

# AURORA

THE SILHOUETTE MAGAZINE

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GEAR KRIEG GRAPHIC FICTION

ENGINEERING GRIZZLY CUSTOM MINI CONVERSION

VARIANT RULES FOR BLITZ & SILCORE

OFFICIAL UPDATES AND MORE!

SPECIAL PULL OUT SECTION: ODYSSEY SEED FINALE!



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# AURORA: THE SILHOUETTE MAGAZINE

## SHADES IN THE NIGHT

### From the Editor...

*Imagination is the ability to form mental images. It helps providing meaning to experience and understanding to knowledge; it is a fundamental facility through which people make sense of the world, and it also plays a key role in the learning process. A basic training for imagination is the listening to storytelling (narrative), in which the exactness of the chosen words is the fundamental factor to 'evoke worlds'.*

Evoked worlds. Creating environments. Backstory and history. Fluff.

Games can be all about rules and tactics and strategy, pure and simple. Chess is a prime example, a game that has survived in many guises and evolutions for centuries as a pure rules game. Another is the game of Go, whose basic concept can fit on a single page, yet whose depth and mastery is astounding. There are many amazing rules-only games that are taken to the highest level.

But sometimes we want more than just that perfect ruleset. Even in the earliest wargames, there was another angle. You weren't just moving nondescript pieces across the playing field, hoping to roll well, outmaneuver your opponent, and win the day. No, you were advancing the legions of Rome. Or were assaulting the Axis beachheads. Or moving one side of the USA civil war to attack the other. There was more there than winning and tactics: there was also story.

The human mind is a fantastic storyteller (in many more ways than we may often realize). Since we as people developed language, we have been telling stories to each other. The imagination is a powerful thing – in architecture they say that ruins have more impact than reality because the image in the imagination is more powerful and perfect than the actual object. When you marry rules with a story, you create a stake greater than simply winning or losing an abstract game. It becomes (perhaps paradoxically) more real, and the games become ever more richer.

One of the things that impressed me the most when I picked up Heavy Gear for the first time was the incredible history written inside. It was a world known, yet removed from our own today. Two sides of a conflict were described, where neither could be fingered and said, "Ah these must be the bad guys." It was engaging, and it provided opportunities for all sorts of stories to be told within, whether personal inside the RPG, or at the level of regiments in a pure tactical sense. It wasn't written just to have a game seem more than it was, it was the *raison d'être* of the game itself.

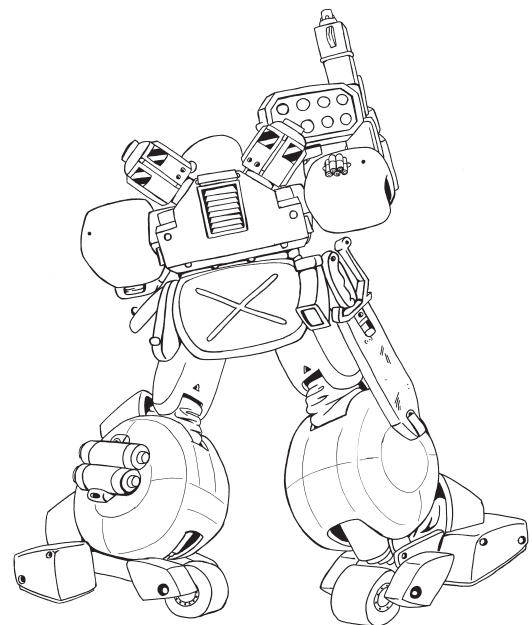
Last month I mentioned DP9 lives for creating moments of triumph and surprise, and this is the vehicle in which we do it: expansive and evocative worlds. Even as the pod moves forward in developing new games the story remains at the heart of it all.

Welcome to issue number five. Go out and create some stories!

Oliver Bollmann  
*Aurora Magazine Editor*

### Please note...

We have made some changes to our article guidelines! As you prepare to write your articles for Aurora, please review them (they're at the back of the issue), then get cracking!



# AURORA: THE SILHOUETTE MAGAZINE RELEASE SCHEDULE

## Dream Pod 9 Release Schedule

Shields of Freedom - Armies of the Badlands	Late August 2007
Lances of Destiny - Armies of the CEF	TBD
Shattered Peace - War for Terra Nova Campaign Book 1	TBD
North Dragoons Squad	New Release
North Kodiak Pack	New Release
South King Cobra Pack	New Release
Peace River Starter Army Box Set	New Release
Peace River Fire Support Squad	New Release
Peace River Patrol Squad	New Release
Peace River Crusader Pack	New Release
Peace River Skirmisher Two Pack	New Release
Peace River Pit Bull Two Pack	Oct. 2007
Peace River Cataphract Pack	New Release
Peace River Infantry Platoon	Oct. 2007
Peace River Hoplite APC Pack	Oct. 2007
Black Talon Assault Squad	Jan. 2008
Earth HT-68 Hover tanks	Sept. 2007
Earth HT-72 Hover tanks	Nov. 2007
Earth Grel Infantry Platoon	Sept. 2007
Earth LHT-67 Light Hover tank	Sept. 2007
Earth LHT-71 Light Hover tank	Sept. 2007
Earth HPC-64 Hover APC/Command	Sept. 2007

*Note: All dates subject to change*



# AURORA: THE SILHOUETTE MAGAZINE

## ABOUT THE AUTHORS

### Beth Porter (thelieutenant@gmail.com) -- *Illustration: p2*

Beth Porter is an artist. She's done a lot of Heavy Gear fan art, and has three pieces in the new Hammers of Faith book. She has an unnatural fondness for Ferrets.

### Brad Bellows (bradley.bellows@3web.net) -- *S-L1036X Lion Project*

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.

### Greg Perkins (gregoryperkins@gmail.com) -- *Engineering Grizzly Conversion, Part 1, Illustration p12*

Greg Perkins is a graduate student at the University of Waterloo School of Architecture. His spare time is generally occupied with graphic design or Heavy Gear related creative projects. You can see some of these projects at the following address: [www.coolminiornot.com/artist/mason](http://www.coolminiornot.com/artist/mason).

### Jason Jarvis (jayderyu@gmail.com) -- *SilCORE Genetics*

Jason a lover of Dream Pod 9 since purchasing Project A-ko and Video Fighter. Since then the Master of Engrish Mangling has been a 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)

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

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

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

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

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*

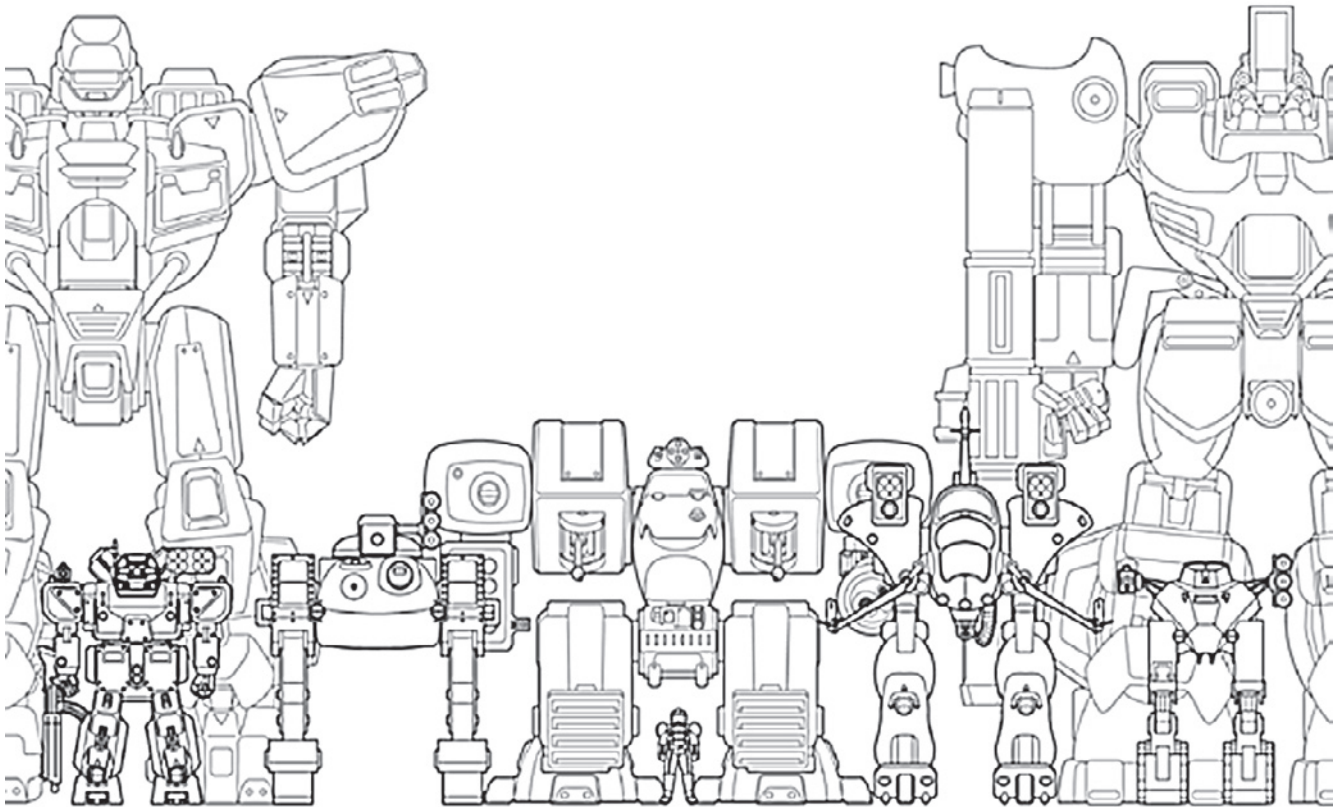
It all started in a hobby store one day twenty odd years ago with an odd box containing something called Top Secret. Almost as soon as he began gaming he began writing, tinkering and adding for and to them, which led to self-publishing and e-publishing several supplements. In the times he's not playing 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.

### Owen O'Connell (toyrobots@gmail.com) -- *Silhouette Hardcore: Persuasive Skills*

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

### Paul O'Connel (vladthebad@gmail.com) -- *Illustration, p28*

# AURORA: THE SILHOUETTE MAGAZINE ABOUT THE AUTHORS



## COPYRIGHT INFORMATION

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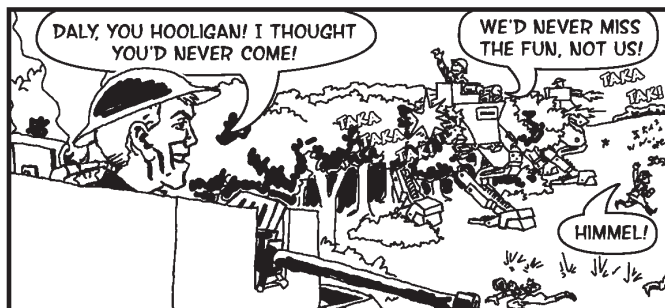
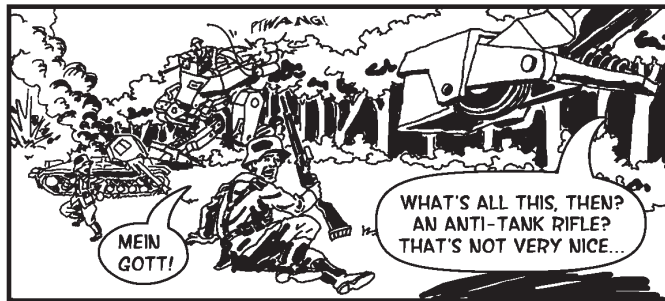
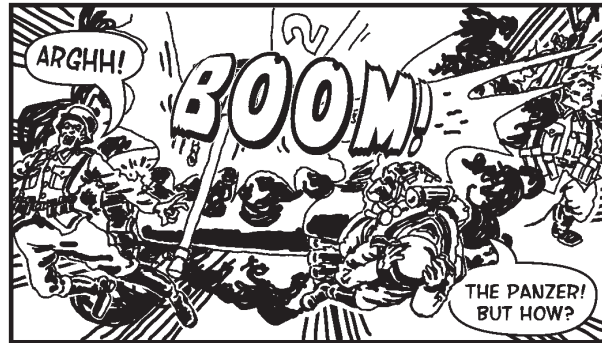
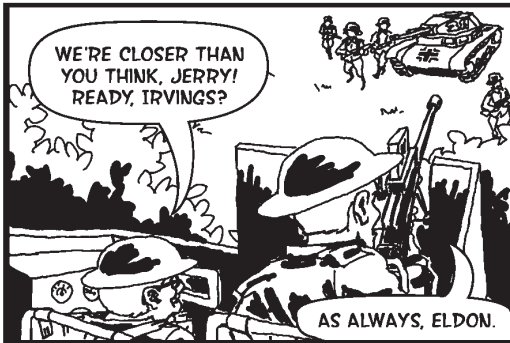
Aurora Magazine, Volume 1, Issue 5, Published September 1st, 2007

JOHN BELL

# ALFIE'S TENNERS

ART & STORY: JACK BELL

BELGIUM, MAY 1940. GERMANY HAS BEGUN ITS INVASION OF BELGIUM AND THE NETHERLANDS. TO THE EAST OF BRUSSELS LAYS THE DYLE RIVER, AND THERE THE COMBINED FORCES OF THE BRITISH, THE FRENCH AND THE BELGIANS HOPE TO STOP THE GERMAN ADVANCE. A FEW MILES AHEAD, 2ND LT. ALFIE MARCH AND HIS WALKER TROOP HAVE SPOTTED HITLER'S MEN ON THE MOVE...



AURORA: THE SILHOUETTE MAGAZINE  
**ALFIE'S TENNERS**

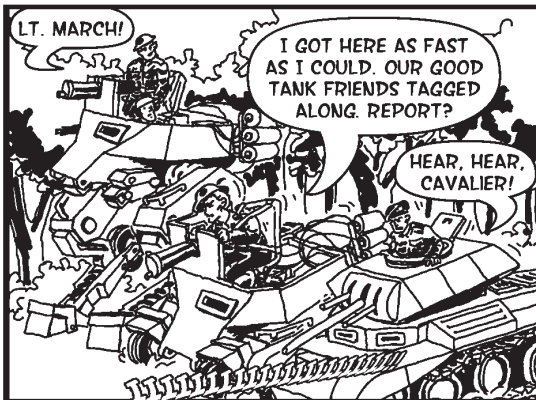


GOTT IN HIMMEL! RETREAT!  
 WITHOUT PANZER SUPPORT,  
 WE CANNOT HOLD AGAINST  
 KAMPFERS!



WELL, HARKER, THIS  
 "WAR" THING MIGHT  
 BE MORE FUN THAN  
 FOOT!

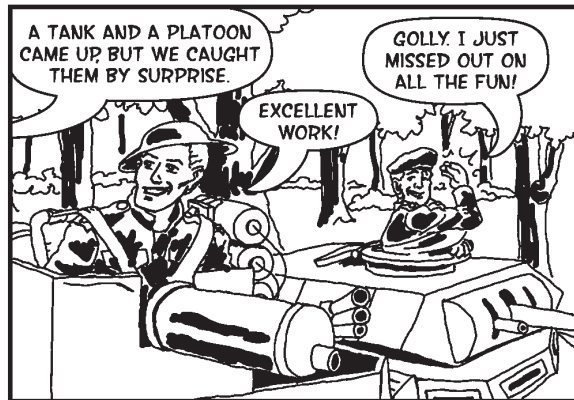
DALY,  
 WHAT JUST  
 HAPPENED  
 HERE?



LT. MARCH!

I GOT HERE AS FAST  
 AS I COULD. OUR GOOD  
 TANK FRIENDS TAGGED  
 ALONG. REPORT?

HEAR, HEAR,  
 CAVALIER!



A TANK AND A PLATOON  
 CAME UP BUT WE CAUGHT  
 THEM BY SURPRISE.

GOLLY I JUST  
 MISSED OUT ON  
 ALL THE FUN!

EXCELLENT  
 WORK!



FUNNY THING, JERRY  
 CALLED OUR WALKERS  
 "KAMPFERS".

KAMPFER, EHP  
 THAT'S GERMAN  
 FOR "FIGHTER"!



WE SHOULD REPORT ALL THIS  
 TO BRIGADIER YOUNG AT  
 HQ IMMEDIATELY!

CAPITAL  
 IDEA!



...INTERESTING, MARCH!  
 WHAT'S THAT? WE SHOULD  
 STRIKE BACK NOW?  
 SPLENDID IDEA! GO  
 RIGHT AHEAD  
 WITH IT!



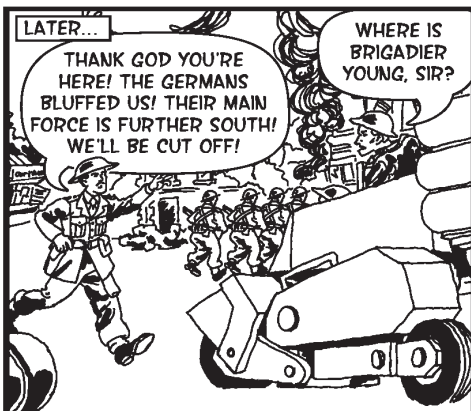
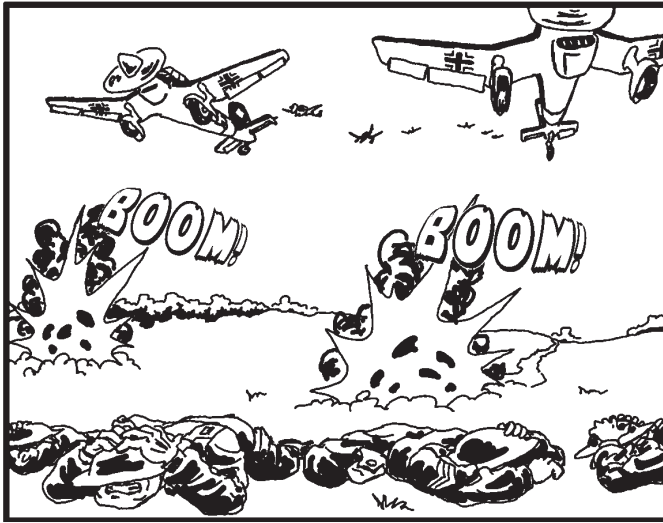
HERE'S WHAT WE'LL DO. DALY, YOU'LL SCOUT  
 UP ON MY LEFT. IRVINGS WILL BE YOUR COVER.  
 SARN'T BOYD, YOU'LL TAKE MY RIGHT WITH  
 FAGIN RIGHT UP AFTER YOU...



**T-BRRR-BRRR-BRRR!!**



AURORA: THE SILHOUETTE MAGAZINE  
ALFIE'S TENNERS



NEXT EPISODE: THE RACE TO FIND THE MAIN GERMAN FORCE IS ON! CAREFUL WHERE YOU STEP, LADS!



# AURORA: THE SILHOUETTE MAGAZINE

## DO THE WINDU

NICHOLAS PILON

*It's an energy field created by all living things. It surrounds us and penetrates us. It binds the galaxy together.*

The following magic system was inspired by watching Genndy Tartakovsky's brilliant *Clone Wars* cartoon. Michael Stackpole's *Age of Discovery* books provided additional inspiration. Here, familiar mystic powers become a convenient excuse for all manner of stunts from samurai films, kung-fu flicks, etc. Instead of having a set list of specific powers they can invoke, characters use their powers in general ways to enhance their existing skills. It's this kind of magic that this system attempts to reproduce. All the terms are intended to be amusing. If you're actually using this for anything, they should be replaced with appropriate terminology from your setting.

This power system replaces Complexity with a "Mystical Mastery" rating. This rating represents the character's knowledge of applying mystical forces to the practice of that skill. Unlike Complexity, Mystical Mastery starts at zero, and has the same cost per level as skill levels. Mystical Mastery does *not* grant any kind of bonus to rolls, nor do tasks or items have any kind of associated rating.

In order to employ their mystical powers, a character must understand the nature of a situation, and how to channel its inherent mystical energies. At the start of every scene, each character begins with a Mystical Insight pool of zero. Each point of Margin of Success on any rolls during the scene adds one point to the character's Mystical Insight pool. Fumbles subtract their Margin of Failure from the character's Mystical Insight pool, but cannot reduce it below zero. All Mystical Insight points are lost at the end of the scene, unless the GM rules that they can be carried over.

Once a character has developed some Mystical Insight into a situation, they can use it to add Mystical Effects to any skill roll. Mystical Effects may be declared at any point (though usually before the effects of a roll are "applied"), and the maximum number of Mystical Insight points that may be spent on any skill roll is the character's Mystical Mastery in that skill. These points may be split freely among any of the following effects.

### AVAILABLE EFFECTS

**Work Faster** - Each point spent on this effect halves the amount of time it takes to complete a task with a skill. In situations where Actions matter, the number of Actions required is halved. Tasks that require Standard Actions are reduced to Simple Actions. For extended tests, the test interval is halved.

*Example: The Ninja Woodworker is a Mystic Master of Craft (Wood). Using a single point in Work Faster, he can cut the amount of time a project takes from one month to two weeks. Two points would cut the time to one week. Thus the Ninja Woodworker's reputation for speedy service is properly preserved.*

*Example: Hack-Ti is a Mystic Master of Melee. Using a single point in Work Faster, she can make a Melee Attack as a Simple Action, allowing her to make two in a round without penalty. Spending a point in Work Faster on her second Melee attack would let her make three, but at a -1 penalty. (Two Simple Actions are a Standard Action, so she's making two Standard Actions in a round)*

**Work Farther** - Each point spent on this effect double's the range a task can be performed at. (IE, weapons range) If the task has no inherent range, it has a range of "arm's length", so the first point spent increases that to "twice arm's length". When used with weapons, it affects the weapon's range.

*Example: Insubstantial Lizard is making a shot with her custom sniper rifle. Her target is 150m away. Within Medium Range, but that's not good enough for Insubstantial Lizard! A Mystical Insight point in Work Farther later and the sniper rifle's base range of 100m is doubled to 200m.*

*Example: Unlucky Swordsman has been captured by a Yeti and is hanging from the roof of its cave. If he can get at his sword, he can escape, but the Yeti's dropped it on the ground just out of reach. Unlucky Swordsman spends a couple rounds pondering the situation (and making Awareness rolls to look around and Athletics rolls to try and break free), then spends a Mystical Insight point on a Draw Weapon action to do so at twice arm's length. His sword in hand, Unlucky Swordsman breaks free... Just as the Yeti enters.*

**Work Better** - Each point spent on this effect adds two to the effective result of a roll. This does not change the MoS for the purposes of Mystical Insight building or any other side effects. Only the direct use of the skill is affected.

*Example: Hack-Ti is fighting the tyrannical Despot Dreadful. She's feeling the need to dish out some hurt, so after a few turns of trading blows, she spends two points on Work Better. Hack-Ti's already impressive roll of 5 is increased to 9, cleanly breaking through Dreadful's defense roll of 6. Dreadful had better use some Mystical Insight himself, or he's going to be in trouble. Unfortunately, Hack-Ti gets no Mystical Insight from her MoS on this roll, as it was entirely from Work Better.*

# AURORA: THE SILHOUETTE MAGAZINE DO THE WINDU

**Unusual Technique** - Each point spent on this effect allows the character to apply an additional attribute to the roll. There must be some justification for the extra attribute in the description of the character's action. As long as the GM agrees that the justification is reasonable, any attribute can be used for any action. Unlike Work Better, this increases the result for all purposes.

*Example: Canto Nearly is trying to escape some very determined pursuers. Unfortunately for them, Canto is more determined! Using his determination as justification, Canto adds his (exceptional) WIL attribute to his roll on top of his AGI, increasing his horrible roll of 3 to a roll of 5. This beats the threshold of 3 by a wide margin and nets Canto two Mystical Insight points.*

*Example: Dazzling Brighthair is trying to convince some security guards to let her into a science lab. She laces her usual persuasion routine with a bunch of technobabble, and the GM lets her use a Mystical Insight point to add her KNO to the roll on top of her INF.*

**Do The Impossible** - Each point spent on this effect allows the character to add a result to the roll that would normally be impossible for that skill. Exactly what qualifies is at the GM's discretion, and subject to genre restrictions. The effective MoS of this second result is half the MoS of the primary result.

*Example: Unlucky Swordsman's really screwed up this time, and has earned a severe beating from his master. Of course, his master's not just beating him up. He's showing him the error of his ways! Mystical Insight points spent on Do the Impossible give Wise Master's blows the additional effect of being a convincing argument.*

## FINAL WORDS

This system illustrates a use of a second skill rating for a powers system, instead of trying to apply it directly to skill use. It should be suitable for settings with mystical powers derived from practical abilities in skills. Ancient kung-fu and samurai settings, far-future space opera, and modern kung-fu are all possible uses. It could also serve as a basis for a system for other settings, with the rules for accumulating Mystical Insight changed or the effects replaced.



The Exceptional, The Unusual and The Talented

*Heavy Gear's Northern Factions' Engineering Grizzly has always been a favourite design of mine as the military engineering vehicle aspects of Heavy Gear have always seemed like the essential root of everything on Terranova, the construction duty Groundhog being the first civilian Gear to be retrofitted as a guerrilla warfare machine.*

I went about this conversion by searching for as many images of the Engineering Grizzly as I could find. I found two of them in the Art of Heavy Gear PDFs, and one CAD drawing in the tech-tree in the 1st Edition Technical Manual and 3rd Edition Vehicle Compendium.

As the details in each drawing were slightly different, I decided to do my own drawing which would incorporate all the aspects I liked best from the three sources.

Now familiar with the details of the Engineering Grizzly, I set about gathering materials and tools.

I was fortunate enough to have access to a Master Grade resin Grizzly but all the steps I'll proceed to describe herein can be replicated with a metal figure.

1. The Dremel tool was used to rout the Bricklayer pilot out of the torso. Because pewter tends to heat up when you power-drill through it with tools like Dremels, the torso was held in place on the cutting mat with pliers.

2. The Grizzly torso was then similarly routed with the Dremel and the cavity was shaved down with the Olfa knife to fit the pilot.

3. The pilot was glued in place with cyanoacrylate glue and various thicknesses of sheet styrene were glued around the pilot in order to create something of a cabin. Some two-part epoxy putty was used as a gap-filler.



4. The chainsaw blades were cut to lengths that approximated my illustration, and the vents were cut off the top and rear of the extra Grizzly V-engine.



## TOOLS

Olfa Utility Knife (L-1)  
Pin vice  
Fine drill bits  
Steel ruler  
Cutting Mat  
Fine sandpaper  
Dremel Moto-Tool  
Pliers

## MATERIALS

1X Grizzly (Heavy Gear *Blitz!*)  
1X additional Grizzly V-engine  
2X Chainswords from Type-99 Space Frames (Heavy Gear Tactical line)  
1X Bricklayer torso (1:87 scale RAFM line)  
Various thicknesses of sheet styrene and gauges of styrene dowel\*  
Cyanoacrylate glue  
Two-part epoxy putty  
Brass wire\*

\*gauge to suit crash-bars and roll-cage of conversion

# AURORA: THE SILHOUETTE MAGAZINE

## ENGINEERING GRIZZLY CONVERSION, PART I

5. Pieces of sheet styrene and styrene rods were cut down to the shapes of the chainsaw engine and its details.

6. The engine block was glued first, then the hard-point strap and vents were fitted in place and glued. Some of the details on the Grizzly forearm had to be cut off and sanded down. To ensure a straight fit, the actual chainsaw blades were the last to be glued.

7. Returning to the torso, the pin-vice was used to drill holes in the top face where the roll-cage would sit, as well as below the torso at the front, for where the front crash bar would be fitted.

8. The front crash bar was formed from bending a short segment of brass wire with the pliers. It was then fitted and glued in place. Cuffs were fashioned out of styrene tubes cut in half for where the crash bar meets the torso chassis.

9. The crash bars on the knee blocks and feet were done in styrene. — Thin rectangles were cut and glued to the “toes” and then holes were drilled to received the crash bars. The crash bars were built by carefully bending styrene dowel and fitting and gluing it to thicker styrene dowel.

10. The roll cage on the torso was built by placing styrene dowel into the pre-drilled holes on the top face of the torso and building the front and rear pieces first by gluing the top-bars to the side-bars. The remaining transverse top-bars were then sized and glued into place.

11. I decided that a kind of cuff was needed for where the cage joined the torso, for the holes I'd drilled were larger than the rod due to having to drill on an angle, so I cut four thin slices off of a medium sized styrene dowel, glued them over the holes, and then drilled through them. The roll-cage was then set aside, to be glued in place after the pilot and cockpit were painted.

In Part II I'll describe the painting process and palette.



Greg Perkins: Engineering Grizzly On A Cold Winter's Night



# 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.*

## Weapon Link Types

There are many ways linked weaponry can be handled, depending on the genre and the background of the setting. Below are expanded options to represent these different ways weapon systems can interoperate within a link.

- **Sequential Link** - This is the standard SilCore Link: when the link is triggered, attack rolls are made for each weapon in turn; if an attack misses, the rest automatically miss (but expend ammo). Cost for this link: 0.1x of all weapons in the link.
- **Independent Link** - As Sequential, but all weapons may make attack rolls regardless of the success or failure of the other weapons (ie, treat as if the vehicle had fired all weapons separately, but without the increase in action cost). Cost for this link: 0.25x of all weapons in the link.
- **Concurrent Link** - All weapons fired by the link use a single attack roll; apply appropriate modifiers (range for example) to each weapon individually to determine their individual Attack Results. The Defender rolls Defense against each individual weapon. Cost for this link: 0.25x of all weapons in the link.
- **Smart Link** - Allows Linked Weapons to behave as either Sequential, Independent or Concurrent links, chosen at the time of firing. Additionally, if all weapons in the link are of the same type (possess the same statistics) they may fire as a single weapon with an RoF equal to the sum of the individual weapon's RoF (split ammunition costs across all weapons). Cost for this link: 0.35x of all weapons in the link.

In all cases of linked fire, do not assess Multiple Attacker Penalties for defending against Linked Weapons. Additionally, reduce the target's Armour Rating only after all damage from all weapons in the link has been applied. Linked weapons are still treated as individual weapons fired for the purposes of Detection.

## Vehicle Sizes

Under the standard SilCore rules, there are 4 size classes for vehicles: Infantry (technically not really a vehicle class), Small/Standard, Very Large, and Gigantic. With the exception of Gigantic (which factors at 100), each class scales up to the next level by a factor of 10 (SilCore 4.3.2).

Without much of a leap, a fifth size class can be easily fit into the progression, sitting between Very Large and Gigantic at a factor of 10 from each.

At the opposite end of the scale, vehicles below size 2 (human-sized) may be considered small enough to have special advantages in navigating terrain. (GM perogative)

What follows is a new size chart that combines the SilCore rules with the differences listed above.

VECHICLE SCALE			
CLASS	SCALE	DAMAGE X	AE
Personal (≤Size 2)	x1	x1/10	--
Small (≤Size 5)	x1	x1	--
Standard (≤Size 30)	x1	x1	--
Large	x1	x1	--
Very Large	x10	x10	1
Huge	x100	x100	3
Gargantuan	x1000	x1000	5
Colossal	x10000	x10000	10

## SIZE TARGET MODIFIER

"Broad side of a barn..."

While, under Silcore, there is a penalty for firing at targets of smaller scale than your current vehicle, there is no bonus in the opposite direction, that is for firing on targets of extreme size compared to one's self. While the Maneuver rating is intended take care of this to some extent, those ratings are also assigned based on comparison to craft of similar size, and thus may not completely take difference of scale into account.

Those wishing to truly empower smaller craft versus their oversized brethren may apply a +1 bonus to hit targets per size class larger than the attacking vehicle.

The penalty for targeting a smaller craft remains at -2 per size class smaller than the attacking vehicle.

# AURORA: THE SILHOUETTE MAGAZINE

## CORE INJECTION: VARIANT RPG RULES

### Expanded Weapon Mounts

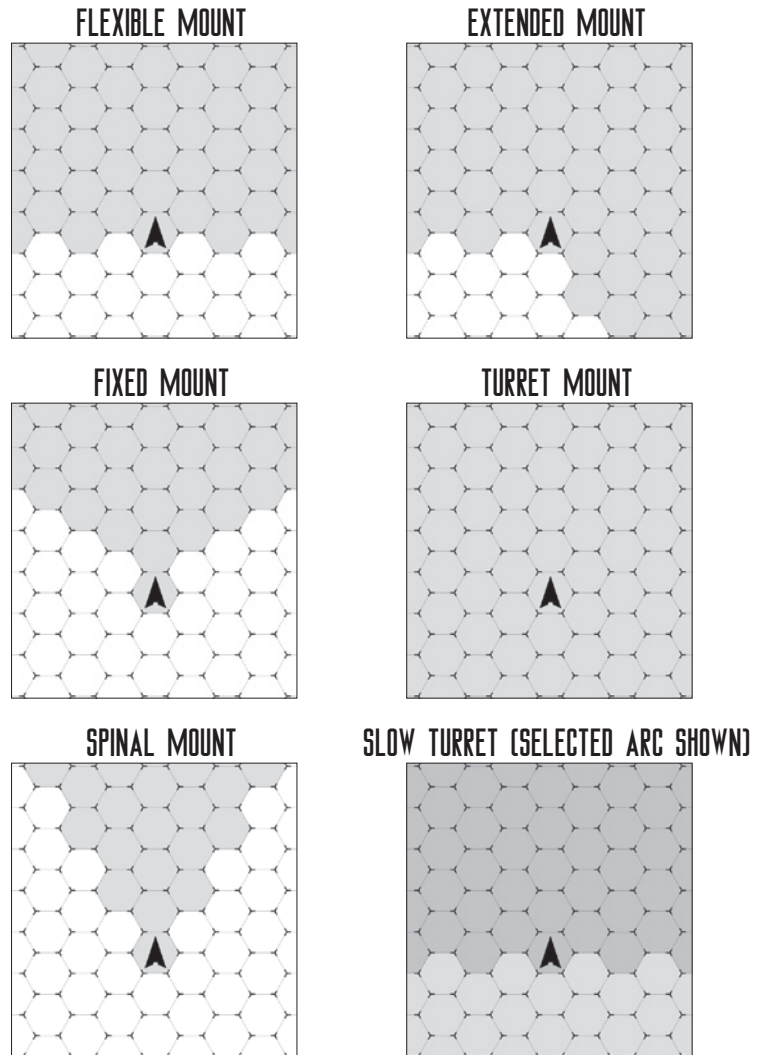
A weapon is no good on a vehicle if it cannot be pointed in the right direction. Turrets and flexible mounts allow for off-axis fire and ready tracking of targets, though some weapons are so large or possess enough recoil that they couldn't fit onto a vehicle in any way except as part of the hull. Turning the vehicle as a whole becomes a necessity...

Weapon mounts are available in various degrees of coverage, each with appropriate costs. A weapon mount can be directed towards any of the 6 hex faces.

- **60° (Spinal Mount)** - Usually representative of a weapon that is part of the structure or affixed to the hull, or otherwise requires the vehicle itself to maneuver in order to aim.
- **120° (Fixed Mount)** - Mounted on a gimbal, possessing rotating focussing lenses, on a swivel mount, or some other type of mount that allows some freedom of movement.
- **180° (Flexible Mount)** - A sponson-like turret that allows for a half-circle arc of fire along in the direction mounted.
- **240° (Extended Mount)** - Either a turret that has part of its rotation blocked by another part of the structure, or more commonly used to represent the arc of a hand-held weapon on a walker (left and right sides, respectively)
- **360° (Turret)** - A turret or similar mount, or a series of smaller systems that can fire in any direction, or missiles capable of twisting to lock onto a target in any direction.
- **360° Slow (Slow Turret)** - As per turret, but due to rotation speed limitations, the turret cannot cover all arcs effectively. Each turn, systems mounted in the turret can only cover a 180° arc: orient a Flexible Mount arc to a hexside/hexpoint desired during unit activation.

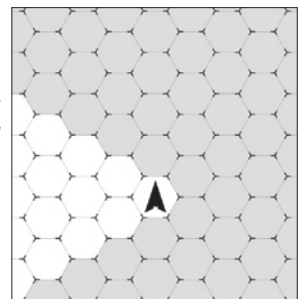
### WEAPON MOUNT DIAGRAMS

Arrow indicates direction of firing mount (may vary based on vehicle orientation).



Note that these arcs are the maximum arcs allowed for a given cost multiplier. Due to the design of a vehicle, the arc may be less. In these restricted cases, the cost is 0.1 less.

*An example would be a walker with 2 shoulder turrets, where the turrets would be unable to fire through each other. These turrets would be bought with the Turret multiplier (1.8 cost), and would be able to fire in a 300 degree arc, essentially a TM minus a SM arc, one left (for the right turret) and one right (for the other). The costs for these mounts would be 1.7, as they have restricted arcs.*



### FIRING MOUNT COSTS

FIRING MOUNT	COST
Turret	1.8
Slow Turret	1.5
Extended	1.5
Flexible	1
Fixed	0.6
Spinal	0.45

# AURORA: THE SILHOUETTE MAGAZINE

## CORE INJECTION: VARIANT RPG RULES

### Power Absorption Perk

One-half of a complete system, Power Absorption converts incoming energy for its own use, storing the energy into batteries/capacitors for later use. To use Power Absorption, the vehicle must also purchase a Power Booster system; in effect, the Power Absorption allows the in-battle 'recharging' of the Power Booster perk. While most often purchased to absorb energy weapons, there is no limitation against purchasing physical power absorption. Note that Power Absorption provides no protection from the incoming attack, it simply siphons off energy to recharge the Power Booster (ie, you must still buy armour to protect the vehicle).

To recharge one Power Booster use requires a test on 2d6 against a threshold of (7 – Rating). A successful roll indicates that one use of the booster has been restored; if all uses of the booster are charged up (not used) then the absorbed energy is wasted.

A separate Power Absorption perk must be bought for each damage type (physical, energy, etc) as desired. Multiple Power Absorption systems can exist on the same vehicle of either the same or different damage types. If there are multiple systems of the same damage type, each may attempt to absorb and recharge a Booster, however, each additional system attempted adds one to the threshold (representing the diminishing energy). Thus, the first system would roll at the base Threshold, the second at (Threshold + 1), the third at (Threshold + 2), and so on.

At GM's option, especially powerful (high DM) or successful (high MoS) attacks may influence the absorption Threshold.

Perk Cost:  $(2 + \text{Rating}^2)$

### Smart Perk: Multiple Action

SMART: MULTIPLE ACTION (Cost: Special)

An addition to the regular rules for the Smart Perk, allowing Smart systems to act multiple times per turn at a higher cost.

Perk Cost: (where Actions = Number of Actions per Turn):

$$\text{Smart Rating} + (\text{Actions} \times \text{Actions}) + 1$$

### Armour Crushing and Piercing (ACP) Perk

Under the AC perk, it is mentioned that one can combine the AP and the AC perk into one system, to represent cutting blades and similar weapons. However, the fact that you cannot Overkill with such a system (as made explicit by the AP perk) makes the suggestion of use in a cutting blade system a bit suspect (if you cleave through a target, one would expect an overkill capable result). ACP, as a single perk, combines the AP and AC perks, but still allows for an Overkill result.

### Expanded Flicker Flaw

In order to prevent excessive power use, some systems flicker rapidly in an on/off sequence. Whenever a system with the flicker flaw is called into use, a two dice test is made against the threshold shown below. Success indicates the system is 'on', failure indicates the system is 'off' and unavailable.

FLICKER FLAW		
Threshold	% Chance Available	Flaw Cost
3	88.9%	1.0
4	75.0%	1.5
5	55.6%	2.0
6	30.6%	3.0
7	2.8%	6.0

Perk Cost: Per Table



# AURORA: THE SILHOUETTE MAGAZINE

## CORE INJECTION: VARIANT RPG RULES

### Anti-Infantry Perk

While termed Anti-Inantry, this perk refers to any system designed to attack targets at a scale smaller than itself; ie one (vehicle) size category smaller. Thus, a vehicle-scale system with this perk can attack personal scale objects (infantry) with no penalty; a very large scale system (ship) could attack vehicle scale (aircraft) at no penalty (AAA gun), etc.

Perk Cost: 1

### Anti-Crew Perk

A special form of Location Specific, weapons with this perk affect the crew while largely ignoring vehicle armour. Unlike Bio/Chem, the crew could be fully enclosed within the vehicle and still be affected, be it through electric shock, a maser, anti-flesh weapon, etc. For every 10 points of damage, a -1 is applied to all actions attempted by the target. If the penalty goes to -5 or worse, the affected unit becomes a casualty.

In RP-based games, the effect instead requires the crew within to make a HEA test at a threshold of (1/10 DM + MoS +1). If the test fails, the crewmember suffers in marks on their System Shock track equal to the MoF.

Perk Cost: 4

### Cascading Damage (Haywire) Perk

The Cascading perk has the same game effects as does the Haywire perk, and can encompass the Haywire perk if desired (see below). However, a weapon with the Cascading perk does not necessarily cause its extra damage effect through massive electrical discharge. Instead, it covers any weapon where once inside a vehicle it causes more damage than might be expected from its penetration capabilities. Examples include: penetrating (delayed) explosive rounds; rounds designed to ricochet inside softer targets (be it people or inside of vehicles); particle cannons where the particles splay like water when striking a surface, causing poor penetration but widespread damage inside the vehicle (but not electrical discharges), etc.

Depending on the campaign style, GMs may decide that Haywire and Cascading are the same Perk with different special effects; if so, then Haywire Resistant and Cascade Resistant are also the same Perk. Otherwise, while they have the same game effect, the reasons behind them are different and so the two types of damage effects are considered separate, and a vehicle would need both Resistance perks to be protected against both types.

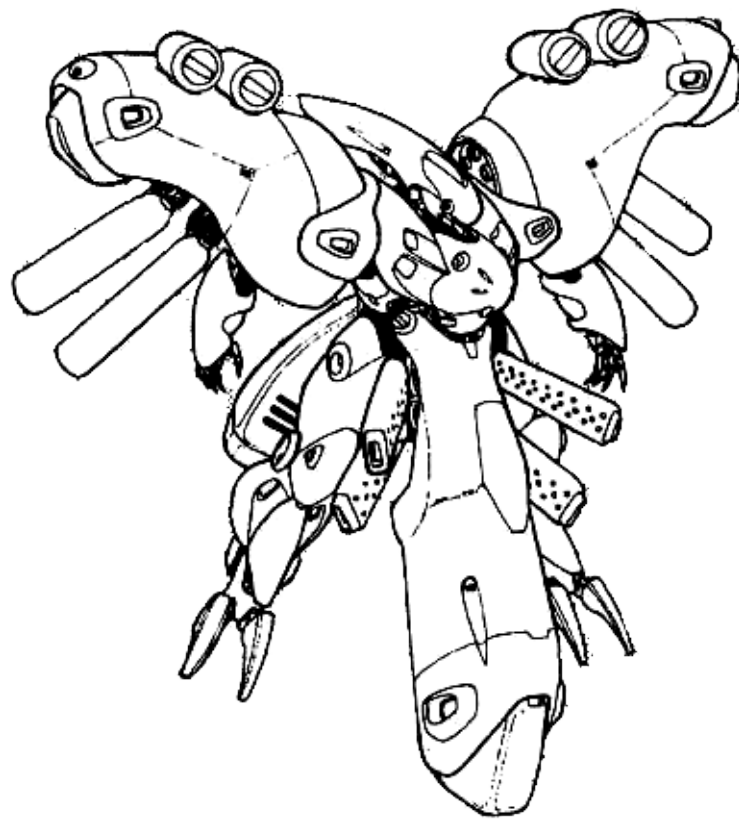
Perk Cost: 2



Let's Get Out of Here!

# Odyssey SEED

EPISODE #5: DREAMS OF DEATH





**EPISODE #5: DREAMS OF DEATH**

**▶ LAST EPISODE**

Burdened with refugees from the destroyed Copernicus Dome on Luna, the Beautiful Dreamer made a stopover on Mars. Complications arose, and the Jovian agents being smuggled home by the Dreamer's crew found themselves fleeing up the Martian Elevator. As the Dreamer left Martian orbit, a terrorist organization severed Heaven Station from the Elevator, sending it plunging to the surface below and wrecking untold havoc.

**▶ THE SCENARIO**

With the disaster on Mars behind them and the eyes of the solar system focused on them, the Dreamer finally manages to slip away from its CEGA pursuers. With fresh supplies and full fuel tanks from their stopover at Mars, the Dreamer is easily able to make Jupiter. There, the players deliver Dr. Peyarje (or his notes, if the doctor did not survive or was recaptured) to the JAW Skunk Works team on Joshua Station. While refitting the Prometheus prototype exo-armor, the team begins constructing a CAT-equipped recon drone to follow up on the hints of Floater Creatures found in Slumbering Eidolon's memory banks.

Desperate to cover up the evidence of their plot, the Bank orders Kleb to take whatever action is necessary to prevent the Jovians from discovering the Floaters. Kleb, his last shreds of sanity destroyed by Venusian drugs, orders the elements of the CEGA 4th Fleet, still assigned to recover Peyarje and waiting just outside of Jovian space, into action. Their objective is the total destruction of Elysee, Joshua Station, and however many other colonies they must dispose of to hide the evidence!

The Elysee Station sensor net has been disabled by a CEGA agent, allowing the fleet to close with the colony undetected. A powerful jamming device has been deployed by the fleet to prevent the station from calling for help. Kleb's plan is to deorbit the station with retro-rocket packs placed on its hull by squads of exo-suited marines. This will send the colony and all its inhabitants plunging into the Jovian atmosphere within twenty-four hours, taking care of them quite nicely and avoiding the massive munitions expenditure necessary to destroy a colony cylinder.

**▶ CHARACTER INVOLVEMENT**

Pilot characters are the easiest to involve in this episode, as they were what the segment was originally written for. JAF combat pilots can trivially become involved in the Battle of Elysee, fighting to turn back the CEGA invasion fleet. (See "The God and the Dragon, Part I", below, for the way this was originally scripted) This should involve daring duels, close calls, wounded or lost friends, and a desperate battle against overwhelming odds. High-tension heated arguments between bitter foes in the midst of mortal combat should be employed for sure!

JIS agents are the next easiest to involve. They can become involved in the exo-suit battle on the hull of Elysee station and the race to disarm the thrusters Kleb is using to de-orbit the station. Or they can become embroiled in intrigue while the battle rages outside, trying to track down the agents that opened a hole in the Elysee defensive/sensor grid for the CEGA fleet to slip through. If they can disable the jammers and restore the sensor net, Elysee can call for help. Or they could try to protect important figures (those that know things about Methuselah or the Floaters) from Venusian assassins sent to guarantee they don't escape.



Reporters are the hardest to involve at this point. There's nothing they can really do to affect the course of the battle itself. What they can do is try to get word out past the CEGA jamming screen, warning the other Olympus colonies of the attack. This could be an adventure in itself - slipping out past the CEGA blockade, then convincing a disbelieving (or possibly suborned) military commander that he needs to take action /now/, or millions of people will die. They can also use their press passes to get places they normally couldn't, such as military bases. This could allow them to get in touch with higher-up officers that're normally unavailable, or perhaps being held captive by the Venusians.

► **NPCs, ORGANIZATIONS, AND PLOT POINTS**



**Admiral Thorsen**

Admiral Avram Thorsen, commander of the JAF, was the one who let the CEGA fleet slip through the Elysee sensor net. Thorsen was compromised by the Venusians almost five years ago, in exchange for his very ill wife receiving advanced medical treatments on Venus, and has been slipping them information and receiving a substantial paycheck from them ever since. This is the first time they've actually called on him to betray his nation, and he is somewhat uneasy about doing so. He had been misled about the objectives of the CEGA fleet, and may reconsider his actions when their purpose becomes clear.

Unfortunately, Avram is one of many Venusian moles in the JAF command structure, and many of the others lack his misgivings. If he shows signs of turning against their masters, they may take steps to eliminate him.

Admiral Thorsen is best used in a campaign focusing on reporters or JIs agents as a villain or questionable ally. As a villain, Thorsen has not yet worked out what the CEGA fleet is up to, or refuses to believe it. He will use the other Venusian agents to hinder, by any means necessary, players attempting to get the word out, remove the CEGA rocket packs, or expose the Venusian spy network. Pilots could also have to deal with comrades or superiors who have been suborned by Thorsen, or who have received conflicting orders or bad information from him.

As an ally, Thorsen's loyalty would be questionable, but his help would be useful. His position gives him knowledge of and access to areas on Elysee that PCs would otherwise not know of or be able to enter. He also has knowledge of much of the Venusian mole network on Elysee, and can use his authority to order JAF units or JIS or colony police divisions to aid the players.

For pilot PCs, Thorsen's actions probably won't have any direct impact on the episode, though they could find themselves fighting former comrades who have been turned by the Venusians. Or news of Thorsen's defection could reach them mid-battle, disenheartening them or leading them to question their loyalties or beliefs. The GM should try to make Thorsen pitiable, not villainous. He's a man torn between loyalty to his country and loyalty to his wife.



**Ranho Garand**

Ranho Garand has a pivotal role in the historical version of the battle. (See The God and the Dragon, below) His intense will and discipline give him near-perfect control over the still-imperfect CAT/Rapid-Scan control system fitted to the prototype Dragonstriker. Despite Admiral Kleb's dislike for him, he has thus been assigned to pilot it because he's the only one that can do the job.



Knowing that Ranho would object to the true purpose of the operation (out of a “misplaced” sense of honor and responsibility), Kleb has kept him as far away as possible from the attack on Elysee. While Ranho knows that it is taking place, he is unaware of its true purpose and believes that the 4th Fleet merely seeks to conquer the Confederation. He has been sent to perform a diversionary attack against Joshua’s Station (and, Kleb hopes, get himself killed there) outside of the jamming field, to distract any JAF forces that might be in a position to intervene.

Kleb’s insanity, hatred, and total lack of honor have pushed Garand’s loyalties to the breaking point. If he finds out about the true plan for Elysee and Kleb’s backers, he will turn on Kleb’s fleet. (This might even cause other fleet elements loyal to Garand to turn or withdraw from combat.) The problem is getting news of the plan through the jamming field. This can make a good element in a “reporter” campaign - after punching through the jamming field, they find themselves face-to-face with a monstrous CEGA exo-armor... Which offers to help them!

Pilot PCs should probably start the adventure on Joshua’s Station, helping the Skunk Works team test out their new CAT-equipped Vindicator and Prometheus prototypes. When Garand attacks with the Dragonstriker they, of course, launch to defend the station. Garand’s exo-armor (and any allies) should be powerful enough to turn the confrontation into a stalemate, until DeMers (or whoever) arrives with word of the attack on Elysee...

 **Admiral Kleb**

Kleb, by this point, is thoroughly insane. The Venusian drugs have consumed his sanity and restraint, and he will do anything to recapture the traitorous colonies for Mother Eearth. The officers of his fleet have noticed the change in the Admiral’s personality, but have put it down to stress from the Odyssey affair and pressure from above to recapture Peyarje. They have, after all, been pursuing terrorists and one of CEGA’s most valuable assets across the solar system for months without any progress.

With prodding from his Venusian backers, Kleb developed his plan for Elysee station. He sees his role as taking revenge on the Jovians for the deaths “they” caused on the Moon and Mars, and the indignities inflicted on CEGA over the past fifty years. (They are, after all, far richer than the Earth that “gave them everything they have.”) Kleb will fight to the last to achieve his objectives, even if defeat is certain. His officers, however, may not be as dedicated. If the GM doesn’t want to use the historical outcome, Kleb’s officers could mutiny (or attempt to) when his insanity becomes clear.

Just how much Kleb knows about Methuselah is up to the GM. He could know absolutely nothing, and have been completely duped by the Bank. Or he could have been promised an early shot at the treatment the Bank hopes to create as a reward. In the later case, if the PCs have been slow picking up on the Venusian angle, he could become unhinged as the battle progresses and start babbling about eternal life.

 **Devron Malachai**

Devron, at this point, is in full cover-up mode. There is no way to salvage Operation Methuselah, as with Peyarje in Jovian space, its only a matter of time until the Confederation discovers the Floaters. The VB’s best option is to use their CEGA pawns to destroy the evidence AND everyone who knows about it. Then, maybe, Methuselah will be able to continue as planned. Most of the people Malachai needs to eliminate are on Elysee, and will be destroyed when the colony enters the Jovian atmosphere. The rest are on Joshua’s Station, and will be killed by Garand and the Dragonstriker.



Knowing the full details of Kleb’s madness, Devron is not foolish enough to remain on the Scylla. He will either observe the battle from his own yaught or take place in the covert operation on Elysee or Joshua’s Station, ready to escape at the last minute. He could be leading a Ronin team seeking to ensure the elimination of the Jovian agents on Joshua’s Station, or monitoring Admiral Thorsen, to ensure that he doesn’t have an attack of conscience and pull things out of the fire.

For JAF pilot PCs, the GM could consider giving Malachai his own prototype exo-armor. This gives pilot characters the opportunity to go head to head with the evil mastermind that’s been dogging their steps all along and get an epic mecha battle after Garand changes sides. Malachai is a former exo-armor pilot, and still knows his way around a linear frame. He could be observing the battle from hiding, watching to make sure that all goes well, and spring into action once Garand and the PCs arrive from Joshua’s station.

For maximum effect, by this point, the PCs should have encountered Malachai personally two or three times, and unravelled his hand in other events. If not, Kleb could describe how Malachai’s been manipulating (or attempting to manipulate) events from behind the scenes as his madness takes hold.



**Carl DeMers**

*Suggested Stereotype:* Rookie

*Suggested Archtype:* Pilot

Carl DeMers is the pilot that broke through the jamming net around Elysee and brought word of the attack to the other Jovian stations. (Specifically, Joshua’s Station) In the original Odyssey, he died of radiation poisoning soon afterwards, but sufficiently skilled PCs could save him. This rewrite has him pursued by CEGA exo-armors loyal to Kleb and the Bank, making it easier for the PCs to save him, though he still might be in danger from a bad radiation overdose. His death or wounding inspires his sister to join the JAF, and she later (2212) plays a role in the Europa Incident.



**Ysa Cantroni**

Ysa’s involvement in this episode is, as usual, completely optional. If she stayed with the PCs when they left Mars, she could become involved in any number of ways. As a reporter, she could provide a live account of the battle of Elysee once the PCs (or other defenders) take down the CEGA jamming net. She could also participate as an exo-armor pilot, or become involved in the battle on the hull of Elysee station.

Ysa could also be instrumental in convincing Garand to break off his attack on Joshua’s Station and return to Elysee to confront Kleb. He could initially be dubious of Carl’s account, believing it to be nothing more than a dishonorable Jovian trick, until Ysa berates him for his pride. What happens to her afterwards is likewise open, though she would probably use the stepping-stone given to her by the Odyssey (and any reporter PCs) to launch a proper career as a reporter.

**! Plot: The God and the Dragon**

This is a “historical summary” of the battle of Elysee, describing the original course of events from the Green Book. GMs should, of course, see fit to alter or ignore this as necessary.

With Dr. Peyarje finally safe on Joshua’s Station, the JAF spend a brief period grilling him about his CAT/Rapid-Scan system before turning him loose to relax in Jovian splendour. From this and



the prototypes recovered from Slumbering Eidolon, they can develop a simple CAT/Rapid-Scan add-on to the Prometheus and Vindicator prototypes. This provides comparable performance to the Dragonstriker's version, but is much easier to operate, thanks to the advances made by Peyarje since his departure from Project Dragonstriker. It is, unfortunately, still not feasible for mass-production, requiring far too much fine-tuning and hand-tweaking.

The Dragonstriker's immense power would make short work of the Pathfinders, Retaliators, and Lancers that compose Joshua's Station's garrison. The JAW Skunk Works Team decides that Something Must Be Done, and drafts the PCs (this is assuming they're pilots, even if they weren't assigned to the JAW as test pilots after their return) to pilot the Vindicators and Prometheus against the Dragonstriker and its modest retinue of exo-armors. The PCs launch and engage in a short battle with Garand. It quickly becomes obvious that the Prometheus and Dragonstriker are evenly matched, and that any conflict between them is going to be very drawn-out.

At this point, a damaged Pathfinder arrives, pursued by Kleb-loyal Wyverns. The pilot, Carl DeMers, broadcasts a warning about Kleb's activities near Elysee, and is then destroyed by the Wyverns. The Wyverns, low on fuel, either surrender or are made short work of by an infuriated Garand and PCs, who are then issued booster packs (again, by the JAW Skunk Works - basically, huge Lancer drives and lots and lots of fuel) and depart for Elysee. Alternately, the Wyverns could be ex-members of Garand's division or students of the famous ace, and decide to support their former leader or teacher once he berates them for following an obviously dishonorable commander.

They arrive at Elysee to find the battle in full swing, with the Jovian forces slowly being driven back by the CEGA Fleet, and the retro-rockets are just beginning to fire. The JSS Godfire, its weapon block mauled by enemy fire, is trying to evacuate as many civilians as it can, using its remaining firepower to keep the CEGA exos and fighters at a distance. The arrival of the Prometheus and Dragonstriker, and a detachment of other exo-armors, quickly turns the tide of battle, shoring up the badly-depleted Jovian forces. The battle seems unlikely to be resolved soon, thanks to the power of Kleb's Poseidon flagship and his remaining exo forces, until Garand sacrifices himself and the Dragonstriker to destroy the Scylla's bridge. (Either ramming it or clamping on and self-destructing)

At this point, the Kleb loyalist elements among the CEGA fleet break and flee. The infuriated Jovian defenders pursue, utterly annihilating the CEGA attackers.

This, of course, only works for pilot characters, though it does work well for them. It keeps them in the center of the action, and allows them to interact with the villains (Garand, Kleb, and Malachai) they've spent the entire campaign running from and thwarting. While Garand is ultimately responsible for eliminating Kleb, the PCs should take center-stage in the rest of the battle. As many of his troops are worried about their Admiral's lack of mental stability, the PCs could convince some of them to switch sides with impassioned speeches.

For reporters and JIS agents, things are MUCH harder. Reporters can become involved in convincing Garand to help the defenders, as part of getting word out about what CEGA is planning for Elysee. JIS agents are best used to thwart Malachai's sinister behind-the-scenes plotting and other such keep-the-planets-orbiting tasks while the flyboys play with their flashy toys.

## **! Plot: Operation Methuselah**

With the CAT/Rapid-Scan technology in their hands, the Jovians can finally attract and examine the skittish Floater creatures in the upper Jovian atmosphere. While they still don't know for sure of their existence, they would've gotten hints from Slumbering Eidolon. And once they have



CAT/Rapid-Scan equipped vehicles, its only a matter of time before they do. This would quickly lead the JIS to piece together the clues they have about Project Methuselah, or confirm any information the PCs might have brought with them.

The Venusian agents on Elysee and Joshua's Station, of course, do not want this. At Malachai's orders, they are assisting the CEGA assault teams and (of course, at the GM's discretion) working to assassinate anyone in the know. Like President Itangre. This is a great way to involve JIS agents - as the battle rages outside, they race to rescue their President from a bunch of suit-wearing maniacs with guns and get her to the Godfire evacuation, as the entire station is about to plunge into the Jovian atmosphere.

By the end of the Episode, the Jovian government in general and the PCs in particular should have a good idea of what Venus was up to with Project Methuselah. They should know what Venus was trying to do and have some hints about how they were doing it. This should come from a combination of facts discovered by the PCs, information recovered from Slumbering Eidolon, Dr. Peyarje's testimony, and other intelligence sources.

**►TIMING AND OBJECTIVES**

This adventure should start slow and then become be fast-paced and desperate, but not as chaotic as Episode 3 or 4. Its the climax of the entire series, a do-or-die battle where the conflicts that have been simmering under the surface or behind the scenes come to a head, and the PCs should be able to clearly see everything that's been going on. Don't stretch things out too long, lest the players get bored, or turn it into a tactical game. Keep things fast-paced and focus on the interaction between characters (eg, Ranho and the players) rather than on the mechanics of the battle as a whole.

The characters' objective is, of course, to save Elysee and drive off the CEGA fleet. Uncovering the Venusian agents on Elysee should be considered a bonus. Several means of going about this are detailed above. These will definitely not work for all characters, or all groups, and should be able to easily be changed, mixed, matched, or mutilated.

**►VEHICLES**

Ranho Garand is piloting the Dragonstriker Prototype. This differs enough from the mass-produced version published in the Cislunar Space planetbook that stats have been provided for it. It adds "command armor" and the CAT/Rapid-Scan system, in addition to numerous higher-performance components. It focuses on size and raw destructive power, though its massive engines and CAT system give it impressive maneuverability for something so large.

The Scylla, Kleb's command ship, is a "stock" Posideon. It has slightly bigger exo-armor bays than usual, as it is intended to operate with the 'escort fleets', farther from the easy resupply available in Earth orbit. These bays carry both more exo-armors and fighters and the needed parts and fuel to keep them operating on long deployments. The rest of the CEGA fleet is mostly Bricrius, Hachimans, and Tengus, with a squadron of Ullers.

The Prometheus is the Jovian prototype next-generation exo-armor. Unlike the Dragonstriker, it focuses on speed and maneuverability over raw power. Like the Dragonstriker, it has detachable "Storm attacker" armor that is integrated in the mass-production model (the Stormrider) and has recently had a CAT system added, thanks to the efforts of the PCs. If the PCs are pilots, one should definitely wind up piloting the Prometheus.





Other exo-armor pilot PCs should get the Vindicator prototypes. These should be more powerful (and expensive) than the mass-produced version, and should definitely have unique quirks and problems. If you need some ideas for alternate load-outs, check out the image on the GM's screen. The Swordfish Lancer could be a good prototype for fighter pilot PCs.

The Jovian defenders for both Elysee and Joshua's Station are mostly Pathfinders, Retaliators, and Lancers. Hectors are only deployed in the Trojan states and the Vindicator is not yet mass-produced. Warships are limited to the older designs, like Thunderbolts, the Godfire, and possibly a few Javelins. No Athenas were present for the Battle of Elysee and the Valiant is not finished yet. Though the Valiant could arrive dramatically at the last second to save the day, GMs who opt to use this plot device should be careful not to upstage the PCs. It is, however, a good way for reporter PCs who've gone for help to impact the battle. Reporting from the Valiant's high-tech bridge as it crushes the attackers would produce some very impressive footage.

**► WRAPPING THINGS UP/HISTORICAL OUTCOME**

Of Garand, no remains are found. The Dragonstriker's cockpit region appears to have been completely annihilated by the blast. While he could have escaped in the escape pod, it seems unlikely that he survived. That the CSS Karana, an Uller-class missile cruiser believed destroyed during the battle, is missing is noticed during cleanup months later, but no connection is ever made between the two events. Garand did, in fact, manage to eject in time, before the blast wiped out the pilot's compartment but was horrifically wounded, and recovered later by the crew of the Karana, who had trained under him and admired his integrity, patriotism, and self-sacrifice. The Karana could also have discovered the drifting remains of the Dragonstriker, recovered him, then obliterated the pilot's compartment. Unfortunately, the Karana was badly damaged during the battle and takes months to limp back to civilization - and even then, its crew is careful to not make its survival (or the survival of Ranho Garand) known to the CEGA government. This leads into the events of the Replicant Syndrome.

Kleb is killed in the destruction of the Scylla's bridge. The CEGA government publicly him off as a "lone gunman" who acted without official sanction and engages in a ruthless purge of the Navy's command structure to "remove any who might seek to follow Admiral Kleb's example". In fact, they use this to eliminate to expunge or marginalize those taught by Garand or "corrupted" by his philosophy from the upper ranks. Garand's rebellion against Kleb has the higher echelons of the CEGA government very scared. Their shadowy ties to Venus remain as strong as ever, and, much to their relief, the diplomatic repercussions of the Odyssey affair fade away over the next year. An unintended side-effect of the purge is dissatisfied CEGA personnel swelling of STRIKE's ranks, though the impact of this won't be felt for a while.

Malachai falls into disgrace with VenusBank for his failure to produce results or protect the existence of Project Methuselah, and becomes a dissatisfied freelancer. For the next decade he wanders the solar system, hatching mad schemes to put him in the good graces of his former employer once more and destroy the Confederation. He is eventually captured by SolaPol and disappears. VenusBank begins scaling back its operations slightly, uncertain of just how much the Confederation knows. No public or private charges are ever made by the Confederation over the poaching of the Floaters or the aims of Project Methuselah, leaving the Bank executives in a very unpleasant information vacuum.



# EPISODE FIVE

The consequences of the Martian Elevator that take a long time to show themselves. The impact on the terraforming project is uncertain, but scientists suspect it might help counteract the out-of-control microorganisms seeded in the planet's polar regions. Initially, neither Martian government accuses the other of the collapse - evidence is sketchy, and the presence of Jovian and CEGA agents on-site makes things even more uneasy. STRIKE is initially blamed, at CEGA's insistence, but evidence is produced in 2212 calling this into doubt. (See the Mars planetbook and Chaos Principle for further details)

Avram Thorsen is convicted of treason against the Confederacy and sentenced to death. However, he escapes his confinement on the eve of his execution, aided by a number of mysterious figures who somehow manage to disable or bypass all the security systems in his block, and travels to Venus to get revenge against those who sought to use him to destroy the Confederacy. He dies there, amidst the strange events surrounding the rise of the Venusian Planetary Advisory Board in 2211.

Doctor Peyarje retires to blissful anonymity in the Confederation. Despite her hunger for power, Itangre never forces him to use his skills to help the JAF. She already has the design for the CAT/Rapid-Scan system, which has years of refinement ahead of it before it can be mass-produced, and attempting to conscript Peyarje could lead to unpleasant consequences for the Confederation. Letting sleeping cats lie seems to be the best approach... For now. Its possible that Peyarje could become interested in the Floaters, and lead the effort to study them and learn more about them in their natural habitat.

The PCs are allowed to go their own way, but it is made clear to them that revealing the classified information discovered on their travels would be very hazardous.

Of course, many things still remain unresolved. For an extended campaign involving the same PCs, as opposed to switching to different characters for another OCA, the PCs could become involved in any number of related events. Pilot PCs are actually, again, the hardest - there's really nothing left for them to do. However, they CAN become involved in Chaos Principle, replacing Jared St. John, or even the entire cast. They can also, after having more in-the-field experience than most, enter the JIS agent training program. (And thus, become involved in the plot threads below) Finally, they could become involved in the events around Titan in 2211, or the Europa Incident.

JIS agents and Reporters can become involved in the followup of any number of plot threads. Why did Thorsen turn, how did he escape, and what is he doing now? What, exactly, was the Bank's plan? How far does the corruption go in CEGA? Who was REALLY behind the Elevator collapse? The repercussions of the Odyssey will take a long time to die down, and the motivations and agendas that drove the events that transpired will take even longer to uncover.



► **MECHANICAL CATALOGUE**



**THE CAT/RAPID-SCAN SYSTEM**

This revolutionary system, developed by Dr. Agram Peyarje, allows an exo-armor pilot to process sensor information and control his machine with his mind, eliminating the need for a linear frame. Not only does this make the exo more responsive and improves the efficiency of the sensor systems, it allows the linear frame to be replaced with a “g-cockpit”. This provides more acceleration protection for the pilot, allowing more powerful PCCs and maneuvering motors to be used safely.

Early versions of the CAT, like those used on the Dragonstriker, should be a Thought Interface: Mind Link, Unshielded system affecting one crew with a WIL threshold of 5 or 6. Really early prototypes could have a threshold as high as 7. Later versions, like those built into the Prometheus, should have a threshold of 4 or 5. It should add +1 or +2 to the sensor rating, and 2-4 km to the sensor range. Maneuver should be increased by one.

Unlike a normal Thought Interface system, if the pilot of a CAT-equipped vehicle fails their WIL roll, they lose their maneuver and sensor bonus. They also gain the Inefficient Controls flaw.



**CEA-05X WYVERNSTRIKER**

The Wyvernstriker was a test platform used by the Dragonstriker project in the early stages of its research. Instead of constructing a prototype from scratch, the team modified existing Wyvern units to test out subsystems before incorporating them into the Dragonstriker itself. Most were officially listed as destroyed, but were in fact handed over to Venus and shipped off to Slumbering Eidolon. The modifications will generally be very obvious to any sort of detailed scan or visual observation.

EAX-C0 Vindicator

Add: Thought Interface: Mind Link (1 crew, WIL Threshold 4 or 5)

Remove: -

Change: Maneuver to +0, Space Movement +2/4 MPs. (Combat/Top), Sensors to (+1, 5km)

To convert a Wyvern to a Wyvernstriker, add one or more of:

\* CAT Prototype: Thought Interface: Mind Link (1 crew, WIL Threshold 6 or 7), add +1 to Sensor rating, +2 to Sensor range, and +1 to Maneuver.

\* Continuous-Fire Beam Cannon (replace LACW-8):

Qty	Name	Type	Arc	Acc	DM	BR	RoF	Ammo
1	Cont-Fire Beam Cannon	Energy	F	-1	x30	4	+0	6
	HEAT, Haywire, AD(2)							

Note that the Continuous-Fire Beam Cannon is NOT Hand-held. Because of the mass of the weapon, it has to be integrated into the Wyvernstriker’s shoulder.

\* Armor +5 or Ablative Armor +10 and HEP: High Pressure



## EAX-C1 PROMETHEUS

The Prometheus is the next-generation Jovian exo-armor prototype. Originally envisioned as a high-speed dogfighting and assault exo-armor, it was built with a large number of maneuvering motors and one of the most powerful PCC ever built for an exo-armor. The Prometheus' weapons load is possibly its most unique feature. Instead of the standard plasma lance and main gun combination, the Prometheus is equipped with two plasma interface ports, one on each forearm. The ports come equipped with variable focusing apertures, allowing them to be used as either particle cannons or plasma lances. The apertures can also connect to and power a variety of other modules, though only the Storm Attacker "command armor" has been completed by the time of the Odyssey.

Design-wise, the Prometheus follows the standard Jovian aesthetic. Lots of rounded armor give the exo-armor an almost organic look, which its uncanny agility only emphasizes. It is whispered among the test pilots and engineers that its fallen victim to the famous Skunk Works curse, and thus all test flights so far have been in tightly controlled environments. Unfortunately, it will wind up taking part in the Battle of Elysee, which is most definitely NOT a tightly-controlled environment....

EAX-C1 Prometheus  
 Size: 13 (61.4 tons)

Defensive Threat Value:  
 Movement: Space 13/25 (1.3/2.5 Gs)  
 Movement: Walk 6/12  
 Maneuver: +2  
 Armor: 24/48/72

Miscellaneous Threat Value:  
 Crew: Living 1, Computer 2 (Dumb, Level 3)  
 Deployment Range: 750 hrs  
 Reaction Mass: 800 BPs

Perks & Flaws:  
 Accessory: Autopilot, Life Support (Limited), Escape System; Armor Quality: HEAT Resistant (4);  
 Arms: Manipulator Arm (13, Can punch) x2; Hostile Environment Protection: Radiation (4), Vacuum, High Pressure; Reinforced Systems: Backups, Crew; Thought Interface: Mind Link (1 crew, WIL Threshold 4 or 5), Unshielded; Sensors (+2, 7 km); Communications (+0, 10km); Large Sensor Profile (1); Defect: Cursed

CAT Notes:  
 The Prometheus' CAT system provides a +1 to its maneuver, a +1 to its Sensor rating, and a +2 to its Sensor range.

Offensive Threat Value:

Qty	Name	Type	Arc	Acc	DM	BR	RoF	Ammo
2	Plasma Interface Port	Energy	F	-	-	-	-	-
-	Particle Cannon	Energy	F	+0	x15	4	+0	Unl.
-	AD(1), HEAT, Haywire							
-	Plasma Lance	Energy	F	+1	x20	M	+0	Unl.
	AC, HEAT							

The Plasma Lance and Particle Cannon are both subsystems of the Plasma Interface Ports.



**EAX-C1 PROMETHEUS WITH STORM ATTACKER ARMOR**

The Storm Attacker armor adds an impressive amount of protection and extra armament to the Prometheus. It was designed in response to the first intelligence uncovered by the JIS about CEGA's Dragonstriker program, to attempt to beef up the Prometheus' armament and armor. While this would normally reduce the exo's speed significantly, the Storm Attacker mounts a number of extra engines.

In addition to the extra armor modules for the chest, legs, and waist, the Storm Attacker adds two massive missile pods to the Prometheus' shoulders. A pair of heavy particle cannons are connected to these pods and powered by the Plasma Interface Ports.

EAX-C1 Prometheus with Storm Attacker Armor

Size 14 (81.8 tons)

Notes: One-way transformation to EAX-C1 Prometheus. (Jettison Storm Attacker Armor)

Defensive Threat Value:

Movement: Space 18/35 (1.8/3.5 Gs)

Movement: Walk 4/8

Maneuver: Space +2/Walk +0

Armor: 28/56/84

Miscellaneous Threat Value:

Crew: Living 1, Computer 2 (Dumb, Level 3)

Deployment Range: 1000 hrs

Reaction Mass: 1500 BPs

Perks & Flaws:

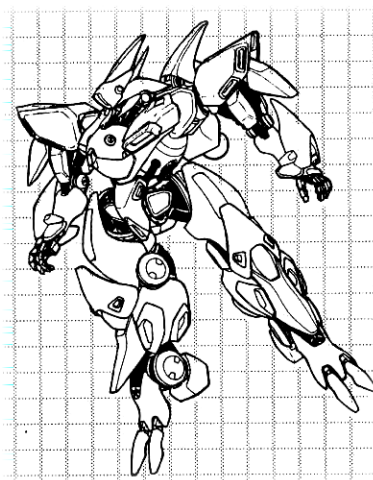
Accessory: Autopilot, Life Support (Limited), Escape System; Armor Quality: HEAT Resistant (5); Arms: Manipulator Arm (13, Can punch) x2, Tool Arm (6) x2; Hostile Environment Protection: Radiation (4), Vacuum, High Pressure; Reinforced Systems: Backups, Crew; Thought Interface: Mind Link (1 crew, WIL Threshold 4 or 5), Unshielded; Information Warfare: Decoys (2); Decreased Maneuver (Walker, 2), Sensors (+2, 7km), Communications (+1, 10km); Large Sensor Profile (2); Defect: Cursed

CAT Notes:

The Prometheus' CAT system provides a +1 to its maneuver, a +1 to its Sensor rating, and a +2 to its Sensor range.

Offensive Threat Value:

Qty	Name	Type	Arc	Acc	DM	BR	RoF	Ammo
2	Heavy Particle Cannon AD(1), HEAT, Haywire	Energy	F	+0	x18	5	+0	Unl.
2	JSS-1 Missile Launcher Seeking(1), HEAT	Missile	F	-1	x8	6	+4	40
1	Scatter Cannon Scatter, AD(1), HEAT	Energy	F	+1	x10	3	+0	Unl.





## CXE-01 DRAGONSTRIKER

The Dragonstriker was developed by a skilled group of CEGA and Venusian technicians to be the ultimate exo-armor. Even without its add-on armor, its weapon load-out is impressive. While somewhat a little sluggish, its armor is hideously tough and its speed is well above-average for an exo-armor its size. What makes the Dragonstriker truly lethal, though, is the CAT/Rapid-Scan system, which allows the pilot to control the exo-armor with his mind alone, making it even more effective. Unfortunately, the CAT built into the Dragonstriker is an early, unrefined model, and an exceptionally disciplined mind is required to use it effectively.

Without its add-on armor, the Dragonstriker's main weapon is the cluster of four vulcan cannons built into its chest. Another two vulcans are mounted on the back of the head, and its arms end in razor-sharp claws capable of shredding armor like paper. For attacking larger targets, it is equipped with four missiles with tactical nuclear fusion warheads.

CXE-01 Dragonstriker  
 Size 14 (84.7 tons)

Defensive Threat Value:  
 Movement: Space 14/28 (1.4/2.8 Gs)  
 Movement: Walk 4/7  
 Maneuver: +0/-1 (Space/Ground)  
 Armor: 45/90/135

Miscellaneous Threat Value:  
 Crew: Living 1, Computer 1 (Dumb, Level 3)  
 Deployment Range: 500 hrs  
 Reaction Mass: 800 BPs

Perks & Flaws:  
 Accessory: Autopilot, Life Support (Limited), Escape System; Arms: Manipulator Arm (14, can punch) x2; Armor Quality: HEAT-Resistant (7); Hostile Environment Protection: Radiation (3), Vaccum; Reinforced Systems: Backups, Crew; Communications: Communications (0, 10km), Satellite Uplink; Sensors (+2, 10km); Decreased Maneuver (Walker, 1); Large Sensor Profile (1)

CAT Notes:  
 If the pilot fails his WIL roll, Maneuver drops to -1/-2 (Space/Ground), Sensors drop to (+1, 6km).

Offensive Threat Value:

Qty	Name	Type	Arc	Acc	DM	BR	RoF	Ammo
1	Quad Vulcan	Phys	F	+0	x15	4	+0	40
1	Twin Vulcan	Phys	R	+0	x10	4	+0	20
4	Fusion Missiles	Missile	F	-2	x5	6	+0	1
	MD, HEAT							
1	AM System	Energy	T	+0	x3	1	+6	Unl.
	AM, Defensive, HEAT, AD(1)							
2	Claws	Phys	F	+0	x17	M	+0	Unl.
	AC							



**CXE-01 DRAGONSTRIKER (WITH ARMOUR)**

The Dragonstriker's deadliest weapons are built into add-on armor, which can be jettisoned to increase its speed if its engines are damaged or remove dead weight if the weapons are destroyed. While their added mass makes the Dragonstriker rather clumsy, the extra armor and incredibly destructive weapons make it virtually unstoppable. In addition to the usual nuclear missiles, the armor adds a cluster of four powerful, synchronized continuous-fire particle beam cannons. The cannons can either focus their firepower on a single target, or sweep across a wide area of space.

CXE-01 Dragonstriker w/Armor  
 Size 15 (109.8 tons)  
 Note: One-way transformation to CXE-01 Dragonstriker: jettison armor.

Defensive Threat Value:  
 Movement: Space 13/26 (1.3/2.6 Gs)  
 Movement: Walk 3/6  
 Maneuver: -1/-2 (Space/Ground)  
 Armor: 47/94/141

Miscellaneous Threat Value:  
 Crew: Living 1, Computer 1 (Dumb, Level 3)  
 Deployment Range: 500 hrs  
 Reaction Mass: 1000 BPs

Perks & Flaws:  
 Accessory: Autopilot, Life Support (Limited), Escape System; Arms: Manipulator Arm (14, can punch) x2; Armor Quality: HEAT-Resistant (10); Hostile Environment Protection: Radiation (3), Vacuum; Reinforced Systems: Backups, Crew; Communications: Communications (0, 10km), Satellite Uplink; Sensors (+2, 10km); Decreased Maneuver (Walker, 1); Large Sensor Profile (2)

CAT Notes:  
 If the pilot fails his WIL roll, Maneuver drops to -2/-3 (Space/Ground), Sensors drop to (+1, 6km).

Offensive Threat Value:

Qty	Name	Type	Arc	Acc	DM	BR	RoF	Ammo
1	Quad Vulcan	Phys	F	+0	x15	4	+0	40
1	Twin Vulcan	Phys	R	+0	x10	4	+0	20
4	Fusion Missiles	Missile	F	-2	x5	6	+0	1
	MD, HEAT							
2	Laser Cannon	Energy	F	+0	x12	2	+0	Unl.
	HEAT, AD(1)							
1	Beam Cluster	Energy	F	-2	x50	6	+0	Unl.
	HEAT, Haywire, AD(2)							
-	Beam Cl (Spread Mode)	Energy	F	+0	x15	6	+0	Unl.
	HEAT, Haywire, Wide Angle (10), AD(2)							
1	AM System	Energy	T	+0	x3	1	+6	Unl.
	AM, Defensive, HEAT, AD(1)							
2	Claws	Phys	F	+0	x16	M	+0	Unl.
	AC							



 **GX-0 RYUJIN**

When VenusBank got access to Project Dragonstriker technology by contributing technicians and material to the project, they decided that it was high time for them to have their own cutting-edge exo-armor. While their G-1 Ryu exo was in the last stages of development and was more advanced than the trooper exos fielded by other nations, it still could not stand up to the might of the Dragonstriker or Prometheus armors. Rather than develop a new exo-armor from scratch, the Bank decided to use Dragonstriker technology to develop an enhanced Ryu. Instead of focusing on raw power, as with the Dragonstriker, or stealth and speed, as the Typhon, the Ryujin seeks a balance between the three.

The Ryujin looks like a Ryu with add-on armor. The forearms and lower legs have extra, elaborate armor worked around the extra maneuvering engines. The shoulder armor and rear PCC engine unit are also larger and more ornate, and likewise contain enlarged engines and maneuvering thrusters. While the missiles have been removed, it still carries the Ryu's mass driver rifle and head pulse lasers, which are the only visible weapons on the exo-armor.

The ornate forearm and lower-leg armor conceal the Close Range Plasma Combat System, plasma emitters placed at strategic points on the Ryujin's elbows, knees, ankles, wrists, and fingertips. Combined with the fine control made possible with the CAT system, these allow a sufficiently skilled pilot to do truly horrific damage in close combat. The enlarged shoulder armor conceals a pair of powerful particle beam cannons, which can flip out into firing position (under the mecha's armpits), fire, and flip back again in a matter of seconds. Finally, the extended PCC housing contains a nasty surprise. What looks like ornamentation extending up past the head is really the concealed housing for a prototype plasma projector, the Arc Launcher. This weapon fires a "wave" of energy outwards, which can knock small targets about. Unfortunately, the Ryu must use its engines to stabilize itself while firing, or the force of the blast will knock it backwards.

Ryujin is the Japanese dragon-god of the seas. From his palace deep in the ocean, he controls all the world's tides. One of his daughters, along with prince Hoori, founded the line of Japanese emperors, and the "Tide Jewels" he gave to Empress Jingo were instrumental in the founding of the Japanese empire. Likewise, Venus hopes to use the power of the Ryujin to found their own empire and has (if the GM decides to use it) assigned the exo-armor to Devon Malachai, to supervise the final stages of Operation Methuselah.

GX-0 Ryujin  
Size 14 (85 tons)

Defensive Threat Value:  
Movement: Space 15/30 (1.5/3.0 Gs)  
Movement: Walker 5/10  
Maneuver: +1  
Armor: 35/70/105

Miscellaneous Threat Value:  
Crew: Living 1, Computer 1 (Dumb, Level 3)  
Deployment Range: 500 hrs  
Reaction Mass: 1000 BPs

Perks & Flaws:  
Accessory; Autopilot, Life Support (Limited), Escape System; Arms: Manipulator Arm (14, can punch) x2, Battle Arm (14) x2; Armor Quality: Heat-Resistant (7); Hostile Environment Protection: Radiation (4), Vacuum; Reinforced Systems: Backups, Crew; Sensors (+2, 5km); Communications (+0, 12km); Information Warfare: Decoy System (3, Visual & Sensor), Holofield (4), Stealth (4); Negative Features: Difficult to Modify

CAT Notes:  
If the pilot fails his WIL roll, Maneuver drops to +0, Sensors drop to (+0, 2km).

Offensive Threat Value:

Qty	Name	Type	Arc	Acc	DM	BR	RoF	Ammo	
1	Arc Launcher	Energy	F	+0	x15	3	+0	10	
	AD(2), Wide-Angle(60), Knockback, Recoil, Concealed (1 action)								
2	Beam Cannons	Energy	F	+0	x24	4	+0	Unl.	
	AD(2), HEAT, Haywire, Concealed (0 actions)								
1	CRPCS	Energy	T	+1	x20	M	+0	Unl.	
	HEAT, AC, Concealed (0 actions)								
2	P8 Pulse Laser	Energy	See the Ryu for stats.						
1	K-675R	Phys	See the Ryu for stats.						





## THE BEAUTIFUL DREAMER

Captained by Aglaee DesSources, the Beautiful Dreamer began life as an Inari-class passenger liner. While still officially registered as an Inari with a small interplanetary passenger transport company, the Dreamer has undergone major refits since DesSources became captain. Although still not in the same league as custom-built warships, the Dreamer is quite well-armed. Most of the modifications and weapons are concealed, but some - such as the spinal railguns or the extra armor - are obvious.

Many of the modifications are similar to those once performed by Martian orbital shipyards to transform freighters and passenger liners to warships. This gives some clue as to the origin of the refits, but not much. The same modifications have since migrated outwards to independent shipyards in the Belt, Jovian Trojan States, and outer solar system. Given the Dreamer's captain's connection to the Society of the Evolved Human, they no doubt funded the conversion.

The Beautiful Dreamer (Modified Inari Passenger Liner)  
Sections 1xMain Hull, 3xDrive Section, 2xHangar/Cargo Section  
Movement Space 3/6 (0.3/0.6 Gs)  
EBPs 7000

Main Hull:  
Size: 60, Armor: 70/140/210, Crew: Living 54; Computer 4 (Dumb, Level 4), Passengers 50;  
Deployment Range 5000 hrs

Perks & Flaws:  
Accessories: Autopilot, Life Support (Full), Ejection Pods; Communications (+0, 15km, Satellite Uplink); Features: Accomodations (20,000 m<sup>3</sup>), Cargo Bay (23,000 m<sup>3</sup>), Laboratory: Kitchen, Sickbay; Hostile Environment Protection: Vacuum, Radiation (5); Sensors(+1, 3km); Reinforced Systems: Backups, Crew x2; Negative Feature: Large Sensor Profile (3)  
Offensive & Defensive Systems PDS x1, Spinal Railguns x2

Drive Section:  
Size: 20; Movement: Space 8/15; Armor: 50/100/150; Crew: Living 4; Deployment Range: 5000 hrs;  
Burn Points: 10000

Perks & Flaws:  
Accessories: Life Support (Full), Ejection Pods; Hostile Environment Protection: Radiation(4), Vacuum; Reinforced Systems: Backups, Crew

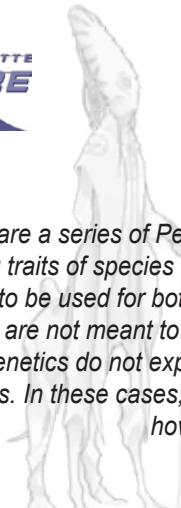
Hangar/Cargo Section:  
Size: 30; Movement: Space 2/3 Armor: 50/100/150; Crew: Living 4; Deployment Range: 5000 hrs; Burn Points 3000

Perks & Flaws:  
Accessories: Catapult (2) x2, Life Support (Full), Ejection Pods; Cargo Bay (30,000 m<sup>3</sup>); Hostile Environment Protection: Radiation(4), Vacuum; Reinforced Systems: Backups, Crew

Offensive & Defensive Systems 1x Broadside Missile Bay

### Offensive & Defensive Systems:

Name	Arc	Acc	DM	BR	RoF	Ammo
Spinal Railgun	FF	-1	x25	7	+0	100
	AP					
Broadside Missile Bay	L/R S	-2	x30	4	+4	64
PDS	T	+0 x8	2	+4	Unl.	
	AM, HEAT					
PDS (Shield)	FF	+0	x16	M	0	Unl.
	Defensive, E-Shield (Physical), HEAT					



# AURORA: THE SILHOUETTE MAGAZINE

## SILCORE GENETICS

JASON JARVIS

*Genetics are a series of Perks and Flaws to simulate evolved differing traits of species for the Silhouette system. These Traits are to be used for both real or speculative beings. They, however, are not meant to reproduce fantastic alien powers.*

*Some genetics do not express how a being visually exhibit these Traits. In these cases, feel free to determine the visual or how it works.*

Some simple words on genetic theory. Intelligence breeds out instinctual advantages; animals with strong instinctual advantages don't develop full sentience and intelligent thought. Even so the universe is large and it is possible that a defense or offense genetic proved to be greater than created tools. As such it is also reasonable to assume that some elements do adapt. Certain defensive traits may become obsolete with created tools, such as spraying explosive chemicals out one's posterior. However, a tail or wings may have encouraged tools that strengthen the genetic trait.

### SOCIAL BEHAVIOUR

The Genetics list is designed to effect physical evolutionary traits. Many traits are also used in various displays or tools for social behaviour. For example: A Moose has large antlers. These antlers are not typically used as weapons, but are used to show off to females for mating purposes. Octopuses use their fast colour changing ability not only to disguise themselves, but also to communicate. These details is beyond the scope of the Genetics article.

### GAME BALANCE

If as the GM that your concerned that a particular combination may be too cheap try charging half the cost as CP or add a few points. For example: Electrical glands that use skin deployment, limited to the hands, usable at will is a very specific and effective use. It maybe a good idea to add 2 or more points on the cost total.

### DEPLOYMENT

Some Genetic traits require a method of use; the following is a few basic distribution types. There is no cost for a trait that requires specific deployment. For example, a scorpion has a venom sac trait stored in a tail; the scorpion has a stinger in the tail to inject the victim. This stinger has no point cost attached.

**Spit/Spray** - This involves a chemical emitted generally through a frontal or rear method. Frontal suggestions are by a tube in the corner of the eye or throat. Rear methods may include already existing functions or an extra organ.

**Stinger/Fang** - An elongated piercer is hollow and attached to the sac in question. The basic stinger or fang does not provide any strong defensive or offense values; as such they only provide basic UD.

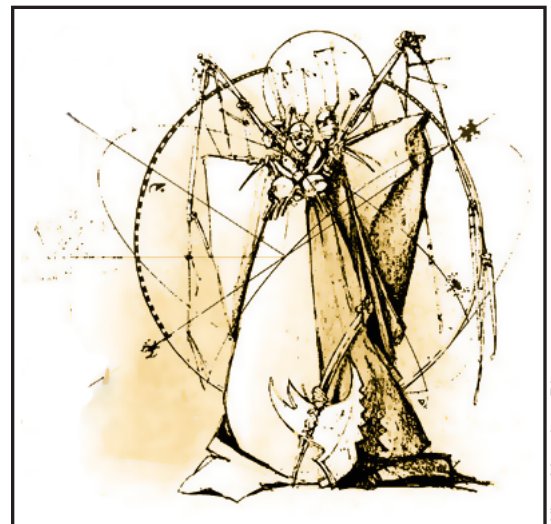
**Skin/Surface Glands/Organs** - This method uses skin touch or other dermal deployment. Poison or stink glands being most common, but electric organs or other such concepts are also quite possible.

### NATURAL ATTACKS

Some beings have natural attacks, such as teeth, claws, talons, and others. These attacks should not be treated as weapons, but instead as part as a separate variant of Unarmed Damage. The natural attack modifier is applied during the normal UD calculations. Natural attacks are generally covered by unarmed damage, as most animals do not wield weapons. Minimum UD for creatures is 1, as some animals can be quite small.

### COMBINED TRAITS

Evolution is a amazing thing; when creating a speculative race of creatures don't feel limited. Feel free to merge and modify various traits to suit your needs.



When Mutations Rise

## Trait Listing

Presented below are a series of more common Traits within our animal kingdom and some that are speculative but reasonable in nature. The traits are to be used as a guideline and should not be considered unchanging or extremely accurate.

### **Attribute Range Shifting**

SilCore p141.

### **Antlers/Horns/Tusks**

Cost: 4

The trait has some type of horn coming out of the body. Feel free to be creative here. The material is commonly keratin or bone. The area is generally reinforced to handle impact, which offers a +1 to Consciousness checks and also adds +5 armour to the area. The horns or antlers are not typically used for attack, except as a form of defense, but if it is so used, the protrusion increases damage by +2-6.

### **Armoured**

Cost: 2/level

The being has some form of natural armour. This could be thick fur, scales, shells, slime and thick/horny hide. Generally heavy armoured decreases mobility, though there is no solid rule for this. The provided armour is equal to level x 4.

### **Barbed Spine/Quills**

The body is covered in some form of quills or spines. Quills are quite dense and commonly lay back, but can be raised when necessary. Quills are not typically poisonous. Spines are usually not as thick as quills, and are often already in a defensive position; they are frequently poisonous.

The spines/quill damage is equal 2+BLD(min 1). The spines can be used both as a defense and an attack. If the spine of quills are involved in a defense roll. The MoS of the defense roll is used as an attack roll. No AD/UD is added to the quill or spine damage.

### **Biological/Chemical**

Cost: varies

The being contains glands or organs that can store and produce various types of liquids or gases. These materials are for prey or hunter purposes. These chemicals need catalysts or deployment methods to work. This could be another gland, enzyme or even a common gas(oxygen/CO2, etc).

The cost is up to the player and GM and should be based on the the overall strength and usefulness, using a possible range

of 1 to 10. In some cases also having the chemical purchased in levels may be appropriate. Such an example of a level based situation could be a gas based hydrogen gland that reduces the animals effective weight by 1 BLD per level.

Limitation: After the material is used it may can take some time before the material is restored. A general guide line is that it takes a few hours after last feeding. The limitation reduces the cost based on the duration of use and tim. GM determines the amount.

Example: Bombardier beetle, Electric eel, Skunk, poisonous animals and more.

\*This trait is left open to interpretation. The level of detail would far exceed the scope of the article.

### **Carnivore Teeth**

Sharp teeth that is well suited to tearing flesh. These teeth offer a +6 UD Bite attacks. Bites however place the head and eyes as easier targets.

### **Claws**

Non Retractable Cost: 2

Claws of this sort serve for grip when running. This offers a +1 modifier when on more difficult surfaces or making quick maneuvers. Claws also offer a +2 UD Claw Attack.

Retractable Cost: 3

Claws of this sort are designed as weapons. By retracting, they do not dull while the being walks or runs. The claws damage is equal to +4 UD Claw Attack.

### **Colour Control**

Minutes Cost: 3/level

Seconds Cost: 5/level

This can be used to control the flesh tone in order to blend in with environment. In our animal kingdom, mammals and birds change color at best from season to season (fur/feather color), while quick change is, as a rule, only for thinner-skinned creatures with biochromes such as reptiles, amphibians, and fish.

This offers a +1 result roll to hiding/sneaking per level.

Relative time to change is equal to Fit / 10.

### **Dietary Requirement**

Cost: - varies

The being requires a certain food requirement. The being can not absorb other foods and will suffer cumulative fatigue modifiers (. This will continue until the being withers and dies.

Cost=1-2 (how vital the food is:1 for needed 50% or more in diet, 2 for exclusive diet) x 1-5 (how specific/rare the food is)

**Double Jointed(limb)**

Cost: 3

The specified limb is multi jointed, so the limb can attain greater degree of flexibility. This offers a +1 bonus in regards to agility joint flexing.

Parallel bars, contortion...

**Environment, Strong(specific)**

Cost: 3

Gain a survival advantage when dealing with the elements of the environment. Offers a +1 modifier roll (stacks with other advantages) when within the environment. Example, aquatic streamlined animals swim faster.

**Environment, Weak(specific)**

Cost: -3/-5

Most animal can leave it's normal habitat for another, but if the new habitat is far too different it becomes a weakness. The mild version suffers a -1 penalty when acting with the weak environment. A Strong weakness would mean that the animal will only live for a short time.

**Hardy**

Cost: 3/level

Body tissue, muscles, organs are all denser and more resilient to taking damage. This effect results in giving a +1 the System Shock per level.

**Hooves**

Cost: 3

Creatures with this trait tend to have an extraordinary balance. Mountain goats that can stand on the small rocky outcroppings. This perk provides a +2 balance roll on unstable or narrow terrain. The entire hoof needs to rest on the surface for balance. Hooves that are not malleable in these cases they suffer a-2 to balance rolls; tight ropes or ice are disadvantages.

**Hollow Bones**

Cost: 2

The bones are more porous making them light but strong. This reduces the effective build size when calculating weight based factors. The effective build is equal to BLD - 2.

**Lesser Nervous system**

Cost:3/level

The body is less responsive to pain. It is able to sustain incredible injuries and still able to function without suffering pain based modifiers. This provides a +2 HEA consciousness checks. However, beings suffer a -2 when dealing with tactile senses.

**Magnetic/Electro receptive Sense**

Cost: 3

Beings with these abilities can sense the magnetic poles or other animals. This offers a +2 bonus either when navigating or hunting, respectively.

**Metabolism, Fast**

Cost: 3

Reduce healing time by 25%. However it also reduces time between unstable wound checks by 25%. Requires eating more than normal, failing to do so will result in a -1 fatigue penalty. A disadvantage is also that they have a lower lifespan.

**Metabolism, Slow**

Cost: 3

Increases the time to heal by 25%. It also increases the time between unstable wound checks by 25%. Doesn't require as much eating or other nutrients, like air.

**Multi Limbed(specific)**

Cost: 4

The being, for evolutionary reasons, has an extra set of limbs. These could be Arms, Legs, Tails and even Wings. The extra limbs strengthen or increase coordination of the the limbs involved. This confers a +1 modifier to the limb type being used. A disadvantage is that the the extra limbs likely increase the mass and weight. So unless it's a small tail or ears the effective weight is equal to build +1.

**Prehensile Feet/Tail**

Allows use of feet equal to hands for basic use. However, the lack of a thumb causes a -1 penalty to fine coordination. A tail receives a -2 penalty since there are no digits at all.

**Resistance(specific)**

Cost: 3 / lvl

The trait has an increased resistance. Depending on what it's resistant to will determine it's effect.

Damage effects, reduce the multiplier x4 per level.

Toxin potency, increase the Health roll by +3 per level

Vs Effects, gains a +1 per level to resistance rolls

**Runner**

Cost: 3/level

Most creatures can only keep up a full run for a short period of time. With the *Runner* trait, the body is capable of running for longer periods of time. +1/level to Fitness rolls to avoid fatigue.

### **Sonics/Echolocation**

Cost: 4

Sonics area capable of stunning by causing painful reactions to audio sensors. The being makes a Fitness roll against a Willpower roll. The farther the target is from the source the less effect. Reduce the result by 1 for every 3 meters. Animals with improved hearing suffer a -2 penalty to their Willpower roll. Echolocation is using sonics for spacial and object awareness. This removes darkness penalties when working with shapes. A visual representation would be a wire frame model.

### **Sprint**

Cost: 3/level

This is similar to Runner, but instead of distance running, this allows for very fast (and very short) bursts of incredible speed. Increase Fit with a +2/lvl for determining sprint speed. Duration is (natural fitness) x45 seconds. (minimum 30 seconds)

### **Spatial Awareness (varying senses)**

Cost: 4

A trait that uses some other form of sensing (use your imagination) that increases the awareness of where objects or things are within an area. This does not allow one to know what's behind an object, but grants the bearer 360 degrees in awareness. They cannot be surprised, unless this sense is countered somehow.

### **Talons**

Cost: 3

Talons are used for gripping and holding, offering a +2 bonus to these actions. Can also be used as weapons offering a +2 UD Talon attack, but give a -1 to fine motor control.

### **Tough Skin**

SilCore p230.

### **Modifier, Dark**

Cost: 3/5/7

Limitation: -1

Various senses need little or no light at all to "see". The being can ignore up to a number of darkness penalties based on the level purchased. Variant types also carry a form of disadvantage, lack of colour, detail, bright light or some other.

### **Wings**

Cost: 3/5/7

Wings have supported both hunter and prey evolution. However the strength of the wings are varied. The wing type offer from gliding to flight. The effect of the wings depends on the purchased level, Fitness and effective build. The greater the Wing level the greater the relative span to the build.

Level 1: Vestigial Wings(Penguins, Ostriches). Long distant jumps, balance, and swimming.

This adds +1 athletic if the wings are usable.

Level 2: short wings. Used for glides and controlled falling.

Providing the fall is controlled the winged one can glide down negating fall damage. It also adds +2 to jumping distance.

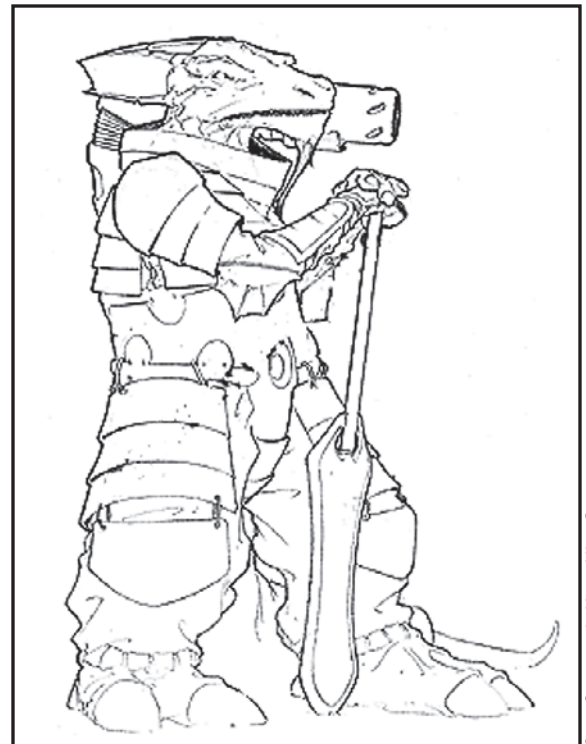
Level 3: Full wings body to size wings

The body is fully capable of flight. The flyer does need to make a Fatigue check; starting after the 1 hour, the flyer makes a Fitness roll against a difficulty of 6 + BLD weight. The MoF divides the time when another Fatigue roll is required. A failed roll also increases the difficulty by an cumulative 1. When in combat the duration is shorter and starts at 1 minute, due to maneuvering, etc.

### **Water Breathing(gills)**

Cost: 1 (if restricted element is water)  
5 for amphibious

The being has a form of intaking the required gas without lungs. This could be gills or some other form of internal organ that allows the transmutation of one element into another.



Core Command: Not a Nice Guy

*This design is based on speculation in a thread in the dp9 forums about gears that long-time players have heard about, but never seen stats for. The Lion is mentioned in a few Northern sourcebooks, but no stats have ever been released.*

## Background

The beginning of the TN 1930s was a time of increased tension within the NLC. Not only were there concerns about the increasing antagonism with the South, but the Confederacy was also growing more wary of its neighbours. As the NLC foreign minister, Ethan Scope was particularly worried about the NLC's dependence on the United Mercantile Federation for a variety of imports, especially high-performance gears like the Jaguar. He felt it was imperative that the NLC be as self-sufficient as possible in matters of its own defensive preparedness.

At the same time, the working relationship between Shaian Mechanics and Northco was cooling as both sides tried to uncover each other's trade secrets in an increasingly competitive manufacturing sector. When Northco backed Kemuri Gear in their development of the Ferret Mark II and Weasel EW gears, the Shaian Board of Directors realized they could not go on relying on the Cheetah as their only major entry in the gear market. If Shaian could develop a second model that could compliment the Cheetah and fill a niche in the Northern armies that no other gear could match, the company's survival would be assured for at least a few more decades.

The results of a quiet canvassing of the Northern Guard and NAF revealed a need for a heavy commando unit that could carry heavier weaponry to support deep strikes by lighter gears. Armed with this knowledge, Shaian Mechanics approached the NAF procurement board and made a pitch to develop a gear to meet this need. Minister Scope also got wind of the proposal and championed its continued development, but with the stipulation that all components must be of Norlight manufacture.

In late Autumn, TN 1931, Shaian CEO Tetsuko Hatsushiba authorized development of a new heavy commando gear. Drawing on their expertise gained working on the Kodiak, Grizzly, and Nemesis Jaguar, a project team was given a mandate to create a heavy-class gear "to surpass the capabilities and performance envelope of the Jaguar and be produced more cheaply with materials found within this great Confederacy." The project was code-named Lion, after the unofficial totem animal of the NLC and legendary king of the beasts.

## Development

From the beginning, the designers found the requirements daunting. Originally, the plan was to follow the standard gear layout with a heavier weapons load, but that proved unbalancing in the engineering simulations. It was decided that the primary weapons would be hand-held to reduce the risk of the parachute getting tangled up with shoulder-mounted weaponry. This also fell in line with one of the design philosophies of interchangeability. The neural net was trained to be able to switch between several different hand-held weapons, providing mission flexibility in the field.

With one of the requirements being deep recon away from resupply, the designers experimented with a number of weapons systems before settling on a Light Particle Accelerator. Based on the model used on the Kodiak, Shaian retro-engineered the LPA design in-house and subcontracted production to DiMaeen Missile Systems, known for their precision weapons. Back-up weapons included a shoulder mounted anti-personnel grenade launcher and smoke launcher. Hardpoints on each hip could mount heavy grenades or weapon magazines. A vibro-axe was stored lengthwise across the rear armoured skirt.

One of Shaian's trump cards in the new design was the armour – a new alloy under development by Noveren Materials in Livingstone. Called Argyderium, it was lighter than a comparable thickness of durasheet and provided over a 10% improvement in stopping power. Noveren executives spent considerable capital to develop the alloy and were confident that it would supplant durasheet as the armour of choice within the next decade. The Lion's designers had planned to use the new alloy to create a gear with as much protection as a Rabid Grizzly, yet retain much better manoeuvrability.

Shaian's newest model of heavy-duty, high-performance actuators provided unmatched flexibility for the large gear frame. When the first prototype rolled out of the manufacturing cell to begin testing, the Lion reacted with a speed and grace that belied its larger size.

During trials of the testbed prototype, the pilots pushed the top speed of the SMS up to 85 km/h, well past that of the Jaguar. A slightly larger fuel tank was added that extended the gear's operational range 30 km further than the Jaguar. The electronics matched the Jaguar's communications array, but slightly exceeded its sensor capability. All this performance at a cost estimated to be significantly lower than that of a comparable Jaguar if the model went into mass production.

# AURORA: THE SILHOUETTE MAGAZINE

## S-L1036X LION PROJECT

However, a number of defects became apparent throughout the testing. During chassis drop-testing for airborne certification, engineers noted stress fractures appearing on some of the internal bracing struts surrounding the cockpit, resulting in a fragile chassis. Another issue had to do with the electronics. The sensors had difficulty meshing their input with the neural net operating system resulting in random sensor shutdowns. The neural net also took some time to adjust itself whenever the gear's hand-held weapon was changed, resulting in decreased accuracy for the first few bursts fired from a new weapon. The pilots complained that the onboard voice warning system was annoying, providing them information they already knew from glancing at the control panel. They also argued that the vibro-axe was too cumbersome for the gear and thought a lighter melee weapon would make better use of the gear's manoeuvrability.

The biggest defect was found to be the new armour itself. During live-fire weapons tests, technicians were surprised when entire sections of armour plating fell off the gear after it was hit by weapons fire. It was discovered that welding two pieces of Arggyderium together changed the material to a weaker composition along the weld. It generated a fault along the line of the weld that was especially pronounced when the armoured sections were mated at an angle. This was something the Noveren chemists had missed. Recriminations quickly traveled back and forth along the Kenema-Smolensk-Livingstone Norlight Zephyr Rail link, with Noveren assuring Shaian that the problem would be fixed before roll-out of the early production model.

Then in early 1934, Shaian suffered a public relations disaster when Dunkan Polson, duellist for the 18th Gear Regiment and celebrity test pilot, was critically injured during testing of the Cheetah MkII. Desperate to show that they had not lost their touch and to deflect attention from the resulting inquiry, Shaian unveiled the early Lion prototype for the NAF and Defence Ministry, promising to have the bugs worked out by the end of the cycle. Fortunately, this mollified the top brass and their guests. Unfortunately, one of the guests was in the back pocket of Northco.

Reaction from Northco was immediate. They slapped a lawsuit on the particle cannon, saying the design was based too closely on their own XPA-001 accelerator and requested royalties for the intellectual property. Their lobbyists stressed to the military the need for standardization and the Lion would require the Quartermaster to increase the size of its inventory. Finally, Northco paid defence industry analysts to criticize the Lion in the media for its lack of a secondary weapon, the short range of the LPA, and its brittle armour.

One of the few bright spots during this period was the temporary transfer of Rajiv Padma, wunderkid and research head of the Cheetah MkII team while that project was put on hold pending results of the accident investigation. Given three weeks to troubleshoot the Lion's defects and provide recommendations he set about his task with a will, meeting with the project engineers and technicians around the clock.

To fix the fragile chassis, his first recommendation was to reinforce the spars and frame surrounding the cockpit by 100%, which would also provide better protection to the pilot at a slight cost in weight. Upon studying the sensor problem, he found out the Neural Net they were developing was based on the original developed for the Cheetah. Rajiv suggested the Lion designers try installing a Cheetah head module and associated electronics, as the ONN might be "used" to that configuration. Finally, he recommended that in case the armour and weapons issues couldn't be resolved, then the designers should consider going back to durasheet armour and replacing the LPA with alternate weapons loadouts.

Even before Mr. Padma's return to the Cheetah MkII project, the Lion project technicians began making the recommended changes. To the surprise of the electronics team, the Cheetah head meshed perfectly with the ONN. Suddenly, they had an assault gear with scouting capabilities. The structural team reinforced the cockpit and successfully repeated and passed the drop testing. The pilots appreciated the additional cockpit protection and the advanced sensors allowed them to get the drop on their targets even in the most adverse conditions. They also appreciated the vibro-rapier that replaced the vibro-axe as the melee weapon, citing they could now "beat the Southies at their own game."

As these revisions to Unit 1 were installed, prototypes two through four were built, differing in armour and armament. Units 2, 3 and 4 replaced the Arggyderium armour with standard durasheet. Ceramic armour was bolted to the durasheet to try and achieve a similar amount of protection as Unit 1, but the additional weight slowed down the top ground speed to 80 km/h and increased the fuel consumption, lowering the deployment range by 40 km.

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## S-L1036X LION PROJECT

Unit 2 carried the same weapons loadout as Unit 1, but on Unit 3 the Particle Accelerator was replaced with a Heavy Anti-Aircraft Cannon for increased range and saturation capabilities. The Heavy Grenades were replaced with a pair of Heavy Panzerfausts to provide greater punch when dealing with heavy armour. Unit 4 replaced all its ranged weapons with a Heavy Grenade Launcher for indirect fire, and a Light Machine Gun to deal with infantry. These changes have increased the cost of the Lion, but the price increase appears to be acceptable to the Shaian executive since it will still be cheaper than the Jaguar it is to compete with.

The four prototypes and their associated support teams will soon fan out across the Badlands for field-testing to acquire combat data by supporting different NAF and Northern Guard regiments. Based on their performances, this may result in further tweaking of the design over the next cycle. Whether Shaian's gamble will pay off or not now remains in the hands of the NAF Procurement Branch.

### Use in the Heavy Gear RPG:

Players may come into contact with the Lion prototype through a hook developed by the GM, such as test pilots contracted to put the gear through its paces. Alternatively covert operatives could be assigned a mission to steal blueprints or the prototype itself, or a reporter could be following a lead on something top secret, or a scientist could be responsible for some portion of the project. Just being around such a high-profile piece of equipment should lead to internal and external conflict for the group

### Use in Heavy Gear Blitz:

There will only ever be one Lion in an army as it undergoes field testing. A Jaguar could be swapped for a Lion only in a Norlight Armed Forces Squad for a cost of +10TV. Additionally, the Lion's pilot must have attack and defence skills of 3, thus will likely be seen only in veteran combat groups.

#### Options:

Swap the LPA for a HAAC (F, Reloads) for 0 TV.

Swap the HHGs for HPZ (F, limited ammo 2) for 0 TV.

Swap the LPA, APGL and HHGs for a HGL (F, Reloads) and LMG (F, No reloads) for +15 TV.

The gear may still have the Argyderium alloy armour. If so, then increase the armor to 19, increase the Ground Top Speed to 14, and remove one sturdy box and the critical damage box for 0TV.

### Modelling the Lion:

Until a miniature is sculpted, simulate a Lion by using a Jaguar torso and legs, Grizzly arms, and a Cheetah head. Use standard weapons from the blisters provided by DP9, using a HAC as proxy for the HAAC.









# AURORA: THE SILHOUETTE MAGAZINE SILHOUETTE HARDCORE: PERSUASIVE SKILLS

OWEN O'CONNEL

*The Silhouette RPG includes a number of social skills. Here is another tool for your GM toolkit: mechanics for measuring relationships, making requests, gathering information, and developing connections.*

## Persuasive Skill Tools

Certain skills can persuade NPCs act in ways contrary to their own judgment. These situations are notoriously difficult for GMs who want to remain even-handed. Some GMs manage by 'feeling out' the results of an opposed roll. Others prefer to have guidelines for ongoing relationships, and options that allow players to tailor their approach. This toolset is for the latter type of GM.

Provided below are modifiers and options applicable to a number of persuasive skills. Specific examples are presented for Animal Handling, Camaraderie, Diplomacy, Intimidate, and Seduction. A full description of each skill can be found at the end of this article.

For clarity, any character using a persuasive skill is known as the 'aggressor,' even for non-aggressive skills. The subject of the skill used is the 'target.'

### STANDING

Standing measures the intensity of a target's feelings toward the aggressor. It is applied as a penalty to the target's rolls to oppose persuasion. A standing of zero means the target has no feelings whatsoever for the aggressor. A standing of -1 is a minimal connection, while a standing of -2 or less belies a deep emotional involvement.

Standing can be immediate or permanent. Immediate standing lasts until the end of the scene, and permanent standing does not diminish.

If a target's immediate standing becomes -3 or lower, the target suffers a -1 permanent standing in all future scenes with the aggressor. When permanent standing is recorded, note the aggressor, the target, and the skill involved.

The example skills at the end of the article offer descriptive terms for the various levels of Standing.

### PLAYER CHARACTERS

These tools are intended to help govern attempts by player characters to manipulate NPCs. Some GMs may also use Standing as a "fair" way to handle interrogated or seduced PCs, who are notoriously strong willed. This rewards PCs with high PSY and WIL ratings as "tough nuts to crack". It is a matter of individual taste, and some GMs and players prefer to handle all character decisions through role-play alone.

#### Persuasive Skill Rolls

An aggressor attempts a persuasive roll when they wish to change the target's behavior. If the aggressor isn't making any specific request (see below), the target opposes with a Psyche test.

The aggressor's margin of success increases the target's standing penalty for the rest of the scene. The aggressor's margin of failure is likewise subtracted from the target's standing.

A persuasive skill roll can normally be made once per scene with a given skill or request, but the GM may permit additional rolls for new approaches or circumstances.

New circumstances may include:

- Target suffers a flesh wound or worse
- Target's attack on the aggressor is ineffective
- Aggressor makes a new or different request
- Ally or enemy arrives on the scene
- Secret information revealed
- The gun changes hands
- Earthquake, Lightning strike, Deus ex Machina
- GM's discretion

*Amanda has identified Willum, the target she is supposed to interrogate, making the best of the wedding's open bar. Her objective is to 'get familiar' to Willum while she awaits further orders. Since she has no specific requests at this time, she attempts to make Willum desire her by stiking up a conversation.*

*Amanda rolls her Rating 2 Seduction skill for a result of 5. Willum rolls his Psyche (rating 0), and the GM rules that his -1 from intoxication definitely applies to this roll. Willum's total roll is three, giving Amanda a Margin of Success 2. Willum's Standing with Amanda is now -2 ('smitten') and he would like very much to impress her.*

*A few drinks later, Amanda hears from her agency and knows she has to gain access to Willum's suitcase. When she makes her request that they both 'find somewhere more private,' Willum will have a -2 standing penalty in addition to other modifiers (see Requests below).*

# AURORA: THE SILHOUETTE MAGAZINE

## SILHOUETTE HARDCORE: PERSUASIVE SKILLS

### REQUESTS

Aggressors may make requests with a persuasive roll. A request can take the form of a favor, a task to be performed, or a piece of information.

The GM gauges the target's willingness to comply with the request and assigns it a number from 0 (no inconvenience) to -3 (absolutely no desire to face the consequences of the request). This request penalty is applied to the aggressor's skill roll.

The target opposes request rolls with a Willpower test (instead of Psyche), and any existing Standing Penalty applies.

If the aggressor wins, the target complies with the request. If the target wins, they may refuse the request, if they are aware of it (see Subtlety). Standing is modified as normal.

If an NPC would willingly comply with a request, there is no need for a skill roll. Standing and skill rolls are only necessary when the NPC must be persuaded to act against their own desires and judgment.

The GM can veto unrealistic requests ("shoot yourself in the face"). Such requests may actually hurt the standing of the aggressor, because the target will stop taking them seriously.

*Gibbs is a long time friend with his arms dealer Arthur, and they served in the War together. Gibbs is also fairly desperate and paranoid, since he is unarmed and being hunted by a secret society. Gibbs wants to use Camaraderie to get Arthur to loan him some guns, because 'they' froze his credit account.*

*Arthur is willing to help his friend, but not pleased about doing it for free. He's also worried about getting drawn into a conflict with the secret society, so the GM decides it's fair to perform a Camaraderie test, with Gibbs's request valued at -1. He rolls Camaraderie (Rating 1) and shows 3, for a total result of 2.*

*Arthur has -2 permanent standing with Gibbs, from that time Gibbs saved him in the War. He rolls his Willpower (rating 0) and shows a 3, for a total result of 1. Arthur takes pity on his old friend, and decides to help against his better judgment.*

### SUBTLETY

The aggressor can accept a penalty of -1 to any roll to persuade subtly rather than overtly. A subtle request or posture leaves the target unaware of the nature of the interaction. The GM should raise the penalty to -2 for exceptionally awkward topics and situations.

*Amanda and Willum have retired to his private room. Amanda has had contact with her agency and knows it is her job to search Willum's suitcase. She needs Willum to stay put in the bedroom while she searches the place. 'Don't move an inch, I'll be right back.' she says.*

*It's relatively simple for Amanda to conceal her motives as 'Changing into something more comfortable.' So the GM -1 to her request roll for Subtlety. The request is something Willum would do anyway, so it gives no additional penalty. Amanda's roll shows a 4, for a total request roll result of 3.*

*If Willum should decide to investigate Amanda's actions outside the room, he will need to succeed at a willpower roll versus Amanda's 3. However, Willum is intoxicated, and suffers an additional -1 for poor judgment, and he is smitten with Amanda from an earlier scene (-2). A lucky roll of 7 gives him a total roll result of 4. Willum gets his druthers and gets up to sneak a peak at his lady friend.*

### PERSUASION IN COMBAT

Characters can use persuasion in combat. Standard request rules apply, but a character is only be allowed to make requests of up to three words per action ("Drop your weapon"). More complex requests may require multiple actions, but a successful roll on the first action may be enough to convince the target to "hear them out". You may perform a persuasive action simultaneously with other actions at a -1 for each additional action, but you may not use more than one action per round for Persuasion.

*Officer Bradley and his three fellow officers get the drop on an armed perp robbing a convenience store. Bradley immediately shouts 'Drop your weapon!' The Perp is knows he is outgunned, but doesn't necessarily want to drop the weapon. The GM decides this is a -1 to Bradley's Request roll. The Perp rolls his Willpower for a total result of 3, and Bradley rolls his professionally trained Intimidate skill and shows 5, which is a result of 4 with his -1 penalty. The perp isn't stupid, and drops his gun on the ground.*

### COOPERATIVE PERSUASION

Sometimes it makes sense for different types of skills to work in conjunction. In these cases, apply both Standing penalties. Occasionally, the opposite is true ("...but I think of you like a sister!") and the lesser penalty is subtracted from the greater. This is yet another responsibility for the GM to arbitrate.

Two characters might contribute to the same Standing penalty, even with different skills. This is best depicted by the ubiquitous "Good Cop, Bad Cop" interrogation routine.

# AURORA: THE SILHOUETTE MAGAZINE

## SILHOUETTE HARDCORE: PERSUASIVE SKILLS

### CONTACTS AND CONNECTIONS

Many players find it useful to maintain a list of connections to NPCs on their character sheet. This Toolset adds new dimension to Contacts, as the players can now specify the type of relationship taking place with permanent standing. Intimidated or Seduced contacts are exceptionally useful, and can add variety and humor to any RP session!

GMs may allow a specific number of permanent standing points (5 is recommended) at character creation to be allotted to various connections. A player's connection may have permanent standing less than or equal to the associated skill.

*Lieutenant Verinas has Leadership 3 and can start play with Contacts that have up to -3 Leadership standing penalties when dealing with him. He doesn't have a Camaraderie rating, and so cannot begin play with any contacts with Camaraderie Standing penalties.*

*Corporal Pullo has Intimidate 2 and Camaraderie 2. Any of his contacts might have a -2 Intimidation Standing, or a -2 Camaraderie standing. He could even combine both into one contact, a friend who feared his temper— however it is up to the GM to determine which situations would apply both penalties.*

### EXAMPLE PERSUASIVE SKILLS

#### ANIMAL HANDLING

The Animal Handling skill can be used to train animals and to make requests of them. Animals should use Instinct in place of Psyche or Willpower for opposed rolls, and subtlety is not possible. Only permanent Standing applies to animal requests.

Standing

- 0 Wild
- 1 Socialized
- 2 Domesticated
- 3 Housebroken

*Example Requests: Attack a threatening target (0), Ignore the aggressor (-2), Fetch the keys off the guard's belt (-3)*

#### CAMARADERIE

Often overlooked amongst the persuasive skills is Camaraderie. It is the ability to start and maintain friendships, and to reassure your friends of your own authenticity. This skill is best used when friends wish to influence or advise each other. It is also useful for negotiations between amicable business contacts.

Camraderie allows you to persuade others that you have their best interest at heart.

Standing

- 0 Unacquainted
- 1 Civil
- 2 Buddies
- 3 Fraternal

*Example Requests: "What time is it?" (0), "Hey, save this seat for me." (-1), "Could you give me a lift to...?" (-2), "Grab your shovel, he's starting to stink the place up." (-3)*

#### DIPLOMACY

Diplomacy is the skill of business and political interactions. Unlike Camaraderie, it is not assumed that the participants are friendly in any way, nor that they have any common goals.

Diplomacy is the art of persuading others to accept compromise, fair or otherwise.

Standing

- 0 Suspicious
- 1 Compliant
- 2 Reliable
- 3 Allied

*Example Requests: "If you don't call the cops, there's money in it for you." (-1), "We would like to borrow some money." (-3)*

# AURORA: THE SILHOUETTE MAGAZINE

## SILHOUETTE HARDCORE: PERSUASIVE SKILLS

### INTIMIDATE

Intimidate is used by thugs, bounty hunters, police, drill sergeants, and anyone else who uses fear as a means to an end.

Intimidate confers the ability to make others fear you, independent of the actual threat you pose.

Interrogation is considered here to be an extension of the Intimidate skill (see requests), although some GMs may note that the unsavory knowledge of torture techniques could merit its very own skill.

#### Standing

- 0 Unfazed
- 1 Timid
- 2 Shaken
- 3 Terrified

*Example Requests: "Yeah, you'd better run!" (0), "Stay right here until I get back to arrest you." (-3)*

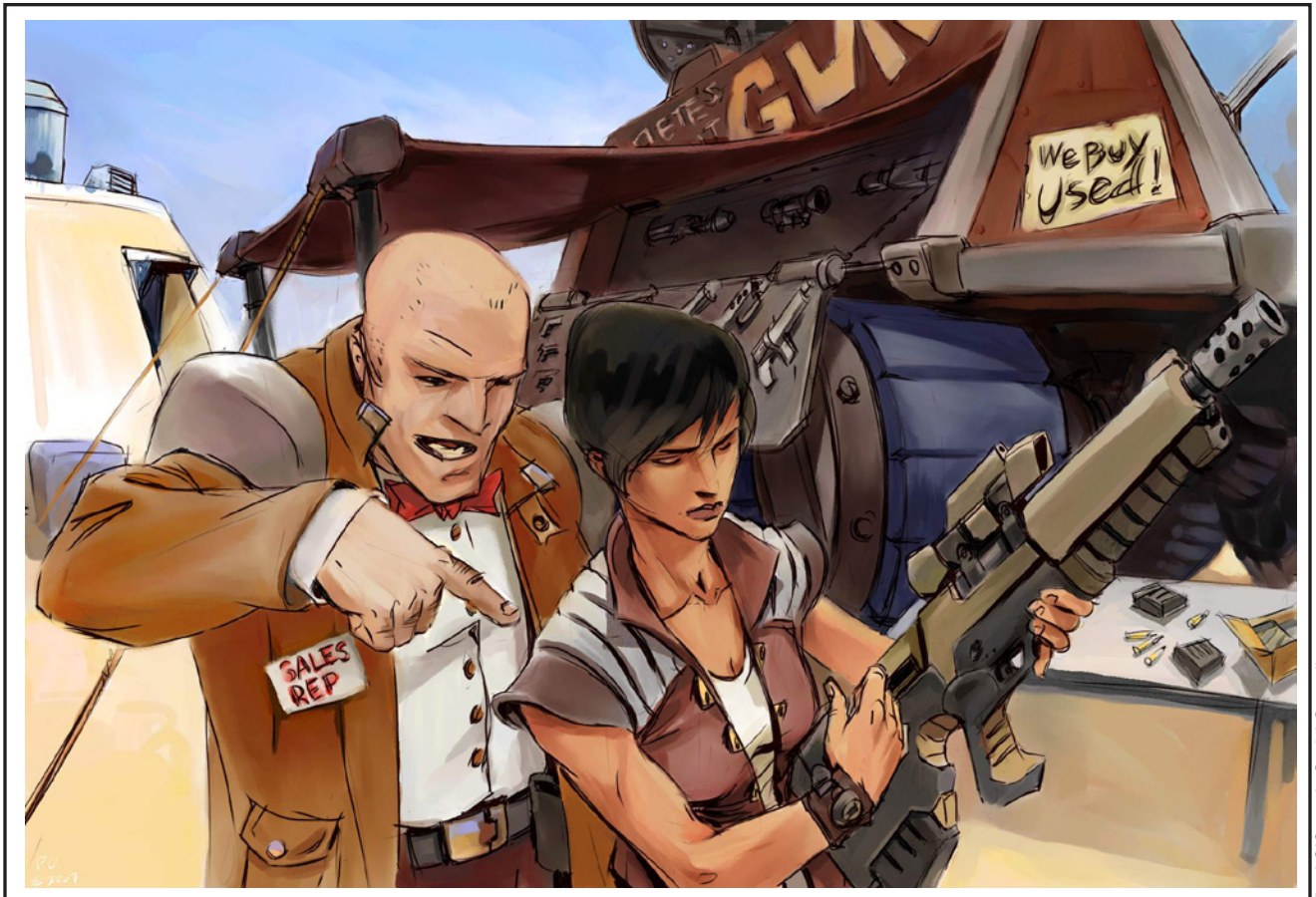
### SEDUCTION

Every gamer wishes it were just a toss of the d6, but sadly it is not. Seduction is used to make others desire or envy you. While the skill has a sexual connotation, other styles are certainly possible.

#### Standing

- 0 Oblivious
- 1 Flirtatious
- 2 Smitten
- 3 Obsessed

*Example Requests: 'What's your name?' (0), 'I've always wanted to know about secret terrorist cells...' (-3)*



Paul O'Connell: Social Gunseller

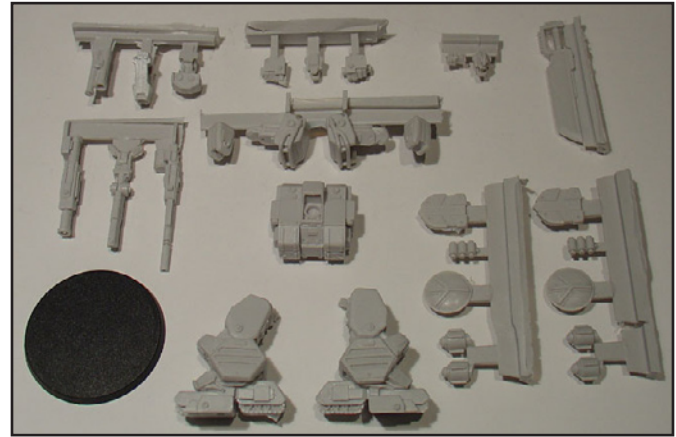


*From the rules monkey...*

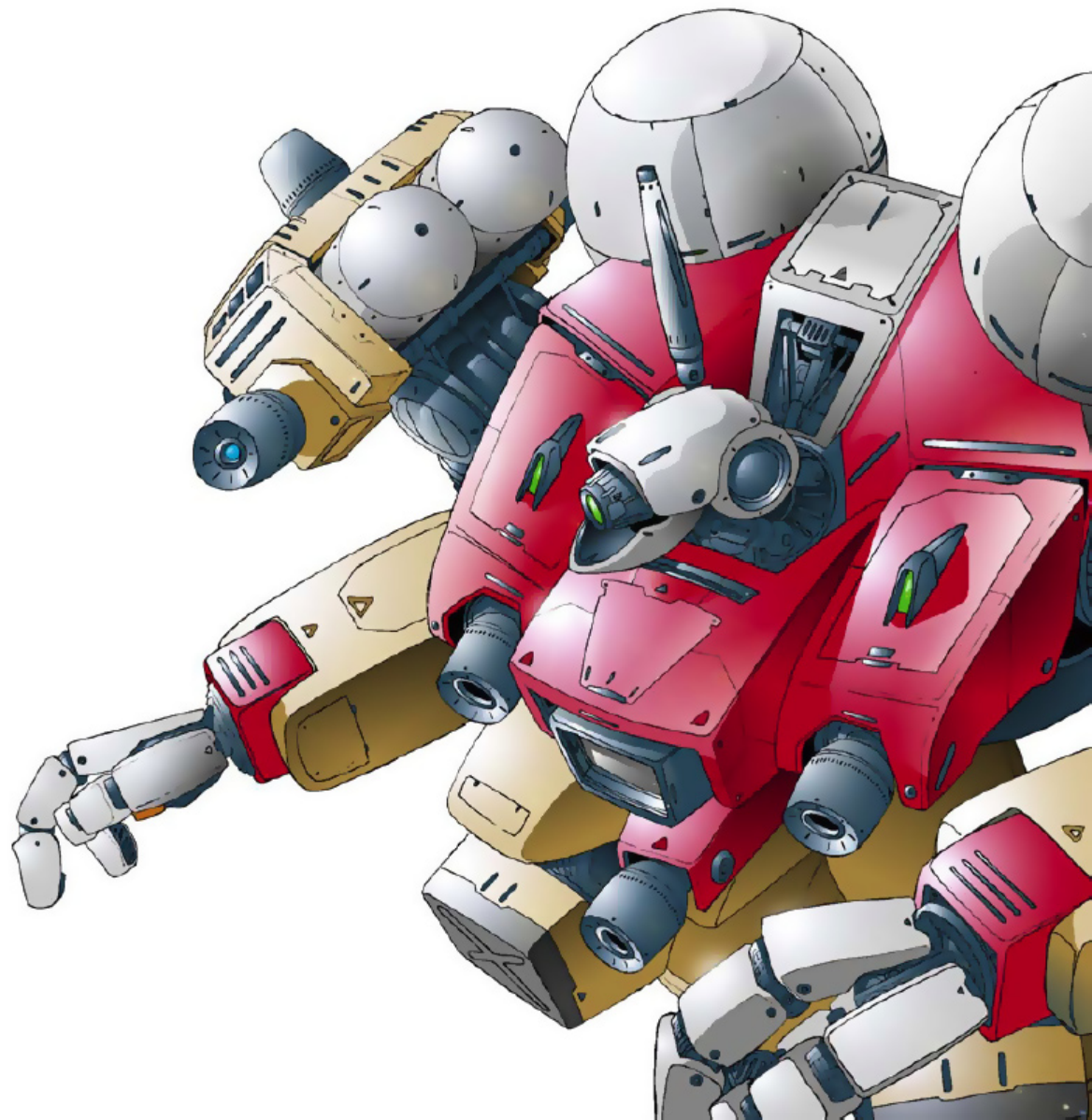
What's towers large, walks on two legs, is not a gear, is not a strider, and strikes fear into opponent's hearts?

Could it be a gearstrider? The gearstrider known as the Cataphract?

Enjoy these views of the new Peace River monster!



It's Coming...



# AURORA: THE SILHOUETTE MAGAZINE

## SUBMISSION GUIDELINES

### Article Guidelines

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

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

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

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

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

### Submission Guidelines

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

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

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

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

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

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

### Copyright Guidelines

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

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

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

### The End Print

Please send all submissions to the following email address:

auroramag@gmail.com

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

**Deadline for Submissions for Issue #6: October 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.

### **Note: Historical Accuracy**

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

### Designs

New mechanical designs/vehicles/ships for use in the DP9 worlds. Designs must be legal and use either the latest SilCore rules (including all errata and the FAQ) or Blitz rules. Please indicate which design rules were used. Mechanical designs should fill a void that is not already covered by another unit. Background and a description must be included with the design, while artwork is optional and preferred. See the Historical Accuracy note, above.

### Artwork

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

### House Rules

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

### **Note: Blitz! Rules**

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

### Tactics

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

### Miniatures/Modeling

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