

AURORA

THE SILHOUETTE MAGAZINE

INSIDE THIS ISSUE:
VARIANT RULES FOR BLITZ!
ADVENTURE SEED FOR CORE COMMAND
HEAVY GEARS, REGIMENTS, AND MORE
GEAR KRIEG & HEAVY GEAR FICTION

ISSUE 3.3



AURORA: THE SILHOUETTE MAGAZINE
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SHADES IN THE NIGHT

From the Editor...

It's often fun the odd times when inspiration strikes. Ah, those fleeting thoughts, flitting fitfully through the mind, ideas that suddenly grab your train of thought and make you go "huh, that'd be pretty cool." Maybe they fly up out of word association, or while you're talking with your friends, or driving in traffic, or simply in the midst of something completely unrelated. Wherever they come from, blam, there they are, waving their flag of niftyness.

If you're like me sometimes it can be hard to hold onto those thoughts, especially when they, as they often do, come in the middle of doing something else. Quick, quick, get it down onto paper, computer, something! At least then it will acquire some hold in reality and won't return from where it came. (To be caught by someone else? That's an interesting thought...)

As gamers we tend to be blessed by these flashes of inspiration, sometimes to the point where we are swimming in them, and the downside of such abundance rears its head: how ever could we use all those ideas? An idea gets buried under another idea, pushed to the side momentarily for another idea, which is usurped by yet another idea. A pile of ideas, all waiting to be realized... someday.

Well, it's time to liberate those old ideas and get 'em going! Introducing "Quick Shots." These are one page write-ups of all those ideas you have, that maybe you never thought you could really make into a longer article, all those designs, those snippets of fiction, those artworks, those rules, those campaign ideas... just everything that's there that you'd love to get out. They may still be fodder for later development but for now BLAM. There they are.

It's a way to clear out the corners of the mental desk as well as a great contribution to the community as idea food. You never know what these ideas might inspire in others: whole campaigns, treatises, comedy, future articles, or just how to make it through the gaming session that night. That doesn't even count what it may further inspire in you – putting things out there has a way of letting more ideas flow.

So sit down, grab your quill, and start scribbling. Not every issue of Aurora will have Quick Shots, and most certainly we still want the fully fledged articles... but BLAM! There they are!

Welcome to Issue 3.3333333333333333* of Aurora.

Oliver Bollmann
Aurora Magazine Editor

(* sorry, couldn't resist!)

Aurora gets some press!

Impressed by what he saw in our magazine, Rick "Stormcat" Romero published a write up on Aurora on AdventureMiner.com, a website providing reviews of free RPG and tabletop gaming materials offered by game publishers:

<http://adventureminer.com/component/content/article/92-interviews/226-this-ezine-rocks.html>

Thanks to everyone for your work that allows us to produce such a great e-zine! And that now includes Rick himself, who dusted off an old adventure seed idea of his and wrote it up for this issue.

Now that just rocks.

WE NEED A LOGO FOR QUICK SHOTS - CALL FOR DESIGNS

We need a logo for the new Quick Shots articles! Help us out and send us something... It should be scaled for about 1" by 1", include the words "Quick Shots", and otherwise be cool, clear and creative. Design away!

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.

AURORA: THE SILHOUETTE MAGAZINE

ABOUT THE AUTHORS

Craig “MechMerc” Engle (Mechmerc17@Hotmail.com) -- HACS-12LG-SCT WILDCAT

A casual RPG and Miniature gamer, Craig has been a fan of Heavy Gear from the beginning. He’s Badlander through and through but has always had a fondness for Northern designs (especially the odd ones). Big thanks to 007 and Gambit!

Dennis R. Johnson, Jr. (griffon296@msn.com) -- Omega Company and Tears in Rain Ch 2

Dennis Johnson is a 27-year old who currently resides in Kentucky with his wife and child. A 6-year US Navy veteran, Dennis currently works at a GameStop where he torments his co-workers with an unending supply of Star Wars and Heavy Gear trivia.

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

He gets labeled a “walking-talking encyclopedia.” He draws what goes through his mind. He builds what he can’t afford. He walks what others would take a lift for. He’d probably trade in his bike for a real, working Ferret; but then again, who wouldn’t?

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.

Marcus Lindner (LindnerMarcus@t-online.de) -- 88th PRDF CTF Battalion

Unit Logo by : Christian Noak & Edited by: Gareth Lazelle

Oliver Bollmann (kannikcat@hotmail.com) -- EDF: Foundation

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.

Rick Romero (stormcat@adventureminer.com) -- The Andropov Plan

Rick lives in Monterey, CA with a cat named Princess Kiddo of the Infinite Meow. If Rick could design his own Gear, it would be gigantic with fur and require a Northco Behemoth to fill and empty its litter box..

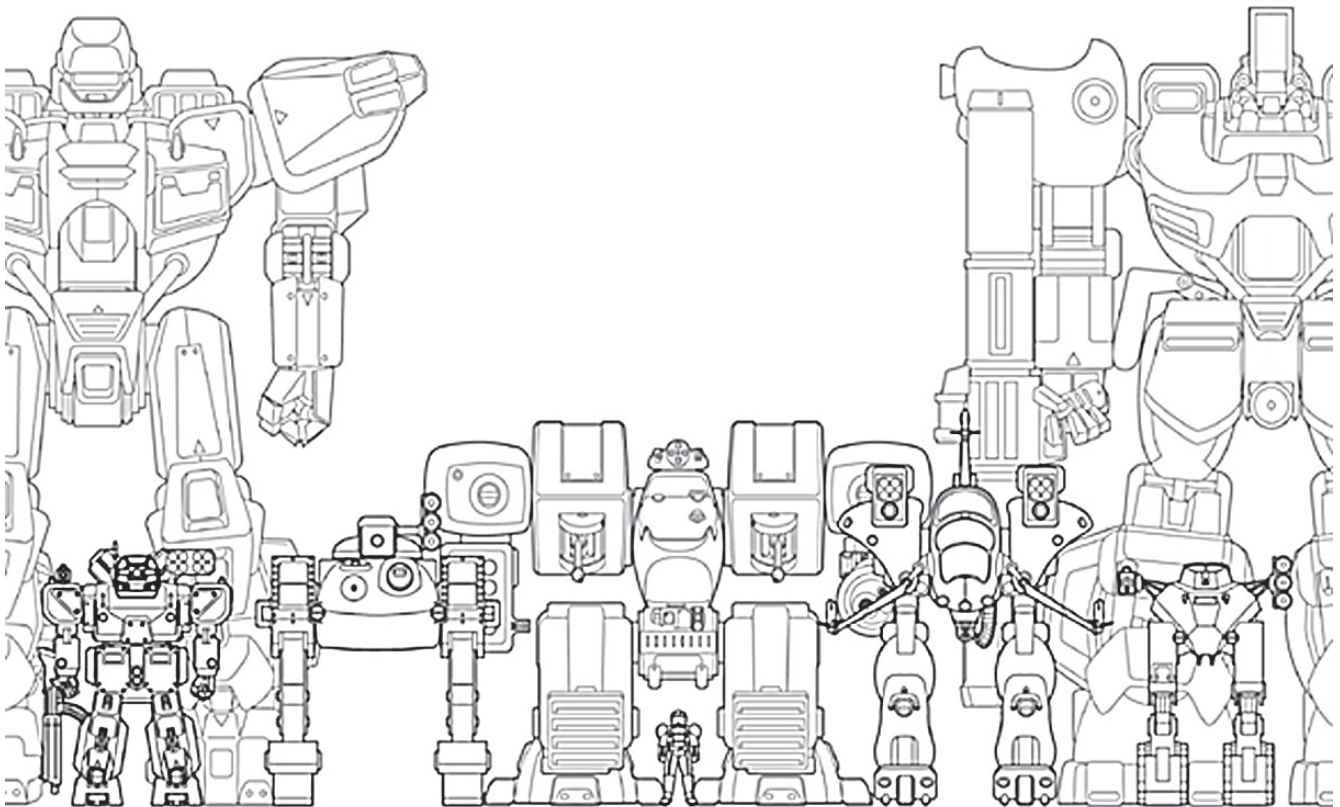
Sean C Callaway (paradox_zero_one@yahoo.com) -- Gear and Tank Variants

Sean, Paradox 01 at the forums, is a medic in the US Army currently deployed to Iraq. While he has yet to play a single game of HGB!, he enjoys painting the miniatures, tooling around with army lists, and reading up on the history of Gear development. He’s also a Northerner at heart.

William Minsinger (wminsing@yahoo.com) -- The Doom Prophets

Will is a Software QA Analyst who lives in Randolph Center, VT. Having played Heavy Gear since 2000 but never with miniatures before Blitz, Will is busily attempting to build up his forces and move his painting skills from ‘poor’ to ‘mediocre’.

AURORA: THE SILHOUETTE MAGAZINE ABOUT THE AUTHORS



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Aurora Magazine, Volume 3, Issue 3, Published May 1st, 2009



88th PRDF CTF Bataillon -- "The Grim Reapers"

Official Motto: "We were Death, which no lock may hold nor fastened portal bar!"

Unofficial Motto: "Gotcha!"

When something works well it is always in high demand, this is just as true for the CTF Regiments as any other. The three CTF Regiments have an excellent track record demonstrating the effectiveness of the concept, however, their small numbers mean that their personnel are somewhat overstressed through near-constant field operations, and until recently expanding the CTF was proving to be a problem. Now however, the PRDF has secured the funds to create several new CTF Regiments.

The first of these new Regiments, the 88th PRDF Regiment is lead by Commander Kaitan Stahl, a Veteran of the War of the Alliance. Kaitan Stahl has acquired significant contacts within the upper echelons of Paxton Arms, and as a consequence has managed to recruit significant numbers of former PRDF Black Operations pilots as well as ensuring that the 88th has good access to new equipment and supplies.

These Veterans are being distributed amongst the new recruits, and are expected to pass on the benefit of their experience. "Tactical Assassination" is one of the specialities the 88th have inherited as a direct consequence of this – the ability to pick out and eliminate key personnel in a hostile force is of excellent utility when facing bands of rovers, and a significant boon even against more organised forces such as the polar armies. Their specialisation has lead to their nickname: "The Grim Reapers".

Color Scheme:

To further their reputation, terrify their enemies and to better resemble their namesake the regiment has adopted an unusual night camouflage scheme for its gears. It is black or dark blue with the face, joints and fingers bone white in colour. Some Pilots add more detail to their machines so that they look even more like a skeleton under a cloak.

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88TH PRDF CTF BATTALION

MARCUS LINDNER

Regimental Organization:

The "Grim Reapers" were based on CTF armies with following changes.

Snipers

- Every Non-Infantry Combat Group can pay +5 TV and every Model in this Combat Group can add the Sniper Perk to the longest ranged autocannon, rifle or railgun.
- Every Model in the army can swap the LAC for a LRF for +0 TV, a MAC for a MRF for + 0 TV.
- One Warrior IV in a Combat Group can swap a MAC for a HRF for + 5TV.

Legatus

The Army Commander and one additional Squad Leader per full 1000 TV can swap his gear for a Legatus. This costs +65 TV if previously piloting a Skirmisher, +35 TV if a Shinobi or +30 TV if a Chieftain IV. The Legatus may swap its LRG for a VLFG for +0 TV, a HBZK for +5 TV or a VHAC for -10 TV. The sniper Perk transfers to the new weapon.

The Grim Reapers

A minimum of one OP must be used for an Assassination objective. If the Target is still alive after the Battle the total earned VP are reduced by two to reflect the Regiments loss of face.

The Legatus:

After seeing the initial field tests of the Cataphract Lord, Kaitan Stahl was extremely impressed. He believed that a machine with its capabilities was perfectly suited for his regiment, if only its air-mobility and stealth could be improved. Trading on favors in the upper ranks of the PRDFs design-team he has managed to secure an upgrade package for Cataphract Lords which allows limited airdrop capability. Making the Cataphract airdroppable was problematic for the PRDF technicians, and required significant reinforcement of the leg assemblies. The weight gains this created where offset by the removal of some of the Cataphracts heavier support weapons.

Refitted armour incorporates a more curved radar-absorbent materials, similar to that used by the Shinobi gears – although significantly thicker.

Finally, the 88th Regiments Technicians in collaboration with several pilots replaced several Legatus vibroswords with massive gear-sized vibro-scythes. This practice appealed to many of the units troops and has now been adopted by the regiment.

LEGATUS

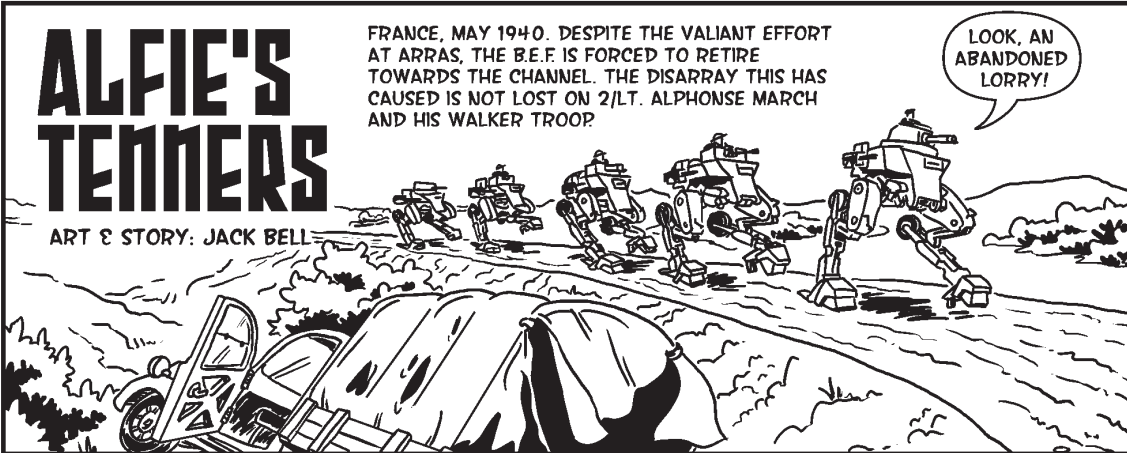
Vehicle:	Cataphract Lord
Remove:	MFM, all HWGs, all Hand Grenades, one Sturdy Box
Add:	Airdroppable, Stealth (2), Sniper (LRG), HHG (F, limited ammo 6), Rugged Movement System
Option:	Swap Vibro-Sword for a Vibro-Scythe. The Vibro-Scythe has the same stats as the Vibro-Sword.



Christian Noak: 88th PRDF CTF Battalion - Unit Logo

ALFIE'S TENNERS

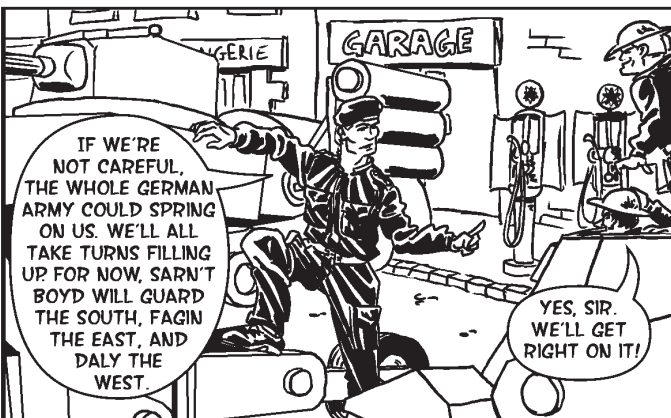
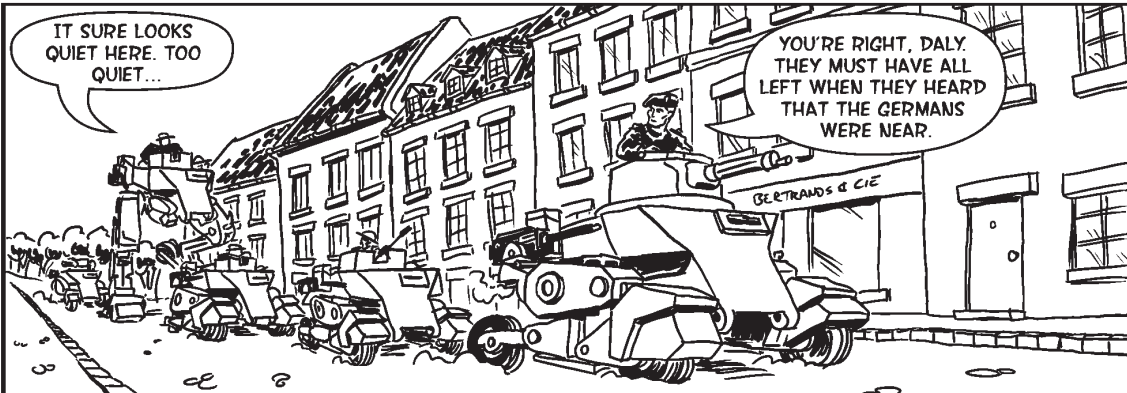
JOHN BELL



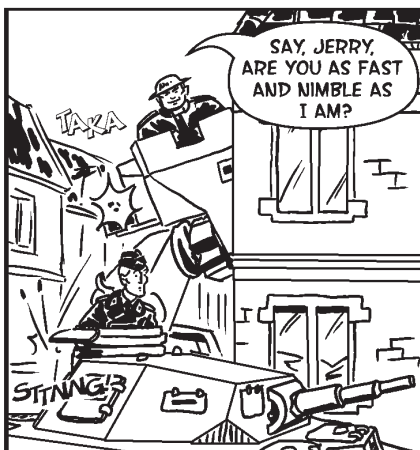
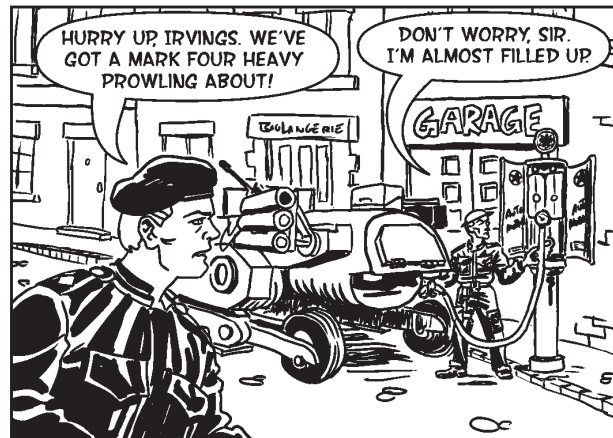
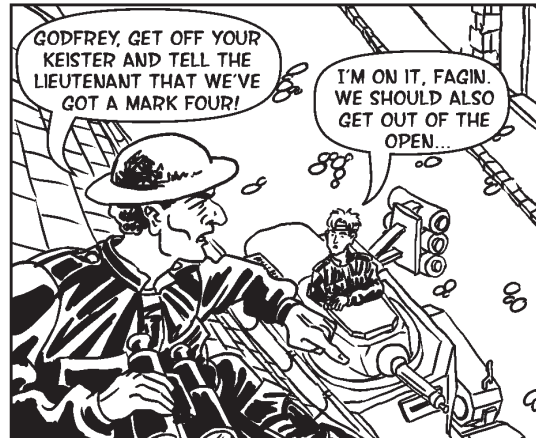
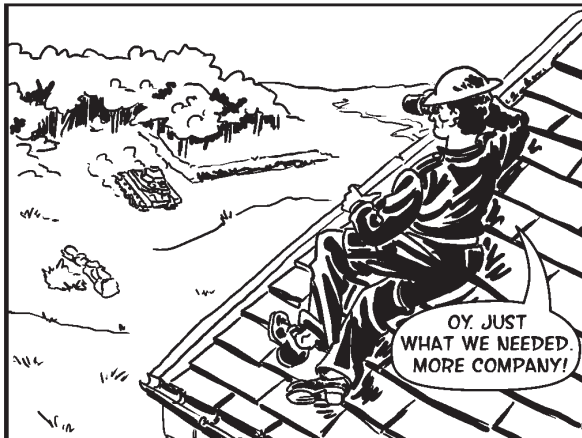
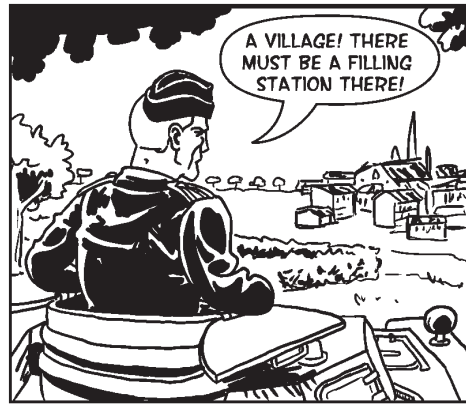
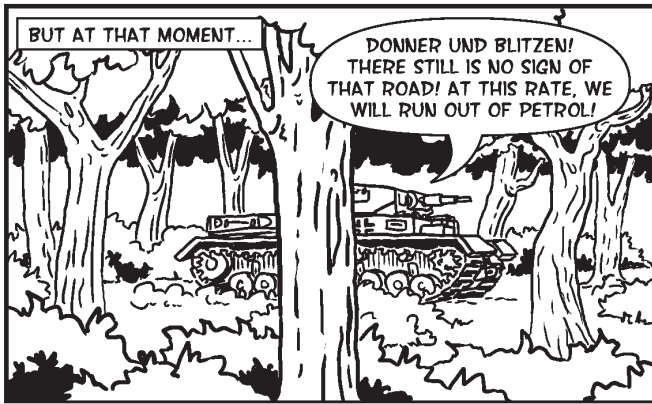
ALFIE'S TENNERS

ART & STORY: JACK BELL

FRANCE, MAY 1940. DESPITE THE VALIANT EFFORT AT ARRAS, THE B.E.F IS FORCED TO RETIRE TOWARDS THE CHANNEL. THE DISARRAY THIS HAS CAUSED IS NOT LOST ON 2/LT. ALPHONSE MARCH AND HIS WALKER TROOP.

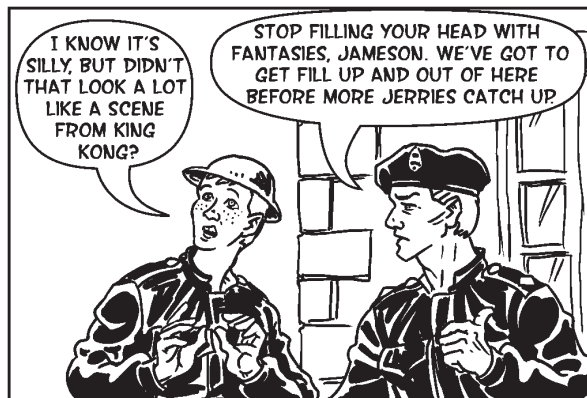
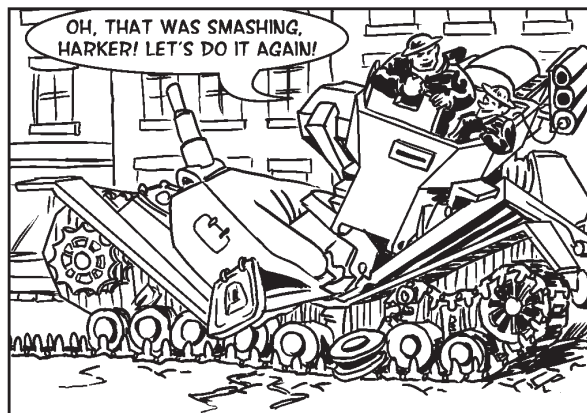
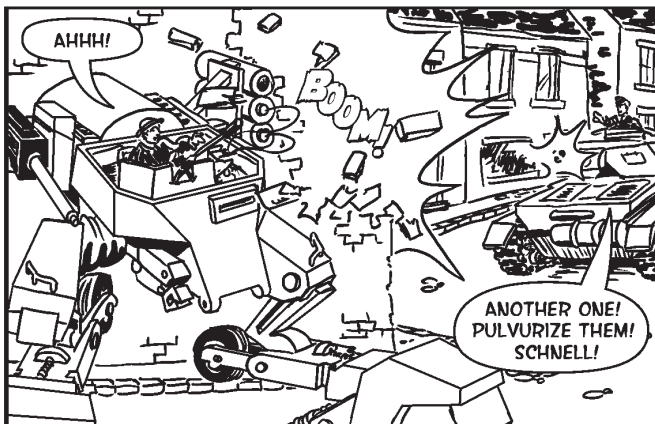
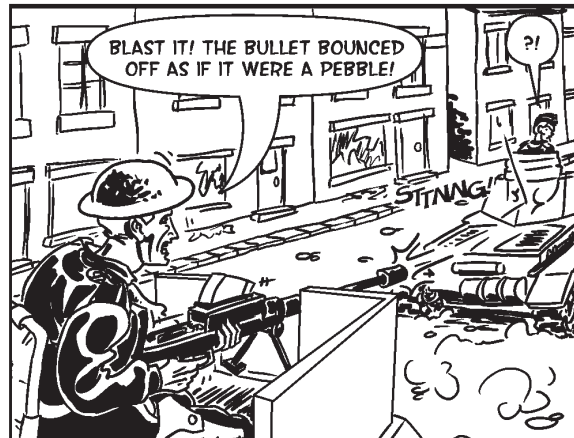


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ALFIE'S TENNERS



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ALFIE'S TENNERS



NEXT EPISODE: JOIN ALFIE AND THE TENNERS AS THEY GO PARTY CRASHING!



"We are The End."

- Omega Company Motto

*Barrington Basin, Badlands
West Base Officer Quarters, Port Arthur
02 August TN 1936*

Lieutenant Symon Newell strode through the narrow streets of Port Arthur's Officer Quarters, weaving his way through the bodies of soldiers performing their everyday duties. He adjusted the duffel bag slung over his shoulder as he came up to the apartment complex he had been reassigned living quarters to. The building looked identical to the other complexes that made up most of West Base's Officer Quarters save for the unit insignia next to the entrance. A fanged skull with the greek letter Omega on its forehead set on a black shield, and below it the words "We are The End" in gothic script. The symbol of Omega Company, the elite unit of the PAK.

Symon showed his identification to the SecBuro GREL on guard outside and proceeded inside to the clerk's desk. The Cassandra on duty greeted him with a smile and salute, which he returned before reaching into his longcoat pocket and pulling out his transfer papers.

"Welcome to Omega Company, Lieutenant Newell," the Cassandra said as she typed information from Symon's transfer papers into her computer. "Congratulations on your recent promotion as well. It seems they haven't fully prepared your quarters just yet, so you'll be bunking with Senior Lieutenant Fedorovich until we can get that straightened out for you," the GREL handed Symon the keycard for his room along with his transfer papers, which he returned to his coat pocket. "Captain Ewy will be in a meeting with Colonel Arthur for the rest of the day, so you aren't required to check in with him until 0600 tomorrow morning. Is there anything else you need help with?"

"No, that will be all, thank you," Symon replied as he reshouldered his duffel and proceeded down the hallway to his temporary quarters. Upon reaching the door, he inserted his keycard and walked inside. Taking a look around the small, spartan room, he noticed the small fold-out bed and footlocker they'd brought for him as well as the larger, more luxurious bed that was meant for the room's original occupant. Setting his gear on the footlocker and tossing his longcoat on the smaller bed, he walked over to the desk sitting in the corner of the room. On it he noticed a few reports, a CEF-issue pistol disassembled for cleaning and little else. No photos, no momentos, nothing to really identify who Lieutenant Fedorovich was or where he'd been or what he'd done. At that moment, a voice came from the doorway.

AURORA: THE SILHOUETTE MAGAZINE OMEGA COMPANY

DENNIS R. JOHNSON, JR.

"Who are you and what are you doing in my room?" the voice demanded. Symon immediately noticed two things. First, the voice had a Siberian accent. Second, the voice was unmistakably female. He turned to face the voice and saw a woman standing in the doorway. She was about Symon's height, with blond hair that cascaded over her shoulders, ice-blue eyes, and at the moment, a very annoyed expression on her face.

"I'm sorry, I must have the wrong room," Symon apologized as he gathered up his coat, "I was looking for Senior Lieutenant Fedorovich's quarters, I've been temporarily assigned to bunk with him."

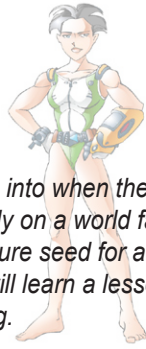
"What?!" the woman exclaimed, "Let me see your berthing assignment."

"Is something wrong?" Symon asked as he handed her the papers the Cassandra gave him, "I was told this was Lieutenant Fedorovich's room. This is his room, isn't it?"

"Hers," she replied, not looking up from the papers, "And you're looking at her." Glancing quickly at her rank insignia, Symon noticed the Senior Lieutenant's symbols stamped onto her collars.

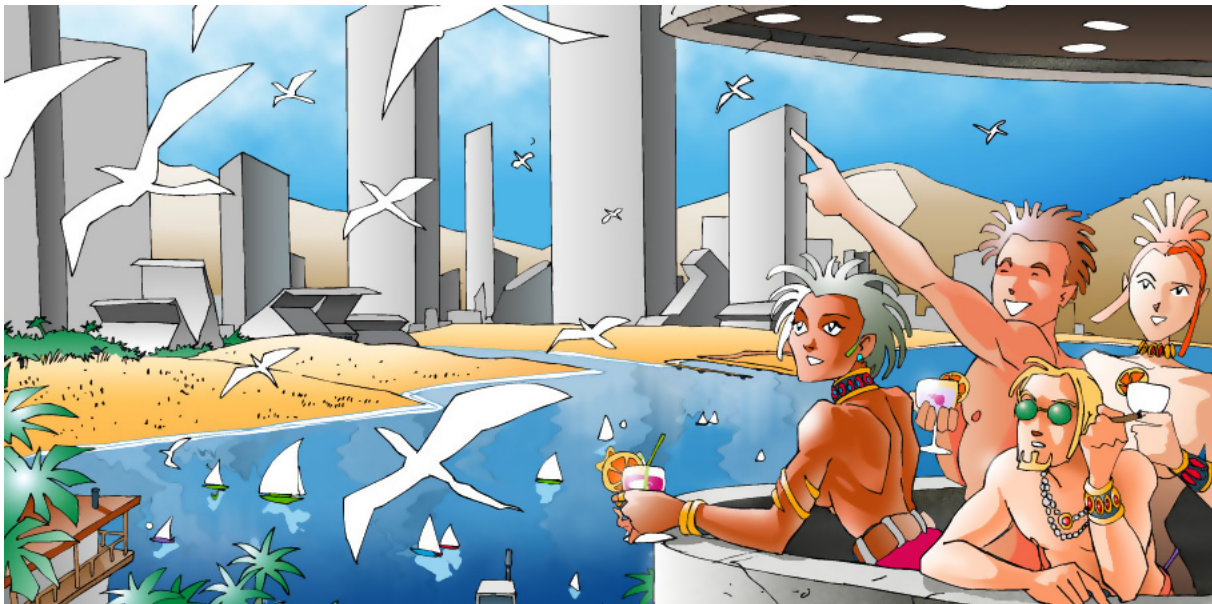
"What?!" Symon exclaimed. Fedorovich glanced up from the papers with a sardonic smirk on her face before replying, "You're a quick one." After confirming the papers with a heavy sigh, she handed them back to Symon and said, "Well, it looks like we're stuck with each other until they can sort out your quarters, Mr. Newell. Might as well make the best of it. I am Senior Lieutenant Anya Fedorovich, Light Hovertank Troop commander. And you are?"

"Lieutenant Symon Newell, Heavy Hovertank Troop commander, pleasure to meet you, ma'am," Symon said as he extended his hand. Anya took his hand in a firm grip and smiled back, "Likewise, Lieutenant, likewise."



One never knows what they're getting into when they begin working for a new company, especially on a world far from home. The Andropov Plan is an adventure seed for a group of characters needing work. Soon, they will learn a lesson about truth in advertising.

LOOKING FOR OPPORTUNITY AND ADVENTURE?



You'll find it on the frontier world of Vespa Prime. Imagine the untamed beauty of a distant planet, light years away from home. Imagine mornings beginning with twin suns and nights falling with triple moons. Imagine living and working surrounded by the excitement and energy of a new world. Vespa Prime, a world where PlanaTech Industries is expanding and looking for workers who want to join a dynamic organization at the forefront of human civilization.

The successful conclusion of labor negotiations has opened the door for the establishment of a permanent resource extraction facility in the Southern Regions, a five-year project employing over two thousand workers on a full-time basis.

Recruits are needed to fill positions in construction, transportation, maintenance, security and administration. A variety of incentives, including sign-on bonuses and a buddy program, are available for those looking to join the PlanaTech team. Those with mining experience are especially encouraged to apply. Sign up before the end of the month and begin your contract with a week-long stay at Lake Paradise, Vespa Prime's premier recreation destination.

The excitement and energy of a new world awaits, contact your local PlanaTech recruiter today!

AURORA: THE SILHOUETTE MAGAZINE

THE ANDROPOV PLAN

TO: Fernando De Paolis, President, Board of Directors
FROM: Constance Hale, CEO, Vespa Prime
DATE: 4 14 6146

SUBJECT: Vespa Prime Labor Issues
ATTACHED: Andropov Plan & Recruiting Poster

With Minister McCulkin's announcement of his intention to form an oversight committee for off-world affairs, a response to what the media are calling "the burgeoning worker insurrection on Vespa Prime," it is imperative that labor issues be resolved quickly and decisively. Government intrusion into our operations would add billions to the hundreds of millions already lost to worker sabotage and cripple the most profitable of the corporation's deep-space ventures. The plan presented by the Andropov Institute, the Andropov Plan, offers a solution that is both ambitious in its time table and comprehensive in its scope. Furthermore, the Andropov Plan is the most cost-effective solution that has been presented. Below is an executive summary; the complete plan will be presented at the next board meeting.

EXECUTIVE SUMMARY

The situation facing PlanaTech Industries is three-fold: (1) on Vespa Prime, acts of sabotage and anti-management propaganda are spreading as a result of a perception of unsafe working conditions and the deaths of several workers; (2) home world media coverage of Vespa's recent worker deaths and the destruction of company property are driving public opinion against off-world autonomy; and (3) members of the government have begun taking steps toward legislation that would bring costly and burdensome regulations to all off-world corporations.

Although daunting, the situation on Vespa Prime can be resolved to the satisfaction of PlanaTech's leadership. The Andropov Plan is a cost-effective solution that can be implemented within a five month period. This initiative is multifaceted and must be implemented in its entirety in order to be effective; both Vespa Prime and home world will be involved as well as a significant number of contract workers.

PHASE ONE: PUBLIC RELATIONS

Declare victory. An act of sabotage damaging orbital refueling facilities will prevent the departure of non-company vessels from Vespa Prime for two months. A phased media campaign directed at home world will follow, beginning with rumors of impending worker-management negotiations and ending with news of an amicable resolution to the crisis. The comprehensive media campaign includes stories planted by independent journalists; one hundred specially trained employees returning home in small numbers, each providing scripted eyewitness accounts; three I-was-inside-the-crisis books; a geologist relating his experiences on the lecture circuit; and a similar PR campaign directed at the workforce of Vespa Prime. Adding to the verisimilitude, two tertiary PlanaTech executives will be terminated for actions resulting in significant lapses of workplace safety protocols. (Tentatively: VP of Planetary Survey and VP of Communications.)

PHASE TWO: SECURITY

The core group of saboteurs and propagandists (roughly 200-300 workers) has wisely avoided any use of technology to facilitate their activities, rendering traditional methods of detection useless. At the same time, they have become adept at wreaking havoc and scrawling their messages on buildings and transportation nodes, providing a plethora of headlines and images for the media. A large-scale presence of security forces will be required to bring an end to the movements and activities of these disaffected workers. In order to create a pervasive security presence, two thousand workers will be transferred to general security duties, occupying seventy-five search and ID posts located within Vespa's three population centers. An additional 400 security contractors will supervise the operation and conduct mobile sweeps in addition to inspecting the work spaces and living quarters of all workers.

It is imperative that basic mining operations continue throughout this operation. Contract workers will be used to fill positions vacated by PlanaTech employees. A plethora of incentives will be offered to rapidly recruit two thousand laborers in a period of three to four weeks. One recommended incentive is the conversion of Colony One's administrative facilities into a recreation site named Lake Paradise with a week-long stay offered as a sign-on bonus.

At the outset, 12% of the workforce will be arrested for acts of sabotage and detained. (Management will approve the list.) The ensuing security build up will be presented as a temporary measure, ensuring the capture of remaining trouble makers. The rapid influx of contract workers will be justified as labor necessary for the upcoming construction of a fictional mining facility to be located in the Southern Regions.

PHASE THREE: HOME WORLD-BASED MEDIA CAMPAIGN

As news of successful labor negotiations arrives, a public relations firm will implement a campaign to sway public opinion toward “the need to take care of home world first.” The media campaign will also use returning employees to spread messages favorable to PlanaTech (as outlined in Phase One). Additionally, investigative firms will be engaged to find information to discredit public figures calling for government oversight of off-world entities.

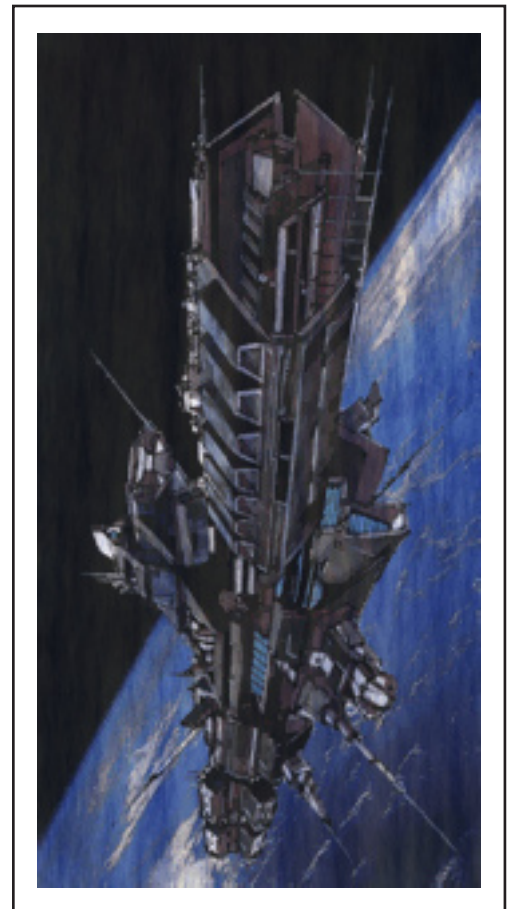
PHASE FOUR: CONCLUSORY ACTIONS

Once the goals of the Andropov Plan have been achieved, the Andropov Institute will, based on circumstances, recommend the creation of one final act of sabotage, one triggering early termination provisions that will be a part of the new contractors’ professional service agreements. The Southern Region construction project will then be placed under an indefinite review process. And finally, the sabotage incident, will, of course, be attributed to irresponsible actions taken by a member of the defunct worker insurrection.

Having achieved the desired results of the Plan, the workforce of Vespa Prime will be brought back into line with pre-crisis levels, and operations will continue without oversight and intervention from the home world government.

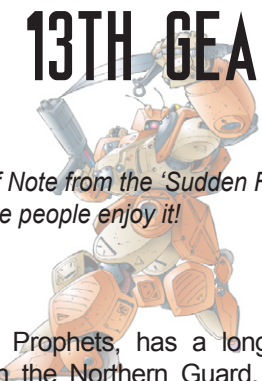
It is imperative that the plan be approved and implemented before Minister McCulkin forms his oversight committee and begins hearings.

Note: If the recruiting poster has displayed before the memo, have tech solutions reset your uplink.



Your gateway to the stars...?

Here's an additional Regiment of Note from the 'Sudden Fire' campaign book. Hope people enjoy it!



The 13th Regiment, the Doom Prophets, has a long and distinguished history serving with the Northern Guard. The original regiment was formed for the purpose of tank hunting. However, the Doom Prophets found that their vehicles and weapons were inadequate for the task. The regiment suffered an extremely high attrition rate in their first missions and the regiment's pilots soon earned a reputation for expecting every mission to be their last. Eventually the Doom Prophets were pulled off the tank hunting mission and relegated to less dangerous roles. The pilots of the Doom Prophets kept their dower attitude, as it had become ingrained in the regimental culture.

Eventually, however, new Gears and weapons were developed that enabled Gears to combat other armored vehicles on a more equal footing. The Razorback, the Snub Cannon, and other advances meant the original role the Doom Prophets had been established for was now possible. The regiment was issued new kit and began to develop specialized tactics to combat Tanks and Striders. They soon became the best anti-armor unit in the Northern Guard, and fought well in the War of the Alliance, inflicting heavy casualties on CEF Hovortank columns.

Despite their new found success the typical Doom Prophet pilot still will confidently assert the next mission will be the death of him. However, the Doom Prophets now actually have a better than average pilot survival rate. Some believe the regimental attitude is actually the root cause of this- there is little bravado or overconfidence in Doom Prophet operations, just a firm grip on the dangerous nature of their usual targets.

The Doom Prophets have also traditionally been lower on the supply chain than many other high profile regiments. They still make heavy use of Razorbacks and LBZK equipped Cheetahs (nicknamed the 'Fang'), both models phased out in most Northern Guard formations. The Doom Prophets simply accept this with a shrug- the lack of cutting edge kit is simply seen as another sign of their fate. Recently however, fate has smiled on the Doom Prophets- instead of a replacement section of Hunters they were supposed to receive the shipment contained Hunter Commandoes and EW gear. No one in the Prophets has thought it important to notify higher command of this error.

Special Rules

- The Doom Prophets are built as a Standard Northern Guard list. The Member States rules may not be used. The Doom Prophets cannot take Light or Heavy Tank Squads.
- The Doom Prophets favor night attacks when possible- if a Table Effect is present the Doom Prophets player may pay 1 SP to pick Night or Dawn/Dusk, instead of rolling for it.
- The Doom Prophets may swap any CGL's Gear with a Hunter Commando for +20 TV if replacing a Headhunter or +0 TV if replacing a Jaguar. This CGL Hunter Commando may swap it's MRP for an EW Pod with ECM (3) and ECCM (2) for +5 TV.
- In addition, the Doom Prophets field specialized 'Armor Slayer' squads. These count as Special units for a Doom Prophets force. In addition, all Armor Slayers must be upgraded to Veteran if the Priority Level allows before any other squads may be upgraded to Veteran.

ARMOR SLAYER SQUAD (THREAT VALUE: 285)

Basic Units + Skills

Combat Group Leader

1 x Headhunter
Attack: 2
Defense: 2
EW: 1
LD: 2

2 x Cheetah
Attack: 2
Defense: 2
EW: 1

2 x Razorback
Attack: 2
Defense: 2
ECM: 1

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DOOM PROPHETS

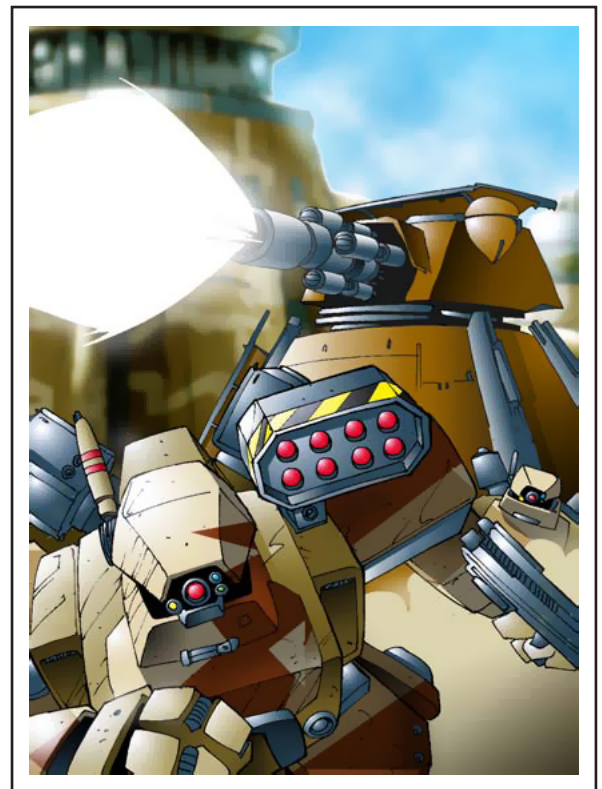
Standard Options

- Any Cheetah may swap their TD, LRP and DPG for a LBZK for -15 TV
- Any Razorback may swap it's SC for a HBZK (F, no reloads) for +5 TV
- Any Member may carry HPZF (F, Limited Ammo 2) for +5 TV
- Add Field Armor (additional Sturdy Box) to any member for +10 TV
- Add a Demolitions drone to any member (max one drone per Model) for +5 TV

Veteran Options

- The CGL Headhunter may be swapped for a Jaguar for +15 TV
- Upgrade the Attack and Defense skills of any member to Level 3 for +10 TV
- Increase Leadership of the CGL to Level 3 for +10 TV
- Turn any member into a Second in Command (Leadership 1) for +10 TV
- Any Razorback can be swapped for a Jaguar for +15 TV
- Any Jaguar may replace it's MAC with a MBZK (F, no Reloads) for +10 TV
- Any Jaguar may replace upgrade it's MBZK to a HBZK (F, no Reloads) for +10 TV

Many thanks to forum members IceRaptor and Daniel in particular for some extremely useful feedback. A further thanks to those who posted in the thread in general. Any further feedback can be directed to me via PM on the forum.



Strike now, strike hard!

A while back, when I was much less familiar with the world of HGB!, I had included two Badgers with AGMs in one of my Northern lists that I'd posted at the DP9 Forums, and someone said, "I dig the Rabid Badgers". "Eh?" was my witty reply.

Two days later, I bought the Northern Vehicle Compendium 1.

And now here I am trying to do my part in helping people, either those new to the game or those that are where I am now, by showing the other side of HGB!; the fluff relating to the history of Gear development. After having read both NVC and SVC One and Two (Northern/Southern Vehicle Compendiums, "One" dealing with Gears and Striders and "Two" focusing on tanks and such), I have a much greater grasp on the game as a whole.

That, and when someone says something about a Jaguar Pathfinder, I know what the hell they're talking about.

So I figured I'd go through each Compendium and find the variants one could actually represent with the army lists from Locked & Loaded. I started with the South because I just happened to be playing around with a Southern army at the time. That's how I develop an overall understanding of any game, by building lists. Never fear, True Believer, a Northern compilation is coming right up.

As a matter of fact, I even did a compilation for Paxton. As far as I know, there's no Vehicle Compendium equivalent for them, so I decided to make some up. That's where I needed the most help. I had a hard time coming up with names for the variants. Thanks to other members of the DP9 forums, I got those names. Thanks, guys!

Some variants were easy to find, but some come close without being completely authentic. A few of them require certain restrictions, like being in a Veteran unit or an upgrade from a completely different Gear.

I tried to list Gears I could get as close to possible to the original load-out shown in the Compendiums. A lot of them, however, have stuff like laboratories, fuel capacities, and High Capacity Computers that don't translate to HGB!. In these cases, I've done my best to approximate the best way to include actual variants.

Oh, before I forget, one thing I didn't do with the list was show Gear variants that already have or are included on an existing Databcard, like the Jäger Command or the Recon Hun.

Have fun.

The underlined portions show which Cadre/Squad type(s) in which you can build each variant. The TV adjustments are listed in parentheses, though I've refrained from listing base costs to avoid legal issues. Please note, none of the PRDF variants names are canon.

SOUTHERN VARIANTS

Black Mamba Variants

Blazing Mamba

Vet Strike Cadre: swap LRP and MAC for HGLC and Exposed Fire Con Flaw (-5)

Brawler Black Mamba

Strike Cadre: swap MAC for HGL (+15); LRP for VLRP/32 (-5)

Long Fang Black Mamba

Vet Fire Support, Vet Strike, Vet Paratroop Cadres: swap APGLs and LRP for 2xMRP/36s (+45)

Iguana Variants

Blitz Iguana

Recon Cadre: swap DPG for LAC (+5); swap TD, ECM, LRP/24 for LRP/32 (-15)

Chatterbox

Vet Recon Cadre CGL: swap LRP and TD for enhanced EW suite (ECM 3, ECCM 3) (-10); Sensors to +2 and Auto Comm to 7 (+10); add Sat Uplink (+5)

Black Box Iguana

Recon Cadre: swap LRP and TD for enhanced EW suite (ECM 3, ECCM 3) (-10); Swap DPG for LAC (+5)

Iguana Paratrooper Gunner

Vet Recon Cadre: upgrade Jäger Paratrooper to Iguana Paratrooper (+5); add HG (+5); swap Paratrooper Rifle for MAC (-5)

Sortie Iguana

Recon Cadre CGL: add Sat Uplink, Exposed Aux (+5); swap DPG for LRF (+5)

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GEAR AND TANK VARIANTS

Jäger Variants

Blitz Jäger

Strike Cadre: swap LAC for MAC (+5); swap LRP for ATM (+55)

Flammjäger

Vet GP Cadre, Strike Cadre: swap LAC and LRP for MFL, IRP/20 and Fire Resistant Perk (+10)

Jäger Command Hero

Vet GP Cadre: swap LAC for MAC (+5); add Field Armor (+10)

Long Bow Jäger

Vet Fire Support Cadre: swap APGL for APM (+5); swap LAC and LRP for MRF (-5)

Long Bow Paratrooper

Vet Paratroop Cadre: swap CR for DPG (+5); swap Paratrooper Rifle for LRF (-5); swap APGLs for LGM (+10)

Jäger Recon

MILICIA: swap Jäger for SD Jäger (-15); swap LAC for MAC (+5) [No LPZF option]

Spitting Cobra Variants

Slashing Cobra

Vet Fire Support Cadre: swap MRP, HRP, LGM and LMG for ATM (+10)

Striking Cobra

Fire Support Cadre: swap HAC and LGM for MBZK (-5)

Support Cobra

Fire Support Cobra: swap HRP and LGM for VLFG (-25); swap HAC and MRP for VHAC (-10)

King Cobra Variants

Hooded Cobra

Vet Strike Cadre, Vet Fire Support Cadre: swap LPA for LLC (+10)

Black Adder Variants

Long Fang Black Adder

Strike Cadre: swap SC for LAC and additional MRP/36 (+5)

Chameleon Variants

Hunting Chameleon

OpSec Cadre: swap DPG for MRF (+5); swap LRP for APGL (-5); swap TD for HPZFs (-10)

Naga Variants

Long Fang Naga

Strider Cadre: swap both ATMs for 2x LFGs (-100)

Sniper Naga

Vet Strider Cadre: swap both ATMs and MAC for 2x LLC (-90)

Tusked Naga

Vet Strider Cadre: swap both ATMs for 2x LFGs (-100); swap LFGs for 2x HATM (+145)

Fire Dragon Variants

Water Dragon

Vet Strider Cadre: swap Ground Movement for Amphibious Perk (+0); swap MFL for SC (+0), swap HRP and Sniper System for 2x linked MFM (+165); swap AMS for Sensors +2 and Detect 3 (-10)

Author's Note: The Sagittarius listed in the L&L army list is, according to SVC 1, actually the "Venomous Sagittarius". I wonder if the option of swapping the VLRLPs for ABM is an attempt at taking us back to original Sagittarius with LAM?

Hun Variants

Ballista

Tank Cadre: swap all weapons for VLRP/128 (-35)

Visigoth Variants

Blitz Visigoth

Vet Tank Cadre: swap HAC for VHAC (+5); swap HFG for 2x SC (-90)

Caiman Variants

Crocodile AFV

Cavalry Patrol, Vet Infantry Platoon: swap MAC and LMG for HRP/48 (+10)

Alligator

Vet Cavalry Patrol, Vet Infantry Platoon: add Amphibious Perk, lower Ground Speed to 6\12 and change Ground Defense Modifiers to -6/-3/-1 (+5)

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GEAR AND TANK VARIANTS

NORTHERN VARIANTS

Cheetah Variants

Black Claw

Vet Ranger Squad: swap Cheetah for Black Cat (+15); swap LAC and LRP for HRF (-10)

Stalking Cheetah RFL

Ranger Squad: swap DPG, LRP and TD for MRF w/Sniper System (-5), add Airdroppable (+5)

Hunter Variants

Assault Hunter

GP Squad, Strike Squad, Dragoon Squad: swap LAC and LRP for SC (+5)

Hunter Commando EW

Vet Airborne Squad: upgrade Hunter Paratrooper to Hunter Commando (+10); swap MRP for EW pod with ECM 3 and ECCM 2 (+5)

Hunter UC

Dragoon Squad: swap LAC and HGs for FGC and HHGs (+5); swap LRP for HMG, add HPZFs (+0)

Hunter Recon

GP Squad: swap Hunter for SD Hunter (-15); swap LAC for MAC (+5)

Hunter Recon AG

Vet Dragoon Squad: swap Cheetah for SD Hunter (-40); add LRP/24 (+10); swap LRP for AGM (+10)

Grizzly Variants

Assault Grizzly

Vet Strike Squad: swap MRPs and HGM for 2x IRP/20 (-35); swap HAC for MBZK (+10); upgrade Comms to +1, Auto Comms to 4, add Autopilot and Backup Comms (+10)

Crossbow Grizzly

Vet Fire Support Squad: swap MRPs and HGM for ATM (-15); upgrade Comms to +1, Auto Comms to 4, add Autopilot and Backup Comms (+10)

Grizzly Destroyer

Vet Strike Squad: as Assault Grizzly – upgrade MBZK to HBZK (+5) [Note: no FGC or HSKG options]

Kodiak Variants

Kodiak Destroyer

Vet Strike Squad: swap LPA for HBZK (+15); add Field Armor (+10)

Jaguar Variants

Arrow Jaguar

Strike Squad: swap LRP for AGM (+10); add Field Armor (+10)
Vet Dragoon Squad: upgrade Hunter to Jaguar (+20); swap LRP for AGM [only 3 missiles] (+10); add Field Armor (+10)

Fire Jaguar

Vet Dragoon, Airborne Squads: swap LRP for 2x MRP/36 (+25); add Field Armor (+10)

Jaguar Pathfinder

Ranger Squad: upgrade CGL's Jaguar to Thunder Jaguar (+10); swap MAC for HRF (+5) [no HPZF option, still has LRP]
Vet Recon Squad: upgrade CGL's Jaguar to Thunder Jaguar (+10); swap MAC for HRF (+0) [no HPZF option, still has LRP]

Strike Jaguar

Strike Squad: swap MAC for MBZK (+10); swap LRP for IRP/30 (+0)
Airborne Squad: swap MAC for Paratroop Gun (+10); swap Paratroop Gun for MBZK (+0); swap LRP for IRP/30 (+5)

Mammoth Variants

Assault Mammoth

Strider Squad: swap MAC for HAC (+5); swap ATM for second SC (-45)

Brawler Mammoth

Strider Squad: swap MAC for 2x VLRP/128 (+5); swap ATM for second SC (-45); swap each SC for FGC and MAC (-5 ea)

Klemm Variants

Stormhammer Tyburr

Vet Light Tank Squad: swap Klemm for Tyburr SPG (-75); swap HMG and LFG for APGL and HFM (+35)

Klemm Chaser

Thunderbolts (RoN) Chaser Squad: swap ATMs for MAAC, change Ground Speed to 6/12 (-95) [built as normal Light Tank Squad but all tanks in squad must be Klemm Chasers]

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GEAR AND TANK VARIANTS

Badger Variants

Rabid Badger

Cavalry Squad: swap LACs for AGM (+50)

PRDF VARIANTS

Skirmisher Variants

Skirmisher EW

Vet GP Squad CGL, Vet Anti-Rover Squad CGL, Patrol Squad: swap LRP for ECCM 2 (+0)

Skirmisher Command

Vet GP Squad CGL, Vet Anti-Rover Squad CGL, Patrol Squad, Special Forces Squad: swap LRP for Sat Uplink (+10)

Skirmisher FO (Forward Observer)

Patrol Squad, Special Forces Squad: swap LRP for ECCM 2 (+0); add TD 2 (+10); swap LRF for LAC (+0)

Warrior Variants

Warrior UC

GP Squad: swap LAC for FGC and HHG (+5); add LMG (+5)
Strike Squad: swap LAC for FGC and HHG (+5); add LMG (+5)

Strike Warrior

GP Squad, Fire Support Squad, Vet Anti-Rover Squad: swap LAC for RFB (+5)

Warrior IV Variants

Warrior IV UC

Strike Squad: swap LAC for FGC and HHG (+5); add LMG (+5)

GP Squad: upgrade Warrior to Warrior IV (+30); swap LAC for FGC and HHG (+5); add LMG (+5)

Strike Warrior IV

GP Squad, Fire Support Squad: upgrade Warrior to Warrior IV (+30); swap LAC for RFB (+5); add Field Armor (+10)

Strike Squad, Special Forces Squad: swap LAC for RFB (+5); add Field Armor (+10)

Destroyer Warrior IV

Strike Squad: swap LAC for MBZK (+10); add Field Armor (+10); add LMG (+5)

Pit Bull Variants

Street-sweeper Pit Bull

Anti-Rover Squad: swap LAC for FGC and HGs (+5); add H/K Drone (+5)

Pit Bull Striker

Anti-Rover Squad: swap LAC for RFB (+5)

Shinobi Variants

Daishi Shinobi

Vet Special Forces Squad: swap Chieftain IV for Shinobi (-5); swap LRP for Sat Uplink (+20); swap LAC for MAC (+5); add Field Armor (+10)

Yumi Shinobi

Vet Special Forces Squad: swap LAC for LRF (+0)

Kurasi-gama Shinobi

Special Squad: swap LAC for RFB (+5)

Oni (ogre) Shinobi

Special Forces Squad: swap LAC for FGC, reduce HG by 3 add HHG 3 (+5)

Crusader IV Variants

Warhammer Crusader IV

Strike Squad: swap HAC for SC (+10); add LMG (+5)

Broadsword Crusader IV

Strike Squad, Fire Support Squad: swap HAC for MBZK (+10)

Cataphract Variants

Hussar

Vet Strike Squad, Vet Fire Support Squad: swap MFM for AGM (+0) or ATM (+35)

Vet Support Tankstrider Squad: add Warrior (+45); upgrade Warrior to Cataphract (+55); swap MFM for AGM (+0)

Dragoon

Strike Squad: swap LRG for HBZK (+5); swap MFM for AGM (+0)

Vet Strike Squad: swap LRG for HBZK (+5); swap MFM for ATM (+35)

Lancer

Fire Support Squad: swap LRG for VLFG (+0)

Support Tankstrider Squad: add Warrior (+45); upgrade Warrior to Cataphract (+55); swap LRG for VLFG (+0)

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GEAR AND TANK VARIANTS

Red Bull Variants

Taurus

Support Tankstrider Squad: swap MAAC for 2x VLRP/128 (+10)

Bison

Support Tankstrider Squad: swap LFGs for ATM (+15); add MAC (+5)

Longhorn

Support Tankstrider Squad: swap LFGs for HFG (-5)

Coyote Variants

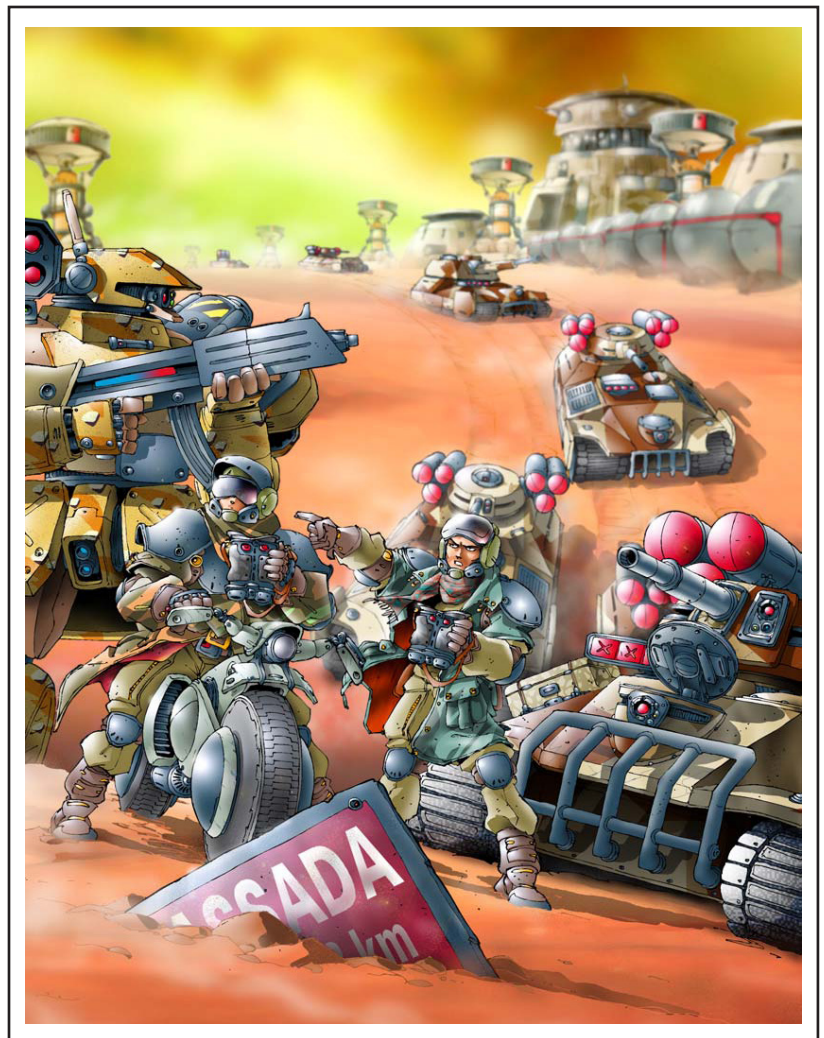
Fox

Light Tankstrider Squad: swap LRG for AGM (+10)

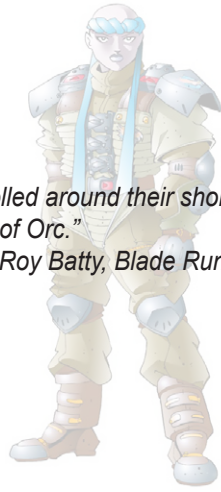
Hoplite Variants

Hippotoksotes

Cavalry Squad, Vet Infantry Section: swap LRF and APGL for MRP/36 (+25)



Badlands operation: We go this way!



"Fiery the angels fell. Deep thunder rolled around their shores, burning with the fires of Orc."

-Roy Batty, Blade Runner

39 Spring TN 1937
Somewhere in the Western Desert
Terra Nova

Lars Svenson looked over again at the lone figure staring out at the Badlands horizon and wondered what she was thinking. Ever since she had saved their lives back in Jan Mayen and agreed to join them, she had barely said two words to anybody. She'd stood watches and did her duty as ordered, but she seemed withdrawn, distant. If there was a word for it, it would be shell-shocked. He thought that would be a normal human reaction to seeing your entire life shelled to pieces.

"Y'know, boss, you keep staring at her like that she'll probably cut your eyes out while you're sleeping," a voice interrupted his train of thought. Lars looked across the fire to see Jon Kowalski grinning across the fire at him. "What're you so interested in the vatfreak for, anyway?" Lars glared at him for a good second before responding.

"Because she saved our lives back in Jan Mayen, joins up with us, then doesn't say two words to us. It's puzzling, that's all," Lars replied, glancing back to where the GREL was sitting.

"Not really. Those things are just meat-machines, man," Kowalski replied, poking at the embers around the fire with his combat knife. "It's probably just reverted back to it's original programming after GREL Central got turned into a giant crater."

"Kowalski," Lars growled, "That 'meat-machine' saved your life back at so-called 'GREL Central', continues to watch your back through a hostile zone, and all you can do is run her down. What the hell is your problem with her?"

"I grew up in Livingston," Kowalski growled back, "I watched as my friends and neighbors got dragged away by those...things." Kowalski stabbed his knife in the figure's direction. "They killed a lot of good people with no second thought. They're not human, just machines that look like us."

"And I suppose you've never killed anyone under orders in your life, Kowalski? Killed people who had friends and neighbors of their own?"

"That's different and you know it!" Kowalski snapped back, "I don't know if you noticed, but there's a war on out here and we don't know who's on who's side!"

"Really? So that town we flattened a season ago, tell me, how many of those farmers were southern spies?" Lars asked, his voice filled with contempt. "You can't tell me that what we did was makes us any better than her!"

"We were-" Kowalski began, but Lars cut him off, "What, Kowalski, following orders? So were they, except they probably didn't know any better, and we did. So who's more inhuman, us or them?" Lars rose as he asked the question, turning away from the fire. "Don't bother answering that." Lars walked away from Kowalski and towards the lone figure, hoping he had at least gotten through to the stubborn pilot.

.....

Joanna was staring into the sunset, deep in her own thoughts when she heard someone come up behind her and sit down. Turning, she saw her new commanding officer sitting next to her, the last rays of the sun giving his blond hair and beard a golden, almost glowing quality.

"Mind if I sit here?" he asked. Joanna simply shook her head no and resumed staring out across the Badlands. Lars sat quietly with her for several minutes, taking in the view with her. Just as Joanna was beginning to relax again, he spoke again.

"I know what you're going through," he remarked nonchalantly, as if he was talking about the weather. Joanna fought down the immediate impulse to shoot back with a vicious remark, instead merely asking, "You do?" Apparently, some of the sarcasm and disbelief managed to sneak through, as a half-smile flickered across his face before he answered.

"Yeah. I lost my family cycles ago, back during the war,"

"I'm sorry," she replied, feeling foolish for her sour tone before. He looked over and smiled at her again, genuine and warm.

"Not your fault," he said, turning back towards the sunset, "Besides, it's been a while since then, and I've come to terms with it." There was another moment of silence as Joanna debated on asking the next obvious question.

"How did they die?" she asked, her voice soft and pensive.

"My parents were both in the Northern Guard. It's been something of a tradition in my family, and we can trace family members serving since St. Vincent's war. It was 1915, the war was on, and Mom was serving with the 74th Regiment, the Nova Riders. Dad just got a promotion and transfer. The transfer was to the 6th Heavy Gear Regiment, the Mauler Khans." Lars stopped and took a deep breath before continuing. "Dad was killed on 21 Spring 1915 outside of Livingston. Mom died during

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TEARS IN RAIN - CHAPTER 2

a long range patrol the next cycle. I spent the rest of my youth at an AYC center until I was old enough to enlist.”

“How did you cope with their death?”

“At first, I became self-destructive. Drugs, fights, vandalism. Fell in with a real bad crowd. Fortunately for me, a Senior Ranger named Jon Franklin took me under his wing and straightened me out. He reminded me that they gave up their lives so that me and thousands of other people could keep on living. I remembered that Mom and Dad were heroes, valiant and brave, and I remember wanting to join as soon as I was old enough. I wanted to fight the good fight, to be on the front lines, defending my countrymen from the scourge that assaulted it. I also grew up hating the CEF, especially GRELS. I blamed them for the death of my parents.”

“If you hate GRELS, why did you ask me to join you?” Joanna asked, puzzled.

“I realized that I was wrong for hating them. I realized that in war, in combat, people kill, and it's not personal, for the most part. I doubt that my parents were singled out for any reason. I'm sure I've killed fathers, mothers, sons, and daughters in battle, but in combat that doesn't occur to you. All you know is that somebody's trying to kill you and you have to kill them first. I still hate the CEF officers and higher-ups; they knew what they were doing was wrong, but GRELS were just pawns, tools to be used and thrown away.” Joanna nodded in silent agreement.

“It's strange...” Joanna began, haltingly, “To live your whole life without question, without doubt, with clarity of purpose, and then to have it all ripped away from you by the people you trusted most. They fed us, clothed us...hell, they created us. And we trusted them. We thought they would look out for us. Then the war ended and we all got dumped like so much garbage. I watched as we were cleared away to make room for the officers and support staff and leave us all behind. I swore then I would never be anybody's pawn again.” Joanna finished in a quiet, angry voice, her hands clenched in to fists, her gaze directed at the ground.

“Is that why you went to Jan Mayen?” Lars asked softly. Joanna nodded before speaking again.

“I wanted to walk my own path, be something other than some forgotten tool or remain as a cog in the war machine. I wanted to see what I could do, not what the CEF wanted me to do. And I found a family, a job, a home. But now all of that is gone, and I don't know what to do next.” Lars looked at the vulnerable, shaken woman and felt sympathy for her. He reached out and took her hand in his, meeting her gaze.

“I know you've just lost everything, and I cannot tell you how sorry I am, but there's room for you here, with us if you're willing to give us a chance.” Lars released her hand, stood, and began walking back towards the campfire. After a brief moment, Joanna stood and bid a silent goodbye to her old life and turned towards the fire.



Badlands settlement

The rovers laughed and joked as they examined the loot. They were safe; by the time pursuers could pick their way through the dense terrain they would be long gone. Suddenly there was the roar of V-Engines and two Wildcat Gears, painted in local Marshal colors, burst into the clearing. "Surrender or we open fire!" a voice boomed from the lead machine. The rover leader recovered from surprise and threw his helmet down.

"AWW, DAMMIT!"

Produced by Northco in the late 1700s, the Wildcat trooper Gear was designed to take advantage of the 'kneel down' Secondary Movement System developed for the older Bobcat scout Gear. Northco believed the off-road capabilities provided by the SMS would let the new Gear operate in areas that limited other units. The design team based the Wildcat on the Fennec, a revamped version of the Bobcat that failed to be adopted by the CNCS. The new Gear was to be a trooper so the developers knew they would have to make some major changes to the Fennec's design to reach their goal. The uncomfortable 'prone' pilot compartment of the Bobcat/Fennec was discarded for a standard torso layout and the Wildcat was given armor and weapons equivalent to the venerable Hunter. While not as powerful as the Bobcat's, the Gear was equipped with above average sensors and a boosted communication suite to better serve it in the dense terrain it would be deployed in. The first Wildcats rolled off the assembly lines in the 1790s and were sold across the CNCS, the largest numbers in the WFP.

The Wildcat was largely seen as a good general purpose trooper, but the Gear was not without its drawbacks. The communications suite had problems dealing with the extra signal power making the system susceptible to interference and jamming. Most problems, however, centered around the Gear's distinctive SMS. The Wildcat's leg armor was heavier than the system was originally designed for and could cause transition between the movement modes to be rough and jerky. Despite the heavier armor, the SMS could still not be properly protected and could be crippled by damage other Gears would shrug off. In the end, Northco's unveiling of the Hunter MkII in 1852 was the final blow that sealed the Wildcat's fate. The Gear was decommissioned in 1860, most machines being sold off to local militias and Badlanders while Karlston Engines out of Fort Henry purchased the parts and maintenance licenses just as it had with the Bobcat 10 cycles before.

SERVICE HISTORY

Wildcats served throughout the CNCS for six decades and saw their share of action in the brushfire conflicts of the Cold War. After its general decommission, those forces that kept them largely relegated the Wildcat to second line units. In these reserve units, the Gear was often used in recon functions because of its mobility and improved electronics. During the War of the Alliance, the Wildcat was pressed back into active duty like many other older models were. The Gear served its time well and after the war it faded back into obscurity. Today it is fielded by the WFP, scattered Badlands communities and of course rovers. The Wildcat has also found a home in the civilian market with off road thrill seekers and obstacle course competitors.

An odd thing happened when the Wildcat returned to service during the War of the Alliance. Despite being a medium trooper Gear, the committee tasked with assigning the Standard Vehicle Codes gave it the designation LG-SCT, declaring it a light scout Gear. Whether this was because of its use as recon unit or perhaps it was merely due to the chaos of the times, no one may ever know. This misnomer did cause minor confusion and logistics problems at times during and after the war but it has never been seen important enough to correct the error for a decommissioned unit.



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HACS-12LG-SCT WILDCAT

HG BLITZ! DATA

WFPA: The WFPA may swap any non-veteran SD Hunter for a Wildcat for +5 TV. It may take any upgrade it qualifies for except Swaps to other Gears, and may take field armor.

Leagueless: The Wildcat is a Scout unit for 30 TV. It may take any upgrades it qualifies for.

RPG DATA


HACS-12LG-SCT WILDCAT

Offensive
Fire Con (0), LAC ammo = 60
OTV = 450


Defensive
Maneuver (0), Top Ground= 74kph,
Top Walker= 42kph
DTV = 301

Misc
Sensors (3km), Comms (15km),
Deploy (500km), HEP: desert,
Annoyance (movement mode switch
is jerky)
MTV = 154

Final TV
TV = 302



WILDCAT



M	SPEED	STOP	CBT	TOP
DEFENSE W	4/7	-3	-1	+1
DEFENSE G	7/13	-3	+1	+2
ATTACK		+2	0	-3

DETECT	3	ARMOR	15	SIZE	6	
SENSORS	0	DAMAGE				
COMM	-1			L	H	C
AUTO COMM	4					

ARMOR PERKS: EXPOSED MOVEMENT

PERKS/FLAWS: IMP. OFF-ROAD (GROUND ONLY), ARMS

AUX SYSTEMS:

NAME	ARC	ACC	RANGE	DAM	SPECIAL	ROUNDS
LAC	F	0	3 / 6 / 12 / 24 / 48	X8	ROF 2, R	
LRP/24	F	-1	2 / 3 / 6 / 12 / 24	X12	ROF 3, IF	
APGL	FF	-1	2 / 3 / 6 / 12 / 24	X4	IF, AI, AE3	○ ○ ○ ○ ○ ○
HG	F	-1	THROWN	X15	T, AI, AE2	○ ○ ○
VB	F	0		S+2	M	
PHYSICAL ATTACK (PUNCH/KICK/RAM)				S	M	

#

ATT

DEF

EW

LD

ACTIONS

1

HEAVY GEAR BLITZ



Strike! A Wildcat supported by Hunters during the War of the Alliance



From the rules monkey...

Black Talon - Return to Cat's Eye includes full army lists for Earth's Colonial Expeditionary Force, Caprician Forces and Terra Nova's own Black Talons. Which means... gears and more gears, from both (all three?) sides in the conflict. Here is a peek at the gears rolling off the assembly lines and into your armies.

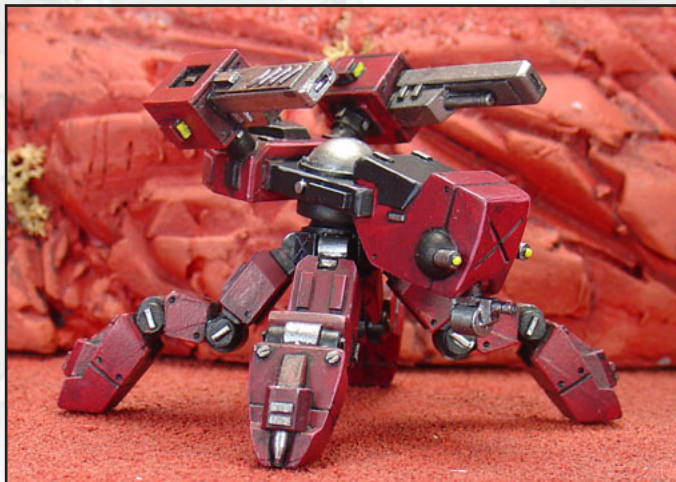
Are you ready to move out to the front? Get ready to gate! 3.... 2..... 1.....



AURORA: THE SILHOUETTE MAGAZINE MESSAGES FROM THE POD



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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 its 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 choose 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 #3.4: June 15th 2009

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.