a stack of inspiring material, to get the juices flowing.

Like, say, a stack (or virtual stack) of Auroras?

Yes, I think that would do nicely.

Here comes spring, and here comes Aurora Issue 2.2!

Oliver Bollmann
Aurora Magazine Editor

OFFICIAL-DP9

Only articles stamped "Official" are considered to be from Dream Pod 9 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 Official articles the same though published in a DP9 book.

TEST DRIVE

Articles stamped Test Drive indicates that the rules being presented are in testing. The rules are not official -- yet -- and being considered for later publication as Errata or are products in development. DP9 would appreciate feedback on their use, but they are not to be considered official. Note that they may change at any time or never be seen again.

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. Optional rules should only be used if all players agree upon their inclusion before play.

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ABOUT THE AUTHORS

Beth Porter (thelieutenant@gmail.com) -- Illustration: The Chin p 23

Beth Porter is an artist. She's done a lot of Heavy Gear fan art, and has pieces in the Hammers of Faith, Shields of Freedom and Swords of Pride books. She has an unnatural fondness for Ferrets.

Greg Perkins (gregoryperkins@gmail.com) -- Cover Illustration

Greg Perkins is a graduate student at the University of Waterloo School of Architecture. His spare time is generally occupied with graphic design or Heavy Gear related creative projects. You can see some of these projects at the following address: www.coolminiornot.com/artist/mason. NOTE the illustration is an homage/parody to the Patlabor TV series, this is the typical screen that would come before and after a commercial break: http://farm3.static.flickr.com/2013/2130168604_33d1907c5d_o.gif

Jason Dickerson (JDDWolf@yahoo.com) -- 13th Milicia Heavy Gear Regiment, The Asp End of the Stick 2, Magic in GK

Jason is continuing the crusade for converting all Heavy Gear player to Aspdom. He is the President of the Save the Asp Society (S.A.S) on the DP9 Forums. He also runs a Southern Play by Post campaign on the forums called "Chung Tang-Bang!" which heavily showcases the members of the 13th Heavy Gear Regiment and their allied Ramius's Raiders

Jason Jarvis (jayderyu@gmail.com) -- Group Action In Silcore

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

John Bell (jakarnilson@magma.ca) -- Alfie's Tenners

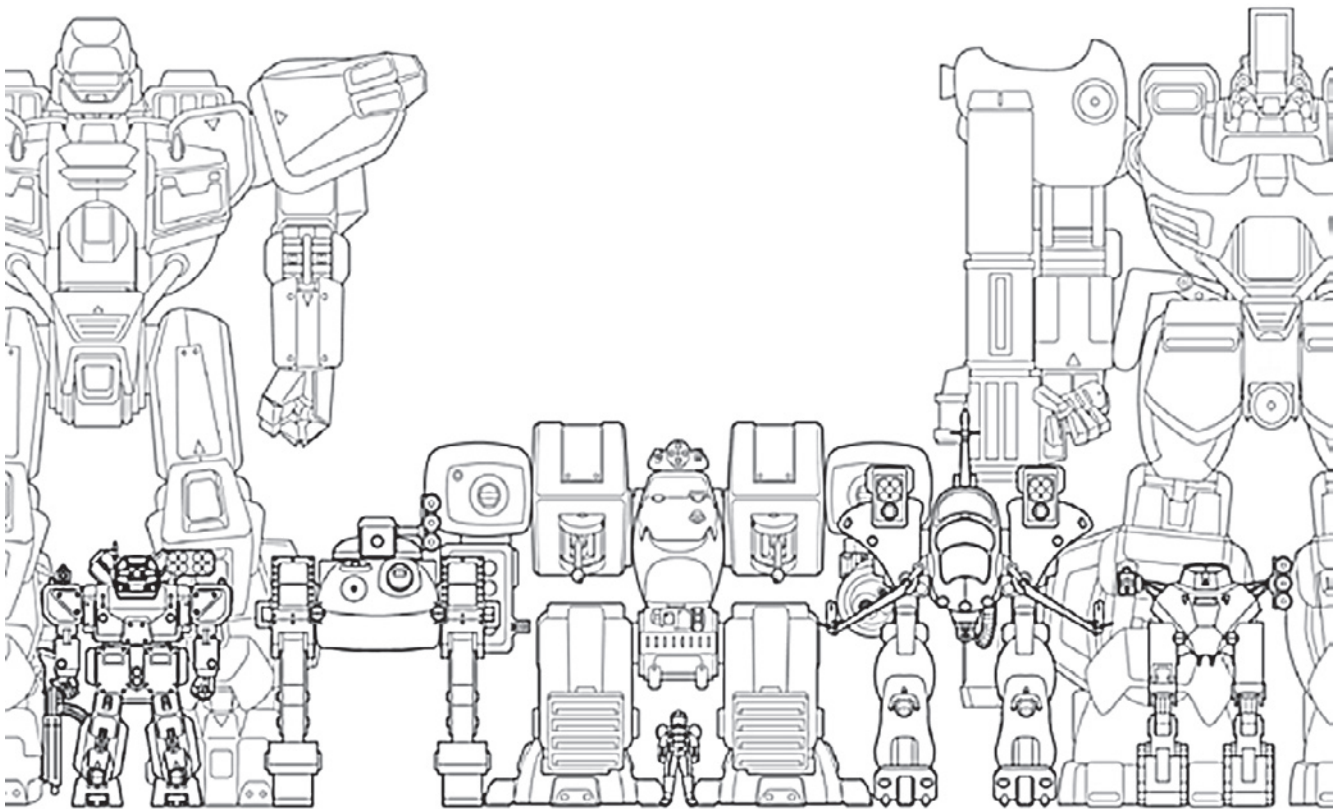
John Buckmaster (dp9.rules.support@gmail.com) -- Messages from the Pod

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.

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



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Aurora Magazine, Volume 2, Issue 2, Published March 1st, 2008

ALFIE'S TENNERS

ART & STORY: JACK BELL

FRANCE, MAY 1940. AT THE OUVRAGE VÉZINA, FANTASSIN LOBINEAUX IS ON SENTRY DUTY WHEN HE SPOTS AN UNUSUAL CONVOY...



OUVRAGE: A FORT OF THE VAST MAGINOT LINE



HALTE! QUI VA LÀ?

SORRY, OL' CHAP, BUT WE'RE NOT THE HUN!

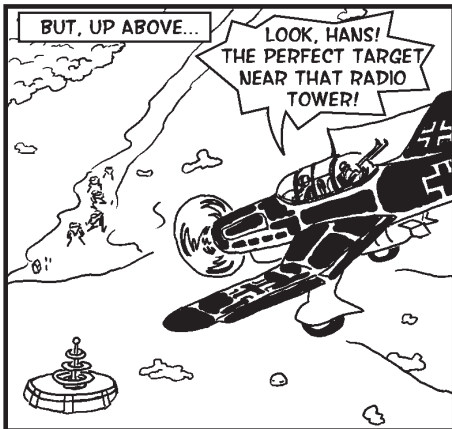


I'M LT. ALFIE MARCH, AND THIS IS MY WALKER TROOP. SAY, DO YOU KNOW WHERE WE COULD FILL UP?

AH! DES BIFTÈQUES! YOU HAD ME WORRIED...



MAIS BIEN SÛR! LET ME JUST PHONE MY SUPERIORS INSIDE.



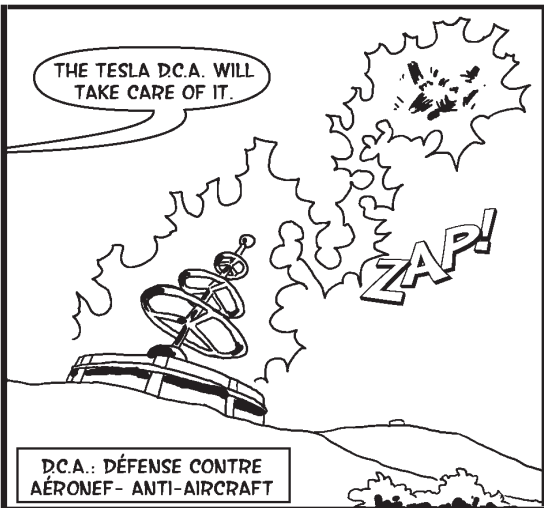
BUT, UP ABOVE...

LOOK, HANS! THE PERFECT TARGET NEAR THAT RADIO TOWER!



OH NO! A STUKA!!

DO NOT WORRY, MON AMI...



THE TESLA D.C.A. WILL TAKE CARE OF IT.

ZAP!

D.C.A.: DÉFENSE CONTRE AÉRONEF - ANTI-AIRCRAFT

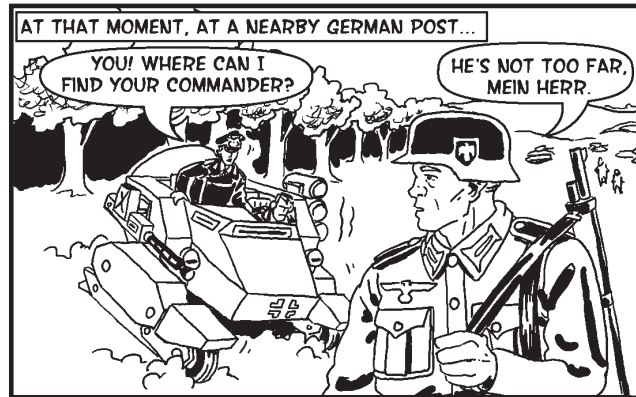
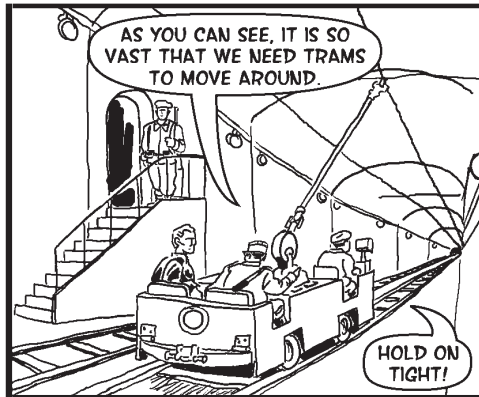
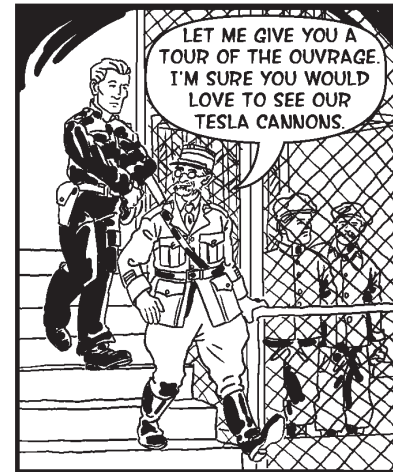
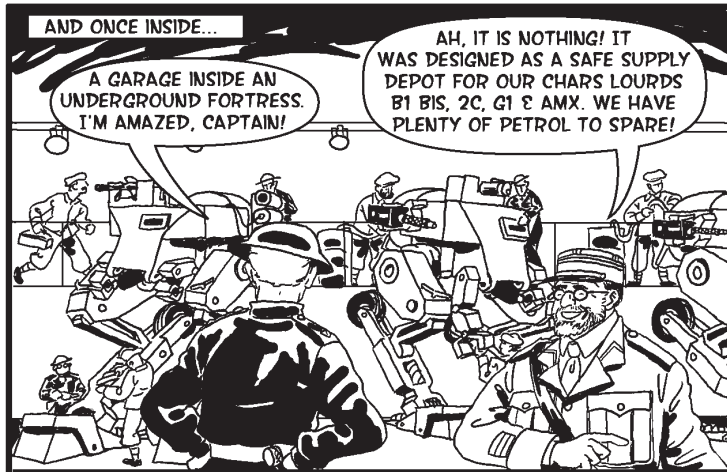


AMAZING...

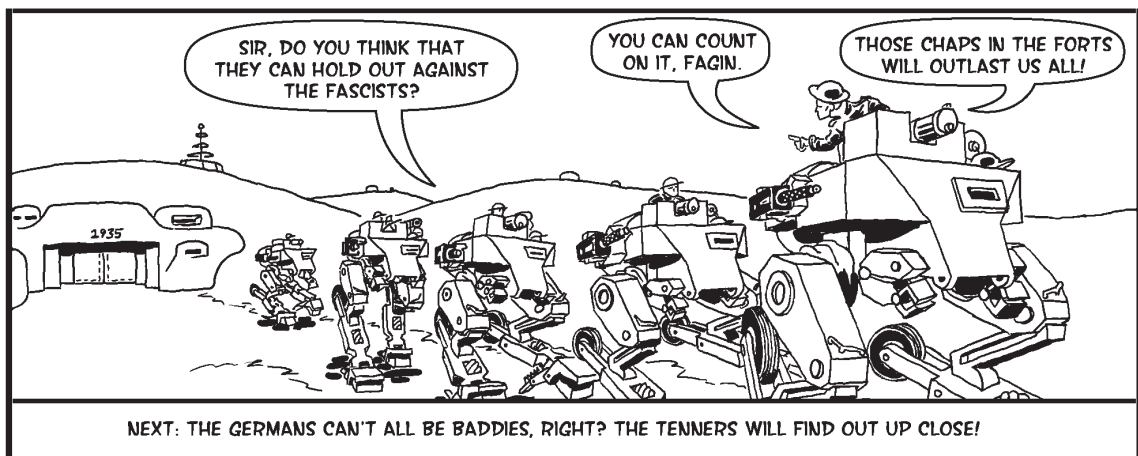
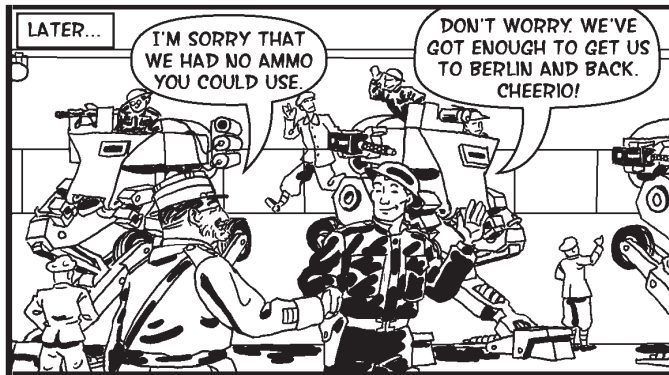
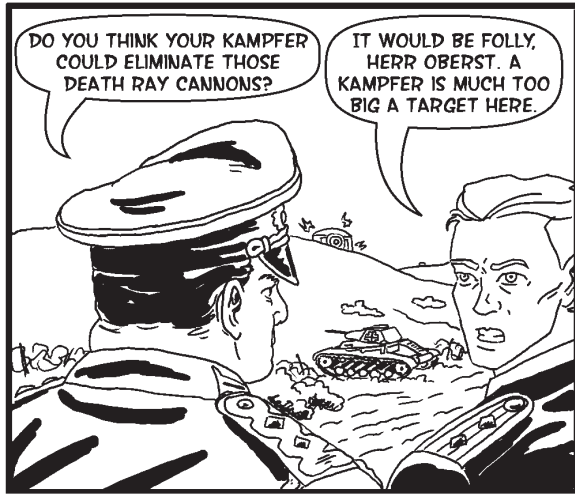
HA HA! THEY ALWAYS FALL FOR IT. COME INSIDE, WE HAVE A GARAGE BAY YOU CAN USE.

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ALFIE'S TENNERS



AURORA: THE SILHOUETTE MAGAZINE
ALFIE'S TENNERS





AURORA: THE SILHOUETTE MAGAZINE CORE INJECTION: VARIANT RPG RULES

OLIVER BOLLMANN

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.

Aircraft Piloting

AIRCRAFT TURNS

Under the standard SilCore rules for aircraft, aircraft with a maneuver value less than 0 must move an extra hex before performing a turn, and VTOLs only may turn more than one hexface per hex. This variant system retains a similar premise, but provides more granularity taking into account the aircraft's maneuverability and speed, as well as the density of the atmosphere (upon which the aircraft's control surfaces act).

The distance required for an aircraft to perform a turn is based on three things: the aircraft's maneuver rating, its speed and altitude. Cross-reference the three variables on the charts to the right to discover the minimum turning radius possible. The number listed indicates the extra number of hexes in a straight path the plane must travel before turning one hex face (similar to Silcore 5.2.2). If a '0' is indicated, the aircraft may turn one hex face per hex of travel. An NA indicates that aircraft cannot make a turn that tight at that altitude, and a gentler turn must be chosen.

Unlike the standard SilCore rules, VTOLs are not exempt from these turn requirements (even helicopters must pull some turns, and Harrier-like jets definitively must). However, they do still gain an advantage, and thus require one less hex than indicated on the chart. If this brings the number to below zero, then the aircraft suffers no turn restrictions and may turn as many hexfaces as they like per hex traveled. VTOLs also have an advantage in that they may treat all NA results as a 0 -- they are not restricted by wing loading and may turn even where other craft cannot.

Note that the charts list the maximum safe turning capabilities of an aircraft. A pilot can initiate and perform a turn milder than the airframe's maximum -- this can be especially helpful to avoid blackouts. On the opposite end, a pilot can attempt to push their airframe and turn tighter than is possible. To

successfully accomplish a Tight Turn, a Piloting test must be made, at a threshold of 3 + 1 for each 'required hex' not taken. Failure indicates the airplane has lost control (SilCore 5.2.2). Failure with an MoF of 2 or more has inflicted Light Damage on the airframe; a Fumble inflicts Heavy Damage.

These tables are for atmospheres relatively similar to that of Earth's. To simulate thinner atmospheres, simply remove the bottom altitude chart(s) as necessary. Thicker atmospheres are more difficult to simulate; divide the lowest chart values by 2 for especially dense atmospheres, and for atmospheres even denser the maximum speed of the craft would be so restricted its doubtful they could fly at all.

(Turn tables are located on next page)

GLOC (Gravity-induced Loss of Consciousness)

Aircraft turn types have an associated FIT threshold associated with them. This simulates the excessive strain placed on the pilot's body by especially small turn radiuses. Each time a pilot takes their plane through a turn, they must pass a FIT or Athletics test as indicated on the chart. If the aircraft performs two turns in a row (beginning another turn immediately after completion, without at least one hex of level flight), increase the threshold of the subsequent FIT tests by one.

GLOC		
TURN LINE	'G' RATING	FIT
-3	1-2g	No Test
-2	2-3g	2
-1	4-5g	3
0	6-7g	4
+1	8-9g	5
+2	9+ g	6

If pushing the envelope with a Tight Turn (see Aircraft Turns, above), use the next highest threshold. In the case of an aircraft attempting to turn greater than the radius for a maneuver +1 aircraft, use the +2 level. This goes as well for VTOL aircraft using their inherent turn advantage.

This table can also be used during the Aircraft Maneuvers Vertical and Diving Loop/Rolls (see below), using the turning radius as normal.

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CORE INJECTION: VARIANT RPG RULES

AIRCRAFT MANEUVERS

Just as the control surfaces on an aircraft can cause it to perform a simple turn, they can also produce some other rather fancy maneuvers. The table and illustrations below describe some of the maneuvers that an aircraft can perform. Note that each maneuver requires an expenditure of extra MPs to perform, as well as a piloting test to complete the maneuver successfully. Irrespective of success or failure, the extra MPs are always spent. Results of a failed Piloting Test are noted with the description of the maneuver. Unless otherwise noted, maneuvers cannot be combined together, nor combined with a turn (or the lead-up to a turn).

- Sideslip (+1 MP, Threshold 3)

As described in SilCore (5.2.2), save with the addition of a piloting test required to perform properly. Failure indicates the craft does not perform the maneuver and instead goes straight forward (but still spends the extra MP).

- Diving (Special)

As described in SilCore (5.2.2), when an aircraft uses using more than ½ MP for downward motion.

- Vertical Roll/Loop (+1 MP, Threshold (special, 4))

The craft can turn to the vertical in the same number of hexes as its current turn radius at the cost of one extra MP. Once it has done so, it must continue upward straight up (gaining altitude in the same hex) for a minimum number of hexes equal again to its turn radius before it can stop the climb. Each upward hex costs an extra MP (above the 3 normally required). A craft can pull a tighter turn radius if desired, with all the usual penalties for a tight turn, above.

When it returns to level flight, a pilot may opt to make a Piloting Test with a threshold of 4 to point the craft in any direction/facing (essentially rolling the aircraft just before starting the second part of the loop). Failure means the aircraft ends up facing in the opposite direction as when it began to climb (a standard half-loop). If the plane climbs one level or more before starting the second half of the loop, no piloting test is required and it may orient itself in any direction.

- Diving Roll/Loop (Threshold 5)

As Vertical Roll. above, only facing downward (in reality, the aircraft rolls onto its back, then loops downward). Diving costs no extra MPs (only the usual 1 MP for entering the hex), however, there is a Piloting test at a threshold of 4 to pull out, else the plane stalls. See Diving, SilCore 5.2.2.

Altitude Bands 1-10											
Maneuver	Aircraft Speed										
	11	16	21	26	32	37	48	59	75	90	107
-3	1	2	3	4	5	6	8	10	12	15	18
-2	1	1	2	3	4	4	6	8	10	12	15
-1	0	1	2	2	3	3	4	6	8	10	12
0	NA	0	1	1	2	2	3	4	6	8	10
+1	NA	NA	0	0	1	1	2	3	4	6	8

Altitude Bands 11-20											
Maneuver	Aircraft Speed										
	11	16	21	26	32	37	48	59	75	90	107
-3	2	3	4	5	6	7	8	10	13	16	19
-2	1	2	3	4	4	5	6	8	10	12	15
-1	0	1	2	3	3	4	5	6	8	10	12
0	NA	0	1	2	2	3	4	5	6	8	10
+1	NA	NA	0	1	1	2	3	4	5	6	8

Altitude Bands 21-30											
Maneuver	Aircraft Speed										
	11	16	21	26	32	37	48	59	75	90	107
-3	2	3	4	5	6	7	9	11	14	17	20
-2	1	2	3	4	5	6	7	9	11	14	17
-1	0	1	2	3	4	4	5	7	9	11	14
0	NA	0	1	2	3	3	4	5	8	9	11
+1	NA	NA	0	1	2	2	3	4	6	8	9

Altitude Bands 22-45											
Maneuver	Aircraft Speed										
	11	16	21	26	32	37	48	59	75	90	107
-3	3	4	5	6	7	8	10	12	15	18	22
-2	2	3	4	5	6	7	8	10	12	15	18
-1	1	2	3	4	5	6	7	8	10	12	15
0	NA	NA	2	3	4	4	5	6	8	9	12
+1	NA	NA	NA	2	3	3	4	5	6	8	10

Altitude Bands 46-55											
Maneuver	Aircraft Speed										
	11	16	21	26	32	37	48	59	75	90	107
-3	4	5	6	7	8	9	11	14	18	22	26
-2	3	4	5	6	7	8	9	11	14	18	22
-1	NA	3	4	5	6	7	8	9	11	14	18
0	NA	NA	3	4	4	5	6	8	9	11	14
+1	NA	NA	NA	3	3	4	5	6	7	9	11

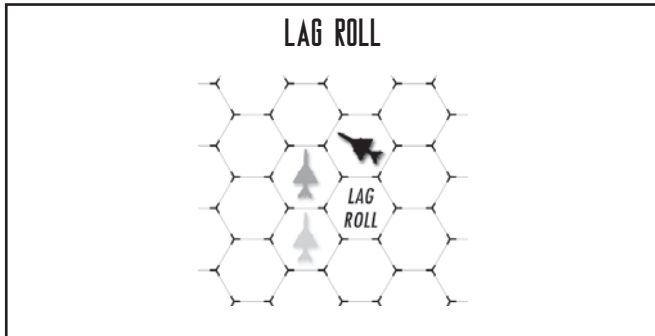
Altitude Bands 56+											
Maneuver	Aircraft Speed										
	11	16	21	26	32	37	48	59	75	90	107
-3	5	6	8	10	12	14	16	18	22	26	30
-2	4	5	6	7	8	10	12	15	18	22	26
-1	NA	4	5	6	7	8	10	12	15	18	22
0	NA	NA	4	5	6	7	8	10	12	15	18
+1	NA	NA	NA	4	5	6	7	8	9	10	12

Maneuver ratings over +1 use the +1 row. Speed lists the maximum speed before the next turn radius; thus 11 indicates speeds 1-11.

AURORA: THE SILHOUETTE MAGAZINE CORE INJECTION: VARIANT RPG RULES

- Lag Roll (+2 MP, Threshold 5)

This maneuver is the combination/addition of a sideslip to a turn. All normal rules for a turn apply (including turn radius). Failure of the Piloting test indicates a regular turn, while a Fumble negates both the turn and the sideslip.



- Flat Roll (+1MP, Threshold 3)

With a hard jerk on the stick, the aircraft spins along its axis. This is similar to a defensive stance: A successful Piloting Test provides +1 die to defence vs direct-fire weaponry and a -1 die to any attack or actions the aircraft, while the aircraft is performing the maneuver. A failed test only gives the -1 die to attack and actions.

- Barrel Roll (Special)

Under these rules, a barrel roll is considered performing Evasive Maneuvers.

Vehicle Movement

EVASIVE MANEUVERS

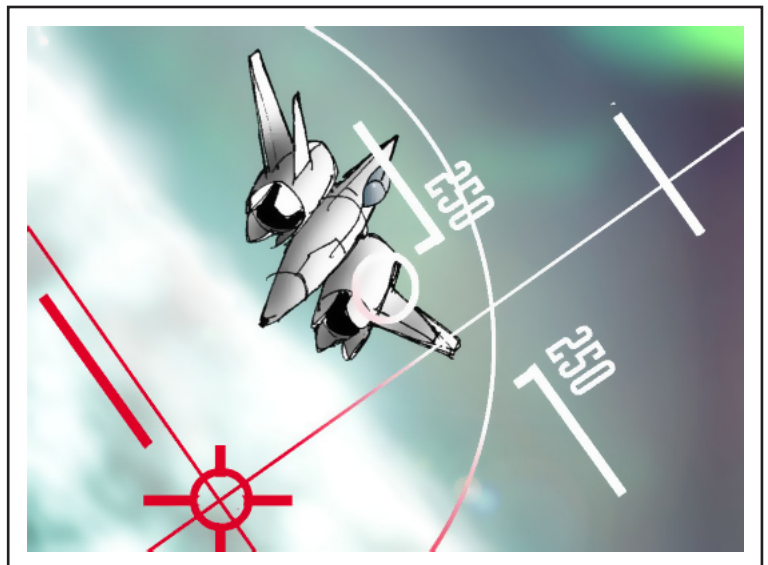
Sometimes avoiding damage is all that matters. Throwing the vehicle into a series of erratic movements and taking full advantage of any cover that exists can greatly increase the survival chance of a vehicle, if at a cost of making any other actions nigh-well impossible.

When the unit is activated for the turn, it may declare it is taking evasive maneuvers; this costs one action. Evasive maneuvers costs 1 MP per 10 MP of current speed, and any piloting skill checks made while the vehicle is maneuvering are made at 1 die less due to the excessive and rapid movement.

Other actions taken by those within the vehicle also become much more difficult, and suffer a 3 die penalty, should they try to take any action. (As normal, if this penalty reduces the skill level below 0 (untrained), then the action automatically fails). The pilot, with the benefit of being able to control the movement, only suffers a 1 die penalty.

In return, the evading vehicle gains a bonus to their defence roll. This bonus is a straight +3 to the defence roll.

As an option, the GM may impose a Piloting Test on the vehicle, to test the pilot's ability to control their erratic movement. This Test is made at a Threshold of 3 modified by the MP cost of the terrain. Failure indicates a mishap -- the GM may choose the outcome (and may use the Loss of Control table in SilCore 5.2.2 for inspiration).



“Ahhh. Bienvenue. Let me see your transfer. Ahh, from near the capital, oui? Nice place. Well. We work for a living down here, Murphy. Get your armour and suit up!”

The 13th Heavy Gear Regiment is a combined arms unit attached to the 1st MILICIA border Legion. The current Prefect of the 1st Border Legion, Anton Halder, was the first commanding officer of the 13th after it was reactivated during the War of the Alliance. The original 13th Regiment was an infantry regiment that had a short and disastrous record. It spanned a glorious three cycles before seeing a ninety five percent casualty rate in a single battle during St. Vincent's War. A season before the outbreak of the War of the Alliance, then Commandant Halder, had just transferred to the MILICIA from the Southern Republic Army (SRA). Most people thought he was insane for doing such a thing, but Halder had an eye for advancement, and he knew that he'd reached a plateau in the Southern Republic Army because of his lack of right connections. The MILICIA offered him the potential for advancement as well as a testing ground for his radical style of leadership, one of the main reasons he didn't find room for any more advancements in rank.

His original unit was a Heavy Gear regiment and like most units in the War of the Alliance, his unit saw massive casualties. Quickly adapting to the strange new enemy, Halder accepted the challenge with gusto. Taking the shattered remnants of his gear regiment and combining them with remnants of an infantry and a Cavalry regiment in the area, Halder took the fight to the CEF. He operated primarily in the Badlands and the northern border of the Mekong, where his unit developed a reputation as an extremely successful guerilla warfare unit. The regiment employed harassment tactics, hit and runs, and sabotage on supply depots and troop columns. One of the secrets to Halder's success was his association with the Night Hawk rover gang. In exchange for munitions and training, Halder gained a group of roaming scouts that would regularly report on enemy movements.

Halder was also happy to employ some of the most ruthless mercs in the business and paid them very well, though where the money came from is anybody's guess. These independent operators did things that in most wars would be considered heinous war crimes, but during the War of the Alliance, both sides did things that were inhumane and morally repugnant. The mercs were usually hired to go after CEF sympathizers and rear echelon positions to capture, torture, and brutalize. Often they would leave a few half dead survivors just to accentuate the horror.

After the war, Halder was promoted to Sous-Prefect of the First Border Legion. He quickly reorganized and streamlined the effectiveness of the legion and gained the attention of members of the Curia (some say this included large bribes from yet again an unknown source). In 1929TN, Halder was given command of the First Border Legion and was tasked with maintaining the first line of defense of the Mekong border. At least that was what it said on paper. In actuality, the regiments of the First Border Legion are engaged in many illicit deals that involve slaving, gun running, assassinations, and systematic dismantling of unfriendly badlands communities near the Mekong border.

The 13th is the best at these tactics and benefits from their ruthlessness by profiting from their pillaging and side jobs. In addition to the normal run of activities common to the First Border, the 13th engages in underground gambling, loan sharking, corporate security, underground dueling, and many other illegal activities. The extra income from these activities allows the unit to have the best equipment and retain loyal personnel with incentive bonuses paid out by the shell corporation Ausburg Military Systems. The company pays out bonuses for 'military advisors' and is also used as a clearinghouse to sell salvaged gears and vehicles to contacts in Hsi Tsang.

After Halder's promotion, the 13th Heavy Gear Regiment found a new leader in Halder's second, Selene Montblanc. Commandant Montblanc served in the SRA during the Sandstorm Strikes and was transferred to the MILICIA after an embarrassing news cast leaked information about a clandestine Legion Noire exercise near the border of Erech. As the commander of that op, she was the sacrificial lamb. Cycles later, it was discovered that a rival officer had leaked the information and was subsequently executed for treason, but by that point Montblanc had already been transferred and was serving under Halder. Some of the most radical ideas that the unit employed during the war were attributed to Montblanc's quick thinking, though she would soundly deny it if approached about it. Most of the officer corps of the Thirteenth has been with the unit since its inception, though the officers in the unit now were junior NCO's during the War of the Alliance. Because of Montblanc's past associations with the Legion Noire, some elements of the 13th are occasionally called to perform Auxiliary duties. Because of this, the black armband can be occasionally seen on some of the participant's uniforms.

The current merc unit that is employed by the 13th is a regiment strong merc force that goes by the unit name, Ramius' Raiders. The Thirteenth only employs a compagnie of the force.

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THE 13TH MILICIA HEAVY GEAR REGIMENT

Fielding a 13th MILICIA Heavy Gear Regiment:

The Thirteenth is built using the MILICIA Gear Regiment list with the following Changes:

- Add one extra Strider Cadre to the availability at any level. Striders may take veteran options at any level of play.
- The unit may upgrade one additional unit to veteran at any level.
- Up to half of the units may be composed of Rovers or Mercs, including the Ramius Raiders Regiment of Renown (see next issue of Aurora for rules on fielding them).
- The Thirteenth may not take any Cavalry or Tank units.
- Reduce the MP unit availability by one.
- The Thirteenth may not use convicts or fresh meat rules. Though they do recruit convicts they are integrated into the normal operations and aren't used as disposable personnel.
- The Thirteenth's Strike Squads are renowned for their tank hunting exploits. The following options are available to them:
 - Desert Vipers may exchange their Heavy Grenade Launcher for a Snub Cannon for +0 Points.
 - Swap one Jager for a Spitting Cobra +40 pts. (Veteran Option)
- Cannot upgrade units to use Flamers or IRP's.

Next Issue: Look forward to seeing Ramius Raiders showcased next issue along with rules on fielding the notorious mercenary regiment.

"THE CENTURIONS"



SERVICE THROUGH VIGILANCE
Get what we can to
pay the Devil's due



AURORA: THE SILHOUETTE MAGAZINE

GROUP ACTION IN SILCORE

JASON JARVIS

“Team three will be handling fish! Team four: roasted items! Team five: grill! Team six: sauces! Get to your stations, let’s go, go, go!”

Example: Junko’s small army consists of around 100 Goblins. At any time, 25 of them are assigned to keep an eye out for intruders. This results in a +5 modifier. The GM may want to consider breaking down the actions to smaller groups.

There are many cases where members of groups perform the same action. In these cases, the basic rule assumes that each individual who participates should roll. In small groups of two to three players this isn’t too bad, however in larger groups of five people or more, rolling can get monotonous. Even so, sometimes having more people can be beneficial or a hindrance depending on the action being performed. The following rules are to assist in making large sums of rolls for the same action proceed faster.

GROUPS, SIZE & MODIFIER

A group consists of any number of characters that work together and try to achieve the same goal for the action. The group can shrink, expand, or change members at any time during a scene. So it is important to keep track of how many people participate to achieve the same goal for the action. The size of the group determines its modifier rating toward the action. The +/- of the modifier has been intentionally left empty letting the situation determine it’s effect. Don’t be caught up on exact figures, in cases where numbers like 9, 16 and 25 close becomes good enough.

Level	Participants	Modifier
1	2	1
2	4	2
3	9	3
4	16	4
5	25	5
6	36	6
7	49	7
8+	Lvl x Lvl	+1

ACTIONS

This section discusses when a larger group is a help or hindrance. Group Actions gain a positive modifier based on whether the participants are able/capable of assisting in the action. Often the exact skill is not required, but what can be applied.

Example: Yuno is having difficulty doing her home work. Her brother hears her pleas and decides to help her. Since her brother is also capable at math, she receives a +1 for having an ally help her. 2 participants.

WHO ROLLS

It’s simple, whomever is more appropriate. Bonuses can come from any participant, however, it’s limited to one attribute, perk and specialization. Balanced/Elite teams can be built on this foundation that each member equally participates.

Example: Yuno is getting help from her brother, and would roll her Academics Skill even if her brothers skill is greater. If her brother would instead do the homework for her then he would roll. Since her brother has a specialization in Mathematics, he adds his +1 bonus.

UNABLE PARTICIPANTS

Some times participants may not have the ability to contribute to the action. These people may hinder the group, causing a negative size modifier to the action. It is up to GM deciding what kind of actions these may be. Farming and Searching for things are examples where more people, even unskilled ones, can help, while Sneaking and Theatre would hinder, causing a negative modifier.

Example: Yuno is on stage for her school play. A serious stomach bug has swept across many of the actors. Four of them unable to participate. The director shifts some rolls to other students, but is left filling the four rolls with people who have no theatre experience. This causes a -2 to an already a difficult action.

Example: Yuno is desperate for some information on Junko. The term Goblin and Phantom came up while overhearing a conversation about him. The problem is that Yuno has no idea what kind of word Goblin or Phantom relate to, or the context. Yuno has two friends that can help her search various resources. This leaves three people looking for the information which offers a +1 modifier.

AURORA: THE SILHOUETTE MAGAZINE GROUP ACTION IN SILCORE

DIFFICULT ACTIONS

These types of actions are considered more difficult to do in groups. These actions can swing either way depending on how well coordinated the Group is: Music Bands, Theatre, Negotiations, etc. With difficult actions all participants also count as a hindrance modifier + 50% (round up) of the penalty (minimum 1). This makes strong leadership skills more critical.

Example: Junko has created a small army of Goblins and has taken an abandoned building to gather his forces. Team 6 has been assigned to remove the threat of the Phantom Junko. The numbers, however, are against them. Team 6 will be sneaking in for a hard fast strike. Team 6 is composed of 12 members which result in a base -5(-3 size, -2 50%)penalty. Only 9 members of the team are capable of Stealth +3. Resulting in a -2 penalty.

LEADERSHIP

People who have the ability to coordinate and inspire others can increase the efficiency of the Group. Leadership adds a +modifier equal to the lower of the leader skill or Group Modifier, negative or positive doesn't matter. The attribute of Leadership is not used since the skill is not rolled for this purpose. Specializations toward the action are applied to the Leadership skill level.

Example: Team 6 Captain Raze has a skill of 2. His team modifier being a 3 allows up to a +3 modifier, he only gets a +2 since 2 is the lower value.

INDIVIDUAL RESULTS

In the art of role playing there are times where you may want to focus on a single individual or part of a group. In this instance you could have a one on one competitive roll or adjust the group result by individual Attribute and modifiers.

EMERGENCY DICE

Characters with XP can share ED for the roll. Each non rolling participant can only offer 1 ED to the roll. The Roller can add the standard amount of ED to the roll. This method cannot exceed standard ED amounts.

Silhouette 1.x & 2.x limit ED equal to the skill level. SilCore allows for 5 ED.

Example: Isaac tries to rally numerous Fallen to band together to try and rebuild Hom after the attack. Isaacs Leadership is 2, Isaac spends 1 ED trying persuade them. Illista his Cell companion tries to give an evocative speech using Theatrics. Illista can also contribute 1 ED to the task giving 2 extra die and a +1 group bonus.



Space Technicians – “We’re professionals”

"So let me get this straight." Commandant Nacia Beaupre grilled me as she looked at the file sitting on her desk. "I've got a dozen dead and thirty six injured. So care to explain, Sous-Lieutenant Volof?"

It had been a long day already and my pilot suit was soaked from the day's work in the heat. I wonder if that was why I felt uncomfortable standing there in front of my regiment's commander. I really needed to take this thing to my dry cleaners on the way home. Beaupre's fingers impatiently drummed against the file sitting on her desk. I guess she wasn't going to let me off this time. It wasn't the first time I had been standing here in front of our commander and honestly she really didn't cut a frightening figure so I wasn't exactly intimidated. What was bothering me was the uncomfortable rash developing on the insides of my thighs where the pilot harnesses intersected to lock. Something else to add to this already lousy day.

Sighing, I decided the sooner this was over the sooner I could deal with my unfortunate discomforts and get home to enjoy Marius's cooking. "Well, ma'am. There were terrorists mixed in with the strikers. They attacked and my unit responded in kind to their attack. If you'll note most of the dead were the terrorists. The injuries I couldn't help. They brought in some modified worker gears with snub cannons and auto cannons. Anyways, if the constabulary had done their jobs like they were supposed to I wouldn't have had to order the attack. As it stands, Mendez is in the infirmary and unit 18 is in the repair bay. Frankly, the strikers were lucky that I didn't add more to that tally. My plumbing is all backed up at home and the place smells like..."

Beaupre's look cut my comment short. I don't remember ever seeing her so incensed. I bit my tongue and waited for the inevitable verbal assault that was to come. But it didn't materialize. Instead, Beaupre pulled out a file and tossed it in my direction on her desk. "They can't fix your plumbing if they're dead, Volof. There's forty eight I-220 forms for you to fill out. I expect them on my desk before you can leave this base. That is all."

My face went slack. Forty....eight... I-220 forms. I hated filling out those things. One was bad enough, but forty eight! Each insurance form had four pages of information to fill out and it had to be filled out by hand. And on top of that, I'd have to interview and get all of my men to document their actions. Man, they were going to be ticked.

I picked up the heavy file and saluted Beaupre. Once she returned the salute, I turned and walked out of her office.

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Sergeant Elam Tasker waited for me outside. He was leaning up against the wall smoking on one of his twenty dinar cigars he was so fond of. Beaupre's secretary looked at him with annoyance. It probably didn't help that Tasker was right below the no smoking sign. He eyed the file I was carrying and asked, "I-220'S?"

I nodded and handed the file to him. "Forty eight of those bastards. I'm going to be stuck here all night working on those." Then with a mischievous smile I added, "But then again all of you will be too."

"You're kiddin' me right? I've got a date with this waitress down at Champs. I can't be stuck here helping you with paperwork." Tasker replied with mocking distress. I knew Elam wouldn't care. He'd wanted to spend more time with me lately anyways. And I really didn't mind spending time with him either. His tall muscular frame and rugged good looks weren't hard on the eyes and his rebel may care attitude was endearing to most women. Of course the thing I like about him the most was that he was a former Rapier like me. There just were some things that I couldn't share with Marius that I could with Tasker. And Elam could hold his on in bar fights, which always seemed to find me. Marius was a gentle soul and I loved him, but the old saying of who wears the pants in the family, it was me, not Marius.

"Well, call up Moyes and Long. Tell them to bring a case of beer and the cooler, too. The fridge is still out and I need to get a buzz going if I'm going to finish these files before tomorrow." I ordered. This place was really falling apart, I thought to myself. The huge military complex was built right after the Marabou Marauders had razed our town to the ground during the Unification Wars centuries ago. It was one of the largest complexes of its kind in the Republic. My unit was housed on D-level next to the Siwa Oasis Police Department and Fire Department. The thought of Officer Gant having his butt chewed by his superiors nearby brought a broad smile to my face.

Officer Gant had been a special thorn in my derriere since I moved back home and joined the Greycoat's emergency response team. Basically, his SWAT units and my EST units worked well together on paper and as a result Beaupre and Chief Constable Yori decided that we should work well with each other. It really hasn't worked out that well. Gant was a by the book Republican concerned with propriety and face rather than results. Probably had something to do with his short stint in the Southern Republican Army. I on the other hand had spent my formative years running around the Badlands with the 11th MILICIA Heavy Gear Regiment, nicknamed the Rapiers. We played dirty and the bottom line for us was results. I loved my old regiment. Sometimes, I wonder why I ever left and days like today remind me of that rash decision five cycles ago which brought me back here.

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THE ASP END OF THE STICK - CHAPTER 2

Tasker and I made our way to the barrack level where my office was located. We made small conversation about this and that, but by the time I was off of the elevator I hardly remembered what we talked about. The first thing I needed to do was shirk this pilot suit and get into something more comfortable. Tasker left me to get changed himself.

Opening my locker, I took out a fresh t-shirt and jogging pants. Shortly thereafter, my pilot suit was tossed into the bottom of my locker and I was feeling refreshed. Well somewhat refreshed. That rash was really flaring up. I'd need to stop at the store and pick up something for that. Looking at the picture of Marius on the inside of my locker made me smile and banished the thoughts of re-enlisting. Funny how that works.

I made my way to my office and hopped in my comfortable old chair. Ah, nothing like a well worn seat. After hitting the remote for the office fan, I brought up the after action report on my desk's computer and started watching the unit's combat footage. The fight had been short lived, but in such a tightly packed area, the casualties were unavoidable. Beaupre knew that, but she'd still have to justify it to her boss and of course all of the proper documentation would go a long way to taking the pressure off of her.

Looking at my footage, I tried to remember any relevant information. My fight was short and only involved two of the modified Stonemason gears. Both were impounded right now in the unit's hangar as were the disposable pack gun and the snub cannon, I had liberated from the units. Beaupre wouldn't let me keep it for Killer though. Mendez and Long had encountered the remaining two Stonemasons off of Dupree. Mendez took a glancing hit from a grenade blast, but the brittle armor of the Asp just shattered off in chunks exposing the sensitive internals of the machine. Long had responded with his own grenade and managed to take out both units. By the time I had reached Dupree, the fight was done. Gant and his men had finished suppressing the terrorists that had mixed in with the strikers and I have to give it to Gant, his men were efficient in taking them down.

Tasker joined me in looking over the combat footage and we began to account for all of the injuries and deaths. Each of the forms had the pictures of the victims attached to them with their names and addressees and all that other garbage bureaucrats love to have in triplicate. For example, on the I-220 forms, I had been graciously given all of that information once, but on pages two and three I had to manually reenter the information. An utter waste of time. My time. Moyes and Long made their way into the office a half hour into the tedious chore.

Sous-Sergeant Alphonse Long was ex-MILICIA like Tasker and me. He'd served with an outfit out of Chung Tang. The 13th Heavy Gear Regiment, known as the Centurions, had a dubious reputation in the MILICIA. While they were extremely effective in their role as a border regiment, they also had a reputation for unsavory and illicit dealings with mercs and elements out of the lawless city state of Hsi Tsang. Long rarely spoke about his time with the unit, but rumor had it that Long had retired from the MILICIA an independently wealthy man. If that was true, I had no idea why he was in the Greycoats. The pay was horrendous. Ok, maybe he was independently wealthy and did this gig as a hobby. Well this and his art. Long was a pretty talented painter. Killer's head art was his handiwork. That reminded me that I needed him to fix the damage to it.

Caporal Carlos Moyes came from Emirate roots. He and his parents fled the ESE during the War of the Alliance and somehow managed to end up in the Southern Republic as refugees. Moyes briefly served in the SRA before being discharged for some bogus medical reason. I can't imagine what that would be. The man was easily six feet ten inches and all muscle. The MILICIA wouldn't take him because of his 'medical' issue either. So, he ended up with the Greycoats. I liked Moyes. He didn't let life keep him down. Most men would have become bitter and railed against the society that seemed to consider him a pariah, but not Carlos Moyes. He just smiled and brushed it off. I considered that fortunate too. Moyes was a damn fine killer and I'd hate to think that he'd pop one day and go on spree of wanton destruction and mayhem. I think the big reason he doesn't fly off the handle, besides his personality, is his relationship with his wife, Emily, and their four children. The little rugrats call me Auntie Niki when they want something and Volfy the rest of the time. Isn't that cute? They're little hellions. I really don't see how Carlos puts up with them. I tell you the man is a saint. And I don't just say that because he brought us our beers.

All of us grabbed an ice cold bottle and took in the alcohol as we watched the footage. Something was nagging at me. I couldn't quiet figure it out, but there was a nervous apprehension that was telling me to watch out. It usually formed as a knot at the back of my stomach followed by an acute awareness of my surroundings and a tingling in my ears. Tasker calls it my sick sense and usually follows it up with a string of jokes about me being pregnant. Bastard. I smiled at him and he grinned back at me.

"So why are we doing this again?" Moyes asks as he starts on his second bottle. "You know I don't spell very good."

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THE ASP END OF THE STICK - CHAPTER 2

All of us laughed at the comment. I replied back, "I don't think they care as long as they're filled out."

"Then why not just put some BS in there and be done with it?" Long asked. He was staring at my chest as usual. "I could be home working with a model."

"Working with a model?" I asked with a raised eyebrow. "I thought you just paid hookers to come over and never got anything done? And quit staring at my boobs. They're not that big. Hell, Danson down in supply has a bigger set than me." Danson was chief operations officer of the unit's supply operations, but more importantly he had a reputation for his rotund figure. Inside joke. It's funny if you know the man. Really.. I swear.

Tasker and Moyes laugh at Long's expense. I grinned and turned back to look at the combat footage. Then it caught my eye. A man in the background standing under an arched doorway. I stopped the tape and zoomed in on the figure. There was no mistaking it. Tasker put his bottle down on the filing cabinet and walked over to get a better look. "That looks like Swole." Tasker said to me quietly.

"Who is he?" Moyes asks as he moves in to get a closer look.

Shuffling through the stacks of I-220's to see if he was among the injured or dead, I found myself disappointed. "Hmm...there's no way that Swoles is here. The guy's BRF," I said aloud. The BRF is the Badland's Revolutionary Front, a terrorist organization with its roots in labor, but they operated out of the Badlands not in the Republic. I helped put down the first Lance Point riots that they instigated back in '30 with the Rapiers.

Long scratched his chin and added, "Not really their style to come this far south. That does look like Bailey Swoles though. We had run ins with his group back in Chung Tang. Nasty SOB."

I sat and pondered for a moment. Looking at the files and then looking at the zoomed in image, I made a decision. I picked up the phone and dialed Beaupre's office. Her secretary answered. "Hey, I need to talk to the commandant. Patch me through." Candy, short for Candice I'm told, patched me through.

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"You're not getting out of the 220's, Volof." Beaupre dryly answered. Damn, she knew me too well, but I had something that might distract her.

"Well, that's not why I called, ma'am." I replied.

"Then what did you call for Volof? Are you tendering you resignation?" She asked jokingly.

"No, ma'am. I enjoy my job too much for that." And I can't find another job that lets me get away with so much, I thought to myself. "I called because I found something that might interest you. It came up during our review of the gears' combat camera footage. I'm sending the file right now."

There was a pause as the image file I sent while talking made its way up to Beaupre's computer. "Ok. I got the file. It's a picture of a bearded man. This is supposed to mean something to me?"

"No, ma'am. Though I think he may be the instigator of today's event. That man looks like Bailey Swoles of the Badland's Revolutionary Front. The man was in charge of arms shipments for them since their inception. The AST has a huge price on his head for illegal arms dealing and inciting riots," I answered. "If he's in town then that explains the serious firepower, but it doesn't explain the why."

Beaupre was silent for a moment then she replied to me, "So you think this information will get you out of having to fill out those I-220's?" Damn! I thought to myself. She's still going to make me fill these out. "I'll check with Yori and see what he has to say. If it's good information, I might give you a reprieve, Volof."

My heart fluttered with the possibility. No I-220's and I'd get to go home to eat some of Marius's zucchini Putanessca and shrimp, and if we were in the mood, maybe some afternoon romping in the bedroom. I hung up the phone with those wonderful thoughts dancing in my head and waited for Beaupre to call back lifting the sentence of those damnable forms. Long and Moyes looked at each other wondering why I had that stupid grin on my face. Tasker shook his head and retrieved his bottle from the cabinet.

After about five minutes, the phone rang and I eagerly snatched it up. Beaupre was on the line. "Good news, Volof! Yori agrees with me that this is a priority. He's sending Gant out to investigate and he wants you to go with him. Looks like you won't have to do those forms after all"

Here I come, my beautiful Putanessca!. "So I'll tell Constable Gant to meet me on my shift tomorrow and we'll get this knocked out ASAP, ma'am."

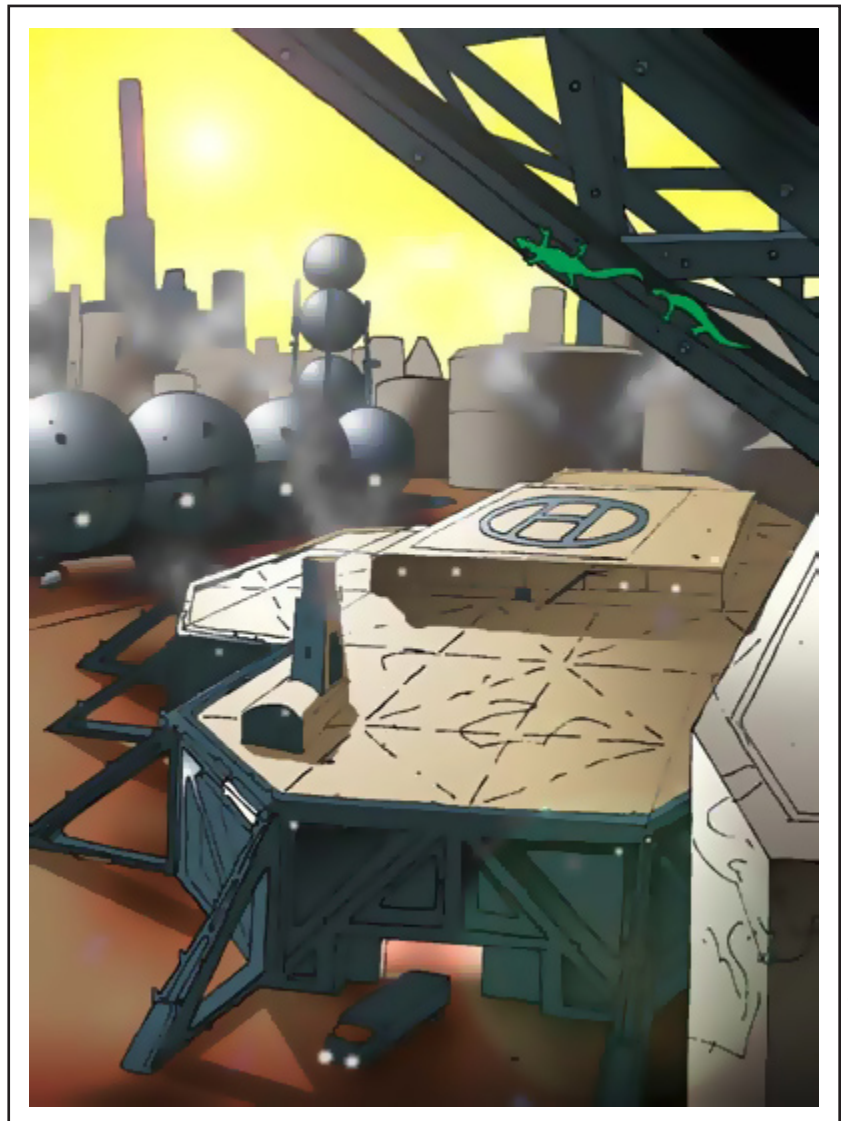
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THE ASP END OF THE STICK - CHAPTER 2

“Oh! I’m sorry Volof. I guess I wasn’t clear. This is a priority item. You and Officer Gant are to track this man down immediately. He’s already heading towards the motor pool to retrieve a car.” Beaupre said. My soul was crushed and the dancing thoughts inside my head suddenly melted away leaving only the bitter taste of an evening with Gant.

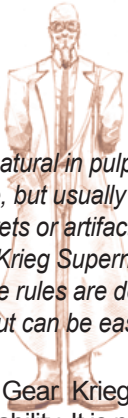
“Sorry, ma’am. I misunderstood. I’ll be on my way,” I muttered.

“Oh, and Volof, You can finish those I-220’s when you get back.” Beaupre added.

Damn that woman and her I-220’s.



The Industrial Sector



The supernatural in pulp literature has always been a staple of the genre, but usually secret cults and SS units sought out ancient secrets or artifacts to increase their power base in the world. Gear Krieg Supernatural looks at the hidden wars of the setting. These rules are designed to work with the 1st Edition of the Game, but can be easily adapted to use in Second Edition.

Magic in the Gear Krieg setting is primarily designed as a limited effects ability. It is not high sorcery found in most Fantasy Genres. Grand effects are possible, but require in depth rituals and continuous chants or things similar to that. Most useful magics are based around the Low or Vulgar magics such as charms, hexes, and cantrips. To cast magic a player character needs to have access to the new perks and skills presented below.

NEW PERKS

Spirit Sensitive (Innate) -- Cost-5 pts

This perk allows characters to learn the four magic skills in addition it allows the player character to make appropriate Perception based skill checks to sense supernatural manifestations. When making the Perception skill rolls; however, use the Psyche Attribute instead of the Perception Attribute.

For example: Danny has entered an old castle and feels unnerved by the atmosphere. The player rolls a Notice check and instead applies his Psyche attribute. He rolls a six and applies his Psyche bonus of 1 for a total of 7. Indeed, Danny's mind was alert to a danger. Down the hall, a ghostly figure walks towards him screaming for Danny's soul...

MAGIC SKILLS

Magic skills can only be obtained through long hours of study, a powerful mind, and most of all, a spiritual sensitivity. When making skill rolls to learn new spells, identify magic, perform rituals, or draw seals, the player character applies his Knowledge Attribute to the skill roll.

When invoking the spell, the player applies the Will Attribute. The Will Attribute is applied to all counter spells as well. Magic users are adept at protecting themselves from their art. When making Will saves to overcome magical effects, they may use the appropriate magic skill to overcome the effects instead of a raw Will save.

All spells have base thresholds to overcome in order to utilize them correctly. They are noted with the Spell Description. In order to invoke or prepare a spell that threshold must be equaled or better. Multiple participants in a ritual spell can provide an assist

bonus to the caster allowing him to cast higher level spells. Each participant in a ritual can apply a +1 bonus for every two levels in the appropriate skill.

Spell casters may also sacrifice system shock boxes for a bonus to casting. Each box sacrificed adds a +1 bonus to casting the specified spell. A player must make a System Shock Save upon completing the spell. If the roll fails, the character will immediately fall into a coma and die unless given medical attention within five minutes plus their Health Attribute.

Untrained magic spells can be cast from sources, but doing so is dangerous. Increase the threshold of the spell by 3 and the spell caster will take a minimum of one point of System Shock Damage without any bonus. In addition, if the caster fails at the roll, he will take additional points of damage equal to the Margin of Failure. Any system shock damage is recovered after twenty four hours of complete rest.

Example 1: Danny is a low level Adept of a Hermetic Order and has spent years in studying the esoteric. With the terrifying ghost approaching, Danny utilizes his Summoning Skill to invoke Minor Ward. The player rolls Danny's skill against the spells threshold of 2 and scores a roll of 4 and then adds Danny's Will of 2 to get an end result of six. More than enough to set up the Ward. The ghost hovers before Danny testing the boundaries of the Ward.

Example 2: Danny decides the only way to be rid of the ghost is to Banish it. Banishment is a ritual and requires a circle to be drawn on the ground. Following the careful steps that he has learned, Danny works on the steps of the complex spell. The player rolls Danny's Summoning Skill against a threshold of 4 and applies his character's Knowledge Attribute of 1. The roll is a 3 and his Knowledge takes to a four. The absolute minimum he needed to succeed. Once the ritual is done, Danny invokes the Banishing Circle and rolls his Summoning again, but this time applies his Will of 2 instead. Danny rolls 6 and applies his Will bonus of 2 for a total of 8. The ghost wails in agony and tries to break free of the Banishment. It makes a Will save and manages only to get a 5. The circle glows briefly and scatters the ghost into mist.

Example 3: Danny has entered the dark castle and has located an old spell grimoire. Fascinated by the contents he starts reading. He comes across a new summon spell. Young and eager he decides that he can cast the spell without studying it in depth and risks an untrained roll. The summon has a base threshold of 5, but with the untrained modifier that goes up to a threshold of 8. He follows the process and make his Knowledge based Summoning roll to set up the ritual and rolls a box cars, which gives him a total

of 8 with his Knowledge bonus of 1. Confident that he can do this he invokes the spell by rolling his Summoning Skill using his Will attribute. The effort is surprisingly draining on Danny, who takes a point of System Shock damage. He rolls a 5 and with his Will bonus of 2 he comes up short by 1. Not only does the spell not work, the energy backlash further damages Danny by 1. With the invocation done, Danny has to make his system shock roll. Things are not looking up for the young man..

NEW SKILLS

Occult Lore (Complex)

Specialties: Regional, Cryptozoology, Historical Periods, Religious

Occult Lore is a general studies skill used to identify the supernatural, esoteric practices, and mythologies. It can be used to identify basic types of magic, but not the specifics. This skill does not allow the character to learn magic merely identify it in the most basic form. A character will be able to identify that a spell is Low Magic, but not know that it is a Charm or a Hex.

Note: Before reaching the level 3 proficiency, the character must choose a specialization.

Low/Vulgar Magic (Simple)

Specialties: Charms, Hexes, Cantrips, Obfuscation

Low or Vulgar Magic is the sort of magic typically associated with minor tricks, charms, curses, mundane effects, and spells to confuse the weak minded. They are generally considered beginners magic and are easily cast. Most of these spells have no rituals or seals.

High Magic (Complex)

Specialties: Regional, Ritual, Chants, Circles, Necromancy, Healing, Weather

High Magic is the complex ritualistic magic used for greater effects. The process of casting these spells requires time and material foci. Often High Magic rituals will take anywhere from five minutes to days to enact and might require certain astrological alignments to be invoked. When High Magic is combined with Alchemy, a caster can create Minor Items of Power. Greater Items of Power can be created when High Magic is combined with Summoning and Alchemy. (See Alchemy for Item Creation)

Summoning-Nature, Holy, Daemon, Elements (Complex)

Specialties: Binding, Circles, Possessions, Exorcisms

Summoning Magic is fraught with peril, but the power gained from this dangerous power is immense. At its root, Summoning is the ability to call forth beings of raw energy into the physical world. The skilled Summoner binds those he calls to his service through Seals or Pacts. He is also adept at protecting himself or exorcising spirits bound to a host. Each type of Summoning is a different skill. Summoning can be combined with Alchemy to create a Binding. Binding forces a spirit into a solid object in order to harness the some of the spirit's power. Similarly, Summoners can bind spirits to living creatures including humans. This is called Possession. Some spirits are able to perform this ability without the assistance of a Summoner. Possession is useful for keeping a spirit on the physical plane indefinitely. Normally a spirit is only able to sustain itself for a period of time equal to its rating in minutes. Possession also enhances the physical abilities of a possessed, but usually diminishes the spirit's natural abilities.

Alchemy (Complex)

Specialties: Transmutations, Minor Item Creation, Greater Item Creation, Elixirs

Alchemy is the forerunner of modern chemistry, but in many ways it was also a esoteric study of elements. The addition of spiritual energy makes this skill deviate from science altogether. With Alchemy, a caster has available to him a wide array of abilities. Transmuting a substance into a different substance is the core ability an Alchemist learns. From this foundation, he can brew Elixirs or enhance the strength of items or even himself. When combined with either Summoning or High Magic, Alchemy can be used to create Items of Power. Items of Power store spiritual energy within a mundane item. These items can unleash the spiritual energy for a specified purpose. By doing this, the Caster can store the effects of a Summoning or High Magic Ritual in a vessel and use it to unleash it when he needs it.

LEARNING SPELLS

Anytime a Caster is able to find a new spell he can attempt to decipher how to cast it by making the appropriate skill roll with his Knowledge Attribute added. The difficulty is the rating of the Spell. It takes a number of days equal to the rating to fully understand a spell. If a Caster wishes to cast the spell without study they may but are subject to the Untrained Magic rule noted above. Until XP points are spent equal to the Spell Rating that spell will require the caster to expend his life energy to enact it. In game terms this means that he must spend a System Shock Box to cast the spell. Once the spell is bound into his spirit the spell becomes effortless to cast.

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GEAR KRIEG SUPERNATURAL: MAGIC IN GK

THE BEGINNER'S SPELL BOOK

- *Low Magic Spells*

Enticement (Charm)

Spell Rating: 3
Duration: MoS in Minutes +10 minutes
Range: Line of Sight
Casting Time: 1 Action
Save: Contested Will Save Against the Caster's Skill Roll
Effect: Enticement provides the caster with a +2 to all Influence Based Skills against one target for the duration of the spell.

A Pox (Hex)

Spell Rating: 2
Duration: A number of days equal to the MoS + 1 Day
Range: Line of Sight and the Curse must be heard by the victim.
Casting Time: Verbal Curse
Save: Contested Health Save Against the Caster's Skill Roll
Effect: Degrade one of the target's Physical Attributes by 2. Only one Pox can be in affect at any given time. Physical Attributes include Agility, Build, Fitness, and Appearance.

Illuminating Index (Cantrip)

Spell Rating: 2
Duration: 10 Minutes per Point of MoS
Range: Self
Casting Time: Single Word
Save: N/A
Effect: The index finger of the caster glows with the illuminating strength of a lit match.

Cloud the Sight (Obfuscate)

Spell Rating: 3
Duration: One minute per Point of MoS +1 minute
Range: Line of Sight
Casting Time: Single Word
Save: Contested Will Save Against the Caster's Skill Roll
Effect: The Caster causes the target to ignore him visually. The target can still use his other senses, but his sight will refuse to see the caster.

- *High Magic Spells*

Storm Caller

Spell Rating: 7
Duration: One hour per Point of MoS +1hour
Range: 10 Miles. Directed Lighting must be in the range of the casters line of sight.
Casting Time: Thirteen hours of Chanting and Preparing a Circle of Power

Materials: Inscribing Material, Pure Metal Chalice, Copper Rod, Water

Save: None. Lightning Bolts must be dodged!
Effect: The Caster summons a lightning storm into the area. Once summoned very little can be done to control the effects of the storm, but the Caster can use the Copper Rod to direct lightning from the sky at a target once per minute. Storms summoned in this manner are unnatural and manifest themselves as such. Clouds will be sickly green or red and the collateral damage is usually immense.

Temple Purification

Spell Rating: 6
Duration: Instant
Range: Touch
Casting Time: Eight Hours of Chanting over the person.
Materials: Oils, Stones, Herbs, and Water
Save: None
Effect: Temple Purification is an obscure reference to the body being a Temple of the Mind. This spell purges all illnesses, diseases, and toxins from the body. It does not regenerate lost limbs or seal wounds.

Commune with the Dead

Spell Rating: 5
Duration: 10 Minutes per Point of MoS +10minutes
Range: Within 10 Feet of the body
Casting Time: 1 Hour of Chanting and Circle of Power Preparation
Materials: Silver Dust, Food, Drink, Salt. An article of the Deceased will add a +1 bonus.
Save: None
Effect: The Caster draws out the memories of a corpse. During the effects of the spell, the caster can sift through the memories for crucial information. Use Notice with the Psyche Attribute to detect the information.

- *Summoning Spells*

Minor Ward

Spell Rating: 2
Duration: 10 Minutes Per Point of MoS +10 minutes
Range: Personal
Casting Time: 1 Action
Materials: None. Though a Focus Item would boost the Ward's Duration to 1 Hour Per MoS or Extend the Range to Ward someone else within Line of Sight.
Save: Contested Will Save against the Caster's Skill Roll
Effect: Minor Wards creates a zone around the person that prevents supernatural creatures with a rating of four or less from making contact with the caster. It can make ranged attacks

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GEAR KRIEG SUPERNATURAL: MAGIC IN GK

or cast spells, but all physical attacks are impossible without it making a Will Save. If the Caster moves from the Ward Zone the protection is lost.

Banishment (Lesser)

Spell Rating: 4
Duration: Instant
Range: Line of Sight
Casting Time: Five minutes. A Circle of Power must be drawn.
Material: Water, Silver, and a Focus Item
Save: Contested Will Save against the Caster's Skill Roll
Effect: The Banishment Ritual is used to purge incorporeal spirits from the physical plane. The Lesser Banishment is useful against entities with power levels of four or less. If they fail their Will, the entity is banished back to its place of origin. Possessed or Bound spirits cannot be Banished. They must be Exorcised before they can be Banished.

Exorcism (Lesser)

Spell Rating: 4
Duration: Instant
Range: Touch
Casting Time: One Hour of Chanting
Material: Water, Silver, and a Focus Item
Save: Contested Will Save against the Caster's Skill Roll
Effect: Exorcism unbinds spirits from physical hosts whether they be living or not. The Lesser Exorcism is used to purge spirits with a rating of 4 or less. The spirit must make a Will save or be cast out. Exorcism does not banish a spirit back to its point of origin, merely casts it out of a host. A Banishment spell must be used to rid the spirit from the physical plane.

Summon Lesser Spirit (Varies)

Spell Rating: 6
Duration: 10 Minutes per Point of MoS +10 minutes
Range: Within the Circle
Casting Time: Three Hours of Chanting and Circle of Power Preparation
Materials: Varies by type of Summoning
Save: Contested Will Save against the Caster's Skill Roll
Effect: The caster uses this ritual to summon forth a lesser entity to do his bidding. The creature must remain within the Circle of Power if it is to remain under the absolute control of the caster; however, a caster may release the entity from the circle to perform duties outside of the circle, but the caster must exert his Will over the entity to maintain

control of it. Unbound spirits can only remain on the physical plain for a duration equal to their rating in minutes. With Lesser Summoning, a caster can summon an entity rated four or less.

Alchemy

Rust (Transmutation)
Spell Rating: 3
Duration: Instant
Range: Touch
Casting Time: 1 Minute to mark a Minor Circle of Power
Materials: One Drop of Water and Inscribing Materials
Save: None
Effect: This Alchemy spell instantly rusts an area of ferrous metal equal to the Points of MoS cubed. So a MoS of 3 would allow the caster to rust a three inch by three inch by three inch cube of iron.

Water of Life (Elixir)

Spell Rating: 7
Duration: Instant for effects. Shelf Life is 7 months
Range: Consumed
Casting Time: A Water of Life Elixir takes one week to prepare.
Materials: A container, water, a drop of mercury, herbs, and a gallstone from a cow.
Save: None
Effect: The Water of Life is a potent Elixir that will purge all diseases, toxins, and cancers from the body. It can be used to seal up wounds and reattach severed limbs, but it will not regenerate lost appendages.

Next Issue:

Look forward to new supernatural perks and flaws as well as an extensive Low Magic spell list. Additional Gear Krieg Supernatural articles will feature more spell lists, creature catalogues, and equipment lists.

EXAMPLE SPIRIT

Sylphling (Lesser Air Elemental)

Sylphlings are lesser Air Elementals that appear to be translucent young girls with gossamer wings that gently blow in the wind. They are capricious and playful.
Rating: 4

AGI: 2 APP: 0 BUI: 0 CRE: 0 FIT: 0 KNO: 0 PER: 2 WIL: 0 PSY: 1
STR: 0 HEA: 0 STA: 25 AD: 3 UD: 5

Skills:

Hand to Hand: 2/+2 Notice: 2/+2 Combat Sense: 2/+2 Throw: 2/+2

Abilities: Incorporeal (Immune to Physical Attacks or Barriers), Air Rend (HtH Attack DM 8+ UD), Wind Tunnel (Thrown Attack DM 10) Vulnerable to Fire and Magic





From the rules monkey...

160 pages. Full colour spreads. Four full field guides.

Gears. Lots of Gears.

All Terra Nova.

Now, the Origin Award nominated game is back in the definitive edition! Mark your earth calendars for April... until then, here's an Aurora exclusive preview.

Heavy Gear Blitz -- Locked and Loaded Rulebook

Welcome to the 62nd century and the world of Terra Nova. Colonized by humans, left to fend for itself, and divided between two rival superpowers, recent events have brought this formerly united planet once more to the brink of war. The harsh battlefields of Terra Nova are home to a new type of fighting machine: the 15 foot tall war walkers called Heavy Gears. Filling a role between tanks and infantry, it has radically altered the face of warfare. The battle for Terra Nova has begun. Will you fight for honor, for pride, or for the land to call your own?

Heavy Gear Blitz - Locked & Loaded contains almost everything you need to start playing, including:

- An introduction to the world of Terra Nova.
- 4-page color map section covering all of Terra Nova.
- Revised, streamlined miniature wargaming rules, with plentiful rule examples. Faster to learn, faster to play.
- Full Field Guides for the Northern Guard, Southern MILICIA, Peace River Defense Force, and Port Arthur Korps, along with guides for the League Armies and the Leagueless to support you in building your forces.
- Regiments of Note listings covering the more interesting and unique regiments on Terra Nova.
- A random scenario generator that covers a variety of terrain types, deployments, and victory conditions, designed to work well with leagues and tournaments
- New Interpolar War Campaign section with a timeline from before the war to the formation of the Westphalia Cabinet.
- 90+ datacards, covering all the standard vehicles used in the Field Guides.
- New 6-page color miniatures gallery including an assembly and painting guide.

A core miniature game rulebook for all players; Requires the use of six-sided dice (not included) and some Dream Pod 9 miniatures. For two or more players, age 8 and older.

DP9-9996, 160 pages including 10 color pages
ISBN 1-897460-21-4

A final decision between Hardcover and Softcover has not yet been made. If Hardcover, SRP will be \$44.95, if Softcover, SRP will be \$29.95.



AURORA: THE SILHOUETTE MAGAZINE MESSAGES FROM THE POD



HEAVY GEAR PEACE RIVER

SHIELDS OF FREEDOM

PEACE RIVER

Nowhere else on Terra Nova will you find a city-state quite like Peace River, a symbol of pride for the whole of the Badlands. The city is built into the side of a large mesa and protected by 350 meter tall defense shutters that can close in a matter of minutes to repelling even the worst Badlands Tempests and, incidentally, bombardment from anything short of an orbital nuclear strike. To further this image of strength and power, the city is topped by a mighty airfield whose runways form a peace sign. Towering over the airfield and the rest of the city are the executive offices, the original oasis tower purchased by the city's founder, Ebert Paxton. The whole city is a massive symbol of Paxton's military, monetary and emotional power.

The city itself is run as a branch of Paxton Arms and the CEO of Paxton Arms is also the ruler of the city. Residents are divided into one of three castes - Executive, Management and Worker - based on their role in the company. This system has been widely criticized, and while reforms are being made to bring things closer to the original vision of Ebert Paxton, riots over worker's rights are a regular occurrence. The Peace Officers Corps (POC) and Paxton Security (PaxSec) have been known to use extreme methods to control riots, motivated at least partly by fears of terrorists using these riots as cover for more malicious, destructive activity against Peace River or Paxton Arms. In stark contrast, the military arm of Paxton, the Peace River Defense Force, stands as the guardians of freedom for all those within Paxton's voluntarily-established Protectorate.

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Note: Material may change in final printed product!

THE HISTORY OF THE PEACE RIVER DEFENSE FORCE



The Paxton Mining conglomerate was founded by a young Mekongese man by the name of Ebert Paxton. Unable to compete in the ruthless Mekong marketplace, Paxton moved to the Badlands to discover new opportunities. In TN 1505, after his surveys discovered iron and bauxite ore in the mesas east of the Pacifica mountain range, Paxton used his life saving to purchase an oasis tower near on of these mesas and reamed it Peace River. The proximity of this oasis tower to the Alpha maglev line and the ore made Paxton Mining profitable relatively quickly

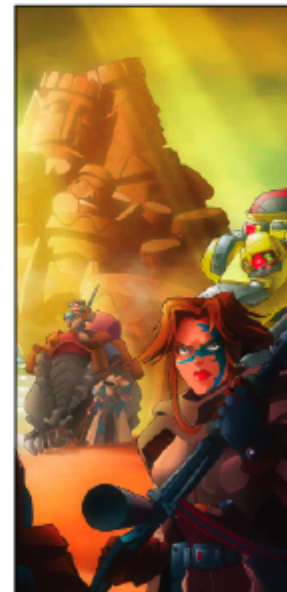
In the early TN 1700s Paxton Mining began a process of diversification, beginning with the manufacture of mining equipment and light desert vehicles. While this was not very successful at first, the focus on diversification continued, and in the wake of the St. Vincent's War proved to be a huge boon for the company. When the war ended in TN 1729, Paxton was in a unique position to supply goods and services to the Polar Leagues who had lost a great deal of their manufacturing capabilities. Both sides were afraid the other would rebuild first and were intent on purchasing weaponry with which to defend themselves. Paxton complied and while it was criticized heavily for focusing on arms production in the wake of a war that had devastated all of Terra Nova, Paxton products were of high quality and became planet-wide standards as of TN 1750, when Paxton Mining officially became Paxton Arms.

While Paxton Arms was the de facto arms supplier for the planet, their entry into Gear production was delayed enormously. Primary historical sources from the era suggest that while the Hunter and Jäger were featured prominently in the St Vincent's War, Paxton's Research and Development division had a very difficult time reproducing the Optical Neural Net technology required for the vehicle to operate. Furthermore, Paxton documents indicate that both the CNCS and the AST pressured Paxton Arms to delay production, either due to fears the always-neutral company would sell to militias and criminals, or simply to cement their own hold on Gear manufacturing. By the time the first Warrior rolled off the production line in 1802, Territorial Arms and Northco had all but cornered the Gear market.

WAR APPROACHES

By TN 1850, communities surrounding Peace River had become integral to the survival of the city and of Paxton Arms. As Rover raids and hostilities between the polar factions increased, it was clear to Paxton Arms that their supply and workforce needed protection. The Paxton Protectorate came into being that very cycle and communities, caravans and other necessary interests were soon being defended by Peace Officers in Paxton Gears. This was not only to secure and protect the land and people Paxton depended on, but to serve as a working advertisement for the Gears Paxton produced. Unfortunately, not all Badlanders were pleased with this. Those outside the protected area often complained of being left out, while others within the protected zone felt stifled by protection they did not ask for. Paxton Arms responded by stating simply that it was to protect supplies and those who produced said supplies, but the statement did little to assuage these complaints.

As the turn of the Century grew closer and the Judas Syndrome became widespread, Paxton's position as protector of nearby communities and as arms supplier to superpowers who were preparing to go to war in the very area Paxton Arms protected began to clash. While low level conflict between the Poles was subtly encouraged as it improved sales, all-out warfare would be disastrous for all involved. Not only would the company suffer, but many residents had families outside the city or even outside the Protectorate and even if the city could house them all, it could not withstand any real warfare. The defensive capabilities of the city itself were rapidly improved and by 1913, Paxton was ready to send envoys to both Polar Superpowers to try and negotiate a diplomatic solution. However, before Paxton could put this plan into action, Earth's Colonial Expeditionary Force (CEF) had begun their assault.



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 #2.3: April 15th 2008

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.

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.

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, above.

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.

Note: Blitz! Rules

House Rules covering existing Blitz! Rules will be limited. New Rules covering areas of the game not explicitly contained in the existing rules (as found in the Blitz! line of books) may be submitted freely. House Rules that modify or replace the written Blitz! ruleset (as found in the Blitz! line of books) will be forwarded to the line developer for review and comment. They will then contact you if the idea may proceed forward. Note that this applies only to the Blitz! line -- rules may be freely submitted for any other SilCore game.

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.