

AURORA

THE SILHOUETTE MAGAZINE

INSIDE THIS ISSUE:
DESIGNER INTERVIEWS
THE POD SQUAD RETURNS!
HEAVY GEARS AND REGIMENTS
GEAR KRIEG & JOVIAN CHRONICLES FICTION



AURORA: THE SILHOUETTE MAGAZINE
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AURORA: THE SILHOUETTE MAGAZINE SHADES IN THE NIGHT

From the Editor...

The start of the New Year as a particular moment in time may be a somewhat arbitrary division point yet it provides a convenient spot to reflect on what has come before, and where we go now. It can be seen as a time of renewal, a time of change, and a time of new commitments.

In our last issue I looked back at the first eighteen issues of Aurora, and today I look forward. We start this year of 2010 with a new line editor for Heavy Gear (see page 19), with many products coming down the pike and with our community of all games – HG, JC, GK, T8, CC – strong, vibrant and enthused. Like many others we're all making the resolution to game more, and play more, and in so doing make great games to play with.

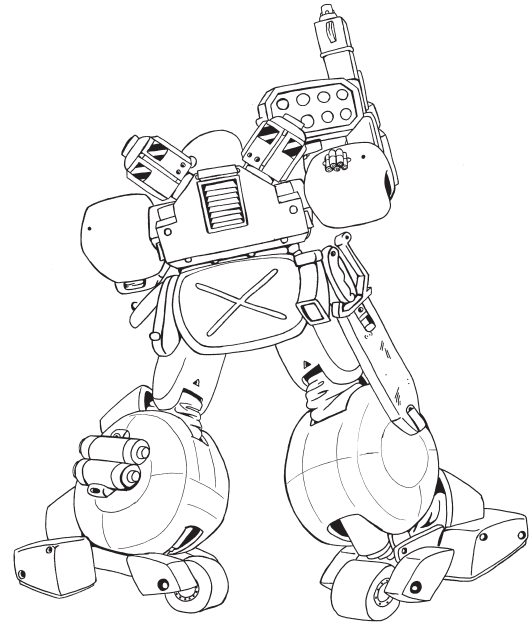
Most of DP9's worlds take place in rather vastly different timelines: JC in the near future, HG in the well future (and another planet with a different solar cycle) and T8 in a rather alternate future. With the divergence of culture, the translocation of humanity and the disruptions of hardship and triumph it is interesting (and fun) to speculate what a New Years eve/day might be like in each of those worlds. Would it still be a big thing? Would it signify the start of something new? Would we still make resolutions? Would it instead take on significance as a celebration of survival for another year? For that matter, are there places in our own time and own planet where these questions may apply?

A time of reflection indeed.

Everyone at the Pod and at Aurora Magazine wishes each and all a year of excitement, growth and fun. May the only combat that sees the light of day occur on the gaming table and not in the world proper.

Welcome to issue Four Point One of the Silhouette Magazine.

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.

HOME BREW RULES

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

Dennis R. Johnson, Jr. (griffon296@msn.com) -- *Tears in Rain, Chapter 3*

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. .

Hugh H Browne Jr. (thunderrunner@comcast.net) -- *HACS-11HG-AST Kermode*

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 Nguyen (kooky_mcgee@hotmail.com) -- *New Pod Squad - New Horizons*

John Nguyen is an attorney by trade and works full time at Dream Pod 9. He served briefly in the Canadian Forces and runs a small private law practice. He holds the rank of Pod Colonel in the DP9 Pod Squad.

Jason Dickerson (JDDWolf@yahoo.com) -- *OACS-04GD/SU Asp, Urban Games, The Asp End of the Stick*

Jason is the Line Editor for Heavy Gear and has been an advocate of all things Heavy Gear since the first edition came out. He is also the founder and President of the Save the Asp Society (S.A.S) on the DP9 Forums,

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?

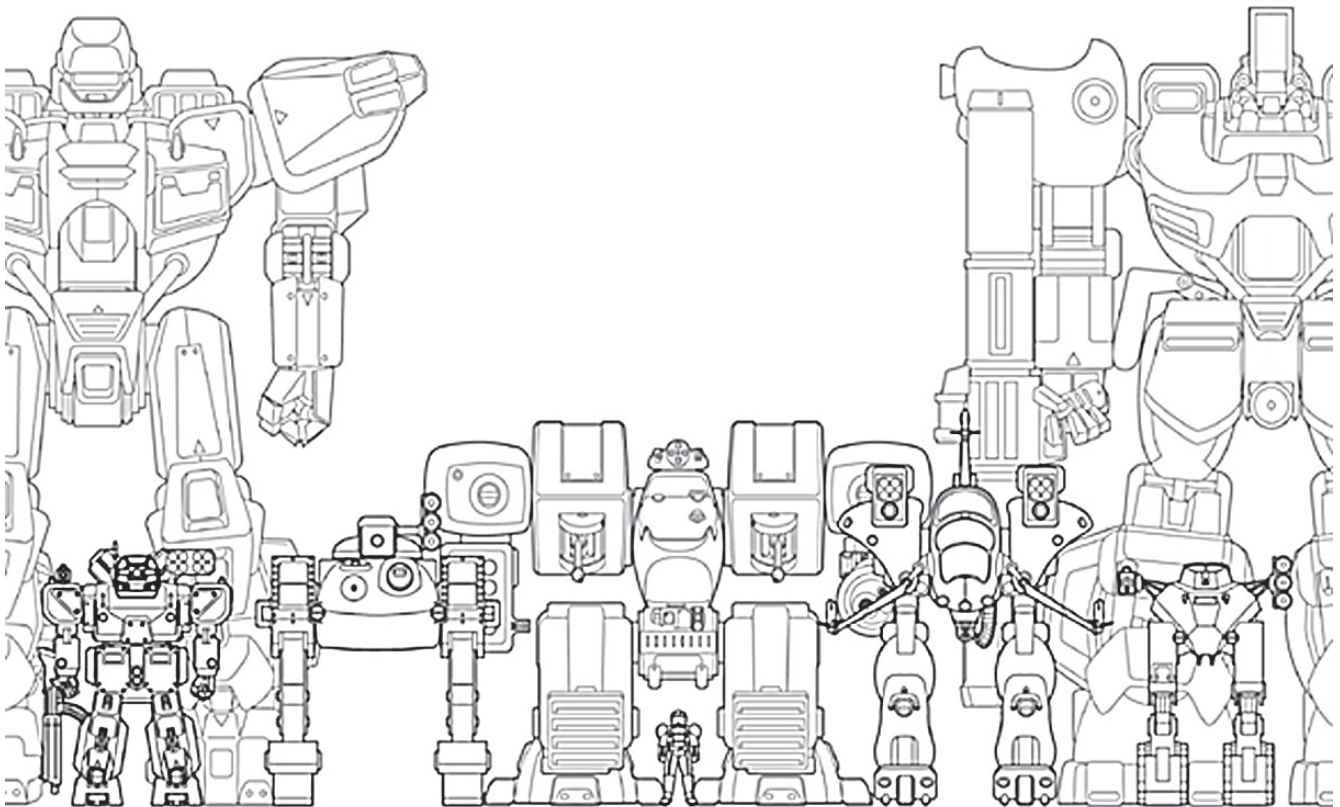
Kevin Heide (savage_bastard9999@yahoo.ca) -- *Revenants of Jan Mayen Regiment*

Oliver Bollmann (auroramag@gmail.com) -- *Editor*

It all started in a hobby store one day twenty odd years ago with an odd box containing something called Top Secret. Since then games have just become a big part of his life. 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. He also runs a gaming imprint *Kannik Studios*.

Thomas "Kyorou" Vanstraelen (vanstraelen_thomas@hotmail.com) -- *Tourist trap on Pyrea*

AURORA: THE SILHOUETTE MAGAZINE ABOUT THE AUTHORS



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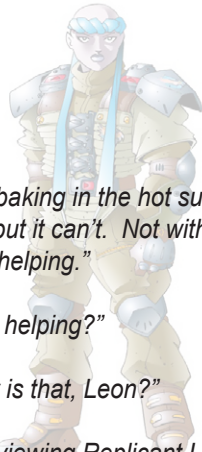
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“The tortoise lays on its back, its belly baking in the hot sun, beating its legs trying to turn itself over, but it can’t. Not without your help. But you’re not helping.”

“What do you mean I’m not helping?”

“I mean you’re not helping! Why is that, Leon?”

Blade Runner William Holden interviewing Replicant Leon Kowalski, Blade Runner

41 Spring 1937
Somewhere in the Western Desert
Terra Nova

Lars stared across the desert as the first rays of Helios began to peek out from the dunes, his mind churning with questions and doubts. When he first led his fellow defectors from the Guard and into the Badlands, he was confident that he could keep them out of the conflict, maybe even help those in the Badlands from being swept up into the coming firestorm. But seeing the ruins of Jan Mayen had shaken his confidence quite a bit, and now he was very unsure about being able to achieve either of those objectives. If a fully-functioning city protected by ten-thousand supersoldiers couldn’t stop the Polar forces from turning their homes into so much rubble, what hope did six Gear pilots have? Well, seven, now that Minerva Joanna had joined them. He glanced back to see the GREL pilot still in her bedroll sleeping, a calm expression on her face in place of her usual serious look. He was glad she had taken his words to heart and made a genuine effort to integrate with the rest of the unit, which for the most part, accepted her. Only Kowalski, with his deep-seated hatred of anything having to do with the CEF, had rebuffed her attempts at friendship. His responses to her have been cold at best to downright antagonistic at worst, and while Joanna has been doing her best to keep her anger in check, Lars knew it would only be a matter of time until she snapped. He warned Kowalski several times to knock it off, but apparently the surly pilot wasn’t getting the message. Lars decided if Kowalski mouthed off again he’d find himself standing watch in a Gear with a disabled air conditioning unit.

However, all this worrying about unit cohesion, while important, wasn’t going to help Lars decide their next course of action. They were supposed to drop off the convoy at Jan Mayen, and when that became impossible, they had decided to travel together until they reached a relatively safe destination. But as they headed through the Eastern Desert and Karaq Wastes, trying to find an Oasis or city that wasn’t caught up in the war, they found it to be an impossible task. If an outpost wasn’t already engulfed in the conflict, then they wanted nothing to do with a caravan led

by military Gears. Supplies were running low, and they had to start tapping into the fuel the caravan was going to trade last night. In short, they needed to find someplace, and fast, or they were going to come down to two options; go bandit or die in the desert. He refused to become another rover marauding the Badlands, but he didn’t know what else to do. He needed help, and hopefully he and his pilots could come up with an answer together. Time to wake everybody up and call a meeting.

Lars first started with Joanna. Like the other pilots, her bedroll was right next to her Gear, a massive Spitting Cobra, still in its original paint scheme, but with the MILICIA and unit insignia hastily painted over. They hadn’t had time to give it a proper paint scheme since they had fled Jan Mayen. He kneeled next to the sleeping woman.

“Joanna,” he whispered, and the GREL’s grey eyes snapped open. Joanna had explained it after she had taken a few people off guard, saying it was part of her GREL training and indoctrination that she had simply never lost. Lars himself had woken her several times and knew what was coming, but he still found it disturbing.

“Time for watch?” she asked as she sat up, throwing the covers off herself and reaching for her pilot’s jumpsuit and boots.

“Not yet,” Lars replied, “Staff meeting. I need you to get dressed, go wake up Ambers and Peters and tell them to get dressed and meet at my Jaguar in fifteen.”

“Alright,” Joanna acknowledged, and Lars went to go wake Kowalski, Maderas, and Roycewitz.

.....

In ten minutes, everyone had gathered around the feet of Lars’ Jaguar, dressed and at least somewhat alert. Lars found it somewhat interesting (and amusing) that even out here in the Badlands, deserters and fugitives, they still grouped together by their League of origin. Maderas Enrique and Peters Maria, both of olive skin and dark hair, hailed from the Western Frontier. Jaymes Roycewitz, a man of slim build and quick wit, and Gemma Ambers, a buxom woman so beautiful it was rumored she was on the list to join the Rock Dragons, both were born and raised in the UMF. And that left Jon Kowalski and Minerva Joanna, seated at either end of the group, Jon staring lasers at the GREL, Joanna doing her best to ignore his eyes on her while sharpening her knife, a wicked blade almost as long as her forearm. Lars decided it would be best if he started now, before Jon and Joanna gave up on pretense and just started trying to kill each other.

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TEARS IN RAIN - CHAPTER 3

"I've called you all here because we have a problem, and I need everybody's help to try and come up with a solution," Lars began, "As you know, we've been looking for a place to stop and rest for at least a while, and you know that, so far, we've been unsuccessful. Quite frankly, I'm out of ideas, and I'm going to turn it over to you for a brainstorming session and see if we can't come up with a plan together. And before we begin, we're not turning into a rover gang, so that option is right out the window. So, who wants to go first?" They all looked at each other nervously, like students on the first day of class. After several tense moments, Kowalski spoke up.

"We could go back," he said.

"Go back where, Jon?" Gemma asked, leaning over to look at him.

"Go back to the Guard. Tell them we got lost, couldn't find our way back, something. Go back and pretend like this didn't happen."

"Are you serious, Jon?" Lars asked, incredulous, "You think that Guard would believe that we got lost and couldn't find our way back to a Northern force or city for a whole season? Not to mention the new paint jobs, disabled transponders, and rescrambled comm equipment! They wouldn't believe that for a half a second. Not to mention what would we do with Joanna?"

"I figured we'd just leave her out here on her own," he remarked coldly. The other pilots glanced over at Joanna, then to Lars, clearly nervous.

"As much as you don't like it, Kowalski, Minerva Joanna is now a member of the Dawgs, and any plan we undertake will have her in it, do you understand me?"

"Yeah," Kowalski grumbled.

"Yeah, what?"

"Yes, sir," Kowalski said, his voice dripping with contempt.

"Good. Anybody have any other ideas?"

"Well, we could just ditch the Gears, ride into a settlement with the now, unarmed convoy, and find some work there," said Peters Maria, a pained look on her face.

"You want to be a moisture farmer the rest of your life, Peters?" Roycewitz asked.

"No, but it beats dying in the desert," she shot back.

"It's a plan. Not a palatable one, but a plan. We'll keep that as our contingency plan in case we can't think of something else," Lars interjected. "Anyone else?"

"We could go to Hsi Tsang, register with the Merc's guild," offered Maderas Enrique.

"Good idea, but with the war on we won't get two steps inside of Mekong territory before we're blasted to pieces. We're still piloting Northern Gears, remember?" countered Gemma.

"Well, who else do you know is building an army?"

"The KADA," said Joanna calmly as she pocketed her whetstone and sheathed her blade.

"Excuse me, the who?" Lars asked, confused.

"The KADA, the Khayr ad-Din Army," Joanna said, a puzzled expression on her face as she looked from pilot to pilot. "I mean, you guys have heard about it, haven't you?"

"Apparently not, Joanna, but we'd love to hear more," Gemma answered.

"It's a bunch of ex-duelists, Badlanders, and Polar deserters who've gathered in Khayr ad-Din to form an army to protect the Badlands from Polar aggression, namely Khayr ad-Din and the Gamma Maglev. They put out a call for volunteers about a cycle ago, I think. Some woman named Sanz was running it, if I remember correctly."

"Sanz?" Lars gasped. "As in, Katryne Sanz?"

Joanna nodded, oblivious to the weight the name carried. "Yes, that was her name. Katryne Sanz. I take it that's an important name?"

"A very important name. Katryne Sanz was my instructor for Gear piloting. The woman was a legend, and one of the best instructors. She made me the pilot I am today. I had heard they drummed her out on some trumped-up charges and she left the NLC, but I had no idea she would try and build her own army. Anything she's planning, I'm up for, what about the rest of you?" Lars looked and saw everyone nodding their heads in agreement. Everyone except Kowalski, and even though he knew it would be trouble, Lars had to ask.

"Is there a problem with this plan, Kowalski?"

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TEARS IN RAIN - CHAPTER 3

"No, sir, no problem," Kowalski grumbled, "I'm just wondering when you became a puppet for that vatfreak over there."

"You're out of line, soldier," Lars growled.

"The hell I am! Ever since she saved your behind at Jan Mayen, you've practically worshipped the ground she's walked on. Checking up on her on watch, bringing her meals, making sure her pillows are nice and fluffy before she goes to sleep. Are you going with her idea because it's a good one or because you think it gets you that much closer into her genetically enhanced pants?"

"Kowalski!" Lars barked, feeling the heat rise in his cheeks and hoping the others would interpret it as anger, not embarrassment, "I have had it up to here with your attitude! I have given you time after time to curb your behavior, but apparently I'm not getting through to you. It's time I take things up a notch. As of right now, you are now on a twelve-hour watch, in Gear. Get suited up and get out there, now." Kowalski stood, his anger and resentment clearly on his face, gave what could only be called a condescending salute, and walked off to get his gear.

"Maderas," Lars said, and the Westerner stood to attention. "You know where the compressor is for the Hunter's air conditioning unit is?"

"Yes, sir."

"Good. While Kowalski's getting his things ready and getting suited up, I want you to disable it. Nothing permanent, just make sure it won't come on for his watch."

"Yes, sir," Maderas saluted and trotted out towards Kowalski's hunter.

"Any questions, comments?" Lars asked, and the remaining pilots shook their heads. "Good. I've got to give our new destination to Aziz so he knows where we're all going, and after that we'll go ahead and move out. So go ahead and prep your Gears people, we've got daylight burning."

.....

As Lars climbed out of the Longrunner's cab after the meeting with Aziz, he was surprised by Joanna, who had been hiding in the vehicle's shadow.

"Is it true?" she asked bluntly.

"Is what true?" Lars asked, trying to deflect the issue as he began to walk by her.

"What Kowalski said. About you watching over me, bringing me meals, all that."

"It's complicated," the pilot said as he tried to escape a conversation that was becoming rapidly uncomfortable for him. His escape was halted by a strong hand grabbing his arm, and pinning him against the side of the Longrunner.

"So make it uncomplicated. Have you been giving me special attention?" Lars opened his mouth to protest, but when he looked into her eyes, he knew what he had to do.

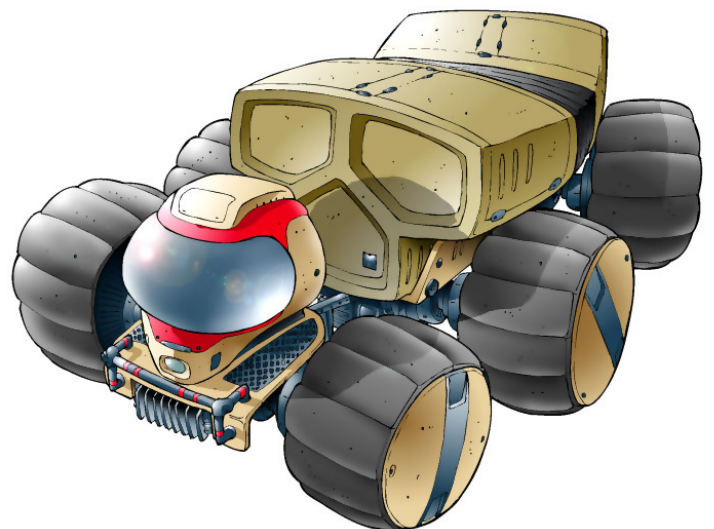
"Yes," he said, his shoulders slumped in weary resignation.

"Why?"

"Because to me, you're special. I can't explain why, but I just feel attracted to you, I want to make sure that you're taken care of."

"Why didn't you just come out and say that?"

"Well, you were greiving for your family, first off, and I don't know how you feel about me and I didn't want to make things akwa-" his words were cut off in midsentence as Joanna leaned in and kissed him. Lars was taken by surprise at first, but quickly regained his senses and began to kiss back. As they broke for air, Joanna smirked at him and asked, "Does that answer your question?"





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REVENANTS OF JAN MAYEN REGIMENT

KEVIN HEIDE

After the Interpolar War the people of Jan Mayen began to rebuild their shattered homes, most of the citizens hid in the old Mining Tunnels that surrounded the Oasis Towers.

After the fight had left the survivors began to pick the battle field, often chasing away any salvage team sent by either Polar Forces. Also the people of Jan Mayen began establishing workshops and gathering material to build their own vehicles.

The people of Jan Mayen bonded together and reformed the Jan Mayen Security Force which they referred to themselves as the *Revenants of Jan Mayen*. After the bombing of Peace River, Colonel Charles Arthur made a secret visit to the Oasis Tower and spoke with the Mayor Morgana Kiroso. After returning to Port Arthur he sent supplies and equipment to assist the reconstruction of the Oasis Tower. As well, Colonel Arthur began to send Cadets in long patrol to Jan Mayen to help drive off any Rovers from the settlement.

Mayor Morgana Kiroso expanded several of the existing workshops, which were refurbishing equipment, as well as establishing workshops that would allow the people to build Hover Tanks. This project is hampered by the lack of resources that Jan Mayen has at their disposal. Most of the Hover Tanks are being given to veteran soldier and skilled crews. As result many GREL are being trained with Terra Nova equipment, and in some cases the Terra Nova Tanks have be modified to assist in their use.

Most of the salvage that the citizens got from the battlefield around their homes were tanks and striders. Isaac and Human Engineer quickly began a process of refurbishment on them, allowing the Revenants to field them as soon as possible. The Revenant uses them in similar formation as tanks allowing them to bring a good amount of firepower to the battlefield.

With the assistance of Humanist Alliance these endeavours were kept secret from the rest of the World. Charles Arthur made his second visit to the city and spoke with the Revenant leaders about a possible cue that might happen in Port Arthur.

REGIMENT COLOURS

The Jan Mayen Militia uses any camouflage scheme that is appropriate for the terrain. Most vehicles bear the Blue and Gold emblem of Port Arthur with the exception of only a single sword being on it.

ORGANIZATION

Jan Mayen doesn't have the vast supplies that Port Arthur does and instead they make do with Terra Nova technology more than any Earth Tech. Unless a Veteran or the Army Commander is in the squad, the following must be done in any Combat Group. Veteran Combat Groups have the option to swap any Hover Tank to one of the following if they desire.

- Light Hover Tanks must be swapping their LHT for either of the following: Bandit Hunter Klemm for +0TV, Hun for +10TV, Naga for +70TV or Mammoth for +70TV, all count as LHT for purpose of upgrading to GREL crews.
- Any Mammoth can have one of the following swaps MAC for HAC (T, no reloads) for +5TV, Swap ATM for SC (F, no reloads) for -45TV, Swap any SC for MAC (F, no reloads, AA)and FGC (F, no reloads)for -5TV, or any SC to VLFG (F, no reloads) and MPZF (F, limited ammo 4) for -10TV.
- Any Naga can swap their one or both ATM for AGM (F, limited ammo 8) for -40TV or swap both ATMs for 2x LFG (FF, no reloads, Stabilizer) for -100TV.
- Bandit Hunter Klemm and Hun can take any weapon swaps it's qualifies for as well as any Klemm or Hun can swap its HRF for a HAC (T, no reloads) for +5TV
- Heavy Hover Tanks must swap their HT-68 for either of the following: Fire Dragon for -45TV, Visigoth for +5TV, or Hardy Aller for +60TV, all count as HT for purpose of upgrading to GREL crews.
- Any Fire Dragon can swap the MFL for SC (F, no reloads) and One Fire Dragon can swap their HRP for 2 MFM (T, no reloads) for +165TV. One Visigoth or Aller can swap their Field Gun for HRG (T, reloads) for +15TV
- Any HT-68 or HT-72 can swap their VHAC for a LFG (T, no reloads) for +25TV any Veteran HT-68 or HT-72 can swap their LFG for VHFG (T, no reloads, Stabilizer) for +75TV
- Any HPC-64 must be swapped for either a Caiman for -25TV or Badger for -20TV, A Cavalry Patrol one HPC-64 can be swapped for a LHT-67 for +35TV or a Tiger for +15TV, both have the same basic skills as the HPC-64, as well as the max limited of HPC-64 is increased to six HPC-64. A veteran Cavalry Patrol can swap up to two HPC-64s and any LHT-67 can be swapped for HT-68 for +140TV

**HOME
BREW
RULES**

AURORA: THE SILHOUETTE MAGAZINE REVENANTS OF JAN MAYEN REGIMENT

HOME BREW RULES

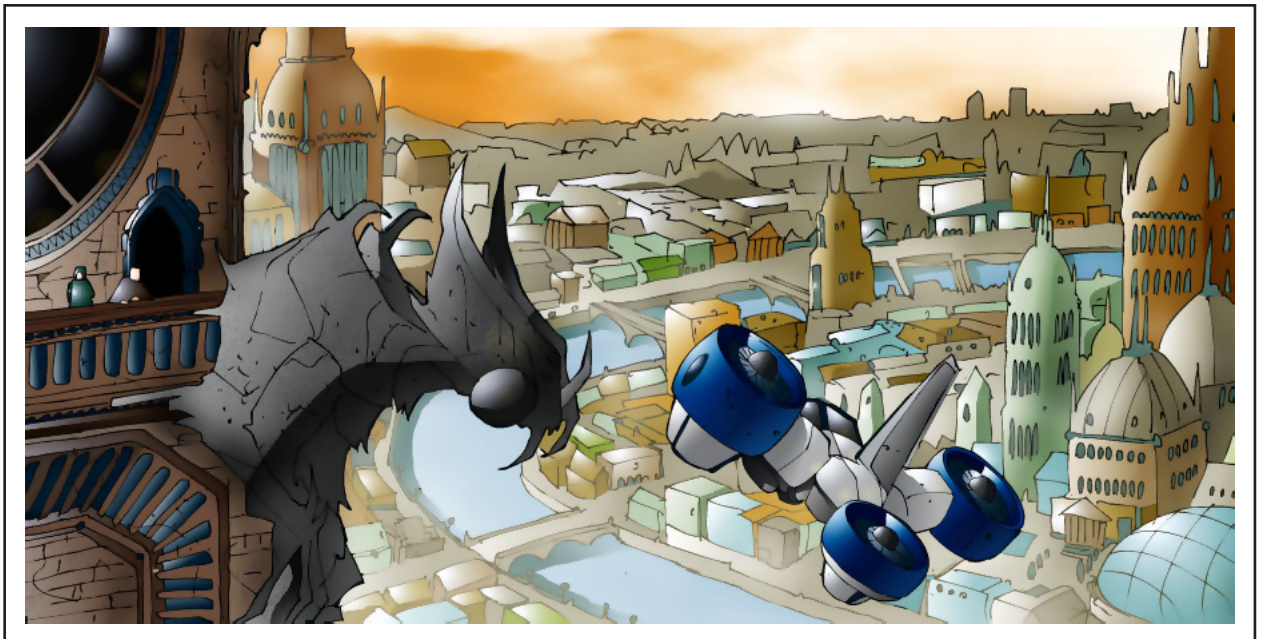
- Up to half the Infantry Squads are allowed to be upgraded to GRELS and any Veteran GREL Base can be upgraded to Morgana (use the Morgana Commando Basic Units and Skills entry) for +5TV. Morgana Commandos can be taken as an Elite Choice and are not attached to any Infantry Squad
- The Army Commander can be a GREL as well as a Human, GREL Army Commander suffer from GREL instability but depends on the type of Army Commander. Army Commander Use the following unit List: Gear's are Minerva Class, Tank, Cavalry and Infantry's are Jan unless upgraded to Morgana then they are Morgana

(Note: Visigoths, Allers, Huns, Klemms, Badgers and Caiman can be mixed in any Squad)

NEW RULES

New Grel Instability

Kassandra: Any GREL taking a EW skill test, if their Instability is rolled then the unit gains +1 to any Comm or EW Skill Test and becomes Stationary until after its next action.



An Oasis in the Badlands



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NEW POD SQUAD - NEW HORIZONS

JOHN NGUYEN

Pod Squad has gone through a great many changes recently and is now showing a new face to the world. It has in essence been re-invented, re-thought and re-structured.

It has been reborn.

In the past, Pod Squad has always been an essential part of Dream Pod 9. Squad members were our ambassadors to the gaming world the globe over. They were our voice and without them, Dream Pod 9 would of never have grown as we did.

They were also community leaders and the pillars of our gaming family. More than just fans, they have shown a love for our games and have laboured tirelessly to show the world the object of their passion.

Through word of mouth and convincing friends and strangers alike to sample our games, Pod Squad has made a great many fans of itself, but it's their devotion that has allowed so many to enjoy our rich game universes.

Unfortunately, the Pod Squad as an entity never benefited from any organization or structure. That sometimes lead to confusing standards, as all members did things as they saw fit. All had a varying degree of knowledge which lead to an array of information being dispensed to the world.

Worst of all, they never received proper support or gratitude for their efforts.

As Dream Pod 9 is set for another round of expansion, Pod Squad is as important now than it has ever been. We took the opportunity to correct the flaws of the organization and made sure that their was support for all those that supported us in the past as well as for future members.

What are a few of these changes?

One of the first thing that needed to be done was to organize a system that would allow for maximum visibility. We needed a structure that was going to be able to put Heavy Gear and any other of our lines in the public eye at a local level and still be flexible enough to allow for it to fit into the busy schedule of each members lives.

After a bit of tweaking, we found a system that, all by it not perfect, was functional. It allowed members to organize events such as tournaments and leagues in their local game stores and gaming clubs on their own time all the while maintaining a certain standard throughout the Squad.

Most importantly, members now have a reliable support system to depend on for their events. Whether it be privileged access to promotional materials, prize support for tournaments and in the future, even commemorative badges or pins for campaigns and leagues.

In addition, members are given ranks and can aspire to more responsibility (and rewards). As Pod Squad grows along with the company, it became apparent that we needed a ranking structure to allow certain members to assist in coordinating local events. One can even aspire to become in charge of a whole region and be responsible for all Pod Squad operations in that area.

Of course, the efforts deployed by our members would not go unrewarded. As the members progress in the Pod Squad, they gain access to such things as online store rebates, access to restricted areas of the Dream Pod 9 Forum, access to privileged game play materials as well as a menagerie of gifts and opportunities to attend conventions with staff.

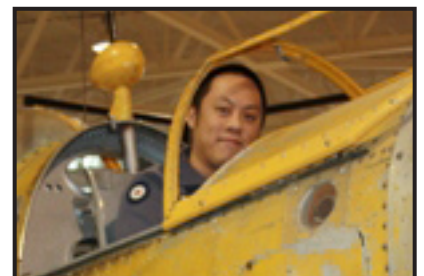
Most important though, is that by becoming a Pod Squad member, you become a part of an elite group of individuals. You become, as it has always been, ambassadors of Dream Pod 9. You represent us and our games, but also your passion for them. As pioneering heralds in your local community, you play a critical role in the development of our games. You become pillars of our gaming community; our family.

Being a Pod Squad member means sacrifice and devotion, but it also has it's rewards. Being at the forefront, you will be the first to help new fans discover and share your passion. Their isn't a better feeling than that. (not to mention you find someone new to play against)

As we are rounding out the finishing details of the new Pod Squad, the main part of our work is now done. Members are already doing their part, but they can always need help.

We are confident that with this reorganization, Pod Squad will help Dream Pod 9 reach new horizons, undreamt of before.

If you want to become a Pod Squad Member, or have questions about it, simply drop me a personal message on the forum. (to *jnguyen*)



ALFIE'S TENNERS

JOHN BELL

ALFIE'S TENNERS

OUI, MONSIEUR! I OFTEN PLAY IN THOSE SWAMPS. A COW COULD SINK IN THERE, BUT IT IS NOT AS NIMBLE AS I AM!

ART & STORY: JACK BELL

FRANCE, MAY 1940. WHEN WE LAST LEFT 2/LT. ALPHONSE MARCH AND HIS WALKER TROOP, THEY HAD JUST HELPED REPULSE A GERMAN ATTACK ON A FRENCH POSITION. AT THE MOMENT, THE GERMAN COMMANDER HOLDS MORE INTEREST IN A LITTLE BOY THAN IN THE DIN OF BATTLE...

THANK YOU, ÉRIC. I WANT YOU TO HAVE THIS PRESENT AND TO NIMBLY GO BACK TO YOUR HOME.

AND, AS HE RETURNED:

THEY WILL NOT SUSPECT MY CUNNING PLAN. ONCE MORE INTO THE BREECH, MY HOUNDS!

HERE THEY COME AGAIN! STILL IN GREAT NUMBERS DESCENDING AGAINST US.

BOOM! BANG!

LOOKS LIKE THEY'RE BRINGING THE LUFTWAFFE WITH THEM THIS TIME.

BOOM! BOOM! BOOM!

LOOKS LIKE?! SAPRISTI!

THOSE AIRPLANES ARE BLOTING OUT THE SUN...

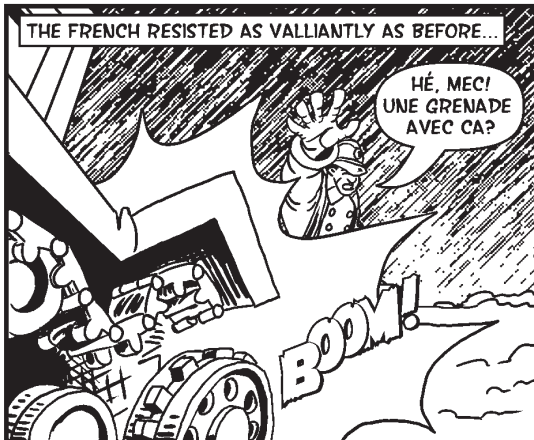
TAXA TAK

GOOD, THEN WE SHALL FIGHT IN THE SHADE.

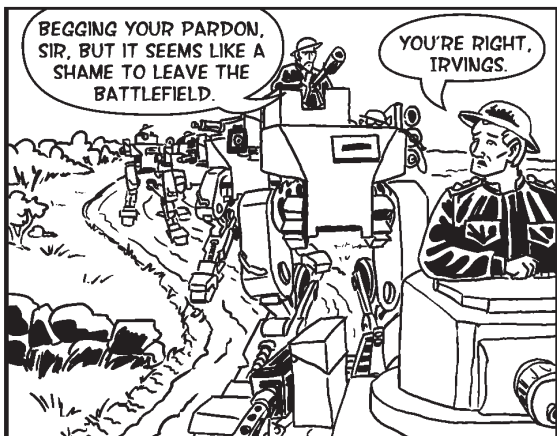
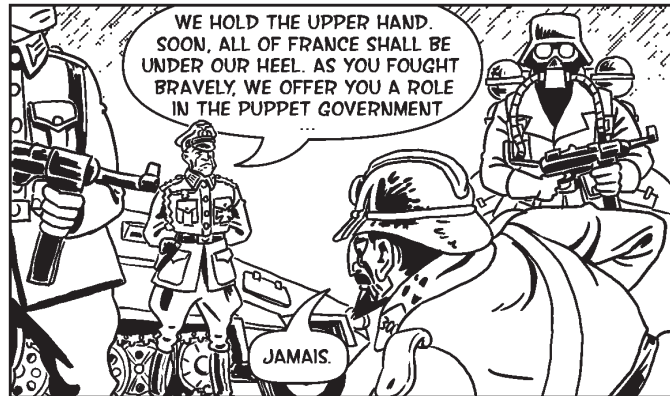
BOOM! BOOM!

TAXA TAK

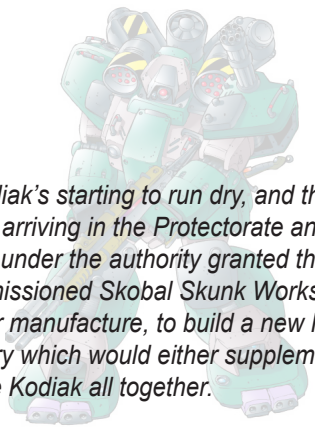
AURORA: THE SILHOUETTE MAGAZINE
ALFIE'S TENNERS



AURORA: THE SILHOUETTE MAGAZINE
ALFIE'S TENNERS



NEXT EPISODE: CAN THE DARKENING TIDE BE STOPPED FROM SNATCHING THE LIGHT OF HOPE?



With the supply of Kodiak's starting to run dry, and the possibility of no new ones arriving in the Protectorate anytime soon, the High Command, under the authority granted them by Operation Restore, commissioned Skobal Skunk Works, the Protectorates largest Gear manufacture, to build a new heavy assault Gear for the military which would either supplement or replace the Kodiak all together.

Using the Kodiak as a model the engineers at Skobal went to work. First they dropped the cumbersome XPA-001 Accelerator for a Riley Arms XHR-1A Heavy Rifle. While the High Command wanted the Kermode to armed with a Riley Heavy Autocannon the Protectorate's limited trading ability made acquiring the autocannons much harder and the designers had to settle for the less popular heavy rifle instead.

A Warren Industries M36 Medium Rocket Pack 36, along with the Kermode's Heavy Rifle give the Gear an impressive array of long-range firepower power. For close in combat a Kelvin Vibroax, six heavy hand grenades, and increased armor make the Gear a tough close combat fighter. Skobal has produced just one variants of the Kermode an Anti-Gear/Tank model.

SERVICE RECORD

A new Gear, the Kermode went into service with the 29th Heavy Gear Regiment, The Gunslingers in the winter of TN 1934 and saw limited action during the interplar war.

Reports from the 29th indicate that the pilots over all like the Gear, as its rugged and reliable while the technicians of the regiment like the fact that the Kermode is a very simple Gear to maintain in the field. The High Command would like to mass-produce the Kermode, but with Skobal's limited manufacturing capacity and unreliable availability of weapons shipments to the Protectorate the total out put per cycle of the Kermode is less than 60 Gears per cycle.



AURORA: THE SILHOUETTE MAGAZINE

HACS-11HG-AST KERMODE

HUGH H BROWNE JR.

WFPA SPECIAL RULES

Strike Squad Options

(Veteran)

- WFP Players may swap any Kodiak (up to 3) for a Kermode at -25TV per gear.
- Any Kermode may swap both its HRF and MRP for a HBZK (F, Reloads) and a HTAM (F, 4) for +55 TV. Or it may swap its HRF and MRP/36 for a SC (F, Reloads, tank hunter upgrade included) and an AGM (F, 4) for +40 TV.

Black and Brown Bear Variants

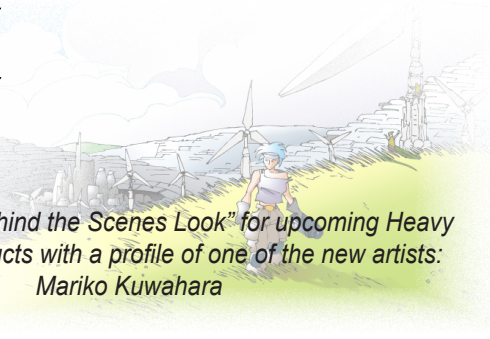
In an effort to upgrade its tank hunting ability with the threat of another earth invasion on the horizon the WFP High Command authorized Thorson Manufacturing to produce two field modification kits to upgrade the Protectorates fleet of Bear Heavy Gears to help them deal with their every increasing roles as the Protectorate tries to get the most usage out of its Gears. In that vein Thorson, in the spring of TN 1943, unveiled two new field modification kits for the Bear Heavy Gear. The Black Bear kit gives the venerable Bear better Tank hunting abilities, while the Brown Bear kit gives the Bear more potent long-range fire support. Both kits started to be distributed to WFP Gear Regiments starting in the winter of TN1944.

- Black Bear: Any Bear may swap its HAC , LGM and one MRP/36 for a SC (F, tank hunter upgrade included) and a AGM (F, 4) for -25 TV
- Brown Bear: Any Bear may swap both its MRP/36's and LGM for a VLFG (F) for -20 TV

**HOME
BREW
RULES**

HACS-11HG-AST Kermode		AE2	M	SPEED	STOP	CBT	TOP
ATT		DEF	EW	LD			
DEFENSE W		3	6	-4	-2	-1	
DEFENSE G		6	11	-4	-1	+1	
ATTACK				+2	0	-3	
ARMOR AND DAMAGE							
ARMOR:		21	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		
DAMAGE:		S	L	H	C		
ACTIONS		1	SIZE				
DETECT:		2					
SENSORS:		0					
AUTO COMM:		5					
COMM:		0					
PERKS/FLAWS: LSP (1), Arms AUX SYSTEMS:							
NAME	ARC	ACC	RANGE		DAM	SPECIAL	
HRF	F	0	6 / 12 / 24 / 48 / 96	x12			
MRP/36	F	-1	3 / 6 / 12 / 24 / 48	x18	IF		
VA		-1		0	M, AC		
HHG		-1		x25	T, AE2 000000		
Physical				0	M		

Datacard courtesy of Daniel Hinds-Bond's DP9 Datacard Maker



Welcome to a "Behind the Scenes Look" for upcoming Heavy Gear: Blitz! products with a profile of one of the new artists:
Mariko Kuwahara

Aurora Magazine - First up, Brief Biographical Information; Whatever you want to tell about yourself here.

Mariko Kuwahara - I was brought up by otaku parents. After graduating in visual communication design, I live in a suburb of Saitama with my cat.

AM - What is your background in art?

MK - I think manga and videogame accounts for most of it.

AM - What are some of your favorite manga and videogames?

MK - Apocalypse Meow by Motofumi Kobayashi, Bambi by Atsushi Kaneko, Biomega by Tsutomu Nihei are fabulous manga, and I like action games such as Megaman, Silent Hill, Street Fighters, and Guilty Gear.

AM - Where do you get your inspiration for your styles?

MK - Catalogues such as fashion magazines and Osprey books.

AM - What sources do you draw on for the realism in your artwork?

MK - Images from internet and sometimes I ask my friend to pose.

AM - What are your favorite subjects to work on?

MK - Comic, videogame, figures, and accessories.

AM - What is your favourite tool for creating your artwork, brushes, pens, ink, paint, digital, etc.?

MK - I usually doodle with pencil. When a good draft comes out, I paint it with Photoshop or watercolor.

AURORA: THE SILHOUETTE MAGAZINE HEAVY GEAR DESIGN WORKS JASON DICKERSON

AM - What is your ideal project?

MK - I like projects that depicts various cultural areas and cool artifacts, and can arouse the subscribers' sympathy to the subject.

AM - How have you enjoyed working on Operation Drop Bears Dive?

MK - I loved the work very much and am really lucky to have this opportunity.

AM - Which piece if your favorite and why?

MK - I think Junior Officer will be, because I like scenes of people having a meal.

AM - Really? Where does that come from?

MK - From a view that meals can show one's life style and personality.

AM - What do you like about the world of Heavy Gear?

MK - I can find everything I like: weapons, expressive characters, drama and more.

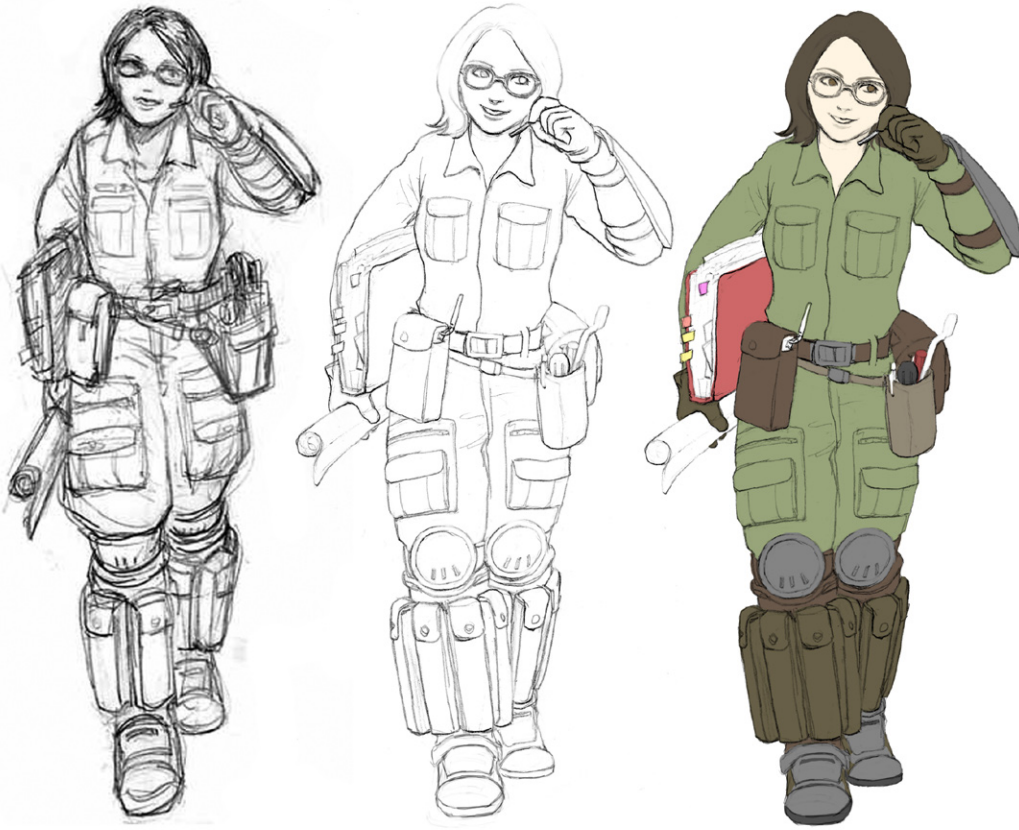
AM - Would you walk us through the steps you go through to create a piece of artwork?

MK -

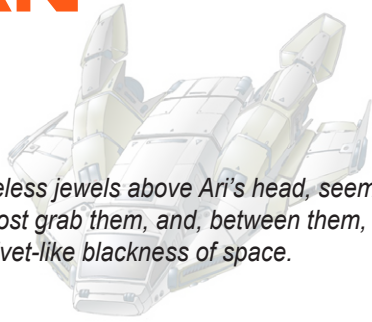
1. Draw with pencil on paper
2. Scan into Photoshop and refine lines
3. Do coloring and shading on different layers
4. Make highlight and sometimes go back to 3.

AM - Thank you for the interview. We've previewed some of Mariko's artwork on the next page, showing the stages of creation.

AURORA: THE SILHOUETTE MAGAZINE HEAVY GEAR DESIGN WORKS



Mariko Kuwahara: Engineer From Start to Finish



Stars glittered like priceless jewels above Ari's head, seeming so close you could almost grab them, and, between them, lied the cold, velvet-like blackness of space.

When you grow up on Earth, you only see stars like this in the news or in movies and, in Ari's opinion, those can't do justice to the real thing, no matter how good the technology. For her first trip out of the gravity well, Ari expected to experience space sickness and the –hopefully– exhilarating feeling of zero-g, not to be mesmerized by the stars. And yet...

She forced her eyes away from the clear ceiling and checked the clock on her pocket computer. Lucius Tanaka could arrive at any moment now and she'd better not look like some wide-eyed tourist when he did. Of course, she was a tourist. At least, that's what she had said to the custom official on her arrival in Pyrea. But still, something in Tanaka's friendly-yet-calm-and-businesslike attitude made her desperately want to impress him. Or maybe was it the way his emerald eyes shined when he smiled. Damn! If only she could avoid looking desperate when he would come in...

Not counting the bartender, The Launch Pad was deserted, Ari being the only customer. At this time of the day, this was odd. Ari hoped that Tanaka hadn't just booked the entire restaurant. Thinking of it, he did promise earlier that they would be able to speak privately and he obviously wasn't short on the money. Maybe this was the way SolaPol officials always met whistleblowers but Ari somehow doubted it. Sitting alone under the immensity of space made her feel very exposed and vulnerable, which probably wasn't the point. At least, she hoped so.

Of course, she had unwillingly turned back to watching the stars when Lucius Tanaka stepped in, his jacket folded around his left arm. He immediately gave her his heartbreaker smile and vigorously treaded toward her table.

"Beautiful, isn't it, Miss Daoudi?" said Tanaka as he seated in front of her, lifting a finger toward the ceiling. A subtle scent of elegant-yet-manly perfume floated in the air. He put his folded jacket on the chair siding his.

"Yes... Very impressive." At least, Ari's voice wasn't shaking. Good start, she thought.

"This is one of my favourite spots for when I want to dine alone. It helps me think". Tanaka's smile was warm and reassuring. Briefly lifting an eyebrow, he pointed toward Ari's glass. "Is that water?" He sounded mildly surprised.

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TOURIST TRAP ON PYREA

THOMAS VANSTRAELEN

"Uh... Yeah." Ari tried not to sound embarrassed. Had she violated some obscure rule in the Venusian etiquette by ordering water?

"I'm drinking wine." Tanaka said, smiling again. He raised his hand and a waiter teleported out of nowhere. "Will you join me?"

"Well, certainly" answered Ari. Wine was a luxury she wasn't accustomed to. An archivist at CEGA doesn't earn much.

"We'll have the Bourgogne. You know the one. And please bring us the menu" ordered Tanaka, without looking at the waiter.

The Venusian small-talked Ari for a couple more minutes. The wine arrived and was tasted by Tanaka, as Ari explored the menu. Just as she found out that the price of the various dishes wasn't mentioned anywhere on her copy, Tanaka got into the matter of things. "So" he said, still conversational, "what is it that made you climb the gravity well all the way to Pyrea? You mentioned some missing files and the destruction of the Copernicus Dome...".

Ari cleared her throat. What she was about to do was treason. Fortunately, the wine was making it a little easier. "Audio files actually" she said. "Radio communications from a STRIKE cell operating on Luna. Those were intercepted by a Navy corvette a few hours before the destruction of the Dome."

Tanaka nodded. "I know about these. I read transcripts. They didn't mention the Dome."

"Which is in fact my point" Ari said. "Everybody got these transcripts and there's maybe a million copies of the audio files stored in computers across the system."

"So, what's missing?". Tanaka grabbed a bun in the basket the waiter had just left on the table and started to spread butter on it. He seemed heavily focused on the task.

"What's missing is the original copy. The one that should still be present on that Brick's comm recorder." Tanaka raised an eyebrow. "The drive has been sent to the Navy archives department and I had access to it. The file isn't there." She grabbed a bun and took a small bite. The excitement had made her lose her appetite.

"Maybe the file has been deleted by accident or mishandling." Tanaka suggested. His tone of voice suggested he didn't believe in accidents.

AURORA: THE SILHOUETTE MAGAZINE

TOURIST TRAP ON PYREA

“Oh, it has been deleted all right.” The wine made Ari feel a little light-headed and she was letting her guard down. “But I doubt it was an accident. Those who did it made sure it couldn’t be restored.”

“And... Did you bring the drive here?” Tanaka’s smiled roguishly.

“I couldn’t leave the building with it. It’s very secure.” Ari feared she had disappointed him.

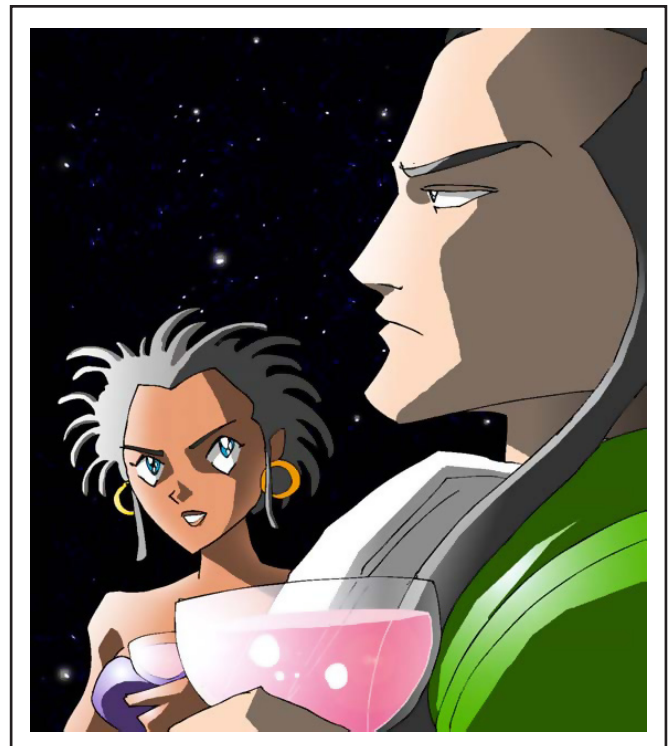
The Venusian sighed. “Pity. That would have made things much more easier for us”. He waved his hand to get the bartender’s attention. Ari was about to ask him what he meant when she found out she couldn’t talk. She was like frozen solid and she was quickly losing feeling in her limbs. She met Tanaka’s gaze. He was still smiling.

“A drug in the water” Tanaka explained. “It was dormant until Alec here zapped you with low-intensity microwaves”. Ari found that breathing was becoming difficult. “By the way, thank you for bringing a loose end to our attention. This could have been very harmful to us” the Venusian continued. “And now, for the unpleasant part...” Tanaka put his jacket on the table and unfolded it, revealing the hidden silenced pistol. He calmly checked the magazine.

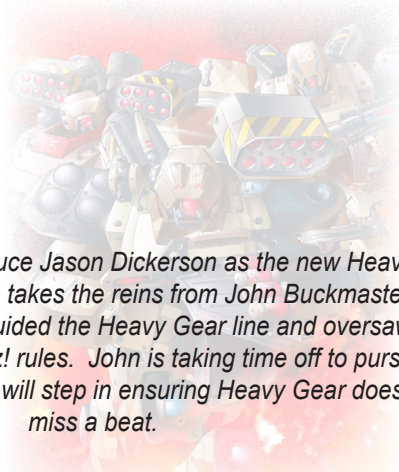
“See, I won’t let you suffocate to your death” said Tanaka conversationally. “We owe you that much”. He then shot her twice in the chest.

Ari felt no pain as the low-velocity, hollow-point bullets smashed into her, ripping her flesh. It was merely discomfort. Her chair fell over backwards and Tanaka’s smiled disappeared from her sight. The impact with with the ground was no more painful. As she lost consciousness, she was again staring at the stars, shining like jewels over the neat blackness of space.

And for that she was thankful.



Shady Dealings and Shady Drinks



This month we introduce Jason Dickerson as the new Heavy Gear Line Editor. He takes the reins from John Buckmaster who's steady hand guided the Heavy Gear line and oversaw the creation of the Blitz! rules. John is taking time off to pursue his studies, and Jason will step in ensuring Heavy Gear doesn't miss a beat.

Aurora Magazine - Welcome aboard to the Pod and to being Line Editor!

Jason Dickerson - Thanks! I really appreciate Robert Dubois giving me the opportunity to do the job.

AM - To take on such a role must indicate some passion; where did you get your start with DP9's games?

JD - I've been playing DP9 games since before they were DP9. My first books from the company were the Cyberpunk books they did under Ianus Games. I also have the Deck Plans they did for Palladium's Macross II. My prized possession is the first print Heavy Gear game which actually has an Ianus code (ISG-01), but printed under the Dream Pod 9 logo. I think my favorite all time Heavy Gear book would have to be the Southern Republic Army List and Life on Terra Nova. Those two books were filled to the brim with content and really brought to setting to life for me.

I've been involved in promoting DP9 games unofficially since 2001, when my then room mate and I created the Hermes 72.net website. The website had a very active forum and I got to meet many of the members that are on the DP9 forum on Hermes including some of the people from DP9 such as Phil LeClerc and Alain Gadbois.

I've also been involved in playtesting in the past as well as being a semi-regular contributor to Aurora.

AM - I remember (and still have) those deck plan books, graphically they were such an eye opener. Given that diversity, while you're taking on the HG line of games, I'd imagine some other of the DP9 lines tickle your fancy?

JD- I love Gear Krieg and Jovian Chronicles. I have everything ever published under the DP9 print, but I would like to complete my Ianus collection. Their old cyberpunk stuff was excellent.

AM - Nearly every gamer has "that favourite story", the one they love to tell about that incident that defied all others. Yours would be?

JD- Back in 2007 while I was talking to Phil Le Clerc at the Dp9 booth at Gencon, I was nearly run over by Gary Gygax in his motorized chair. I don't think everybody can claim that.

AM - Now that *is* a unique incident indeed... the tread marks would be a prized possession today. How would you describe the "State of the Game" today for Heavy Gear: Blitz!?

JD - I think we are in a growth phase. Nearly all of the existing lines of gears for the game have been made into miniature and are now available. The process now is to look at opportunities for growing the line not just with the other colonies, but expanding on Terra Nova's background. Operation: Drop Bears Dive! is a good example of how we can expand on the setting by zooming into areas that haven't been explored in depth before.

AM - As the new line editor, what do you want to tackle first?

JD - I'm looking at adding more content into the books. We also have a fantastic new artist onboard that is going to give us a fresh look. We will still be utilizing the older artwork to some degree, but feel that players would like fresh new artwork and technical designs to go with new material. John Nguyen and Greg Perkins are both doing fantastic work in the technical schematics area and Daniel Bond is doing a phenomenal job on book layouts.

I've just finished writing the Campaign Guide II: Terra Nova Gambit and we will be entering into playtesting soon on this product. Utopian Colonial Corps will be a new independent army that can also be utilized as allies to the CEF or Black Talons. We've fleshed out their background and explored their technology, uniforms, ranks, pay grades, medals, and looks. While we've utilized the look and feel found in the original colony book, we have progressed their timeline and technology a bit from the original book to introduce some unique new units. I'm excited about the design elements going into this book.

AM - If you can let us gaze into your crystal ball, what will we see long term, both product and direction wise?

JD - Ideally I'd like to see growth in our fan base and an expansion of the materials. If we can maintain interest in the Regiment of Note/New Gear books, you can expect to see more product along those lines coming out pretty regularly. Those books will also have RPG support for both 2ed and 3ed material till 4ed comes out.

AURORA: THE SILHOUETTE MAGAZINE

WORDS FROM THE DESIGNER

League play is going to be heavily promoted and we have some excellent plans in mind to support it. We also have a couple of big surprises in store for 2010, but fans will just have to keep an eye out for those announcements.

AM - I will dispatch the Aurora Ninjas™ immediately to raid your office. Er, I mean, we will await with bated breaths! Any chance to interact with the fans yet?

JD - I'm on the Dp9 Forums pretty much daily, but you'll usually find me haunting my play by post game and the miniatures section. Most of my time is devoted to writing and playtesting right now so I don't have as much time to look in the other areas of the forum.

If there's any questions that can't be satisfactorily answered, customers can write to me at my official Dp9 email address (Jason.Dickerson@dp9.com). Understand that while I will do my best to get back quickly, usually the best course of action to get an answer is to try the forums first. We have a fantastic community there that's always been ready to assist new players.

AM - Self serving question here a bit -- do you have plans for what to bring to Aurora?

JD - I'd like to see more participation in Aurora, and encourage fans to post their articles in it. We will likely release some teaser information exclusively in Aurora to help promote the readership of the magazine.

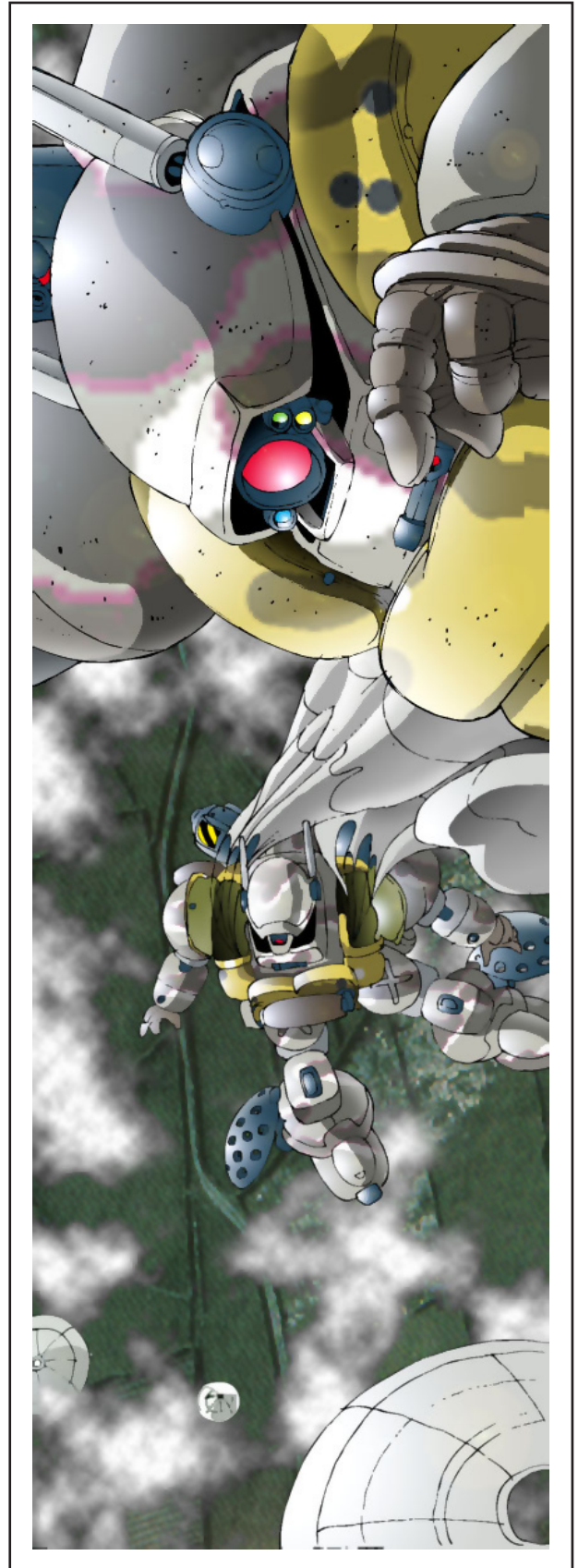
AM - Perhaps the most important question of your career: what is your favorite Gear?

JD - As the champion of the ultimate underdog, I am and will always be the President of the Save the Asp Society. I just love the APGL Mohawk and the ridiculousness of the underpowered Asp Gear a little too much.

AM - And to think now what heights the Asp will reach with the President line editor, a very nice coup. Anything else you'd like to express or say to everyone?

JD - I look forward to working with Dream Pod 9 and hope the fans will like what I'm bringing to them in the upcoming year. 2010 should be a fantastic year!

AM - Thanks for the time for this interview... again, welcome on board the Heavy Gear train!



Dropping in to Action!



From the line editor...

It's the start of the year, and we've got lots of goodies waiting in the wings for you already! We'll start you off with more Nagas than you can shake a stick at, then Golems, Kommando Squads and even the South Hetairoi Hovertank and friends. Then, to whet your appetite, the back cover blurbs for both Terra Nova Gambit (featuring a landship!) and Operation Drop Bears Dive (featuring dropping bears!). It's shaping up to be a grand 2010. Let the Gears begin...



AURORA: THE SILHOUETTE MAGAZINE MESSAGES FROM THE POD



AURORA: THE SILHOUETTE MAGAZINE MESSAGES FROM THE POD

Terra Nova Gambit – The War for Terra Nova Book 2

“What’s left to do?” Sergeant Major James Anders asked his commander in the decrepit old Jaguar. Anders knew it was only a matter of time before the end would come for the land fleet they had been guarding. The fleet officer had told the gear sections to retreat once the order was given.

“Not long, son. They’ll give us the word,” Colonel Arlens replied. At seventy nine cycles, the grizzled War of the Alliance veteran was nearly the oldest member in the provisional regiment. The unit had been thrown together at the last minute to defend the Protectorate from the approaching invaders. None of the pilots on the field were younger than fifty cycles and most were near the colonel’s age. Sergeant Major James found himself on the younger end of the spectrum, but no less committed to the cause.

The WFN Defiance, an aging carrier class landship, groaned in protest at the relentless attacks from the CEF forces in the canyon. The massive carrier inched past the gears engaged in the hopeless fighting. Anders could hear the strain of the landship’s repulsor magnetic system echoing throughout the canyon’s walls. At that moment, Sergeant James Anders knew what he always understood when he volunteered for the mission. There would not be any escape. Only the honor of dying next to his fellow soldiers.

In the face of overwhelming odds and desperation, Maderas Betomas, commander of the Defiance, issued his final order, setting the canyon ablaze in a nuclear holocaust.



In the first days of the Second Invasion, Terra Nova was gripped in desperate fighting in multiple fronts; however, nowhere were the battles fiercer than in the Barrington Basin. Terra Nova Gambit - The War for Terra Nova Book 2 includes:

- Background Information on the CEF’s Utopian Colonial Corp Allies.
- Utopian Uniforms, Ranks, Insignia, and Equipment
- Technical Data on the Armiger Auto Control Suit and the N-KIDU Autos
- Technical Data on the refitted HC-3 Command and Reconnaissance Vehicle
- Rules for fielding Utopian Colonial Corp Armies and the new CEF HC-3 Combat Group.
- New Regiments of Note for the CEF, Utopia, and Black Talon
- Advanced League and Campaign rules.
- Campaign Scenarios for the Barrington, Space, and the Badlands Fronts
- Discover the fate of Colonel Arthur and the Port Arthur Korps
- Databooks for each of the vehicles presented in the books.

This Full Color, 54-page book is a campaign supplement for the Heavy Gear Blitz! Locked & Loaded Rulebook. In addition to the core rulebook, a copy of Black Talon: Return to Cat’s Eye, some six sided dice, and Dream Pod 9 Heavy Gear miniatures are required for play. For two or more players, ages 8 and up.

AURORA: THE SILHOUETTE MAGAZINE MESSAGES FROM THE POD

Operation Drop Bears Dive

Barrington Gates. Baja. Red Cliffs. Battles that the 08th had paid for in blood against the CEF over thirty cycles ago and now the enemy had returned. Corporal Vandembosche gripped the control sticks on either side of him in the dark cockpit of his Koala. Anger welled up inside of him as he thought of the loss of his family in the orbital bombardments dropped so casually on his home town.

Today, he would pay the invaders. His regiment would drop from the skies and rain hell on the enemy. Looking through his gear's omni-camera, Vandembosche saw the green light and his squadron commander readying himself to jump from their Orca transport. As Sergeant Mason engaged his gear's SMS and leaped out of the open bay door, he called over the radio, "Boys, I'll meet ya on the ground. Give 'em hell!"

Vandembosche grinned at his sergeant's order and moved to position himself on the launch track. The clear blue skies seemed incredibly inappropriate for the bloody work in store for the Crazy Eights



The WFPA 08th Airborne Regiment is one of the oldest regiments in the Western Frontier Protectorate. As a distinguished regiment, the unit is instrumental in many of the key battles the league has waged and represents among the best examples of the WFPA's soldiers and traditions. Operation Drop Bears Dive explores this unique regiment's history and the developments they introduced into the battlefield. In this book you will find:

- Unit History and Traditions
- WFPA Ranks, Insignia, and Uniforms
- 10 New Campaign Scenarios
- War of the Alliance Rules for Northern Leagues and the CEF
- HACS-01 HG Para/AST Koala Development History, Technical Data & Variants
- Five Special Characters with RPG and Blitz! rules for fielding them.
- And a Bonus Southern City Militia Army List

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 #4.2: February 15th 2010

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.