

AURORA

THE SILHOUETTE MAGAZINE

INSIDE THIS ISSUE:
CANGAMES COMBAT FIELD REPORT
VARIANT RULES FOR BLITZ & SILCORE
GEAR KRIEG GRAPHIC FICTION
OFFICIAL UPDATES AND MORE!

SPECIAL PULL OUT SECTION: ODYSSEY SEED



AURORA: THE SILHOUETTE MAGAZINE
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AURORA: THE SILHOUETTE MAGAZINE

SHADES IN THE NIGHT

From the Editor...

"Headshot at 23 hexes! The kid's a natural!"

I don't remember from what source we twisted that quote to fit into gaming terms. I do, however, remember the incident. It was the first firing opportunity of the game, from the longest of ranges, and with that single shot one of my opponent's units had been destroyed. That an equally impossible shot happened again later that game did nothing to ease my friend's frustration.

Get too deep within it, and gaming can be viewed through the lens of pure statistics. From X range with Y modifiers and Z skill level, we have some chance to strike or miss, to maim or to simply annoy. It's simple, predictable, right? Yet, gaming memories are often all about the dice, the gamble. Those moments where the improbable happen, where luck smiles at you... or doesn't. Good or ill, it is what we tend to remember. Those are the stories to be told later by the gamer equivalent of "around the campfire".

Of course, these moments stick in our mind so well that they can seem to occur more often than they actually do. Having our perfect victory seized from us by something as inanimate as dice (or as personified as lady luck) sometimes leaves little to vent our anger against except the "broken" rules.

Dice are not the only foundation of memorable moments. Brilliant strategies, surprise moves and even events that seem to fall out of nowhere are all worthy story material. When your opponent looks across the table at you (or vice versa), eyes wide, and goes "You're WHAT?" as you move your units in an unforeseen fashion and with a bold gambit tear into their flanks, that's when you know you've just created a gaming memory. RPG games, by their more loose nature (and by having an all-powerful overseer known as the GM), can often provide even far greater opportunities for wild stories of heroics and dastardly plans (Emergency Dice help too...). When it's the GM's eyes that go wide, you really know you've hit the moment.

Any event can become one of epic victory and excitement. For myself, there was a moment in the first Heavy Gear computer game that forever will live in my mind. After some tough battles, I had used all but my machine gun's ammo, and there was still one Gear opposing me. I ran around the battlefield, dodging his fire, getting in close, but my popguns only made him mad. I tried ramming him repeatedly, but that seemed to have no effect. At wits end, a stunning revelation went off in my head. "I have hands, I can pick up one of these fallen Gear's gun!" Laughing like a maniac, I crouched my Gear, tossed my empty rifle aside and picked up an autocannon from a fallen foe. Still laughing, I

fired burst after burst at my opponent until he had fallen, armour turned into scrap metal.

These are the moments that Dream Pod 9 lives for in creating games: moments of triumph and anguish and the good game that lives in our memories. Here at Aurora in that vein we have our first battle report this issue, hot from the battlefields of CanGames, along with a plethora of gaming material, images and stories to fill the imagination and grease the path to creating your own gaming memories.

Welcome to issue number four.

Oliver Bollmann
Aurora Magazine Editor

PS: Don't forget about the contests, the entry date is fast approaching! See page 3 for details.

Aurora Errata/Updates

Jason Jarvis sent us the following update/change for his [Scaled Combat](#) article from Issue 1.3, for the RoA table:

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

*+1 RoA for each square

AURORA: THE SILHOUETTE MAGAZINE CONTESTS

Northern Squad Contest

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

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

Battle Report Contest

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

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

Dream Pod 9 Release Schedule

Shields of Freedom - Armies of the Badlands	July 2007
Lances of Destiny - Armies of the CEF	TBD
Shattered Peace - War for Terra Nova Campaign Book 1	TBD
Slotted Hex Bases (x25)	New Release
40mm Round Bases (x15)	New Release
Flight Bases (x15)	New Release
North Starter Army Box Set	New Release
North Weapons and Bits Pack	New Release
North Aller Main Battle Tank	New Release
North Klemm Light Tank Two Pack	New Release
North Infantry on ATVs Platoon	New Release
North Badger APC Pack:	New Release
North Field Gun Two Pack:	New Release
North Dragoons Squad	July 2007
North Kodiak Pack	Aug. 2007
South Starter Army Box Set	New Release
South M.P. Cadre:	New Release
South Weapons and Bits Pack:	New Release
South Visigoth Main Battle Tank	New Release
South Hun Light Tank Two Pack	New Release
South Infantry on ATVs Platoon	New Release
South Caiman APC Two Pack	New Release
South Field Gun Two Pack	New Release
South King Cobra Pack	Aug. 2007
Peace River Starter Army Box Set	July 2007
Peace River Fire Support Squad	July 2007
Peace River Patrol Squad	July 2007
Peace River Crusader Pack	July 2007
Peace River Skirmisher Two Pack	July 2007
Peace River Pit Bull Two Pack	Oct. 2007
Peace River Cataphract Pack	Aug. 2007
Peace River Infantry Platoon	Oct. 2007
Peace River Hoplite APC Pack	Oct. 2007
Black Talon Assault Squad	Jan. 2008
Earth HT-68 Hovertanks	Aug. 2007
Earth HT-72 Hovertanks	Nov. 2007
Earth Grel Infantry Platoon	Sept. 2007
Earth LHT-67 Light Hovertank	Sept. 2007
Earth LHT-71 Light Hovertank	Sept. 2007
Earth HPC-64 Hover APC/Command	Sept. 2007

AURORA: THE SILHOUETTE MAGAZINE

ABOUT THE AUTHORS

Brad Bellows (bradley.bellows@3web.net) -- *Victory at Cangames*

A former nuclear engineer who now works with sewage; Brad lives in Ottawa, Ontario with his wife and three kids, as well as several alternate universes that uneasily coexist within his cerebrum. He has been a fan of Heavy Gear and Jovian Chronicles since the days of Mekton and Mecha Press.

Brandon Fero (brandon.fero@us.army.mil) -- *Pit Viper*

Brandon, currently deployed with the 1st Cavalry Division of the United States Army in Baghdad, Iraq, has been a fan of the Heavy Gear universe for several years, but only recently joined the growing number of folks playing the Heavy Gear Blitz! game. He enjoys designing specifications and writing short stories, and is also the GM of the RPG 'At the Lance's Tip' on the DP9 Forums' Play by Post board; he welcomes any and all newcomers to the Heavy Gear world to look into the rapidly-developing storyline.

James Ryan 'Stryker' Cunningham (gearheadwhat@gmail.com) -- *Alternate Noted Regiments, Stryker's House Rules*

A long time Heavy Gear nut who's been causing trouble since the start, and there's no end in sight for it ever stopping. Founder of the 28th Stone Warriors. Currently serving in the United States Navy.

Jason Jarvis (jayderyu@gmail.com) -- *No XP Required*

Jason a lover of Dream Pod 9 since purchasing Project A-ko and Video Fighter. Since then the Master of English Mangling has been a dictator forcing his gaming group to play Silhouette ever since. Currently living in Vancouver (the Lower Rainland), British Columbia with his (very patient) wife and two distractions...err, kids. (This article also edited by Moriah Lalonde. The Name of the Days referred to in the article are referenced from <http://www.rivetgeek.net/content/view/28/9/> and written by Edwyn Kumar.)

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

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

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

Matt Valgardson (bentradio@gmail.com) -- *Freddie the Ferret*

Matt Valgardson is a long time Pod fanatic and self declared Woofpee. When he's not drawing strange things and pretending to host a local radio show he often serves as John Buckmaster's chauffeur.

Nick Pilon (npilon@gmail.com) -- *SEED: Odyssey*

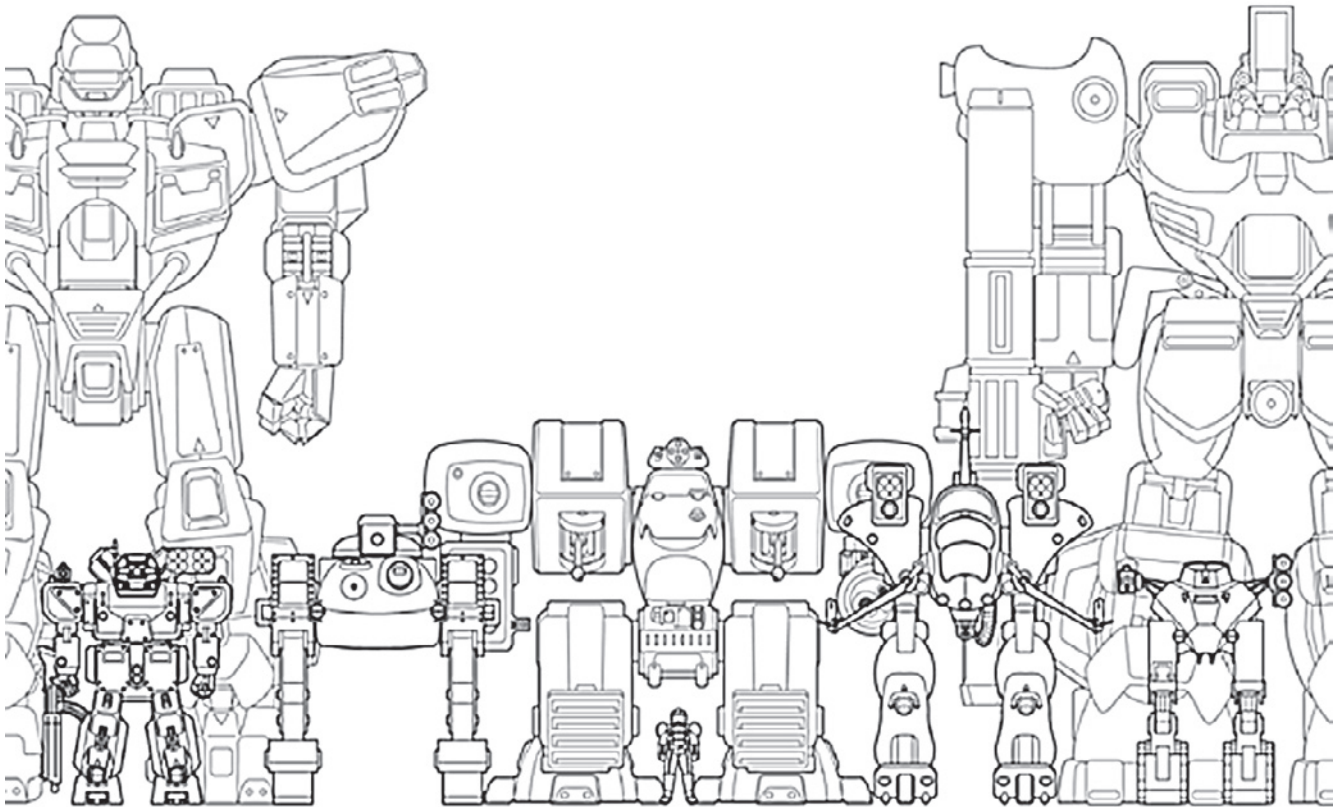
Nick Pilon is a DP9 freelancer. He's particularly insane, because he keeps trying to track down and resolve continuity problems and ensure consistent capitalization of game terms.

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

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

Paul O'Connel (vladthebad@gmail.com) -- *Cover Illustration*

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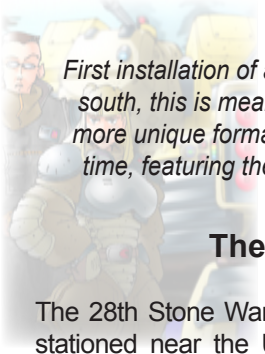
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Aurora Magazine, Volume 1, Issue 4, Published July 1st, 2007



First installation of alternate regiments from the north and the south, this is meant for players who wish to use somewhat more unique formations and load-outs for their armies. This time, featuring the Northern Guard's 28th Stone Warriors!

The 28th Stone Warriors

The 28th Stone Warriors are a Northern Guard regiment, but stationed near the UMF itself. Their short but proud history begins back just before the Sandstorm Strikes of the early 1900's. Initially formed as a heavy patrol and fire support regiment, they benefited nicely with a large amount of Tigers and Grizzly machines for a NG regiment, due in part to their role and their proximity to the UMF, and also benefited with heavy weaponry not normally found in a regiment.

They fared well in the Sandstorm Strikes against their southern counterparts, but they didn't shine until the War of the Alliance. Though significant losses were sustained, the combined fire support from of the many heavy machines were able to keep the CEF at a distance and bombard them, or hem them into fire lanes of other prepared units. Many of the Grizzly and Tiger machines survived the conflict, and today the regiment still has a higher than average amount of both machines within its ranks, including both veteran machines and newer once since.

Color Scheme: Generally their machines are painted in various tones, shades, or entire schemes of gray. A minimum of one panel is painted dark blue. Often their machines are painted in full parade patterns, which include the forearms, shoulders, chest panel, and front foot covers being painted blue as well. Mission depending, alternative camouflage patterns are used, most commonly pattern breaker schemes. It's noted however, that no matter what the final result is, the head and left kneecap of all machines and personnel is always painted black.

Regimental Organization: The 28th is built as a Northern Guard regiment, though they are known for their heavy use of Tiger and Grizzly machines, as well as heavier weapons.

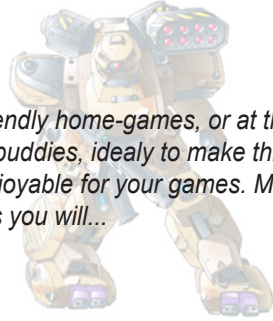
REGIMENT CHART

Well Equipped: Any vehicle with a MAC may swap it for a HAC at +5TV. Also, any auto cannon may swap for an equivalent rifle. In both cases, the new weapon is of the same arc, and has reloads. Any unit with a HAC or rifle of any kind may forgo their reloads for a DPG at +5TV. Also, any Unit able to take field armor **MUST** do so. However this is at +20 TV for Hunters, and +15 for any other gear. (Lower both by 10 if using Stryker's armor house rules, found in following article)

Offensive Strategy: Any unit able to field Tiger or Grizzly gears **MUST** do so (borrowed or otherwise). In addition, any unit may upgrade its attack by one (up to 3) for +15 TV.

Restrictions: May not use Mercenary forces, or Kodiaks.

Yet more ideas for your friendly home-games, or at the LGS between you and your buddies, ideally to make things somewhat easier and more enjoyable for your games. Mix and match as you will...



Morale

When a squad loses its commander, you do not have to recalculate the morale thresholds (though the squad's future rolls will be with the next surviving highest LD, as normal). The idea behind this is a unit isn't only held together by its leader, but by their trust, teamwork, and familiarity with each other. They're still hurting, since all future rolls (such as getting rid of morale tokens) are still with the next highest survivor, but this prevents squads from near-instantly being rendered useless by a IF attack from over the hill killing the commander. Also, it speeds up game play and makes for less bookkeeping.

Armor Upgrades

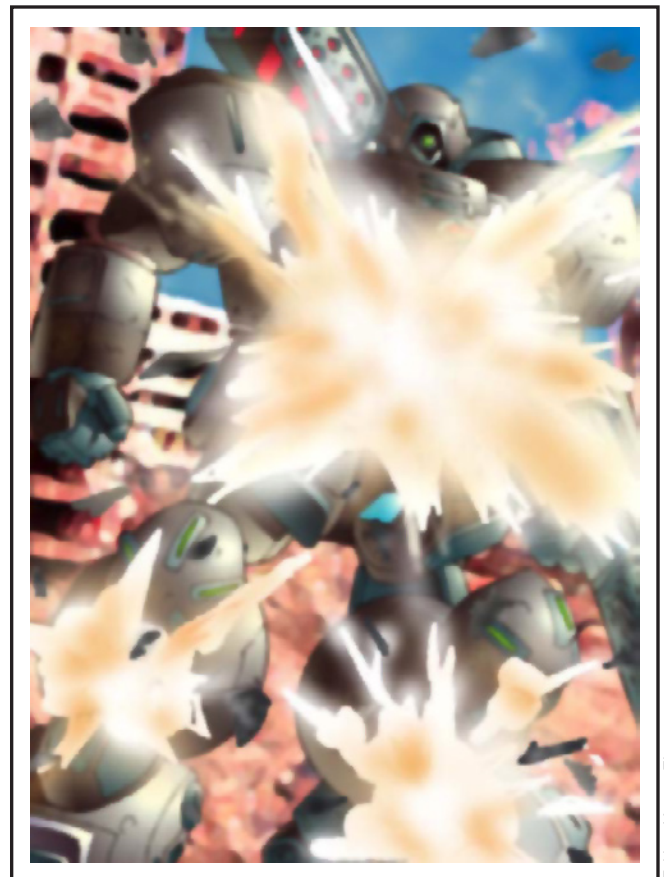
In the games I've played, I seldom see many units taking armor upgrades, and even less frequently was it worth much for its cost. Along with Phil's miniatures often coming with armored torsos, and my desire to see more heavily armored gears, I decided to pipe up about armor costs yet again! Thus: Any Unit such as Hunters and its clones, or others already with a sturdy (Sidewinder, Spitting Cobra) now only pay +15 TV for an additional sturdy box. All other machines without a sturdy box, if able to purchase armor upgrades, only pay +10 TV. Also, this should make for more room in your army list for other upgrades.

Rate Of Fire

This is an old house rule I've used since back in early 2nd edition days, and I'm sure a decent amount of older players might recognize this one: ROF may be used in one additional way: After the initial dice are rolled for the attack, ROF may be spent on additional dice for the attack roll, instead of damage or AE. Highest is taken as usual, but only the original dice for the skill level are used for purposes of fumbles, ammo checks, etc. This gives weapons of different damages roughly the same advantage for a ROF increase, instead of just +1DM to the attack.

Rate Of Fire 2

ROF affects work up THROUGH long range, instead of just up to it. This includes DM boost, AE boost, and the optional ROF rule above. Effectively this means ROF may be used for half of its maximum range.



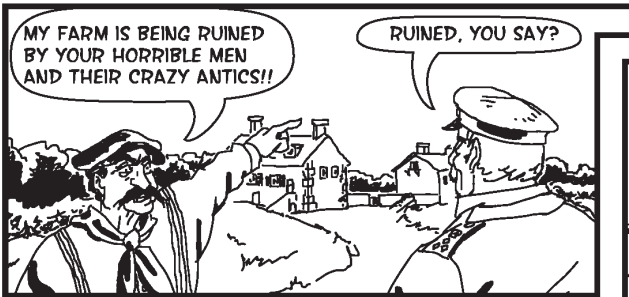
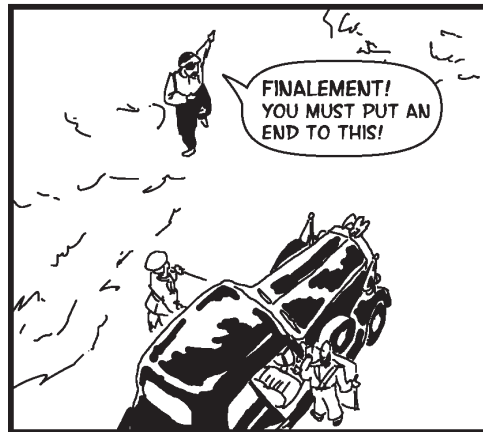
Taking Heavy Fire

JOHN BELL

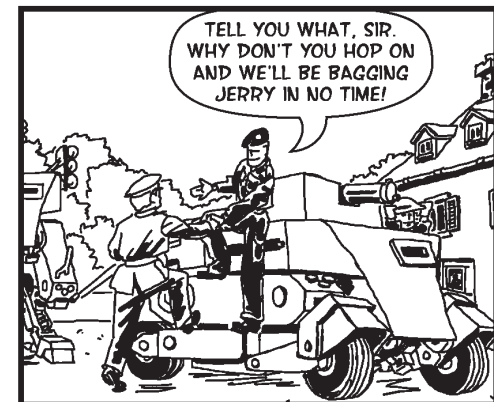
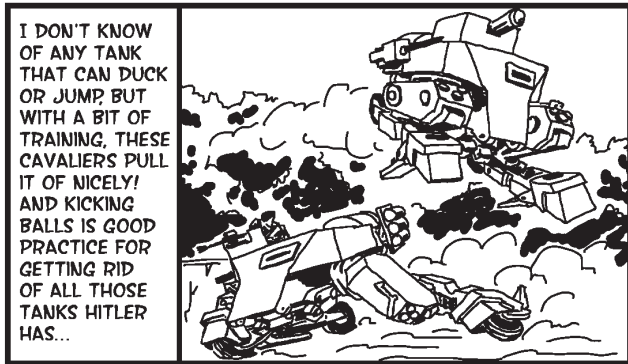
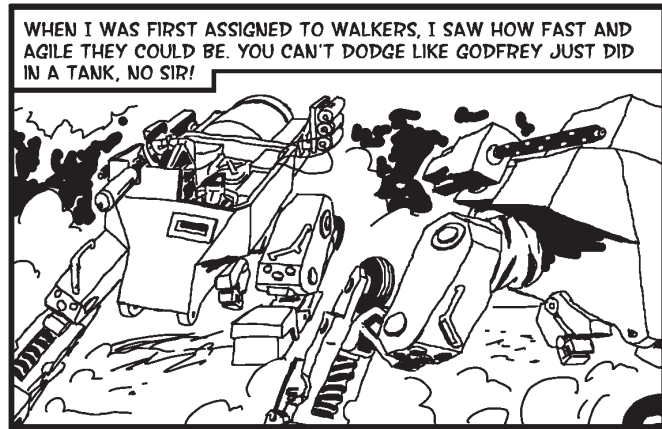
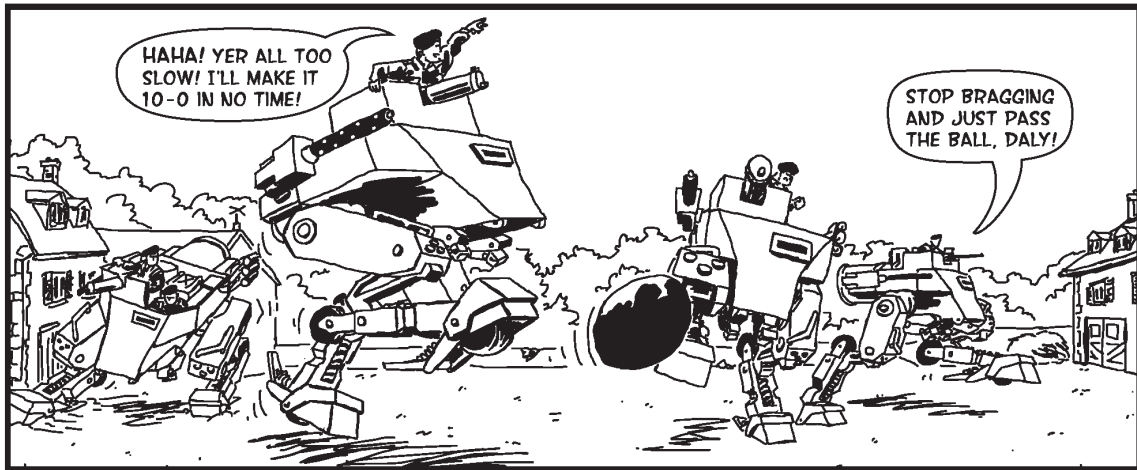
ALFIE'S TENNERS

ART & STORY: JACK BELL

MAY 10, 1940. TO MOST BRITISH AND FRENCH SOLDIERS, THE "PHONEY WAR" IS STILL ON. BRIGADIER CYRIL YOUNG IS ONE SUCH MAN AND HAS GONE ON TO INSPECT A RATHER PECULIAR MOTORISED UNIT IN HIS BRIGADE...

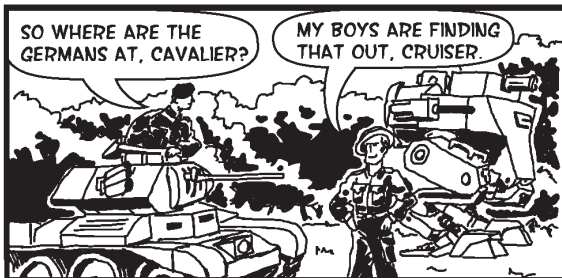
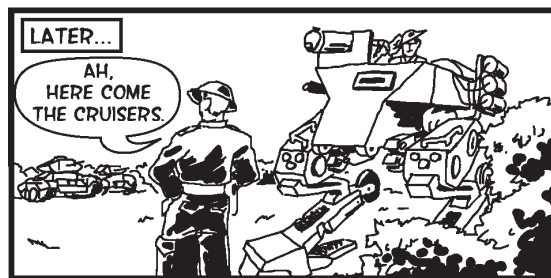
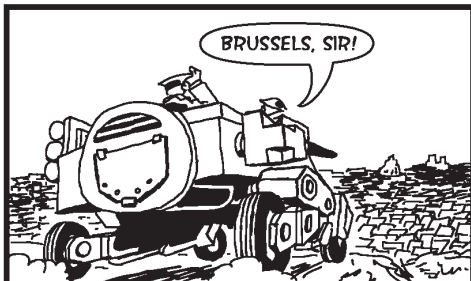
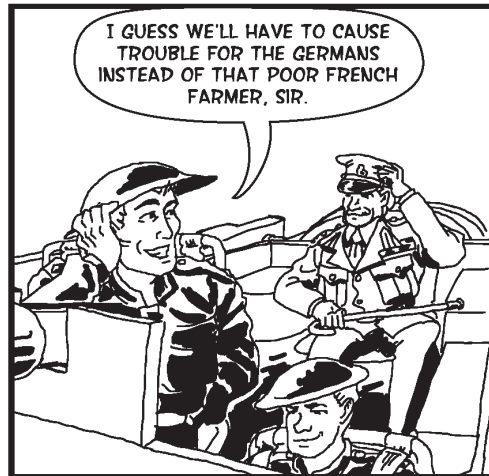


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ALFIE'S TENNERS

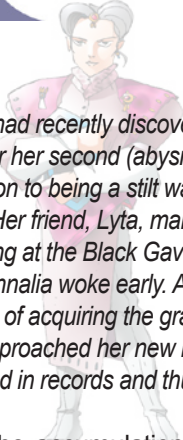


AURORA: THE SILHOUETTE MAGAZINE

ALFIE'S TENNERS



NEXT EPISODE: SEE HOW ALFIE AND HIS BOYS FIGHT AGAINST THE GERMANS!



AURORA: THE SILHOUETTE MAGAZINE

NO XP REQUIRED

JASON JARVIS

Annalia had recently discovered that becoming a Judge was not to be, after her second (abysmal) failure of the Advocates test. The transition to being a stilt walker meant that she needed to find a career. Her friend, Lyta, managed to swing her a job as a hostess-in-training at the Black Gavel, an upscale public house in Sunken City. Annalia woke early. As she walked to the Black Gavel, she dreamed of acquiring the grandeur and prestige of the master host. As she approached her new life it dawned on her: she had previously worked in records and thus had no idea how to be a hostess.

Near the end of Yaga-shu, Annalia was very tired from the unfamiliar exertions of the job, both mental and physical. A very large number of people came in that night. She went out to take orders and chat up the patrons. In the end she became confused, and, flustered, made several order mistakes and mixed a few conversations. That night was dreadful. Mentt, the head host, reprimanded her. She paid close attention to ensure that a situation like that wouldn't happen again. Annalia spends 1XP to gain 1AP.

Typically the accumulation of XP(Experience Points) provides the measure for advancement. This offers an abstract benefit when a goal is reached. The character then increases a value which is chosen by the player. These rules of straight XP counting can turn "Roleplaying" into "Rollplaying". The following set of rules are designed to improve skills, attributes, and abilities through use and accomplishments rather than XP budgeting or counting. They do, however, require some extra data tracking.

The next night Annalia was so caught up with others and trying so hard she ended up missing one party entirely. Annalia botched, for this mistake she gains an AP.

ADVANCEMENT POINTS

Advancement Points(AP) are used to measure learning progression of a given ability; AP are gained through a variety of methods. Unless otherwise stated, only 1AP can be gained per method within a set time frame.

TASKS AND STRESS

Stressful situations can push one's limits. This sometimes gives insight to what they are doing. This extra effort is shown by the expenditure of Experience Points. Regardless of the amount of XP spent on the task, only 1AP can be gained. There is no more accumulation even if XP is spent on a series of actions for the task. The GM should decide what is a stressful attempt by the importance, pressure and how often the character deals with the given situation.

PRACTICE AND USE

The more a skill is used, the faster it improves. Skills used regularly under situations like jobs gain an AP under the normal time frame. Skills used intensely or boot camp conditions less so. Abilities used infrequently or mixed schooling use a slower time frame. After a given period of time has passed the character gains 1 AP.

- Gain 1AP for a task where XP have been spent.

Annalia ends up having to serve a high judge in the loft. She is very nervous. Annalia takes his order and serve his drinks. When chatting comes up, however, she stumbles on her words, too nervous about having the judge enjoy the evening. Annalia spends an 1XP, as the situation is stressful and uncommon. This XP spent gives 1AP to her skill.

- Gain 1AP if the skill is used on a regular basis, such as a job or training.

Annalia had started the job serving tables for the other Advocates. She worked five days a week with Joan-shu and Dahlia-min off, since they were peak days. By the end of the month Annalia gained 1 AP from working regularly.

CREATIVITY

The best way to truly learn abilities is to try them in ways that they are not typically thought of. This is demonstrated by the player using a skill in a way that surprises others or adds a particularly good description of how the ability is used.

- Gain 1AP for creative application or descriptive use of an ability.

LEARNING FROM FAILURE

Failure provides an opportune moment to learn from one's mistake. On a MoF of 3 or more the player can spend 1XP understand what went wrong, and gain 1 AP. A player botching can also show where a glaring mistake has been made. In this case, the player gains 1 AP. Players cannot spend XP to learn from a botch. Players do not gain any AP if the botch is from an unskilled roll.

Annalia continues to stumble over her words while talking to the judge. Annalia decides to change her approach with the judge. Instead of general remarks, she uses her knowledge of law and court cases, including some of the judge's own cases. This use of her law and related skills are found amusing; the judge enjoys her conversation. Annalias' player used a law skill for social interaction in an atypical manner. Annalia gains 1 AP for this.

- Gain 1AP for botching
- Gain 1AP for 1XP spent on fail of 3 or more.

AURORA: THE SILHOUETTE MAGAZINE

NO XP REQUIRED

QUOTA EVENTS

AP Gained	Events
+1 AP	Ability is used on a regular basis(job or training)
+1 AP	Task or Goal where XP are spent.
+1 AP	Creative application or descriptive use of ability.
+1 AP	Botching
+1 AP	XP spent after a failure of 3 or more
+ # AP	Special game effect(magic, training montage)

TUTORS

Tutors are an ideal way of reducing the time to learn or improve abilities. They manage time and focus on the important elements of the skill being taught. The teacher decreases the time frame by (Teaching skill x MoS) days with a difficulty of 3.

- After the tutoring time the character gains 1AP from studying and 1AP for the 3+ fail modifier for free.

Mentt, the Black Gavels main host, decides she has merit to serve the judges tables. He gives her personal tutoring in social etiquette. Mentt has a teaching skill of 2, as it's something he does often. His roll is 5. This reduces her time measure by 4 days, and afterwards she gains 1 AP for the practice and 1 AP for guidance(3+ fail).

LEARNING QUOTA

The Quota represents the measure when the characters ability gains the target rank. Once the character as an amount of AP equal to the quota then the ability rank is gained.

Math	Ability
Target Rank + 1 x Target Rank + 1	Skill or multi level ability
(10 x Current Level) + 10(minimum 20)	Attribute
10	Specializations
Target Cost x 3	Perks, Maneuvers, Talents

Over the past year Annalia has found a passion for her work. She continues to learn all there is at being a hostess at the Black Gavel. It will take Annalia 9AP to increase her Etiquette to 2.

TIME FRAME

The GM chooses a default time period when the APs can be learned again. The type of game or conditions of the skill being used should play a factor. The table below lists a set of typical time: frames.

Time Period	Situations
Weekly	Zero to Hero, short epic games
Bi-Weekly	Extreme training conditions, drilling, boot camp
Monthly	Normal time for dedicated solitary skill
Bi-Monthly	Learning many abilities at once, part time usage or practice

BALANCING EXPERIENCE REWARDS

These rules focus on using less XP for advancement. Instead of the standard XP rewards, GM's should therefore offer less. Offer 1AP for each of the following:

- Actively playing the game.
- Overcoming a critical situation.(breaking someone out of the Sheban Prison, taking down Joanite catapults without casualties)
- Helped make the session overall more enjoyable (helping others get others into the mood, telling an excellent joke at the right time, excellent role playing)
- Noble self sacrifice

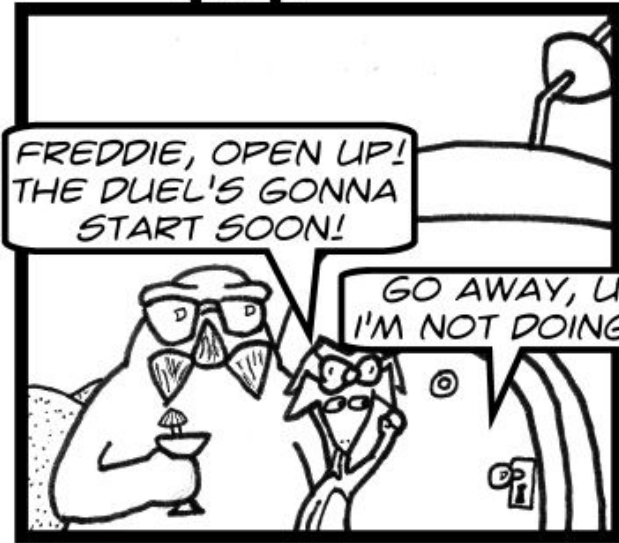
The XP reward should be limited to a maximum of 3.



Busybee Gear Pilots

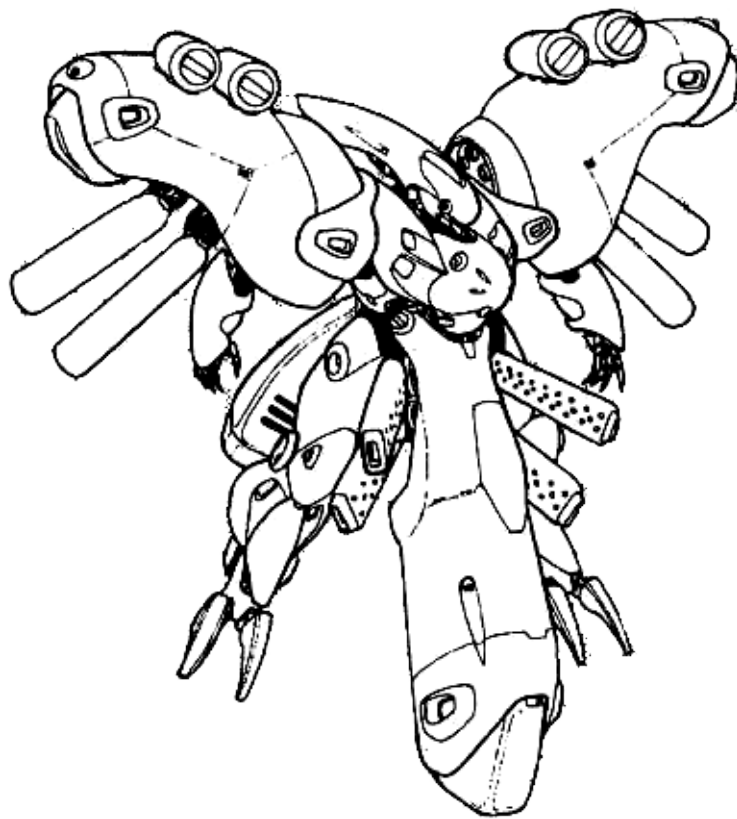
Freddie the Ferret

by Matty J



Odyssey SEED

EPISODE #4: DREAMS OF WAR





EPISODE FOUR

EPISODE #4: DREAMS OF WAR

▶ LAST EPISODE

Caught up in a revolution on Earth's moon during a stopover for fuel and spare parts, our heroes threw their lot in with Ismael Li and his desperate rebels. As the CEGA military turned its awesome might upon the lunar revolutionaries, the battle became more desperate. As a favor to the rebels that had provided them with aid in their time of need, the crew of the Beautiful Dreamer agreed to take aboard a number of refugees. With her holds stuffed to bursting and CEGA Navy warships closing in, the Dreamer fled Earthspace as the CEGA Navy fired on the Copernicus dome, depressurizing the city and killing thousands.

Her holds crammed with refugees, there's no way for the Beautiful Dreamer to make Jupiter without running out of supplies or fuel. Fortunately for her crew and desperate passengers, the ship can easily make Mars. There, Aglaee DesSources hopes that the Martian Republic will be able to provide homes to the refugees.

Unfortunately, the only feasible means of shipping that many people back down to the surface without the massive lifting infrastructure of Luna is the Martian Orbital Elevator... Which is solidly under Federation control. This means that the PCs (or NPCs if the GM chooses to focus on a different plot, see below) must persuade the Federation not only to allow them to ship the refugees down to the surface, but to give them safe passage to Republic territory.

The PCs ability to elude their pursuit has made the Bank desperate to get some results from Project Methuselah before the PCs make it back to Jovian space. With Peyarje there, it would only be a matter of time before the Jovians discover the Floaters and puzzle out Slumbering Eidolon's true purpose. To help hurry the project along, they've turned to the best bioscientists in the Solar System: the Martian Federation. Of course, they can't exactly make an official request, so instead they've decided to kidnap a leading Federation biologist and his family and coerce him into helping them.

The operator of the Elevator, Administrator Yanna Summers, can get the refugees to the surface and use her influence to get them safe passage to Republican territory. The Federation doesn't want a massive influx of refugees with ties to Li's rebellion. However, Summers wants a favour in exchange for her help. The Federation's lost track of a certain prominent biologist...

▶ CHARACTER INVOLVEMENT

The PCs will mainly become involved in this episode through the search for the kidnapped scientist. Unless they have strong bureaucratic leanings, Yanna Summers (or another NPC) can handle all the paperwork and wheeling-and-dealling involved in getting the refugees to the Republic. (Though this could provide a good subplot, see below for details) One thing to remember is that the characters will probably have few local contacts and not be used to the layout and customs in Federation cities.

JAF pilots are, as usual, best suited to action-oriented campaigns, but its also in-genre for them to be forced into investigative roles they're not really suited for. If they do wind up having to do some investigative footwork, they should have a guide or assitant of some sort, and the GM must take their inexperience into account when designing encounters. The final rescue of the scientist should allow for the players to show off their piloting skills. Perhaps the scientist and his family have been loaded into a STO launch vehicle to be lifted to orbit and meet up with the CEGA fleet



that will escort them to Venus. Or they manage to rescue the scientist just as the CEGA fleet arrives, and the fleet's commander siezes the elevator and sends his troops down to the surface to eliminate the PCs and recapture the scientist.

JIS agents and reporters will generally be capable of handling the investigation themselves. Their effectiveness might be reduced somewhat, as they probably won't have contacts in the Federation or know their way around. Yanna Summers or Aglaee DesSources could names some names as a starting point or provide a guide of some kind. For JIS agents, the final rescue of the scientist could take the form of a raid on the compound where his abductors have stashed him. Reporters, who usually lack combat skills, will either need to use a cunning plan to rescue the scientist or turn things over to the polizei for the actual rescue.

►NPCS AND PLOT POINTS



Yanna Summers

Suggested Stereotype: Curiosity, Veteran, or Expert

Suggested Archtype: Official

Yanna Summers is the decicated and hardworking administrator of the Martian Orbital Elevator. While her actual domain is very small - she only has direct control over Heaven and Hell station - the amount of commerce that travels up and down the beanstalk has given her a sizable amount of influence within the Federation's government. This is counterbalanced by her attempts to open Federation society up a little. Her position and efforts, however, did draw the attention of the Society of the Evolved Human, which she eagerly joined when offered membership.

Yanna's connection to the Society was what lead Aglaee to steer the players towards her, and inclined her to help them find a home for the refugees. It also could be what leads to her asking the PCs for help with the scientist case - another test by the Society to help them reach their potential. She has contacts all through the Federation bureaucracy, and could use them to help the players with their investigation... But there will likely be a price of some kind, as she's already stretched her resources thin to secure passage for the refugees. This could, however, lead to the "Refugees Under Attack" subplot. Or Yanna could be a background character that just serves to lead the PCs into the episode.



Devon Malachai

Malachai's getting desperate. So far, he's failed to protect Slumbering Eidolon, let the PCs get away with Peyarje (though this may have been plained, it will undoubtably turn into a failure by the time they reach Jovian space), and his research teams haven't made any progress on Project Methuselah. Unless he produces results soon, his superiors are going to start asking some very unpleasant questions. Just how unpleasant (or fatal) these questions are, of course, depends on how exactly the GM has been using Malachai.

Malachai is probably the most useful in this episode as the man behind the kidnapping of the bioscientist. How exactly he's involved is up to the GM. He could be the man behind the curtain, with his underlings doing all the actual work. Or he could be directing operations himself, to ensure that things go right. If Malachai's been serving as a secondary villain, this could be a good episode for the players to defeat him.

If they've encountered him before, Malachai could also be used to put the players on the trail of the kidnapers. He could be working at the Kurtzenheim branch of the VenusBank as a cover, and the PCs could encounter him there and move on from there. Perhaps they see him talking to



a subordinate who they can then tail or interrogate, or someone from the Federation government. Or they could encounter/tail Malachai directly and discover something suspicious.

Malachai could also be using the kidnapped biologist to lure the PCs into a vulnerable position, either to kill them or to recapture Peyarje. They could discover this at the last minute, after recovering the biologist, and have to rush up the elevator to thwart his plot and protect Peyarje, thus explaining why they go to Ketchum for help.



Paul Treben

Suggested Stereotype: Veteran or Expert

Suggested Archtype: Official

Paul Treben is the head of the Martian Federation SolaPol bureau, widely regarded as one of the most difficult posts in the entire solar system. Thanks to Mars' need for biotechnology for the terraforming effort, there's a lot of research that skirts the edge of the Edicts, all of which SolaPol must keep a careful eye on. The meticulous, attentive Treben has done an excellent job of this.

Treben is very easy to involve in the episode in practically any way the GM desires. The GM could choose to make him an ally. He could work to help keep Peyarje away from CEGA or the Venusians, by using SolaPol's authority to dissuade them. Or he could help to protect the refugees. The most likely use, other than protecting Peyarje, is to help the players track down and recover the missing biologist, something that, understandably, is of great concern to SolaPol.

Treben could also serve as an enemy for the PCs. If so, his true nature probably won't become immediately obvious. He could be trying to claim Peyarje or the biologist for SolaPol, for some sinister plot of Director O'Grady or his own purposes. Or he (or one of his superiors) could have been turned by the Venusians, and be trying to exterminate the PCs and retrieve Peyarje for them.

If you choose to use both Treben and Novak, the two could play off against each other, making the players unsure about who to trust.



Mikael Novak

Suggested Stereotype: Specialist or Expert

Suggested Archtype: Reporter

Mikael Novak was one SolaPol's #1 special agent, with the touch of gold. Every mission he was sent on he completed with flying colours. Until he was assigned to Venus to monitor the ISC and contacted by one Dr. Agram Peyarje. The exact details about what happened are unclear, but Novak told Peyarje that he was better off not dealing with SolaPol and then vanished, reappearing on the agency's ten most wanted list days later.

The encounter on Mars presents an opportunity for the GM to introduce Novak to the game. His wanted list makes him a very ambiguous character. He could be seeking to help the PCs, protecting them and Peyarje from Treben's (and O'Grady's) machinations. Or he could be an evil villain, well-deserving of his 'wanted' status, seeking to abduct or kill Peyarje for his own purposes, or for those of his masters. Whoever those may be - VenusBank and CEGA are, as always, good choices, but other Venusian corporations or big players could work too. For an extremely unusual twist, he could be working for the Society of the Evolved Human.



Lydia Ketchum

Suggested Stereotype: Specialist

Suggested Archtype: Soldier

Lydia Ketchum is a Martian Republic Rook, a Ranger trained for deep-cover operations within the Federation. One of the Republic's best rangers, she's been assigned to watch the orbital elevator. She takes her job quite seriously, and has so far managed to avoid drawing the notice of the Federation.

Unfortunately, not all is as it appears with Ranger Ketchum. She is from the Isidis Planitia, an isolated area that recently (2207) declared its independence from the rest of the Republic. The Isidisians are even more militant about the Federation than ordinary Republic citizens, and see the Federation's orbital elevator as a very personal and insufferable insult to their national pride. Lydia has recieved orders from her family telling her to destroy the elevator at any cost, and has a small group of Rangers with exo-suits and a massive explosive device waiting for the right moment.

The PCs actions should, somehow, give her the opportunity to make her move. They should either need her help to escape from a situation - CEGA or Federation troops closing in, need to pursue the scientist up the elevator, etc. - or somehow weaken the protection around the elevator (perhaps by causing troops to be diverted elsewhere) allowing her to make her move. In person, Ketchum will come off as nice, reasonable, helpful to the best of her ability. (Which is quite good)



Aglae DesSources

Aglae will probably spend most of the episode on the Dreamer, docked at Heaven Station. She can help the PCs if necessary through the usual means - equipment, contacts, etc. - and will do her best to protect Peyarje should someone (Federation troops working for the Bank or Kleb) try to take him off the ship. Unfortunately, there's only so much she can do without endangering her vessel.



Ysa Cantroni

This episode could, if the GM wants, serve as an exit point for Ysa from the campaign. She could choose to follow the refugees into Republican territory, to continue her story about their exodus and write about their new home. This has finally given her the opening she needs to "make it" as a journalist, and she doesn't plan to waste that!

Ysa could also help out the PCs with their work, as usual. Her wandering has probably given her at least a few contacts in the Martian Federation who might be able to help, but fewer than elsewhere. She might also have met Lydia Ketchum, and point the PCs in her direction when they need to escape - much to her dismay, when she discovers the truth about Lydia's plans.



Agram Peyarje

Agram will probably spend the episode in hiding aboard the Dreamer, as usual. However, Malachai could have kidnapped the biologist in an attempt to draw out the PCs, so that he can make another attempt to recover Peyarje. This could, in turn, lead to the PCs scrambling to get up the Elevator and prevent Malachai's agents (or CEGA marines) from taking the scientist away again.



Ranho Garand

Garand was last seen travelling with the 4th Fleet pursuit force that the players somehow ditched before reaching Mars. As such, he won't be involved with the start of the episode, but can come in midway through or towards the end.

If he comes in towards the middle, either the CEGA fleet has arrived early and its presence will start complicating things, or he took a fast ship and went on ahead. In this case, the PCs should have a few (relatively) peaceful encounters with him, which gives the GM another chance to make the villain sympathetic. The encounter(s) could occur while the players are taking it easy or while they're trying to investigate the scientist's disappearance. Garand, finding CEGA's involvement in the abduction distasteful, might even point the PCs in the right direction. Subtly, of course.

Towards the end of the episode, the division of the CEGA 4th fleet assigned to pursue the Beautiful Dreamer arrives in Martian orbit and deploys troops to eliminate the PCs, including Ranho Garand in his custom Wyvern. The original Odyssey had the troops closing in on the elevator as the Isidisian forces siezed Hell station, and recapturing it as the PCs reached Heaven station. Garand and other troops were sent up in an elevator car, and were partway up the cable when the Isidisians detonated their bombs. Garand escaped by tearing his way out of the car and using his Wyvern's rockets to boost himself to safety. If the GM decides to employ this, the PCs should, of course, have an opportunity to battle Garand.

An interesting variation would be to have the PCs stuck on the elevator car with Garand when the Isidisians set off their bomb. They would then have to work together with their enemy to escape.



The Federation Bureaucracy

The Federation Bureaucracy is both monolithic and fractured. While it is generally united in its desire to hold on to power and keep out foreign influences, it is divided into a number of power blocs. Two of these have a major impact on the action of this episode. One is a loose grouping headed by Yanna Summers, composed of members of the Society of the Evolved Human and others that want to see the Federation open up to foreigners and internal dissent or differing opinions and practices. While they are protected to a degree by Yanna's influence, they still have to be very careful about what they say and do.

Another, larger, group is those that see CEGA and Venus as kindred spirits and seek to curry favour with them. Of course, this means helping them "overcome difficulties" on a regular basis. Some just seek to be accomodating, while others are virtually in the employ of one or both. Malachai (or whoever is behind the abduction of the biologist) could have manipulated members of this faction into helping him with his plans. At the very least, they could have set him up with the opportunity he needs. If the GM wants them to be more involved, they could have provided Malachai with extra operatives to grab and detain the scientist and his family.

! Plot: The Refugees

The refugees want nothing more than a quiet home where they can live free of CEGA or other oppressive governments. Unfortunately, the Martian orbital elevator is the only practical way to ship that many people down to the surface, and its lower end is in Federation territory. The Federation doesn't want a bunch of known dissidents without much money settling in one of their cities, and the Selenite refugees don't want to settle there anyway. So the only option is to secure passage to Republic territory.



Since this involves lots of bureaucratic wrangling, most groups will probably want to leave it to Yanna Summers while they work on repaying her by finding the missing biologist. If the GM wants to make it a bigger part of the episode, Yanna could need another favour from the PCs (eliminate an enemy, plant incriminating evidence, or any number of other things depending on PC skill sets) or elements of the Federation bureaucracy associated with CEGA and the Bank could try to eliminate them to prevent more about the Copernicus Disaster from getting out. This could lead to the PCs needing to foil assassins or battle Federation exo-armors and hovertanks.

! Plot: Rest & Recreation

While there should be some pressure to find the missing biologist quickly, this episode is a lot slower-paced than the last one, or the suggested filler. If the players have been involved in non-stop high-pitched action for the last few episodes, now could be a good time to give them a chance for some low-stress R&R in the relatively safe cities of the Martian Federation. This also provides a good opportunity for them to encounter Garand, Malachai, or other villains in an environment where fighting is a distinctly bad idea.

If one of the PCs wound up especially close to one of the refugees, this would be the time to say goodbye, or find some way to convince the Selenite to stay aboard the Dreamer and continue on to Jupiter with them. While the Dreamer can't handle all the Selenite refugees on a trip that long, it can handle a couple more people.

! Plot: CEGA Pursuit Fleet & Kleb

After the Copernicus Dome Disaster, the CEGA 4th Fleet's 3rd Division was probably dispatched to pursue the players again. During the trip to Mars, they should either have diverted their pursuers or otherwise delayed them so that they show up towards the end of the adventure. The 4th Fleet, of course, is under orders from Kleb to recapture Peyarje at any cost. For this episode, that probably means dispatching troops (lead, of course, by Ranho Garand) to the Martian surface to eliminate the PCs and sending marines into Heaven station to attempt to extract Peyarje from the Dreamer.

If the PCs are suited for it, a battle with Garand would fit well, especially if they encountered him earlier in the episode in a more peaceful context. The CEGA marines attacking the Dreamer could, in the lack of other incentives, provide the impetus for the PCs to go to Ranger Ketchum for help.

! Plot: The Elevator Fall

Constructed with the aid of VenusBank, the Martian Orbital Elevator is a marvel of 23rd century engineering. It Stretches upwards from its base at Hell Station just north of the Federation capital of Kurtzenheim to the Heaven Station counterweight and beyond. To construct the elevator, Deimos was shifted to a higher orbit and Phobos was dismantled. The elevator cars have a cargo bay large enough to handle exo-armors, so the players' vehicles can be shipped up and down from the surface as needed.

This episode should end with Lydia Ketchum's assault force destroying the Elevator. The PCs should somehow be involved in giving them access to it - a number of possible reasons have been suggested above. The method used by Ketchum's forces in the original Odyssey was to detonate a bomb in an elevator car just below Heaven station. At any rate, the Dreamer should get clear just as the bomb goes off, treating the PCs to the striking and terrible view of the



elevator dropping through the atmosphere, breaking up and glowing, and then crashing to the planet's surface. The impact wraps all the way around the equator, raising a massive cloud of dust and leaving a huge canyon. The death toll is in the millions.

If the GM wants to make CEGA in general and Kleb in particular (or the Bank and Malachai) even more villainous, they could be responsible for the Elevator crash and simply set things up to blame it on, at first, STRIKE and later the Isidians (Who, as usual, got used as pawns).

►TIMING AND OBJECTIVES

As usual, take your time with this adventure. Let the PCs relax a little and get involved in the search for the missing scientist. Throw some false leads and short, intermediate action sequences at them - like a good spy movie, only with giant robots. Be sure to highlight the restrained and sterile nature of life in the Federation. There's a lot of different ways this episode could go, so you should probably have a planned "default root" and keep the other possibilities in mind to use if the players deviate from the plan. Don't try to do everything. Like the Copernicus rebellion, the rescue of the Federation biologist and the subsequent battle for control of the Elevator should be fast-paced and chaotic. The exact events of both should be fine-tuned to the skills and interests of the group. Definitely highlight how horrible the elevator collapse is, but don't make the players feel guilty - there were forces at work beyond their control. (Gravity, for one)

The PCs' primary objective is to find homes for the refugees and, toward that end, rescue the biologist Malachai and his cronies have kidnapped. They also want to prevent the Venusians and CEGA from taking Peyarje and, of course, escape with their lives. As mentioned above, there is room for a number of secondary objectives.

►NEXT EPISODE

The Beautiful Dreamer finally delivers the PCs to Olympus once more. Peyarje (accompanied by the PCs) pays a visit to JAW Skunk Works, to once more dirty his hands with military technology before the Confederation (as promised) allows him to fade away and retire.

Unfortunately, Admiral Kleb and Devon Malachai have other plans. With Peyarje in Jovian space, its only a matter of time until the Confederation discovers the Floaters and follows the trail of clues left behind in Slumbering Eidolon (and, possibly, discovered by the PCs) and finds out about Project Methuselah. This would mean disaster for the Bank (and probably CEGA), and must be prevented. At any cost...

►FILLER SUGGESTIONS

The original Odyssey cut straight from the departure from Mars to the PCs' arrival in Jovian space. With the collapse of the Martian orbital elevator, the eyes of the entire solar system (and SolaPol, in particular) are focused upon CEGA, hindering greatly what it can overtly do with its fleets. Its probably best to skim over the journey and straight to Episode 5. If the GM feels that some kind of filler is necessary, he could give the players some R&R time on Joshua Station while Peyarje works with the technicians at Skunk Works. This would provide a good opportunity to wrap up any Jovian space subplots started in Episode 1.



EPISODE FOUR

► VEHICLES

This episode could involve a great variety of vehicles, from the usual exo-armors, fighters, and exo-suits to Mars rovers and hovertanks. Any CEGA forces will probably be using Wyverns, as Syreens are ill-suited to atmospheric operation. Both Martian nations will be using Explorers/Defenders and their standard hovertanks. (See Mechanical Catalog #1 and Chaos Principle or the Mars planetbook for stats, respectively)

The headphone speaker crackled to life. "Lieutenant, the troops are ready."

The Combat Team commander seated in the Visigoth's cupola smiled. "Excellent news, sergeant. It is a good day to poke a hole in the Northern sense of superiority, n'est-ce pas?" He keyed the tactical frequency. "All units, vas-y!" The heavy tank lurched as elements of the 174th Border Regiment rumbled forward to seek and engage the enemy forces operating in the region.

I first heard that DP9 was coming to CanGames to host the Heavy Gear Blitz Canadian Championships in March. I spent the next two months constructing an army based on a year of tactical lessons learned while playing. I remembered that in tournaments you have to defeat your opponent quickly to maximize your score, so I wanted to create a force that could handle a variety of opposing force types and inflict significant damage in three turns or less. I chose an SRA/MILICIA combined arms force that took advantage of the high-quality options available to the Republic and the cheap units available to the MILICIA. After weeks of tweaking, I finally settled on this force:



Army photo courtesy of Stephane Boyer



Army photo courtesy of Stephane Boyer

SRA/MILICIA Force [Armor Regiment]

5 Combat Groups, 19 Units, 28 Actions, 6+1 CPs, **750 TV**

SRA Tank Cadre (Visigoth, Hun) <Veteran> 335 TV

Options: Swap Hun for Visigoth (+165)
Swap all Hun Weapons for VLRP/128 [Reloads, Sniper System] (-45)
Add +2 Leadership to Visigoth (+20)
Add H-K drone (+5)
Visigoth is Army Commander

SRA Strider Cadre (Command Naga) 110 TV

Options: Swap 1 Naga for Command Naga (-10)
Swap MAC for HFL (0)

SRA Cavalry Patrol (3 Caiman) 85 TV

Options: Add 1 Caiman (+15)
Add 3 x Airdroppable (+30)

MILICIA General Purpose Cadre (4 SD Jäger) 105 TV

Options: Swap 4 Jäger for SD Jäger (-60)
Make 1 SD Jäger "Fresh Meat" (-10)
Swap 1 SD Jäger LAC for Paratroop Rifle (+10)
Swap 1 Fresh Meat SD Jäger LAC for MAC (+5)

MILICIA Infantry Platoon (4 Escouades) 100 TV

Options: Add 2 Light Mortars (+30)
Add 1 AG Rifle (+5)
Add 1 Target Designator (+5)
Add 3 Demolition drones (+15)
Add 1 H-K drone (+5)
Make all Escouades "Fresh Meat" (-20)

MILICIA Air Strike (Fighter) 15 TV

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VICTORY AT CANGAMES

Force Rationale and Tactical Doctrine

In typical southern fashion, the MILICIA GP Cadre, infantry and drones were cannon fodder; providing lots of low-TV units to distract the enemy and absorb damage while the more valuable SRA units struck back hard using concussive AE weapons to take all the glory. Having five Combat Groups provided initiative superiority and allowed placement of combat groups where they would do the most damage after an opponent had deployed. It also allowed activation of important units after opponent activation, limiting their ability to react to using CPs (assuming the communication channels weren't jammed by the Command Naga's ECM).

The Tank Cadre was the main assault group. The Hun and Hunter-Killer drone create Multiple Attacker Penalties (MAP) against targets for the Visigoth's HFG to exploit. The Visigoth was also the Army Commander so it would always have a CP available for special actions. The Strider was the main Electronic Warfare platform, second-in-command, and secondary anti-tank unit. The airdroppable, highly mobile Caimans were always in reserve, poised to strike the enemy wherever they could do the most damage. The Fighter Air Strike defended against incoming air strikes or attacked soft targets that had low defensive modifiers. The Jägers were skirmishers with weapons selected to cover a variety of roles while the Infantry and drones were tasked with holding the line and acting as forward observers for indirect fire.

Army Construction

Once army composition was decided, I had to purchase the components to build it. Unfortunately, I spent so much time on design that I had less than three weeks before the convention to order the parts, assemble and paint the miniatures. Fortunately, DP9 delivered quickly and I received a package three days after ordering it. The miniatures required little clean-up and included most of the parts I needed to model my options. I used a small xacto knife and small file to remove the mould lines and smooth some flat surfaces and used generic crazy glue to bond the pieces together. I wanted the Visigoth to be the centrepiece, so I used a 1/16" drill bit to bore out the barrel of the HFG. I also wanted a miniature to symbolize the fighter air strike, so I used a fleet scale Southern aircraft model and base as a proxy.

However, the Naga blister lacked EW equipment and a heavy flamer and the Hun didn't come with a VLRP, so I had to improvise. For the flamer, I cannibalized two of the Paratrooper Rifles that came with the Stripped Jäger 2-packs, cut off the stocks and LAC magazines and glued them together side by side. I then glued two leftover snorkel pieces from the Caimans to the Para-Rifle grenade magazines to look like fuel tanks and attached the entire assembly to the link where the MAC would

normally go on the Naga. For the EW pod and satellite uplink, I used the EW package from the Southern Recon Cadre that was originally built for the Iguana. For the Hun's VLRP, I took the LRP launchers that came with the SD Jäger blisters, cut the mounting hardpoints off two of them and, since they were reversible, glued all four of them in a 2x2 configuration. I mounted the assembly to a piece of cardboard fitted to the hole where the normal Hun turret would go. Assembling and modifying the miniatures took about 8 hours in total over two nights, and I now had ten days left before CanGames.

The next steps involved priming and painting the miniatures. I laid out all the pieces outdoors and applied a coat of Canadian Tire white spray primer to the minis. I applied it in long, even strokes about 2 feet from the miniature in order not to pool primer on the mini and lose details. After the primer dried, I applied a thinned base coat of khaki to the miniatures and let dry overnight. The next day I painted a camouflage pattern on the miniatures using a military brown, drab olive, and dark brown. Once that had dried I made a dark wash of equal parts brown and black to highlight the details on the units. I chose not to use straight black as I found that had darkened previous modelling attempts too much. The addition of brown to the wash made the miniatures look dirty, but not dull. Finally, I used khaki to dry-brush the miniatures to simulate the weathering that would happen in the field. I estimate the entire painting process took about 12 hours.

I spent the next night putting the final detailing touches on the units. I painted the gun-barrels, wheels, treads, and other weapons bits black and dry-brushed silver on the metal parts to simulate sheen. I added blue to the sensor pods, yellow to some of the view-ports, and red touches to the missile covers and the inside of some weapon barrels. As a final touch of colour, I remembered that page 5 of the Southern field guide had a солдат in uniform with a bright green armour piece over the right knee. I added that colour to the right knee/bumper on all infantry and armour units. I then quickly detailed the bases by applying carpenter's glue to the base of each miniature and swished it around in a tub of fine talus to create a broken surface, painted it khaki, then swished the base around in a tub of dark brown wash to highlight the individual stones on the bases. After the paint dried, I added a drop or two of crazy glue to the bases and swished them around inside a container of railroad turf to simulate some plant life.

After a night of drying, I had completed my army with three days to spare. Next time, I will not cut it so close, as I had little time to run through a couple of simulation games against opposing forces. I highly recommend play testing your forces before the tournament so that you know what your army's capabilities are and how to exploit its advantages and cover its weaknesses against the various opponents you may face.

AURORA: THE SILHOUETTE MAGAZINE

VICTORY AT CANGAMES

T-Day – Saturday, May 19, 2007

With force literally in-hand, I set off to confront the Northern aggressors. Upon arrival at the convention site, I set up my army and gave my Table of Equipment (ToE) to the DP9 organizers for TV confirmation. The atmosphere was surprisingly relaxed as all the players talked and joked amongst themselves, sharing painting tips and discussing tactics as everyone waited for the Tournament to start. Finally the organizers called everyone together and paired us off with our first round opponents.

Game One: Board 2, Rearguard Mission, Neutral Stance, Deep Deployment

Opponent: Stephane “Tekrat04” Boyer (Northern Guard Fire Support Squad [2 Grizzly, 2 Hunter, Jaguar, Cheetah] and General Purpose Squad [Jaguar, Assault Hunter, 3 Hunter, Cheetah]), Breakthrough Mission, Neutral Stance

The South arranged their forces in a line across their deployment zone while the North concentrated both squads on the east side behind forest cover, aiming to punch through the Southern lines.

Turn 1 was brutal, as the Visigoth’s HFG and SDGs from the demolition drones tore gaping holes in the Northern forces as they closed, downing two Hunters (one of them holding the Snub Cannon), a Jaguar, and both Cheetahs with concussion damage. Northern return fire wasn’t nearly as successful, knocking out two drones, an infantry escouade and a Stripped Down Jäger. The critical point came after the Guard had expended all their actions - the airdropped Caimans activated and entered the board from the north-west side of the map and smashed into the rear of the Northern formation, overkilling both Grizzlies and two Hunters with point-blank MAC back-shots. By the end of the turn, the North was reduced to three Hunters and a Jaguar.

On Turn 2, The Jaguar managed to destroy another infantry squad while the Visigoth shrugged off a grenade from one of the Hunters. The Tank Cadre activated and wiped out two of the remaining Hunters and critically damaged the final one, which valiantly blew itself up with its own grenade, scuffing the paint on the Visigoth. The remaining gears of the GP squad swarmed the last Jaguar and took it down, ending the game.

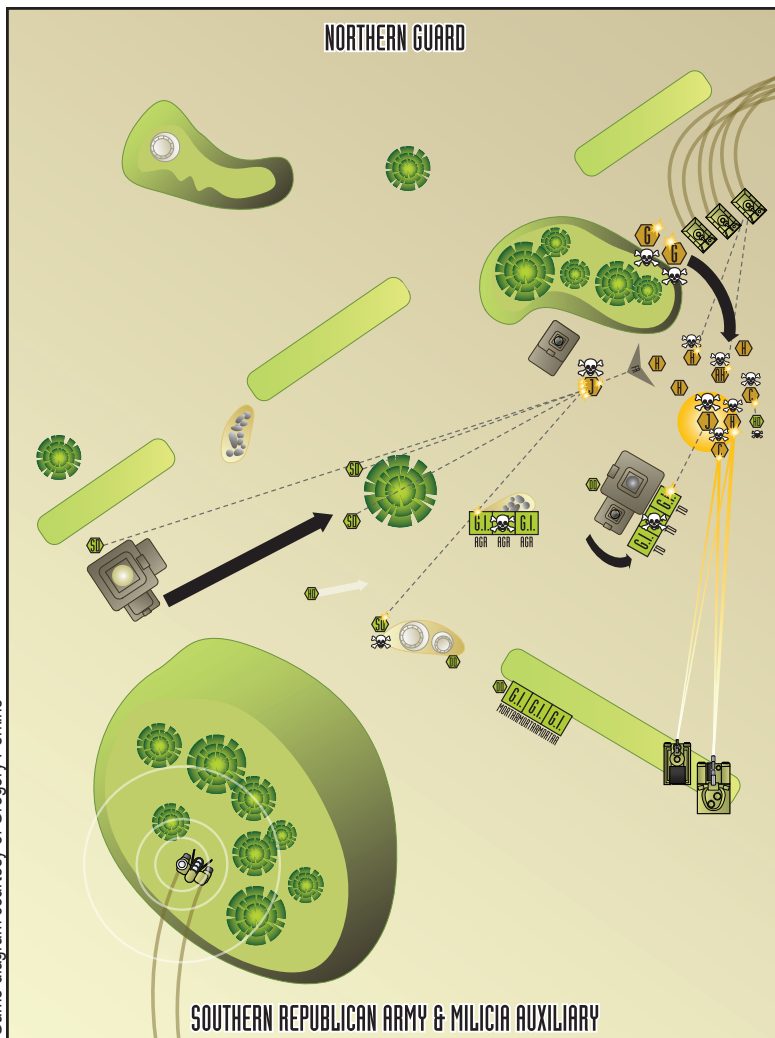
Final Score: South – 1500TV; North – 0TV (no negative scoring was used in this tournament)

Game Two: Board 1, Rearguard Mission, Neutral Stance, Deep Deployment

Opponent: Greg “Mason” Perkins (Nova RedRiders Fire Support Squad [2 Grizzly, 1 Crossbow Grizzly, 1 Jaguar, 1 Cheetah, 1 Recon Drone, 4 Demolition Drones] and Bomber Air Strike), Rearguard Mission, Neutral Stance

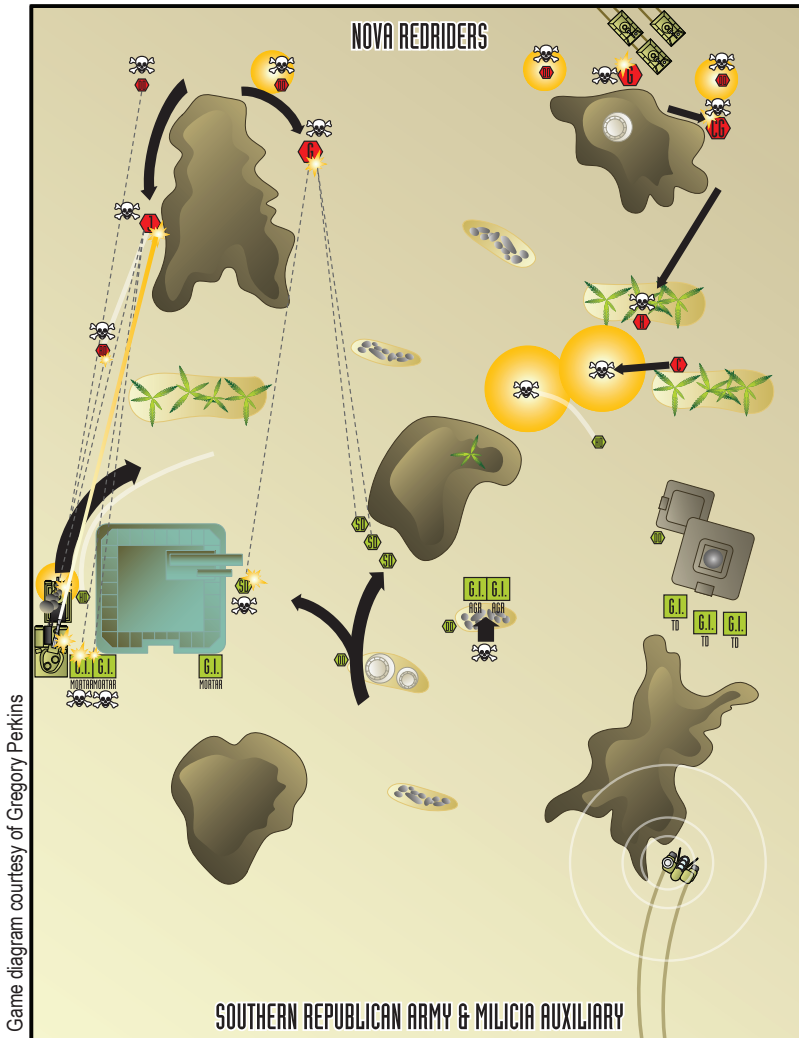
The Southern infantry deployed in a thin, green line across their deployment zone, with the tanks concentrated on the west side of the map. The RedRider units entrenched behind the Northwest and Northeast hills, daring the South to advance. Unfortunately, the Northern Army commander had only Level 1 leadership, which really hurt his army as they never won initiative all game.

Both sides spent Turn 1 hugging cover and skeet-shooting each other’s drones. Particularly entertaining was the Visigoth snap-firing its HFG to destroy a recon drone, which was described as akin to using a shotgun to swat a mosquito. Unfortunately, the RedRider Jaguar tangled with the Tank Cadre, skidding to a stop to line



Game diagram courtesy of Gregory Perkins

AURORA: THE SILHOUETTE MAGAZINE VICTORY AT CANGAMES



Game diagram courtesy of Gregory Perkins

Desperate for a kill, the Cheetah broke from cover on Turn 3 to try and gain line of sight to tag the Visigoth for the Crossbow's ATMs, but a snap-fired SDG launched from a demolition drone landed two inches away and blew the Cheetah to smithereens with concussion. The damaged Crossbow spent a CP to fire two ATMs at the Visigoth, but only did heavy damage. The Caimans rounded the hill behind the Crossbow and scrapped it while a LGL shot from an SD Jäger vaporized the final demolition drone, leaving the South with no more targets.

Final Score: South – 1150TV; RedRiders – 0TV (since bouncing the bomber strike only counts as ½ strength)

Game Three: Board 4, Breakthrough Mission, Neutral Stance, Deep Deployment

Opponent: Ben MacKinnon (Northern Guard Fire Support Squad [2 Grizzly, Bear, Den Mother, Cheetah], General Purpose Squad [Jaguar, 3 Hunter, Cheetah] and 2 Fighter Air Strike), Patrol Mission, Defensive Stance

Again, the South arranged their infantry in a line across their deployment zone, concentrating the tanks on the east side and the gears behind the southeast hill close to the road. The North deployed their Grizzlies and Bears in Hull-Down positions behind the Northeast Building, but set up their GP squad in a conga line on the open road!

Turn 1 was not kind to the North. After placing his FS units on standby, the squad commander ordered his Cheetah to dash from behind the building to get a clear line of sight to TAG the Visigoth. Two HFG snapshots later and there was now a smoking crater where the Cheetah used to stand. Then the Tank Cadre activated and moved at combat speed down the east flank of the board on autopilot, pulping the GP squad's Jaguar, Cheetah and a Hunter with HFG concussion. The return fire from the remaining Hunters had no effect on the Visigoth's heavy armour. The North was fortunate that when the Southern GP Cadre follow-up fire had no effect as they moved at top speed onto and off of the road into cover. The final indignity was the Southern fighter air strike sent against the North's stationary FS units. The Northern commander ordered one of his fighter strikes to intercept but the fighter failed its intercept attempt. The southern fighter strafed the Bear, both Grizzlies, and the Den Mother, stripping them of their hull-down counters.

up a damaging shot on the Hun and mow down two bases of light mortar infantry. The Visigoth promptly blew the Jaguar apart with a short range HFG round. The key point in the game occurred when the RedRiders called in their bomber strike during the miscellaneous phase. The South was especially fearful of this after an Intel leak described the results a similar strike had on a rogue WFWA armour-heavy force last round. The Southern Commander diverted his own fighter strike to intercept and crossed his fingers. Fate smiled on them and the fighter bounced the bomber for 5 turns. Had the interception failed, the results of the subsequent bombing run would have undoubtedly swung the game back in the RedRider's favour.

Turn 2 saw the FS Squad overkill another drone and one of the Jägers that rolled poor defensively. The remaining SD Jägers returned fire, critically damaging one of the Grizzlies. Then the airdropped Caimans roared onto the board from the northern edge and overkilled both Grizzlies and Hunter and heavily damaged the Crossbow with point-blank MAC shots to the rear.

On turn 2 the Tank Cadre activated and used a CP to activate the Naga out of sequence and set the ECM/ECCM thresholds at 6/8. Then the tanks peeled out at top speed and trained all their weapons on a Grizzly and the Den Mother, firing through the building they were hiding behind to heavily damage both

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of them. Actually, the Southern Commander wanted to destroy the building but it was spared after the Southern commander received a vision from Mamoud (aka the tournament judge), who encouraged him to be a good Revisionist and avoid collateral damage.

LAC attacks, leaving it a burning hulk. But then on Turn 3 the GP Cadre activated and immolated the remaining Hunter with MAPed LGL fire. The game ended with most of the South's combat groups overrunning the Northern deployment zone.

Final Score: South – 1370TV; North – 0TV

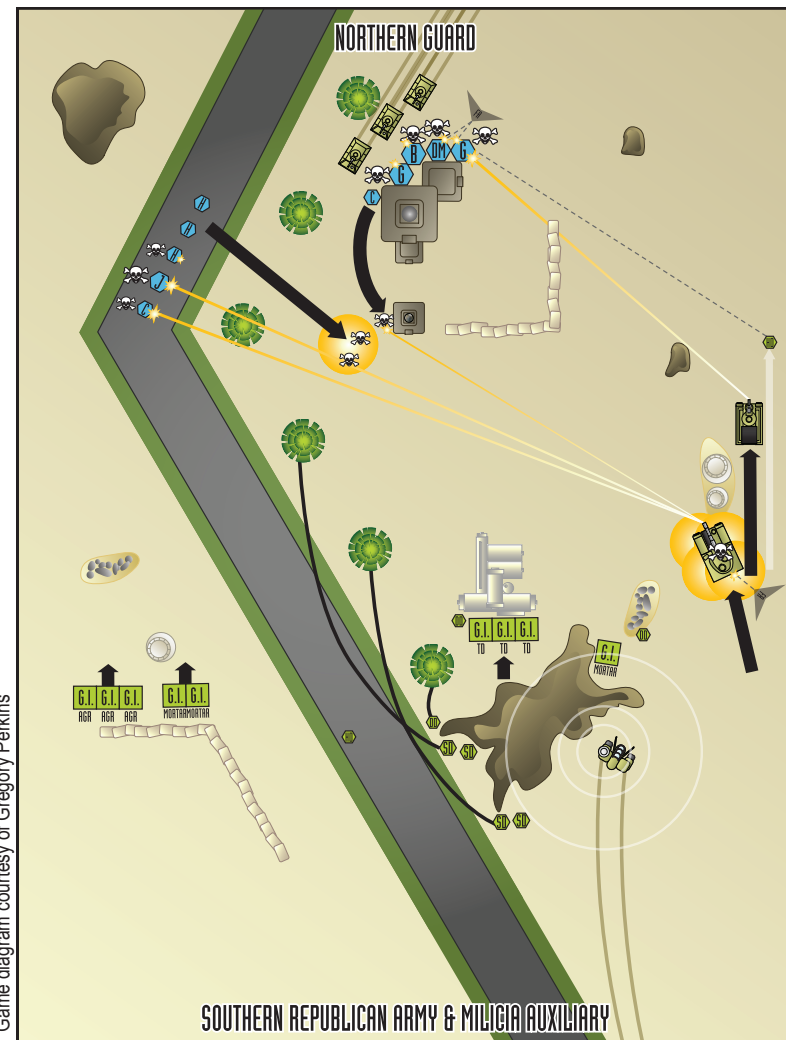
Tournament Aftermath and Analysis

South's Overall Score: 4020TV

I think my army design was successful since it completely wiped out the forces of each opponent I played within 3 turns. However, part of me wonders if having more combat groups to move than my opponent helped me much more than my tactical acumen. In addition to the 750 TV tournament limit, I think it might be beneficial to limit the maximum number of combat groups allowed by either side to 1 CG per full 180-200 TV (excluding air strikes and artillery barrages) to prevent extreme initiative imbalances and speed up game play.

Although the tournament was scheduled for 5 rounds, we could only fit three rounds into the time allotted to us. If anyone else is planning a Heavy Gear Blitz tournament, I think a good rule of thumb is to allow 1-½ to 2 hours for each round of games and an additional ½ hour to choose new opponents, erase old damage from the datacards, generate the scenario and set up the combat groups on the new maps.

The tournament was run Swiss-style, so players with roughly the same cumulative TV scores always played against each other, unless they had played together before. This worked well and allowed everyone to play without worrying about elimination. However, if time is an issue with organizers then perhaps a double elimination format might be another alternative for them to consider.



The FS squad returned fire through the building and critically damaged the Visigoth, but the airdropped Caimans entered the board directly behind the FS squad and gunned them all down with their MACs at point-blank range, leaving a spray of oil and gear parts splattered against the wall. The SD Jäger with the LGL also activated out of sequence to fire at the Hunters, knocking the sturdy box off the one and heavily damaging the other. The less-damaged Hunter closed in on the Visigoth and lobbed a grenade that bounced off its armour. The other Hunter closed in but was promptly destroyed by a snap-fired SDG launched by one of the demolition drones.

The North did get the last laugh when their second fighter air strike swooped in like a vulture to gut the Visigoth with two

Overall, the performance of my force was good enough to net first place in the tournament. Everyone had a lot of fun playing together and the atmosphere wasn't high-pressured at all. I really wanted to try out my forces against the forces of Paul Nemeth and Bryan Rombough from the local Capital Corps, but the luck of the draw and TV differentials didn't work out in our favour. Hopefully next year I'll get to play the both of them. Robert Dubois and Philippe LeClerc from DP9 were there and provided generous prizes for the winners and pizza for all. I look forward to meeting everyone again next year to try and defend the championship. If you want to visit from the United States, Ottawa is only an hour's drive north of the closest border crossing and roughly 8 hours from anywhere in the North-eastern States. Come on up and next year we can make this an international event!



AURORA: THE SILHOUETTE MAGAZINE CORE INJECTION: VARIANT RPG RULES

OLIVER BOLLMANN

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

Missile Initiative & Activation

Missiles, as they are handled under the basic SilCore rules, have very little to differentiate them from any other weapon system. Besides gaining automatic linkage and their vulnerability to anti-missile systems, missiles are treated as any other direct-fire system and so feel the same as one's trusty autocannon or high-tech laser. By contrast, many fiction sources (and, to an extent, in the real-ish world) treat missiles quite differently: they must be targeted, they take time to reach their target, and they swerve all over the place for no apparent reason. These rules are designed to highlight these differences between a missile-type system and regular weapon systems.

The heart of these rules is a new Missile-Initiative system. Unless otherwise noted, the phases match and are handled as per their SilCore descriptions:

- Step 1 - Declaration Phase
- Step 2 - Initiative
- Step 3 - Lock On & Fire Missiles
- Step 4 - Activation
- Step 5 - Missile Resolution

• Lock On & Fire Missiles

Once initiative has been resolved, the winner of initiative may declare missile fire from one of their units. Then, the side that lost initiative may declare missile fire from one of their units. This declaration alternates back and forth until all units who wish to fire missiles have declared their intention. Once all units have declared their missile firing actions, or have forfeited their chance to do so, missiles are launched per the rules below.

In order to fire a missile, the firing vehicle's sensors must first acquire the target, and then pass the information onto the missile before launch. At the cost of one action a Gunnery test is made versus a Threshold of 3. Treat this roll as an Active Sensor IW test for purposes of modifiers, thus adding the vehicle's sensor bonus or penalty, as well as appropriate concealment modifiers.

If the test is successful (ie an MoS of 1+), the craft may then fire one group of missiles (missiles linked per SilCore 4.2.1 are considered a group of missiles) as a free action. Further missiles may be fired at the cost of an additional action per extra group fired; only the one successful lock on roll is needed. All players know how many missiles have been fired, and at which targets. A counter is placed on the mapboard indicating the hex in which the missiles were fired.

• Activation

The Activation phase is handled per normal SilCore rules with the following exception: if a craft wishes to perform anti-missile fire against an incoming group of missiles, it may do so against a single group as a free action. Targeting additional missile spreads costs one action per extra missile spread engaged. ECM attacks versus the incoming missiles may also be made at the usual cost in actions (the result of an IW test is kept until Missile Resolution, below). Automatic anti-missile systems, with the smart perk built in, follow their own rules as normal. A craft may, of course, try to add distance between it and the missile (thus worsening the missile's range band), or fly into terrain that would help thwart the missile. Other countermeasures may also be possible.

• Missile Resolution

Missiles that have not been shot down may now attack their targets. Handle the attack using the Missile Rating (see below) as the missile's attack/gunnery roll; all other normal modifiers apply. Range modifiers are determined from the original firing hex (from where the firing counter was placed on the board).

MISSILE RATING

All missiles under this system are bought with a rating that represents their attack capabilities. All missiles come free with a rating of 2 (acting the same as a Gunnery skill of 2). Ratings above 2 cost one system Perk per point above 2 (ie, Rating 5, the maximum, costs 3 Perks), while ratings below 2 are counted as one system Flaw per point below 2.

Missiles bought with the Smart Perk have the ability to lock on by themselves (use their Smart rating with the vehicle's Sensor rating), thus not requiring any actions on the part of the pilot(s). Additionally, the missile may use its Smart rating instead of its own Missile Rating to attack.

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CORE INJECTION: VARIANT RPG RULES

Tailing

“Check Six!”

During a dogfight, pilots often get into a position of advantage by being in their target's rear cone of vulnerability, giving them the edge not only of greater damage potential but also of the potential to “tail” them, reacting to their maneuvers and staying right on their six. In game terms, this means that under certain circumstances, a Pilot may attempt to pursue and move after a target rather than follow the rolled initiative results.

While this rule generally applies to aerial and space battles, it can be applied to ground or naval vehicles if desired. Humanoid walkers, due to their maneuverability in any direction, are generally exempt from tailing.

INITIATING TAILING

In order to successfully tail an opponent, the pursuer must be in the target's rear arc (see Defence Arcs), while at the same time the target must be in the pursuer's front 60 degree arc (apply as the Rear Defence Arc flipped forward). If both these conditions are met, the two pilots make an opposed Piloting Roll, modified by the Maneuver value of each vehicle. Initiating a tail costs one action.

TAILING ACTION/ACTIVATION

If the tailing pilot wins the test (MoS 1+), they have successfully read the target's movements. While tailing, they may watch the opponent's movement and interrupt it at any time during their target's Activation to spend some of their movement, up to the maximum movement available to them that turn. This may be repeated as often as desired, and without any cost of Command Points.

BREAKING THE TAIL

If, at the end of any turn, the tailing conditions are no longer met (with each vehicle in the required firing/defence arcs) then the tail has been broken, and both craft move normally next turn.

Additionally, after moving half its movement for the turn, the tailed pilot may try to ‘shake off’ his pursuer by spending an action and making another opposed piloting roll (modified by the vehicle's Maneuver value); however, they are already at a disadvantage and therefore must roll at a -1 penalty. Success to the tailed indicates they have shaken the tail and may fly freely, while success to the pursuing pilot keeps the tail in place.

Missile Fire Through Obstacles

Missiles do not interact with impeding objects as do energy or projectile weapons. While the latter two will happily continue on their way, if a bit weakened, after striking an object, a missile will be seriously deflected off course if not explode prematurely or be destroyed by an impact.

To account for this, multiply all Concealment values (from terrain, for example) through which the missile attack traces its path by 1.5, rounding up.

Missile System Construction (clarification)

Missiles are one of the most basic and most potent weapons in a vehicle's arsenal. While they may be vulnerable to ECM and can be hit with anti-missile fire, their ability to pack a punch in a light and flexible weapon system makes them invaluable to modern armed forces. Building a missile system suitable for the vehicle at hand follows the rules below:

1 - Build launchers. A launcher can be either a rail/hardpoint type system (such as underslung from a wing), a box-type launcher (either open, flip-open doors, rocket-pod-type, etc), or a reloading missile system (with a certain number ‘ready to fire’, and a number that ‘move’ into the firing position once the first set is fired).

2 - Each launcher can be built with RoF – this RoF denotes how many missiles can be fired at once from *that* individual launcher, using the rules found under 5.4.4 Missile RoF.

Each launcher of the SAME TYPE OF MISSILE is automatically linked to each other (the only thing that may vary between them is the ammo count and RoF). On missile systems that employ the Hardpoint perk, only missiles of the same type (ie, same stats) are considered linked.

3 - When firing missiles, the total number of missiles that can be fired at once is the number of missiles per launcher x launcher systems. So, 3 launchers, each with RoF 1, could launch 6 missiles per turn.

These missiles can either a) be fired as a linked barrage (using linked rules under 4.1.10, OTV), or b) be fired as an RoF attack per the RoF rules under 5.4.4. So, 6 missiles could be fired at once as an RoF2 attack (8 would be required for RoF 3)

Each kind of attack (single missile, linked attack or RoF attack) only requires one action to fire.

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CORE INJECTION: VARIANT RPG RULES

Chaff/Flares Vehicle Perk

Missile technology has advanced over the years, but there remains the time-honoured tactic of using various decoys and tricks to lure the missile off your tail.

Setting off Chaff/Flares provides a +1 bonus to defence vs missiles against one missile flight; triggering chaff/flares is a free action. 40 uses comes standard with Chaff/Flares; each doubling costs another Perk point (5 for 80 uses, 6 for 160, etc).

Perk Cost: 4

Note: In campaigns where missiles are very heavily used (modern day aerial combat, for example) the cost of this perk should be increased to 5 or even 6 as a base.

Nap-of-the-Earth (NOE) Vehicle Perk

Aircraft with the Nap-of-the-Earth flyer perk are equipped with special radars and control surfaces that allow them to fly lower than normal craft. NOE-equipped aircraft may fly at level 0 (0-250m in altitude) up to speeds of 25 MPs (750 kph). Aircraft flying at level 0 are treated as 'ground vehicles' for the purposes of sensor detection (hence anti-aircraft specific radar are at an automatic -2 detection vs the aircraft). Additionally, the obscurement value of all intervening terrain applies to all detection attempts and attacks. Aircraft still need to fly over obstacles (trees, buildings, mountains); if the obstacles are low enough (below 200m in height) the aircraft can fly over them at level 0, however, they may not benefit from obscurement that exists below their current altitude).

VTOLs with the NOE perk can perform a Pop Up attack. During their action, they may 'pop up' from behind an obstacle, fire on a target, then pop back down (assuming they can pay all movement cost), avoiding incoming fire. Pop up attacks suffer a -1 die penalty, due to their hurried nature. Any return fire on the attacking unit during the pop up attack similarly suffers a -2 die penalty due to rapid acquisition and the cover.

Perk Cost: 10

Ground/Earth Flyer (GEF) Vehicle Perk

The GEF perk is applied to VTOL vehicles that have self-contained propulsion systems, that is, propulsion that does not require fragile extensions to the main body (ie, no wings, rotors, etc). Anti-grav vehicles and Vectored Thrust Vehicles (VTV) are

the two most common examples of this type of aircraft. Due to their compact flying systems (and their ability to hover), they can fly their vehicles into spots where regular aircraft cannot go: between buildings, into forests, etc.

Vehicles with the GEF perk are considered to have the NOE perk (without additional cost). Additionally, they can enter into ground movement, moving as though they were a ground vehicle. Changing modes follows all the standard rules from section 5.2.1. The aircraft's ground MPs are equal to their normal Flight MPs, but in ground-scale hexes (50m/hex), as they must fly slow enough to navigate ground features. The cost to enter Terrain is the lower cost of either Tracked or Improved Off-Road Hover Movement. GEF aircraft may at any point gain or lose altitude (often to fly over obstacles) provided they remain below 250m (Altitude level 1). The cost for moving up 50m is 3 MPs, and it costs 1 MP to descend 50m. Above 250m the vehicle must return to flight movement. While flying over obstacles, the aircraft does not gain any obscurement or concealment bonuses from the terrain.

Perk Cost: 15



Dark Angel Incoming Low


“Don’t let them fool you, kid... yeah, the Pit may not have as many rounds as the Black Adder, but it’s frontal armor rivals a Python, and it can still pound over the rough more easily than the heavies.”

“What, the overheating? Sure, that’s a problem, but that’s only if you’re going all-out the entire time or if you want to pump off one too many rounds on the move. Any hunter worth his mettle will tell you that you don’t have to move fast to get in close with those heavies... as for shooting on the move, don’t waste your time tryin’ at long range, get right up into their gun barrels and then blast ‘em to Hades. What, crazy? Mebbe, but then again so are you for joining a tank-huntin’ section just for braggin’ rights.”

-Sous-Sergent Hal Varzan, 62nd MILICIA Gear Regiment

EQUIPMENT EXCERPT


A field conversion that later became a more standardized design from the Desert Viper’s basic chassis was the Pit Viper, with the simple replacement of the grenade launcher with a snub cannon. During the War of the Alliance, an official chassis was built by Mandeers Heavy Industries, with the defective sensor cluster being replaced with a simpler model, while major armor plating was replaced with a steel-ceramic composite capable of soaking up more damage from the high-energy weapons of the Earther hovers. Although still without an SMS, the Pit Viper is used a great deal by mountain regiments and those expecting close-range anti-tank work over broken ground.



PIT VIPER

ATT	DEF	EW	LD
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	M	SPEED	STOP	CRIT	TP
DEFENSE	W	4/7	-3	-1	+1
ATTACK			+2	0	-3



ACTIONS	SIZE
1	6

DETECT:	2
SENSORS:	0
AUTO COMM:	3
COMM:	0

ARMOR AND DAMAGE

ARMOR: 16

DAMAGE: S L H C

RF2, RUGGED MOVE.

PERKS/FLAWS: IMP. OFF-ROAD, LSP 1

OVERHEATING

AUX SYSTEMS:

NAME	ARC	ACC	RANGE	DAM	SPECIAL
SC	F	-1	1/3/6/12/24	x28	OOOOOO
MRP/18	F	-1	3/6/12/24/48	x18	ROF 3, IF
APGL	FF	-1	1/3/6/12/24	x4	AI, IF, AE3 OOOOOO
HG	F	-1	0/2/3/6/12	x15	AI, TH, AE2 OOO
PHYSICAL ATTACK (PUNCH/KICK/RAM)				x6	M



From the rules monkey...

We have a couple of preview images for you this month, including the new South MP Cadre (DP9-9080, shipping now), and the upcoming Peace River Fire Support Squad (DP9-9026). Also, we have a bunch of examples of upgrades possible with the North and South Weapons and Bits packs. Enjoy!



South MP Cadre



Peace River Fire Support Squad

AURORA: THE SILHOUETTE MAGAZINE MESSAGES FROM THE POD



Weapons and Bits Pack Extravaganza!

AURORA: THE SILHOUETTE MAGAZINE

SUBMISSION GUIDELINES

Article Guidelines

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

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

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

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

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

Submission Guidelines

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

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

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

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

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

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

Copyright Guidelines

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

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

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

The End Print

Please send all submissions to the following email address:

auroramag@gmail.com

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

Deadline for Submissions for Issue #5: August 14th 2007

AURORA: THE SILHOUETTE MAGAZINE

ARTICLE SUGGESTIONS

Historical Articles

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

Fiction

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

Modules

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

Scenarios

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

Designs

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

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

Artwork

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

House Rules

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

Tactics

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

Miniatures/Modeling

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

Note: Historical Accuracy

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