

AURORA

THE SILHOUETTE MAGAZINE

INSIDE THIS ISSUE:
JC, GK, HG FICTION
HEAVY GEAR D6 CONVERSION
NEW HEAVY GEAR RPG ANNOUNCED!



AURORA: THE SILHOUETTE MAGAZINE
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I WANT YOU



FOR AURORA
NEAREST SUBMISSION DATE

AURORA: THE SILHOUETTE MAGAZINE SHADES IN THE NIGHT

From the Editor...

Twenty years. Seems like just yesterday, doesn't it? It's been almost that long ago (we're at 19 now...) when a small gaming company, known primarily for doing supplements for other game companies*, published their first RPG, called Heavy Gear. It can be hard to realize it now, but when HG fired into the RPG market like a bullet, besides having an innovative system and a finely crafted story, the graphic layout, illustrations, were Tannhauser gate jumps ahead of the competition. And from that ambitious book we have today Blitz!, Jovian Chronicles, Gear Krieg, Tribe 8, Core Command, and, most of all, us fans and enthusiasts.

As we approach two decades, yea, verily these are exciting times, here at the orbiting Aurora HQ.

You've likely seen the recent announcement of the 20th Anniversary Heavy Gear RPG. I can neither confirm nor deny that there was an impromptu party thrown at the orbiting Aurora HQ upon reading the news. While HG "began" as a card game, and is now an award-winning miniatures game, to many fans HG still has its geared feet firmly planted in RPG territory. Aurora shuffled up the lead designers on the new edition and sat them down for a proper interro... er, interview. To say they have exciting and ambitious plans would be an understatement. HG is ready to burst back onto the scene in a big way.

Also in this issue is a special pull-out section that follows in the footsteps of the recent D6 HG conversion we featured in Aurora. There is a great community coming together around this project. While I've waxed poetic on numerous occasions about how great the world creation in DP9's games are, and how important said backstory and context is to the game, rule systems also play a great role in how well a game can work (or not). I'm running out of space here, but it is a topic I will return to next issue. Until then, enjoy looking at this different take at the game we're all familiar with and love.

Rounding things out is a nice plethora of fiction and art, including submissions from two new contributors! Of all ages, all walks of life, of all interests, Aurora extends our arms.

Do dig in, and let your imaginations rev up like the V-engines we love. It's time to get movin'...

Welcome to Issue 8.2 of your Silhouette magazine.

Game on,

Oliver Bollmann
Aurora Magazine Editor

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ENLIST TODAY!



To be an Aurora Ambassador, talk us up whenever you get the chance, be it on a forum, at your local game shop, your gaming buddies, online, etc. Let everyone know we are a welcoming bunch and all our material is submitted by regular readers and fans. Some of our contributors have even gone on to be hired in the industry! We are a great bunch and a great place to hone your skills while exploring the fabulous DP9 universes. Our embassy is forever open!

OFFICIAL-DP9

"Official" Dream Pod 9 rules, updates and materials can be found in the Gear Up magazine, available at DP9's store on RPGnow.com.

HOME BREW RULES

All material inside Aurora is fan submitted and are not regarded as official and do not change the games or the DP9 game-universes as written in the books. Aurora material may not be used in tournament or other official play and may differ from current or future books. Any Aurora rules or material should only be used if all players agree upon their inclusion before play.

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ABOUT THE AUTHORS

Aaron Bertrand (thisnewjoe@gmail.com) -- *The Journal Part 1: Acceleration*

While a dabbler in the boardgame and video game realm, few things are quite so enjoyable over a long period as the storytelling adventure created among friends during an RPG campaign. My we all embark on many such glorious adventures!

Brandon Fero (thanatos_storm@hotmail.com) -- *Where the Truth is Hidden: Introduction*

I would just like to thank Kannik for all of his hard work on this e-magazine, I'd like to thank the ladies and gentlemen who have worked so hard on Heavy Gear and to all their family members who have supported them, and to the fans who have continued to make the game both fun, and the forums just the right amount of 'real' for me to keep my head straight. Finally, I thank God for granting me blessings to live and work well, and I pray He blesses you all deeply in the coming weeks. Until the next issue, God bless.

Greg Perkins (gregoryperkins@gmail.com) -- *Words From the Designer*

Greg is the co-founder of Arkrite press, is trained as an architect, and enjoys miniature painting, illustration and graphic design in his spare time.

Jason Dickerson (JDDWolf@yahoo.com) -- *Words From the Designer*

Jason is the co-founder of Arkrite press and the founder and President of the Save the Asp Society (S.A.S) on the DP9 Forums.

Jason English (Banzai on the Forums) -- *Battlelogs: Gears of Peace River*

John Bell (jakarnilson@magma.ca) -- *Alfie's Tanners, Kraut Patrol*

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

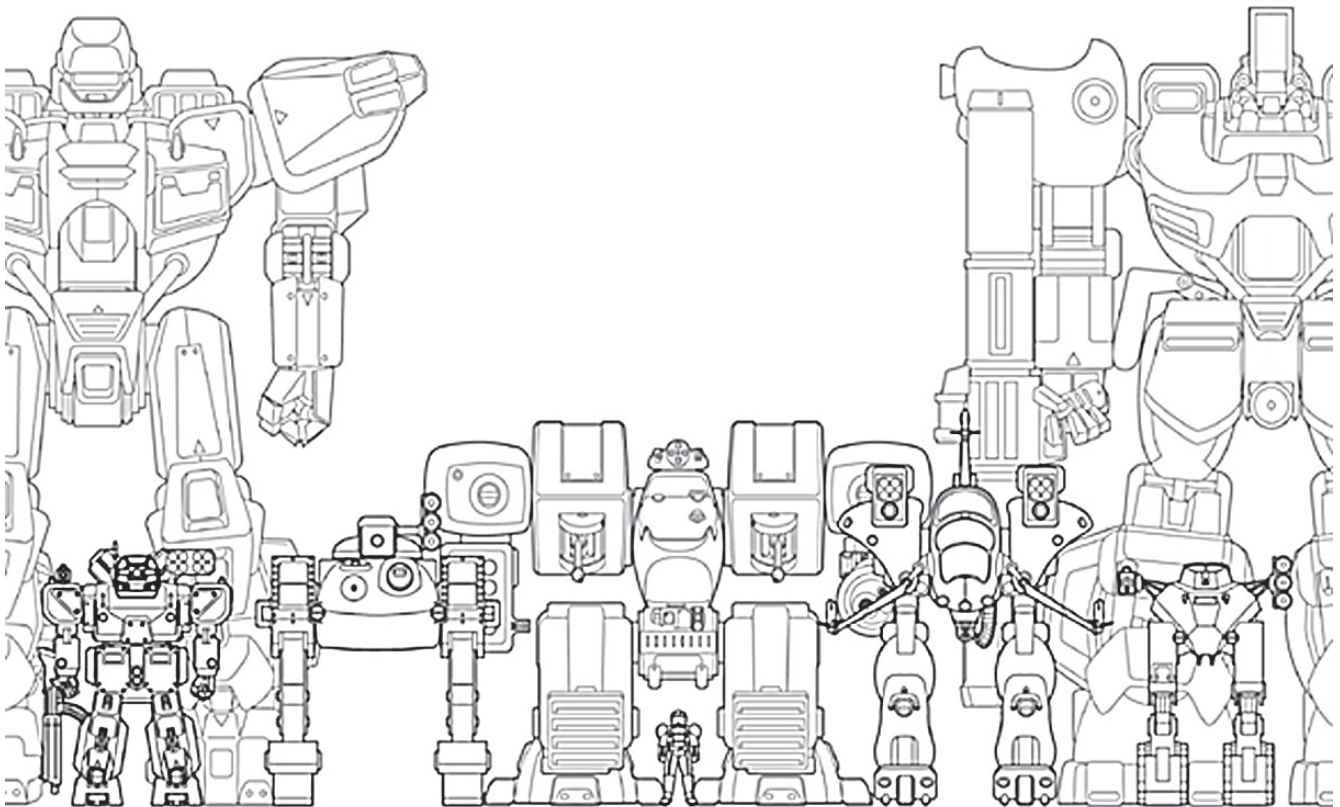
Oliver Bollmann (auroramag@gmail.com) -- *Editor & Words From the Designer*

It all started in a hobby store one day twenty odd years ago with an odd box containing something called Top Secret. Since then games have just become a big part of his life. He's been in love with the DP9 universes since the first HG release and began his direct involvement with the Pod crew several years ago. He also runs a gaming imprint *Kannik Studios at rpgnow:*

http://rpg.drivethrustuff.com/index.php?manufacturers_id=291

Scott Latin -- *Rude Awakening*

AURORA: THE SILHOUETTE MAGAZINE ABOUT THE AUTHORS



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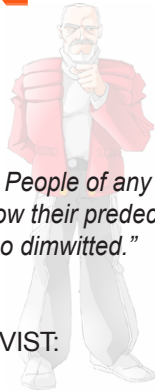
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Aurora Magazine, Volume 8, Issue 2, Published April 1st, 2014

THE JOURNAL, PART 1: ACCELERATION

AARON BERTRAND



"Hindsight can be merciless. People of any given era often look back in time and wonder how their predecessors could have been so dimwitted."

—James Balog

A NOTE FROM THE ARCHIVIST:

The documents we begin publishing today are from the files of Dr. Agram Payarje's senior project assistant and personal aide, Dr. Alastair Anima. The Ganymede Observer and several news organizations who represent different constituencies within the United Solar Nations were given access to these documents two months ago and we agreed together to take sufficient time so as to investigate and verify the accounts noted in this record. We believe that sharing these documents serves a significant public interest, providing a unique and intimate view into how this pair of friendly, well-meaning scientists became the catalysts for the Battle of Elysée.

The journal entries were made available by an anonymous source deeply connected to the Jovian Armed Forces. The Observer has taken care to exclude from our reports any information that would endanger individual lives or would compromise the security of any nation or organization. The Observer's omissions were shared with other news organizations and our anonymous source, with the hope and request that all organizations handling these journal entries would similarly edit their releases prior to publication.

The Battle of Elysée is one of the most stellar failures of diplomacy, corporate accountability, and basic humanity in recent history. Even the long decades of struggle and social breakdown on Earth ate through fewer resources and obliterated fewer lives than this one event. While there are many verifiable depictions of events and places in these entries, the retelling of private conversations and events is obviously impossible to verify directly. For these parts, we have contacted persons who knew Dr. Payarje and Dr. Anima about what was said and described in the journal entries, and each has assured us that the descriptions are consistent with the people they knew these men to be.

Dr. Agram Payarje's cyberlinkage idea was genuinely intended to provide significant improvements for humanity in the areas of medicine, mining, and construction. He was a medical neurologist by training and maintained a lifelong hobby of creating functional replicas of old automobile motors and mechanical flying contraptions that existed before interplanetary travel were possible for humans. His project partner, Dr. Anima, contributed advanced skills in cyberengineering to the project. He was also

more comfortable and practiced as a public speaker, which was likely what had Dr. Payarje choose him as his personal assistant for conferences and presentations.

We find it unfortunate that the work of Dr. Payarje and his teams were taken by the military industrial complex exclusively to develop new and more devastating ways to ensure they could again destroy whole colonies of people and be capable of recreating one of the largest losses of human life in all known history, all in the name of preventing exactly such a thing from occurring again. The potential exists in the output of their work for all humans throughout the system a chance of improving the quality of their lives. Early cyberlinkage technologies were tested partially with the willing aid of persons who had been injured severely and who hoped for a breakthrough in regaining some of the kinds of strength and movement they once had.

We believe that any failure on the part of humans to study these historic events, and learn from them, will leave openings for frequent repetition of these disasters until we drive ourselves to extinction.

.....

June 1st, 2210 Pacific Time

Our research has been going on for many months. We took a break to attend a local First Lift event. It's been 21 years since that inaugural load of spaceship supplies and minerals was lifted into the Martian sky on the space elevator. The solar system came together for a much needed celebration of the wonderful possibilities that interplanetary cooperation offered.

Our team had acquired a virtuality headset and took turns exploring the grounds around the impossible structure. We were a couple worlds away, but the headset put us some miles from the foot of the structure, able to zoom around it and look up and down from ground to sky.

"This is amazing!" I exclaimed to the Doctor. "We didn't have these when I was a kid. Man, it would have been awesome to watch them send that first load up the tower."

"It's a tether, Mr Anima." Agram chided me and smiled. Then he mocked one of the earlier presenter's lofty tone and pronounced: "This is not a tower, it is more like a handshake between a big planet and a relatively microscopic docking platform." He took the headset next and muttered to himself, zooming in to admire the deep sparkling darkness of the billions of nanotubes in the



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THE JOURNAL, PART 1: ACCELERATION

structural weave, and their overall beautifully thick-corded look as they constituted the vast majority of the structure of the shiny black space elevator.

When I first read the technical details of how this structure balanced across its length all the kinds of strain it was under – gravitational, rotational momentum, and atmospheric strain – I was astonished. Powerful, thick cables of carbon nanotubes held everything together together against push and pull and shear. considered how the structure itself was actually holding the planet and the platform together instead of holding the platform up.

The sleek run of the gigantic woven cables acted like shock absorbers hugging the core of the elevator. It gave the impression of a gigantic, muscled arm reaching out from the huge support structures buried deep into the red clay and rising to the dusty dark blue above us. Atmospheric pressures at various heights were translated as slow, miles-long undulations of the corded reach.

Dr Payarje, who normally takes little notice of what's happening outside the intersection of cybernetics, neurology, and computer engineering, took the helmet off and turned to us and announced, "The United Solar Nations declared this site an Interplanetary Heritage Site just months after it's groundbreaking. I sincerely hope that the promise of cooperation that created this continues throughout many long lifetimes."

My engineering mates on the research team wondered at the accomplishments of the mind that conceived this structure sixty years ago, knowing little of what technological advances would come, but the writer who had failed out of university in his first semester somehow created an idea that captured the minds of people on several worlds, who then came together for this amazing project. The fifty or so architects and hundreds of engineers who came together from across the system created one of the most beautiful structures in the System. This became our brilliant sign of hope for our war-weary system, and helped draw our darkened home planet into the realm of the creative potential of our human race.

Our team keeps hoping we find some way to help him travel to Mars to see that platform himself, but there doesn't seem to be a way for that to happen now. Even so, as a team of conscripted scientists, none of us has freedom for travel, and travel to other worlds is entirely restricted.

August 8, 2210 08:27 Pacific Time

We've been selected to speak at the Intersettlement Scientific Commission on Venus! This is an extraordinary chance to meet with other scientific minds with whom we have largely been unable to communicate due to CEGA's restrictions.

Dr. Peyarje will be speaking about our big project at the Intersettlement Scientific Commission. A representative from the central government has provided details about the trip and has ensured we will have ample security to protect our team and our research. (I suspect it's more to protect the research from thieving hands, but the few of us who are going are critical nonetheless.)

None of us is wild about the even tighter restrictions on communication, least of all Dr. Peyarje. When the project lead from Boeing-Mitsubishi described to us how her company's labs are among best in the solar system, and that they've already been working on the technology we've been inventing, we silenced our concerns. We're a much smaller team with far fewer resources, but we're ages ahead of their project. It wouldn't be good to be prideful, but since our project started independently and we were "compelled" to service when we had some of our first, biggest breakthroughs, the military funding has allowed us to grow our work more rapidly and they've been pretty good about not interfering in that part of the work.

One thing I really hate about our new rules are that I am explicitly not allowed to discuss developments in the project anymore, not even to persons within our team, unless they're working on the specific pieces I'm working on.

They had a conversation with me about my journal entries already. I was foolishly surprised that they went through them, and they suggested I be more circumspect in what I write. I can't talk to my family without the censors having a snit and asking if I'm speaking in code to my kids. The censor himself already "helpfully edited-out some of the most risky content" from what I've recorded, which also meant that completely innocent information about what's going on was deleted. (I should check again; did I remember to make a backup?)

I could tell I shoved my foot in my mouth one day when, in a fit of impatience with the continued barrage of questions, I asked "Are the Jovians so invasive with their security efforts?" I thought of making an apology, but Dr. Peyarje interrupted the argument and apologized for my short temper, since we're at a critical point in the project, and he suggested that perhaps questioning us so often was hindering our forward progress. That seems to have hit some sort of cord with the CEGA team, so they backed off.



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THE JOURNAL, PART 1: ACCELERATION

August 8, 2210, 23:30 Pacific Time

It seems the doctor has forgotten to tell his wife about the trip, and got himself in trouble with her when she came home to horde of reporters loaded heavy with cameras and questions. Karis, one of our mid-level assistants responsible for [REDACTED], made the brilliant suggestion that Dr. Peyarje claim he isn't allowed to discuss what's going on (which is mostly true) and that he already requested she be allowed to join him (which is not at all true).

His tone must have sounded less certain to her when he said that last part, since she began asking for details of the trip and what she had to do to get ready.

"Offer to take her to the resort city, Doctor." I suggested as quietly as I could.

He glanced at me, parsed what I said, then he turned back to her and offered: "We'll get to the details later, but I also want you to get a dress that you want to wear during our sunset dance at the resort."

When he ended their call a couple minutes later, after his wife excitedly had him swear repeatedly that this was all for real, he sank his head into his crossed arms on the desk. "She's an extraordinarily tolerant partner."

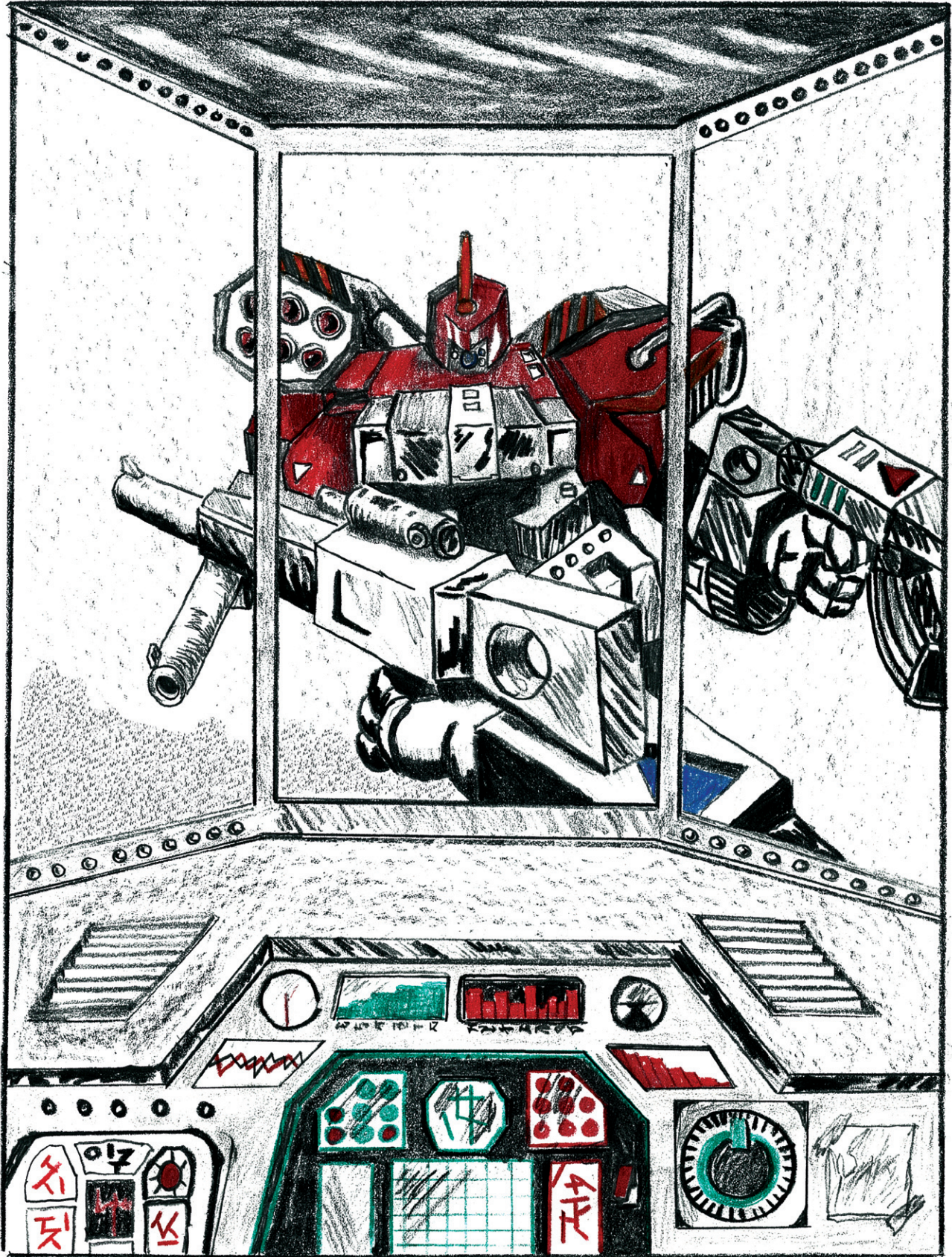
"You should maybe call that lady with Boeing-Mitsubishi tonight and request that you and your wife get a couple days at their resort" I suggested.

"I've had enough of your suggestions today, Alastair." I smiled, but he lifted his head and reached for the phone to call their Project Director anyway.

"Good night, Doctor."

"Good night, Alastair. Try not to dream up more ways to get me in trouble tomorrow."

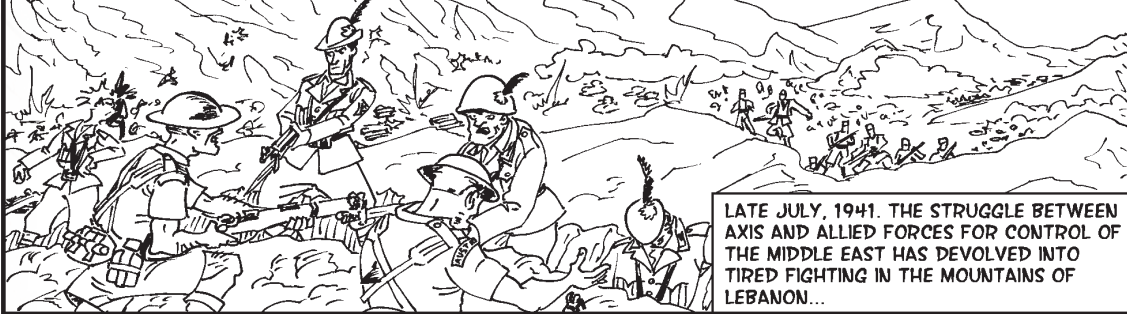




1941 - DECLARED TRAITORS BY THE NAZI PARTY, OTTO KNACKER AND TRAUGOTT HUNDT HAVE BEEN FORCED TO WORK UNDER THE ORDERS OF SS HAUPTSTURMFUHRER SCHRAUBER AND THE MYSTERIOUS DR. KRAUSS. THEY ARE NOW THE...

Kraut PATROL

ART & STORY BY JACK BELL



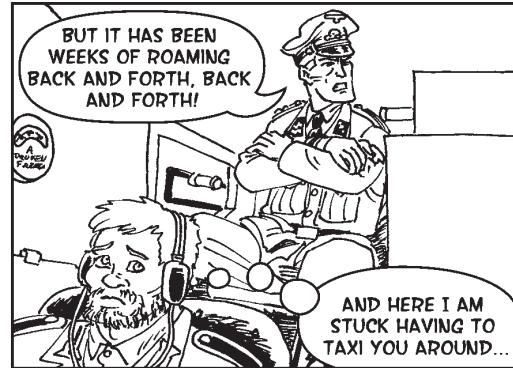
LATE JULY, 1941. THE STRUGGLE BETWEEN AXIS AND ALLIED FORCES FOR CONTROL OF THE MIDDLE EAST HAS DEVOLVED INTO TIRED FIGHTING IN THE MOUNTAINS OF LEBANON...



HERE WE ARE, ALONE ON THE TRANSJORDAN BORDER. WHY ALONE?

IT IS BUT THE NATURE OF WAR, SCHRAUBER. NOT ALL FIGHT AT ONCE, AND SOME MUST BE THE EYES!

OUR PUPILS WOULD NOT LEAVE IRAQ, SO THEY STEM THE ENGLANDER FOOTHOLD IN KUWAIT.

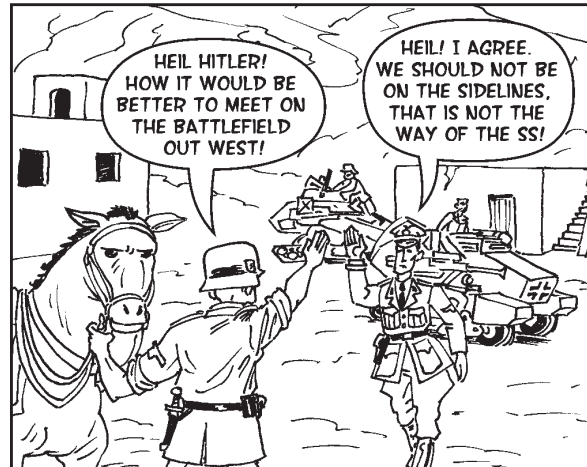


BUT IT HAS BEEN WEEKS OF ROAMING BACK AND FORTH, BACK AND FORTH!

AND HERE I AM STUCK HAVING TO TAXI YOU AROUND...

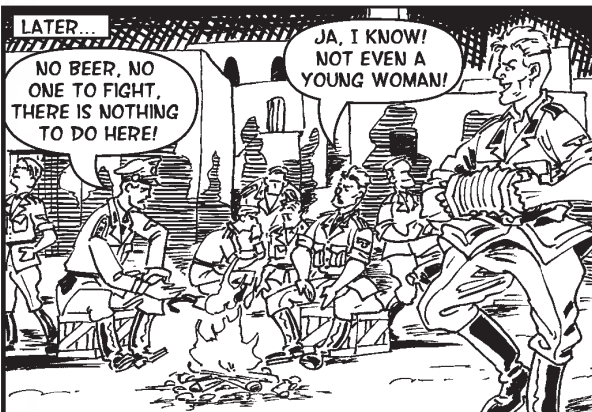


AH, FINALLY!



HEIL HITLER! HOW IT WOULD BE BETTER TO MEET ON THE BATTLEFIELD OUT WEST!

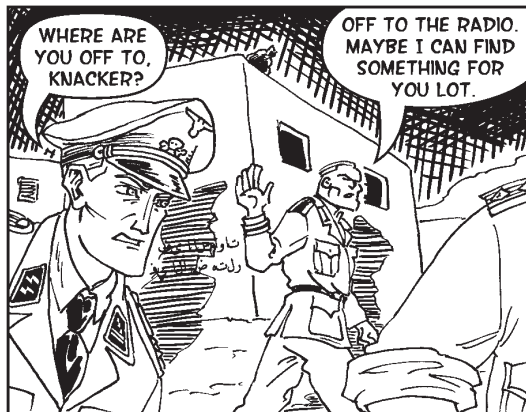
HEIL! I AGREE. WE SHOULD NOT BE ON THE SIDELINES, THAT IS NOT THE WAY OF THE SS!



LATER...

NO BEER, NO ONE TO FIGHT, THERE IS NOTHING TO DO HERE!

JA, I KNOW! NOT EVEN A YOUNG WOMAN!



WHERE ARE YOU OFF TO, KNACKER??

OFF TO THE RADIO. MAYBE I CAN FIND SOMETHING FOR YOU LOT.

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KRAUT PATROL



"Twice." Mark gripped hold of a nearby tree and winced while his chest heaved.

"Keff me, twice in the same damned lung?"

15 Winter, TN 1937
2210 hours
Somewhere in the Mekong Basin

He peeled back his shirt and stared at the breathe valve he'd put over the entry wound in the left lung. Just underneath it he could feel the older scar tissue from the last bullet that had been put through his chest. If this was the same man he'd avoided the last time, the guy pulled his shots hard to the right. Not the most accurate sniper in the world, but tenacious.

The time before he'd barely struggled away from a clear line of sight into the undergrowth of this damned jungle and called Claws to him. He'd ended up lying low in a village and recuperating from the wound with the help of a couple ladies who had extensive knowledge of medicinal herbs in the region. He didn't know the Mekongese language very well, but when he got around to it he planned to learn what herbs they had used; they were almost as efficient as the more refined drugs that were designed in genetic laboratories in Yele. Plus he didn't need a massive wallet to cover the payment. The ladies had been delighted when he had bagged them a couple pack lizards that had been terrorizing their local flocks, and had given him a goodly supply of the herbs he asked for. A kilogram of a variety that appeared to work wonders not only as an antibiotic, but also as stimulants, cellular regrowth, and as pain-killers. Only those herbs were in Claws, and the Gear wasn't nearby.

Mark reached around and felt the rear bandage. All four sides were firmly in place. The front bandage used a rubber tube instead of the even more ancient bandage taped on three sides. The rubber valve flexed in and held the seal when his muscles expanded to inhale, and excess air was let out through the rubber tube when he exhaled. It was still working properly, there was no real bleeding, and the adhesive was firmly in place. Those were good signs. He wasn't bleeding into the lung, and he wasn't suffering pneumothorax, but while he could function he sure as hell wasn't going to run a marathon against this other guy anytime soon. That and it hurt like a bitch. That left a couple options. Evade and hope like hell Claws made it here, or set an ambush.

The first option was possible only because Claws had been given an experimental homing device linked with its neural net, allowing it to be recalled to the owner's position. But his last encounter had revealed a very disturbing fact. On open ground, the Gear could maneuver at a good rate of speed and still maneuver fairly well. In crowded areas the Gear had to pick

its way through things much more carefully without a human being to guide it, slowing its rate of travel to a very scant 5 or 10 kilometers an hour, which wasn't exactly blistering when you had to pick through foliage and go around thickets of trees and hidden water ponds that canvassed the entire region.

Mark knelt down and took inventory. The rifle was clean, the reflex sight and 3-power telescopic sight were both in good condition, considering, but he only had two magazines left. And he had counted the snaps of bullets as he'd run. This wasn't a lone sniper anymore. He had help. He didn't have an exact count, but he could guess that there was at least four or five pursuers.

"McKinley!"

He froze instinctively, his body tuning to its surroundings, not lifting his head to look, but listening to the sounds around him. So far, it didn't sound like anybody was close by. Then again, he had seen the pack lizards work their tandem in these quarters before. If his pursuers were driving him towards an ambush he was well and truly fragged.

"Ranger McKinley, we are going to find you!"

A bullhorn. Mark smirked. Idiot, there's other things out here other than me that're hunting you.

"Ranger McKinley, you can't run anymore. You know this drill. You got lucky the last time. You won't now." The bullhorn sounded closer, but it was to his left, off his path. "You're wanted for treason. The decision has been made. The best thing you can do for yourself is make it quick."

Mark glanced up towards the heavens, which of course was covered by the sweltering canopy. Call this quick? God, please tell me You're going to shut this moron up before he brings the Peacekeepers, or worse the pack lizards.

"Ranger McKinley, I will repeat myself again. Come out, and I promise that we will make this as swift as possible."

Mark finally recognized the voice. Wetmeier. His grip tightened around the pistol stock of the rifle and silently began muttering a curse on the man. It made sense for the traitors to send their own man after him. If he could find his old regiment and turn himself in there, he might be able to give them the datachip before they put a bullet in his brainpan. It had taken him two entire seasons running through the underground forces inside the Mekong Dominion to find this. Yakuza, bounty hunters, and of course other operatives, both Southern and Northern, all fixated on killing him. He might have given up, he'd gotten so ragged at the end.

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WHERE THE TRUTH IS HIDDEN – INTRODUCTION

Except it wasn't just his life on the line. His old section leader was in this mess.

Now he had the man who had started it all no more than a few hundred meters away from him. He also had the proof that he needed. For Mercantilists, life within corporations was a fact, as was the pursuit of money, technology, information, and of course the most useful for them, kompromat. With kompromat, be it personal information of an intimate nature or a black-market deal behind the scenes, a man could hold another in thrall. Only now Mark had the kompromat to turn this entire operation on its head. He just had to get it to the right people.

"Ranger McKinley, what do you think you can do? There is an entire platoon of the best men out here with me. You think you can run away from that?"

Classic lie. Mark slowly crept alongside the fallen tree that ran parallel to Wetmeier's voice. He didn't have an exact fix on the man, but he had a good idea where he was coming from. That, of course, depended on the fact that he was using a manual bullhorn. If he was using an electronic bullhorn and broadcasting from another place, than he might very well get screwed when he tried to make this ambush work. Alone, against superior numbers, it was near impossible to do. He'd gotten used to it, though.

He glanced down at his dataglove, checking in on Claws, and saw the small blip that showed his position in the last topographic scan he had of the area, which was nearly 15 weeks old. Two full seasons had passed, and while the ground didn't just up and move on Terra Nova, the ferocious lightning storms that racked the Mekong Dominion could change the entire topography of the jungle by flooding low-lying areas and knocking down trees. The Mekongese – they hated being called Dominionites – held the advantage in this sort of terrain because they'd been here for nigh on 2,000 cycles. They used it to make life hell for the regiments from the UMFA, the Western Frontier Protectorate and the Northern Guard that had blindly entered into their league three seasons ago to try and make a flanking maneuver against the Southern Republic, who they had seen as the real key player to dismantle in this Interpolar War.

Claws was still a kilometer away. Mark tilted his head to one side, then the other, but even his enhanced hearing couldn't pick up the customary growl of the Gear's V-engine. The jungle was just too thick, and there were plenty of other critters out there calling. Even now the bullhorn sounded slightly more distant – like it was aimed away from him – and the closer snap of a branch made him freeze and look.

The furred barnaby iguana that trundled out into the clearing to his right made him smile. It wasn't as large as its cousins, the barnaby and the armadillo beast, but it was still the size of a packhorse. The big critter was obviously hungry, and it turned its attention to a rather lush green fern. When the bullhorn and that incessant Wetmeier turned their combined voice around, the barnaby paused and glanced right where Mark was standing and over him, like it didn't even consider him to be there, but instead twitching its little ears to get a fix on what was making all the ruckus. Then it turned back to the fern with a grumble.

"Yeah, I hate his voice too," Mark chuckled aloud.

"I warned you McKinley. Since you won't come out and at least die with some shred of honor, I'll burn you out."

Mark straightened around to look over the log in the direction of the blaring bullhorn. "Yeah? What've you got for me, bub?"

The sound of a V-engine made him pause. He would have – he should have – heard a V-engine before they got that close! He tilted his head to one side, listening, and the classic tick-whoosh of a vehicle-class flamethrower brought the smell of something burning tainted his nostrils. "Oh, hell."

Mark stepped back from the log, his mind scrambling while he tried to figure out why the sound of the V-engines was so distant. That's when he caught the high-pitched whisper drone underneath the V-engine's softer revolutions. Whisperdeath. Wetmeier had brought out a team of specialists for this job. Those V-engines weren't exactly standard-issue. Most often the Night-class Gears carried them. The engines were insulated to help keep their revolutions from being heard during the night when things were much more still and sound traveled farther, and also gulped cold air through a specialized intake valve into a muffler that formed a fan-shaped exhaust that drastically reduced their thermal and audio signatures.

There was another tick-whoosh, and this time he caught the trail end of a flame in a clearing nearly 200 meters away. He knelt back, hissing underneath his breath. Then he heard the disgruntled groan behind him. Mark whipped round and saw the furred barnaby turn towards him. Its nose twitched while it sniffed the air, and its fur – a specialized scale that was closer to a feather – bristled with alarm. He caught a flash of metal on its hide. This wasn't just a wild barnaby. The thing had a saddle.

AURORA: THE SILHOUETTE MAGAZINE

WHERE THE TRUTH IS HIDDEN - INTRODUCTION

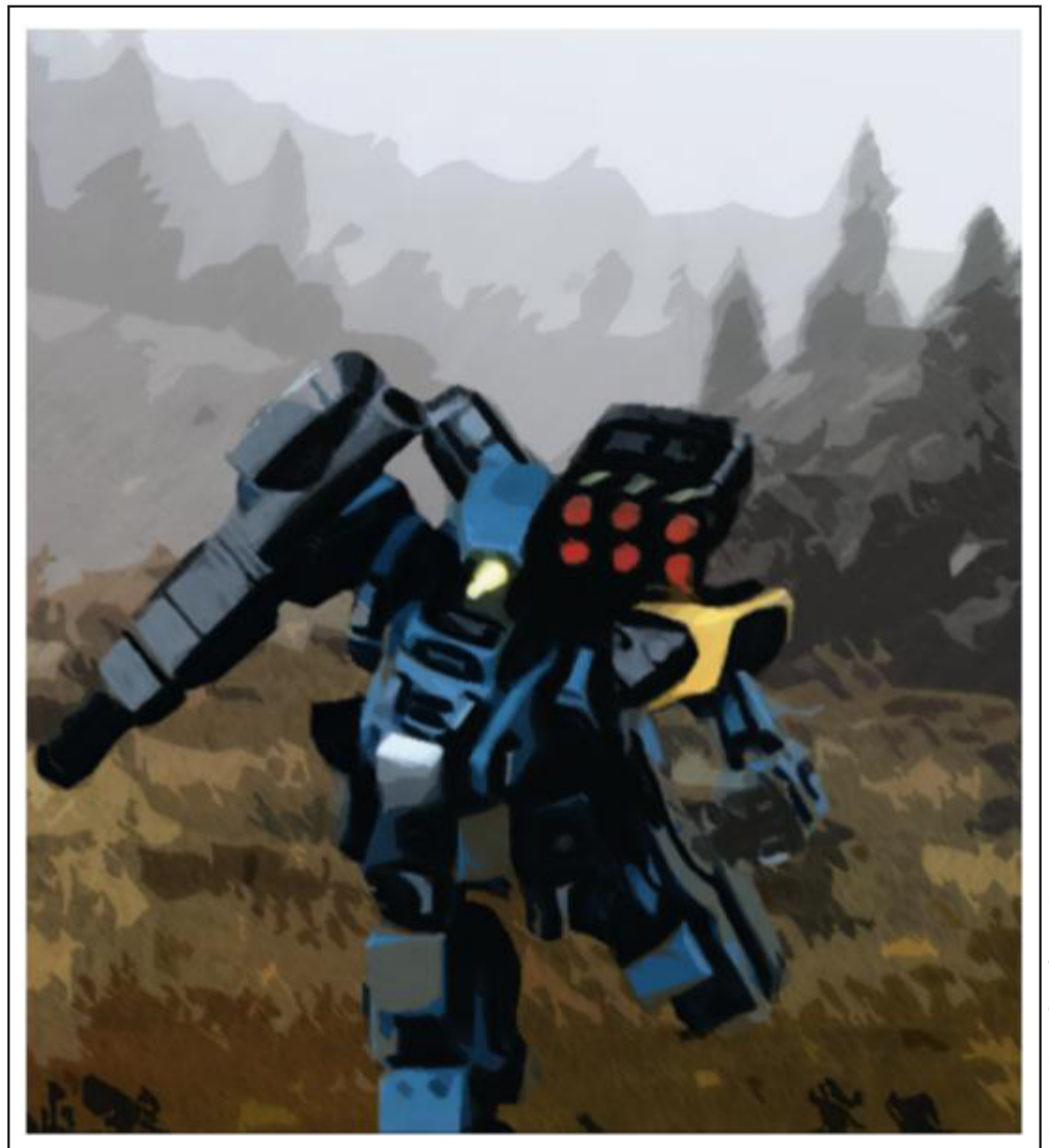
He crept forward, slowly, his heart pounding as he saw the creature lift its face up and peer at him through beady eyes that weren't nearly large enough. It had poor vision, and excellent smell. It knew that there was something burning nearby, and that put it on edge. All he could do was hope that his instincts were right. He clucked his tongue, twice, and the creature's head cocked sideways. He clucked again, and the animal started forward, slowly, grunting.

Knowing that his life depended on the next few moments, he continued to cluck his tongue until the barnaby had put its face to his, and then reached out to slowly stroke its cheeks. The three massive teeth the barnaby used for eating smaller lizards were only inches away from his face, but he didn't flinch. There was no time for fear, and if he showed any it might resort to its instincts and consider him a predator, or worse a meal. He looked over his charge and found what he thought he might; the fur had overgrown the beast's saddle somewhat. Somewhere in the past, it had gotten loose, or perhaps its rider had dismounted and gotten themselves in a spot of trouble while the barnaby was left to its own natural devices. Whatever the reason, it was here, and that was enough for him to have hope.

He checked and found the tethers used for directing the beast were still in fair condition, all things considered. The tick-whoosh of a flamethrower sounded closer, and Mark vaulted himself up into the saddle and pulled on the right-hand tether. The beast responded well to the command, and also to its instinct of avoiding fire. It started at a trundle, bobbing Mark in the saddle from side to side, but as the sound of a V-engine grew louder it began to pick up the pace. Mark

went with it, leaning into the saddle and occasionally glancing over his shoulder. There wasn't any sign of the Gears, but that could change.

He checked his dataglove again and marked the approximate position that Claws was in. If the Gear was homing in on him, though, it might attract the burn squadron if they used their active sensors. Here in the densest parts of the Mekong jungles, the active radar and ladar might not have as great a range as they did in the desert, but they still could pick up big moving metal objects pretty well.



Brandon Ferro: CLAWS to the Rescue

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Mark depressed the button to cancel Claws' recall, and saw the blip come to a halt 750 meters away from him along his path of travel. Or rather, the barnaby's path of travel; he hadn't really been using the reins at all to try and guide the creature, not when the barnaby might take offense to the sudden jerks and react badly. Now, though, he gave its right-hand tether a soft tug, and the barnaby followed the direction, turning into the pull. Mark clucked his tongue twice in approval, like he'd seen the old ladies do back in the village, and the barnaby grunted once back.

It was only a short while later before he felt the barnaby slowing down as it sensed that it was clear of the danger. He let it, patting its fur and idly considering just how soft its fur was. Then the pair reached a clearing.

Mark tugged back on both reins, halting the animal, and considered the open space in front of him. A clearing of any sort in the jungle wasn't normal. That meant human activity of some form. He cast his eyes around from where he was, but the view was limited. If he kept going into the clearing, there was the chance he could stumble onto some trigger-happy Mekongese bandit party, or some other group of people who happened to have a reason to have a clearing in the middle of nowhere, of which most of them weren't the law-abiding type. Still, if he decided to skirt around the clearing there was still the chance of alerting the locals, or whoever might be there, and it also cut into his travel time to get to his Gear.

The barnaby grunted, loudly, and Mark had to seat himself to avoid being thrown off when it bucked a bit, its head tossing this way and that. Immediately Mark realized the animal wasn't upset at him. Its nostrils were flaring. It smelled something he couldn't detect.

He checked around him. The animal's nerves were getting to him, because the hair on the back of his neck was now standing at attention. He listened intently, but the only sounds he could pick out were the wind blowing in from the clearing, the animal's lungs, and further off the sound of a flamer engaging. Clearly, Witmeier was still in the hunt, and if he could hear the flamer it was likely he'd hear those blasted Whisperdeath V-engines before long.

That's when he heard the footstep. It was heavy. Too heavy to be human, and even heavier than the footstep of a pack lizard. His heart went into his throat, and he kicked the barnaby in the ribs. "Yah!"

The moment the furred barnaby burst into the clearing, he heard the pounding and the high-pitched shriek, and unslung his rifle. Greater pack lizard... God in Heaven, not like this.

He whipped round in the saddle to look, and sure enough the creature burst through the foliage, not 50 meters away. A greater pack lizard was to a pack lizard what a great dawg was to a dawg; a bigger, stronger, and more terrifying version of its miniature cousin. The creature was nearly 5 meters in length, as long as a Gear was tall, and stood a good 3 meters from its hind legs to its massive head, which from here looked like the size of an ATV. It would have put a raptor in a cold sweat. And it had eyes for him and his ride.

Mark brought the rifle to his shoulder. The 7mm bullet ricocheted off the lizard's hide. He slapped the recall button on his dataglove a second time, and was just starting to reach for his vibroknife when he saw the lizard go airborne.

"No keffin' way!"

He emptied his magazine in the same moment that the lizard's hindfoot found purchase in the furred barnaby's flesh. The barnaby howled and bucked, Mark was airborne, and the next moment he was in the dirt, rolling with the inertia to get back to his feet. The greater pack lizard had started for the barnaby, and Mark drew his vibroblade. "Hey bitch!"

The way the lizard slowly swung around could have been a slow frame rate out of a trideo, it was that damning in its glare. Mark caught a few small puncture holes in its flesh, and he smiled. At least he'd gotten a few licks in on the thing with the rifle, after all. His chest heaved, and he checked his rear bandage with his left hand. One side of the tape had come loose. He pressed down on the bandage and prayed his adrenaline held out long enough to numb the pain, but he still howled. The lizard took that as a challenge. The next second it was airborne again, and he moved to the left to try and get a good slash in on its exposed underbelly.

The lizard's body twisted and Mark felt something impact him low in the stomach then he was tumbling into the dirt. He'd forgotten about the tail. He lifted up his right arm and depressed the vibroblade's button and heard the high-pitched whine as it engaged. The animal leaned into an attack stance and shrieked so loud that his hearing was partially deafened, but he pushed himself back to his feet.

The furred iguana was gone by now, and Mark hoped it made it clear of the scene before things got messy. He knew he didn't stand a chance in hell of beating the monster in front of him, but he would go out swinging. That was all he could ask for. "Come on."

The lizard rushed him, and his swing caught it on the leg in the same moment he felt something catch him in the stomach. He

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drew up for the torso, then something huge hit the lizard. The wind from the machine's passing literally blew him so far over he had to whip one leg out, and then he clutched at his stomach as he felt the tear in his muscles. Through the tunnel vision, he caught the glint of light off of exposed metal, and stared up at Claws. Then he noticed the broken neck and the gash that had exposed the greater pack lizard's ribs.

His brain stopped while he stared back up at Claws. Heavy Gears were never supposed to be able to attack of their own volition. Nor were they supposed to be able to move at their flank speed without a pilot; not even the homing program he had installed in his dataglove could do that. But the Gear – his Gear – had accelerated to a full-out charge and then wrenched hard on the greater pack lizard's neck while stabbing into its torso. His tongue stuck to the roof of his mouth as he worked it over in his head. Finally he called weakly, "Hey."

The Gear turned and stared at him. For a moment Mark was stupefied.

He blinked twice, knowing his eyes weren't playing tricks on him. He also knew he wasn't asleep, because no dream came with this sort of pain, but he had to make absolutely certain. He pointed. "You know what you just did, Claws?"

The Tiger Heavy Gear actually shrugged its shoulders, just the same way that Mark did when he was feeling blasé about something.

"Are you kidding me? I've got a learner for a Gear?!"

Mark walked forward, and the Tiger watched him while he did, and then pointed at him with its left hand. Mark didn't need to look to know that he was bleeding out of the new wound in his stomach. He also didn't need to look because looking might just send him into shock. "Open up, Claws."

The 7-ton commando Gear took one knee and lowered its left hand, and Mark marveled while he put his foot in the Gear's hand and Claws lifted with its left arm to help him climb up into the cockpit without exerting himself. He didn't remember teaching the Gear to do this, which meant it was an action that the Gear had noticed all on its own. He settled into the seat and immediately reached for the med-kit. The tear from the claw was almost as long as his hand, so he took the biggest abdomen bandage he could find and slapped it over the wound. He didn't know how close he was to being disemboweled, but he was certain that this couldn't be handled by the old ladies.

He taped the bandage in place and buckled himself into the seat, adjusting the five-way buckle to try and keep as much pressure off his wounds as possible. He felt thirsty, so he sipped at the tube that was connected to Claws' internal water reservoir. "Turtle up, Claws."

He pulled his helmet on and dropped the IHADS goggles over his eyes while the Tiger's cockpit closed around him, then squeezed up into the headspace provided in the Tiger's head. He'd try and stay conscious as long as possible to try and help Claws navigate, but odds were he was over the ragged edge.

"Home, Claws. Go home."

The Tiger's V-engine roared up a notch, and Mark felt himself smile against the pain as Claws' footsteps kicked up clods of dirt behind him. It was 50 kilometers to the firebase where his old regiment was, the old ladies told him. If he made it.

HEAVY GEAR D6



BATTLELOGS: GEARS OF PEACE RIVER

A Supplement for the Heavy Gear D6 Conversion Rules

BATTLELOGS: GEARS OF PEACE RIVER

WRITTEN BY JASON ENGLISH

BASED ON THE **HEAVY GEAR D6 CONVERSION** BY

EVAN ANHORN AND **HEAVY GEAR** BY DREAM POD 9

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FROM THE ASHES

Peace River's recent history has been anything but peaceful. During the War of the Alliance, the city-state publicly stayed neutral in Terra Nova's fight against the Earth invaders. The city bore the planet's scorn and derision, all the while building up a secret army equipped by Paxton Arms, the planet's largest weapons manufacturer. When the time was right, the Peace River Army broke the back of the Earth forces, helping to kick them off of the planet.

Peace is as fleeting as ever, and war came again to Terra Nova; this time, though, neighbor warred against neighbor. In the Interpolar War between the North and South, Peace River again stayed out of the conflict, at least officially; behind closed doors, Paxton's Arms still concluded several major arms deals. There would not be another army from Peace River, however; the city leaders chose instead to wait for the two sides to wear each other out.

That time finally came, but just as emissaries from the North and South approached the city to make peace, Peace River became the site of Terra Nova's greatest tragedy. An antimatter bomb wiped out the city center. The shock of the attack brought the war to an end anyway, but with a unity among all Terranovans that no one would have imagined.

The city may have been destroyed, but the community was not. Even as a New Peace River takes shape, the surviving Paxton factories are ramping up production to take the fight to the Earthers. The Peace River Defense Forces are preparing for nothing less than a fight to the death - Paxton CEO Milani Dubeau-Slovenski herself has ordered that the PDRF gives no quarter and takes few prisoners.

For the blast that wiped out Peace River did more than destroy her home ... it killed the woman she loved.

Hell hath no fury....

CONTENTS

Battlelogs: Gears of Peace River is a supplement for **Heavy Gear D6**, detailing equipment of the Peace River Defence Force (PRDF). Gears and vehicles from the original **Heavy Gear** roleplaying game and the current **Heavy Gear: Blitz!** miniatures game are included. (The Cataphract from **Heavy Gear: Blitz!** is not included here, but will be included in a future supplement.) New entries for Auxiliary Systems and Features (both positive and negative) are also included to expand the vehicle options available in **Heavy Gear D6**.

NEW AUXILIARY SYSTEMS AND FEATURES

AIRDROPPABLE: The vehicle has been built with reinforced shock absorbers and parachute attachments, which allow it to be thrown out of a perfectly good airplane without special preparation. An Airdroppable vehicle is ready to fight 1D rounds after landing. Vehicles and Gears without this feature can also be airdropped, but they need require

special equipment and preparation before flight, and take 3D minutes after landing to get ready to fight.

EASY TO MODIFY: The vehicle has been designed to be as simple to repair and refit as possible. Add 1D to all repair rolls.

NEW AUXILIARY SYSTEMS AND FEATURES (CONTINUED)

EMERGENCY MEDICAL: The pilot's suit is fitted with autoinjecting stimulants and painkillers. Any pilot whose vehicle or Gear includes Emergency Medical automatically makes his first crew Stamina roll due to vehicle damage.

IMPROVED OFF-ROAD ABILITY: The vehicle can travel across rough ground much more quickly than others, either because of large balloon tires or high-traction footpads. Vehicles with this feature receive a +5 bonus to any terrain difficulty rolls over rough terrain.

LOW PROFILE: The vehicle has a very sloped or small hull, which makes it easier to hide. Add +5 to the difficulty of all sensor detection rolls when the vehicle is stationary or in some sort of cover (in a forest, or hiding behind a hill).

MANIPULATOR ARMS: Gears are usually fitted with arms whose manipulators have the same dexterity and range of motion as human hands. Such arms can usually also be used to punch other Gears; the amount of damage will be noted for arms that can punch.

RAM PLATE: Part of the vehicle's structure has been reinforced to absorb the impact of a high-speed ram. If rammed on the side where a Ram Plate is fitted, reduce ramming damage by 2D.

REINFORCED CHASSIS: The vehicle is built to take quite a beating. Ignore the first roll on the System Damage Table.

RUGGED MOVEMENT SYSTEM: The vehicle has a reinforced power train or multiple power sources. Ignore the first V-Engine result on the System Damage Table.

SHIELD: Some Gears, usually Dueling or military police models, are fitted with a shield on one arm. A Gear with a Shield will receive an Armor bonus on the shield side (front/left or front/right). The shield side cannot be changed during combat. Some shields can also be used to attack; the amount of damage will be noted for these shields.

SNIPER SYSTEM: Essentially a vehicle-sized sniping scope. Any weapon fitted with a Sniper System rolls a 15 or less to hit at long range, and 20 or less at extreme range (double long range).

WEAPONS LINK: Two or more weapons are set to fire at the same time. Each weapon may also be fired individually.

DIFFICULT TO MODIFY: Something about the vehicle - customized parts, temperamental diagnostic computers, and so forth - makes this vehicle much harder to repair than it should be. Add +5 to the difficulty of all repair rolls.

EXPOSED CREW COMPARTMENT: The vehicle has light armor protection around the cockpit; in some cases, the cockpit is completely open. Reduce crew damage rolls by 1D.

SENSOR DEPENDENT: The vehicle's crew can really only "see" outside through the vehicle's sensors, and is essentially blind without them. If the vehicle takes a Sensor system damage roll, the vehicle cannot safely move unless someone outside gives directions over the radio, or a crewman sticks his head out a hatch and guides the vehicle visually. Any crewman doing this suffers a 1D penalty to any crew damage rolls.

VULNERABLE TO HAYWIRE: The vehicle's electrical systems are exposed or poorly grounded. If using a Haywire weapon, any attack is allowed two rolls on the System Damage table instead of one.

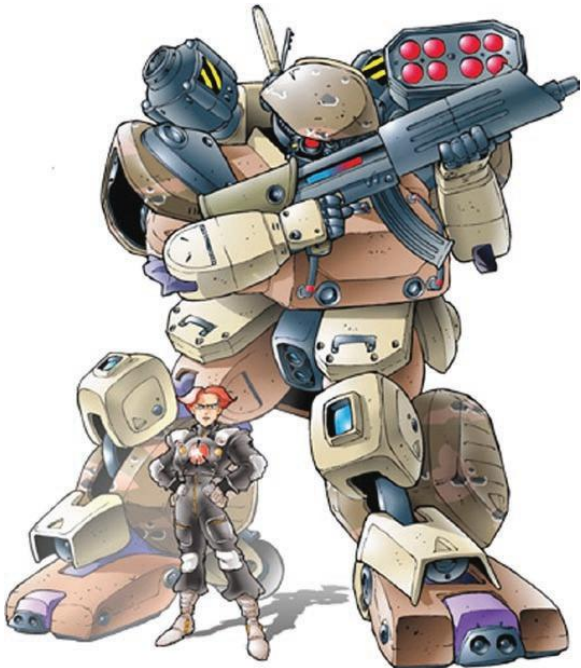
ARMOR-CRUSHING (WEAPON): If a Gear or vehicle is attacked with an Armor-Crushing weapon and fails its armor roll, reduce the armor protection by 2D in addition to any other damage effects.

ARMOR-PIERCING (WEAPON): The weapon's energy is concentrated onto a very small point. If a Gear or vehicle is attacked by an Armor-Piercing weapon and fails its armor roll, it suffers an additional level of damage (a Light Damage result is increased to Heavy Damage), but the vehicle does not suffer the 1D loss of armor protection from a successful hit.

INDIRECT FIRE (WEAPON): The weapon can be fired over terrain or obstacles to attack a target from above.

MINIMUM RANGE (WEAPON): Some weapons cannot attack a target closer than a certain range, either because they fire rounds at a high angle or they require a minimum distance to arm. Any minimum range will be noted in meters.

PA-01 WARRIOR



The general purpose Gear of the PRDF, the Warrior has been in production almost as long as the Northern Hunter and Southern Jäger.

CREW: 1

MANEUVER: 3D

SENSORS: 1D (3 km)

SPEED: 2D+1 (Walk), 4D (Ground)

ARMOR: 3D

COMMO: 1D (12 km)

ARMAMENTS:

PR-25 20mm Autocannon (Fire Control: 2D, Damage: 2D+2)

RP-109S Rocket Pod (Fire Control 1D, Damage: 4D, Indirect Fire)

APGL-78 AP Grenade Launcher

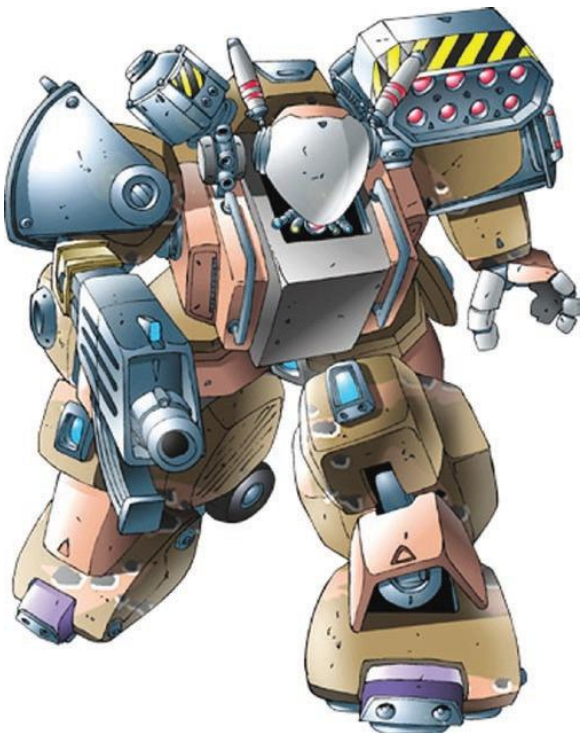
(Fire Control: 1D, Damage: 5D+1 personal)

AUXILIARY SYSTEMS AND FEATURES:

Easy to Modify, ECM (1D), Hostile Environment Protection (Desert), 2 x Manipulator Arms (each can punch for 2D damage), M9 Hand Grenades (Fire Control: 1D, Damage: 5D), VK-9 Vibroknife (Difficulty: 5, Damage: 2D+2)

<u>Weapons Payload</u>	<u>Effective Range</u>	<u>ROF</u>	<u>Ammo</u>
PR-25 Autocannon	200m	2	30/60
RP-109S Rocket Pod	100 m / 4m	3	24/24
APGL-78 G Launcher	100 m / 5m	0	1/6
M9 Hand Grenade	50m / 10m	0	1/3

PA-04 WARRIOR IV



The Warrior IV is the equivalent of the Northern Jaguar or Southern Black Mamba, used to lead Warrior squads or as a commando Gear.

CREW: 1

MANEUVER: 3D

SENSORS: 1D (3 km)

SPEED: 3D (Walk), 4D+2 (Ground)

ARMOR: 3D+1

COMMO: 1D (12 km)

ARMAMENTS:

PR-25 20mm Autocannon (Fire Control: 2D, Damage: 2D+2)

RP-110 Rocket Pod (Fire Control 1D, Damage: 6D, Indirect Fire)

APGL-78 AP Grenade Launcher

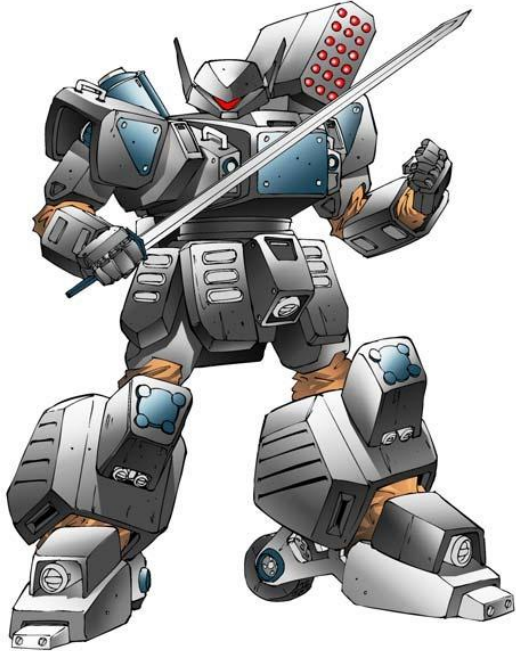
(Fire Control: 1D, Damage: 5D+1 personal)

AUXILIARY SYSTEMS AND FEATURES:

Airdroppable, ECM (2D), Hostile Environment Protection (Desert), 2 x Manipulator Arms (each can punch for 2D damage), Ram Plate (Front), M9 Hand Grenades (Fire Control: 1D, Damage: 5D), VK-9 Vibroknife (Difficulty: 5, Damage: 2D+2)

<u>Weapons Payload</u>	<u>Effective Range</u>	<u>ROF</u>	<u>Ammo</u>
PR-25 Autocannon	200m	2	30/60
RP-110 Rocket Pod	200 m / 6m	2	18/18
APGL-78 G Launcher	100 m / 5m	0	1/6
M9 Hand Grenade	50m / 10m	0	1/3

PA-EX01 WARRIOR ELITE



The Warrior Elite represents the next generation of Paxton Gears, though the project is in doubt following the destruction of Peace River.

CREW: 1

MANEUVER: 5D

SENSORS: 2D (3 km)

SPEED: 3D+1 (Walk), 5D (Ground)

ARMOR: 3D+1

COMMO: 2D (10 km)

ARMAMENTS:

Medium Autocannon (Fire Control: 2D, Damage: 3D+1)

Light Rocket Pod (Fire Control 1D, Damage: 4D, Indirect Fire)

AUXILIARY SYSTEMS AND FEATURES:

ECM (3D), Emergency Medical, Hostile Environment Protection (Desert), 2 x Manipulator Arms (each can punch for 2D damage), Vibrorapier (Difficulty: 5, Damage: 2D, Armor-Piercing)

<u>Weapons Payload</u>	<u>Effective Range</u>	<u>ROF</u>	<u>Ammo</u>
Medium Autocannon	300m	1	30/60
Light Rocket Pod	100 m / 4m	4	32/32

PA-01HG-GP01A CRUSADER MK IV



The Crusader fire support Gear has been in service for several decades. Polar forces even used this model during the War of the Alliance.

CREW: 1

MANEUVER: 2D

SENSORS: 1D (2 km)

SPEED: 1D+2 (Walk), 3D+1 (Ground)

ARMOR: 4D+2

COMMO: 1D (10 km)

ARMAMENTS:

PR-50A Autocannon (Fire Control: 2D, Damage: 4D)

GM-36 Rocket Pods (Fire Control 1D, Damage: 6D, Indirect Fire)

APGL-78 AP Grenade Launcher (FC: 1D, Damage: 5D+1 personal)

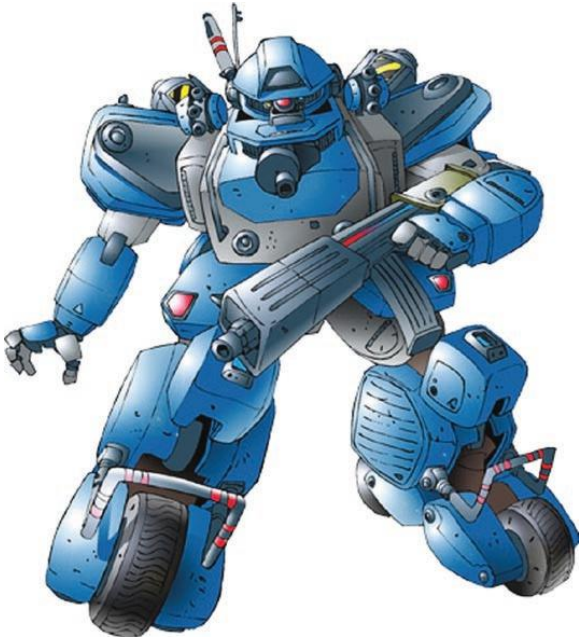
TD-76 Mortar (Fire Control: 1D, Damage: 6D+2, Min Rng 250m)

AUXILIARY SYSTEMS AND FEATURES:

Ammo/Fuel Containment, System, ECM (1D), Hostile Environment Protection (Desert), 2 x Manipulator Arms (each can punch for 2D+1 damage), Reinforced Crew Compartment, Weapons Link (both rocket pods can fire at once), Large Sensor Profile (1D), Vulnerable to Haywire, VA-4 Vibroaxe (Difficulty: 5, Damage: 3D+1, Armor-Crushing)

<u>Weapons Payload</u>	<u>Effective Range</u>	<u>ROF</u>	<u>Ammo</u>
PR-50A Autocannon	300m	2	30/60
GM-36 Rocket Pod	200 m / 6 m	4	36/36
GM-36 Rocket Pod	200 m / 6 m	4	36/36
APGL-78 G Launcher	100 m / 5 m	0	1/6
TD-76 Mortar	500m / 12 m	0	1/20

PA-POC-03 PIT BULL



The Pit Bull is one of Paxton's most popular models. Its combination of light weapons, good maneuverability and ECM equipment gives Pit Bull pilots a wide range of options against rovers and the occasional patrol from Port Arthur.

CREW: 1

MANEUVER: 4D (3D for Ground)

SENSORS: 2D (3 km)

SPEED: 2D+2 (Walk), 5D (Ground)

ARMOR: 2D+1

COMMO: 2D (10 km)

ARMAMENTS:

PR-25 20mm Autocannon (Fire Control: 2D, Damage: 2D+2)

*LM-13 Machinegun** (Fire Control 2D, Damage: 6D personal)

*APGL-78 AP Grenade Launchers**

(Fire Control: 1D, Damage: 5D+1 personal)

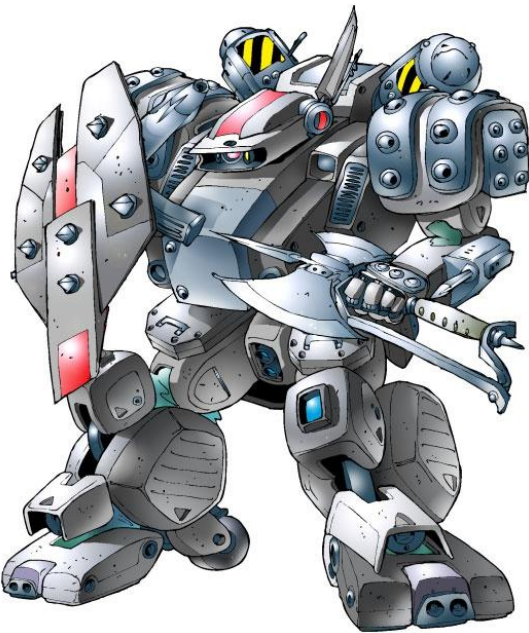
* Weapons are normally loaded with nonlethal ammunition (treat as stun damage).

AUXILIARY SYSTEMS AND FEATURES:

Backup Sensors, ECM (1D), Hostile Environment Protection (Desert), 2 x Manipulator Arms (each can punch for 2D damage), Searchlight (100m range), VK-9 Vibroknife (Difficulty: 5, Damage: 2D+2)

<u>Weapons Payload</u>	<u>Effective Range</u>	<u>ROF</u>	<u>Ammo</u>
PR-25 Autocannon	200m	2	30/60
LM-13 Machinegun	100 m	4	200/200
APGL-78 G Launcher	100 m / 5m	0	1/6
APGL-78 G Launcher	100 m / 5m	0	1/6

PA-09 GLADIATOR



The Gladiator is a Warrior variant optimized for Dueling, and is a favorite with both underground fighters and organized teams. The model has become so popular with Peace Officer Corps Duelists that it is being considered as a replacement for the Pit Bull.

CREW: 1

MANEUVER: 1D

SENSORS: 2D (2 km)

SPEED: 3D (Walk), 4D (Ground)

ARMOR: 3D

COMMO: 2D (10 km)

ARMAMENTS:

PR-35 Autocannon (Fire Control: 2D, Damage: 3D+1)

AUXILIARY SYSTEMS AND FEATURES:

Hostile Environment Protection (Desert), 2 x Manipulator Arms (each can punch for 2D damage), Ram Plate (Front), Reinforced Chassis, Reinforced Location Armor (Crew, add +1 to crew damage rolls), Shield (+1D armor on shield side, can be used to attack for 2D+1 damage), Elite Vibroaxe (Difficulty: 5, Damage: 3D+1, Armor-Crushing), SK-2 Spike Gun (Difficulty: 5, Damage: 4D)

<u>Weapons Payload</u>	<u>Effective Range</u>	<u>ROF</u>	<u>Ammo</u>
PR-35 Autocannon	300m	1	30/30

PA-18 SKIRMISHER



A recent addition to the PDRF, the Skirmisher is a long-range scout and harassment Gear for the PDRFs Combined Task Force Regiments.

CREW: 1

MANEUVER: 4D

SENSORS: 2D (5 km)

SPEED: 3D+1 (Walk), 5D (Ground)

ARMOR: 2D+2

COMMO: 2D (20 km)

ARMAMENTS:

Light Rifle (Fire Control: 2D, Damage: 2D+2)

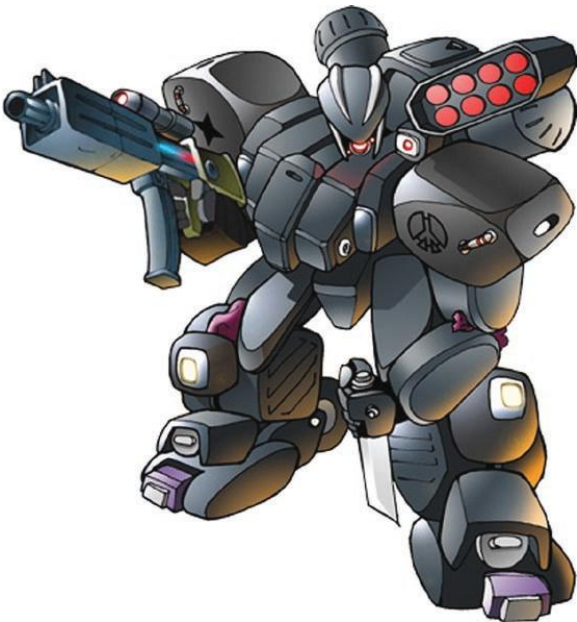
Light Rocket Pod (Fire Control 1D, Damage: 4D Indirect Fire)

AUXILIARY SYSTEMS AND FEATURES:

Airdroppable, ECM (3D), Hostile Environment Protection (Desert), 2 x Manipulator Arms (each can punch for 2D damage), M9 Hand Grenades (Fire Control: 1D, Damage: 5D), VK-9 Vibroknife (Difficulty: 5, Damage: 2D+2)

<u>Weapons Payload</u>	<u>Effective Range</u>	<u>ROF</u>	<u>Ammo</u>
Light Rifle	300m	1	20/40
Light Rocket Pod	100 m / 4m	3	24/24
M9 Hand Grenade	50m / 10m	0	1/3

PA-19 SHINOBI



The Shinobi is Paxton's first true stealth Gear. Based on the Skirmisher chassis, the Shinobi has become the boogeyman of Peace River's enemies throughout the Badlands.

CREW: 1

MANEUVER: 4D

SENSORS: 2D (5 km)

SPEED: 3D+1 (Walk), 5D (Ground)

ARMOR: 2D+2

COMMO: 2D (20 km)

ARMAMENTS:

Light Autocannon (Fire Control: 2D, Damage: 2D+2, Sniper System)

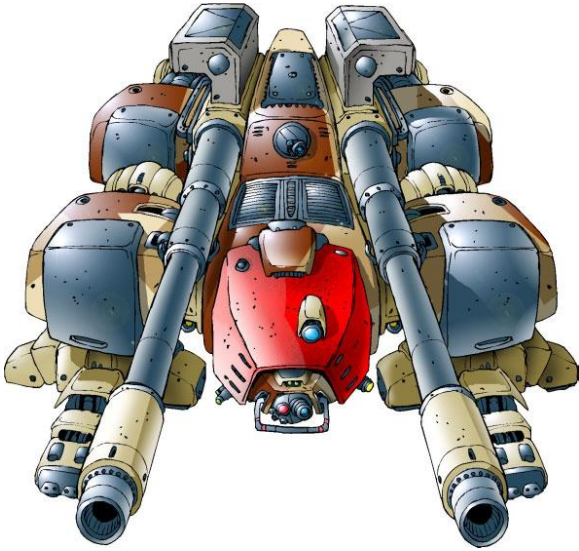
Light Rocket Pod (Fire Control 1D, Damage: 4D, Indirect Fire)

AUXILIARY SYSTEMS AND FEATURES:

Airdroppable, ECM (3D), Hostile Environment Protection (Desert), 2 x Manipulator Arms (each can punch for 2D damage), Stealth (4D), M9 Hand Grenades (Fire Control: 1D, Damage: 5D), VK-9 Vibroknife (Difficulty: 5, Damage: 2D+2)

<u>Weapons Payload</u>	<u>Effective Range</u>	<u>ROF</u>	<u>Ammo</u>
Light Autocannon	300m	2	30/60
Light Rocket Pod	100 m / 4m	3	16/16
M9 Hand Grenade	50m / 10m	0	1/3

PAW-12 RED BULL MK I



The Red Bull artillery strider allows PRDF forces to deploy artillery in places normally inaccessible to more conventional vehicles. Its large size makes it difficult to maneuver, though, and crews often complain about the terrible visibility through the hatch viewports.

CREW: 2 **SPEED:** 1D+2 (Walk)
MANEUVER: -1D **ARMOR:** 8D (9D vs HEAT weapons)
SENSORS: 2D (5 km) **COMMO:** 1D (15 km)

ARMAMENTS:

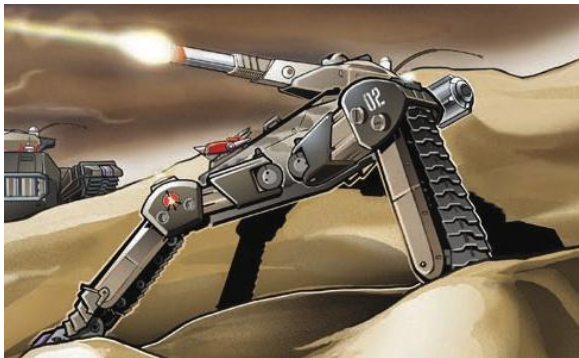
75mm Light Artillery Gun (Fire Control: 0D, Damage: 4D, Min Rng: 500m, Indirect Fire)

AUXILIARY SYSTEMS AND FEATURES:

Backup Sensors, Hostile Environment Protection (Desert), Improved Off-Road Ability, Difficult to Modify, Large Sensor Profile (+3D to detect with sensors), Sensor Dependent

<u>Weapons Payload</u>	<u>Effective Range</u>	<u>ROF</u>	<u>Ammo</u>
Light Artillery Gun	2500m	0	1/12
Light Artillery Gun	2500m	0	1/12

PAW-16 COYOTE



Peace River is not wealthy enough to field both traditional armored vehicles and striders for rough terrain combat, so they combined the two types to create Terra Nova's first Tankstrider. The Coyote is lightly armed compared to polar tanks, but few tanks can match its all-terrain mobility.

CREW: 3 **SPEED:** 2D+1 (Walk), 3D+2 (Ground)
MANEUVER: 2D **ARMOR:** 5D
SENSORS: 2D (4 km) **COMMO:** 1D (20 km)

ARMAMENTS:

Light Railgun (Fire Control: 2D, Damage: 4D+2)

Medium Antiaircraft Cannon (Fire Control 2D, Damage: 3D+1)

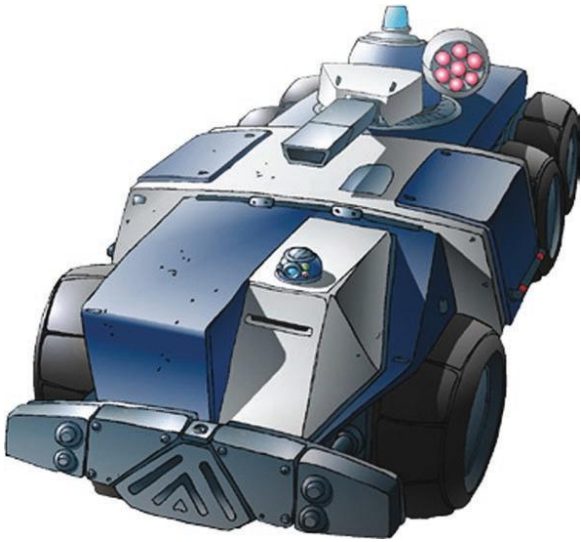
APGL-78 AP Grenade Launcher (FC: 1D, Damage: 5D+1 personal)

AUXILIARY SYSTEMS AND FEATURES:

ECM (1D), Hostile Environment Protection (Desert), Improved Off-Road Ability, Low Profile (in Ground mode)

<u>Weapons Payload</u>	<u>Effective Range</u>	<u>ROF</u>	<u>Ammo</u>
Light Railgun	500m	2	1/50
Medium AA Cannon	300m	4	300/300
APGL-79 G Launcher	100 m / 5m	0	1/6

HOPLITE APC



The Hoplite is typical of its type, an armored vehicle used to transport infantry to the battlefield. The Peace Officer Corps uses a version fitted with nonlethal weapons called the Mastiff, for riot control and tactical response situations. Command and mortar carrier variants are also available.

CREW: 2, 16 passengers

MANEUVER: 0D

SENSORS: 1D (2 km)

SPEED: 6D (Ground)

ARMOR: 2D+1

COMMO: 2D (10 km)

ARMAMENTS:

Light Rifle (Fire Control: 2D, Damage: 2D+2)

Light Rocket Pod (Fire Control 1D, Damage: 4D, Indirect Fire)

APGL-78 AP Grenade Launcher

(Fire Control: 1D, Damage: 5D+1 personal)

AUXILIARY SYSTEMS AND FEATURES:

Hostile Environment Protection (Desert), Ram Plate (Forward), Rugged Movement System, Searchlight (150 m)

<u>Weapons Payload</u>	<u>Effective Range</u>	<u>ROF</u>	<u>Ammo</u>
Light Rifle	300m	1	20/80
Light Rocket Pod	100 m / 4m	3	16/16
APGL-78 G Launcher	100 m / 5m	0	1/12

PW-05 VALENCE



The Valence engineering Gear serves civilian and military customers throughout the Badlands. Its hands may be replaced with a variety of tools, from chainsaws to plasma torches.

CREW: 1

MANEUVER: 1D

SENSORS: -2D (1 km)

SPEED: 1D+2 (Walk)

ARMOR: 1D+2

COMMO: -2D (10 km)

ARMAMENTS: None

AUXILIARY SYSTEMS AND FEATURES:

Hostile Environment Protection (Desert), 2 x Manipulator Arms (each can punch at 2D damage), Searchlight (50m range), Exposed Movement System, Exposed Crew Compartment, Large Sensor Profile



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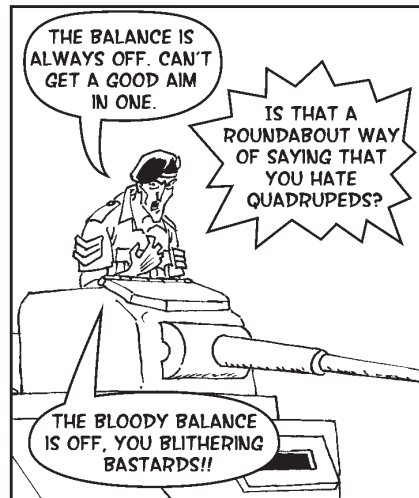
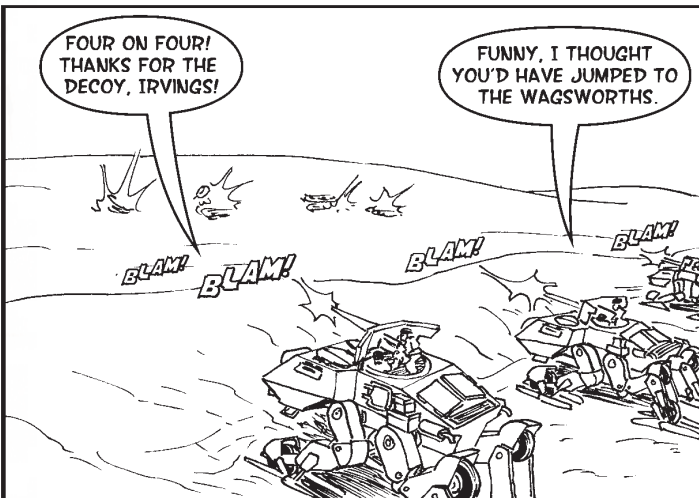
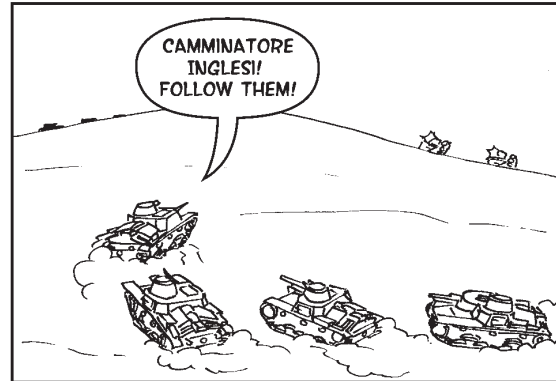
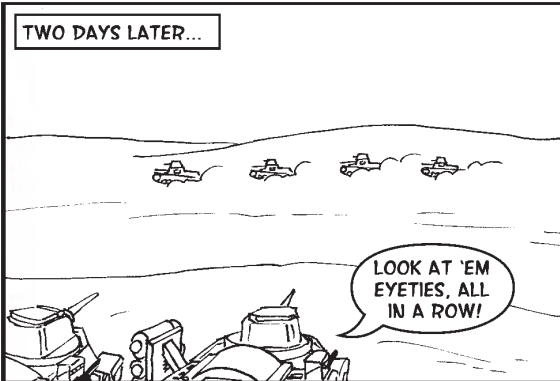
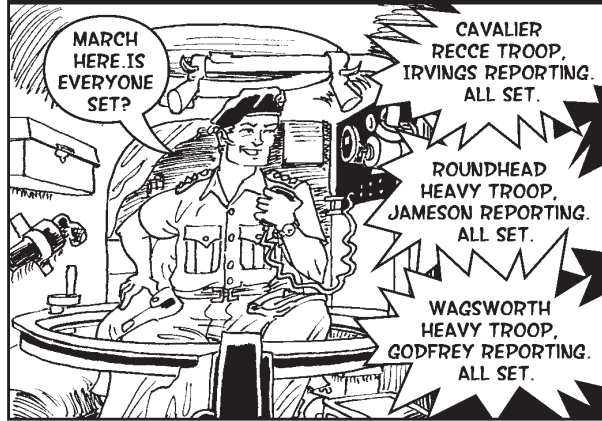
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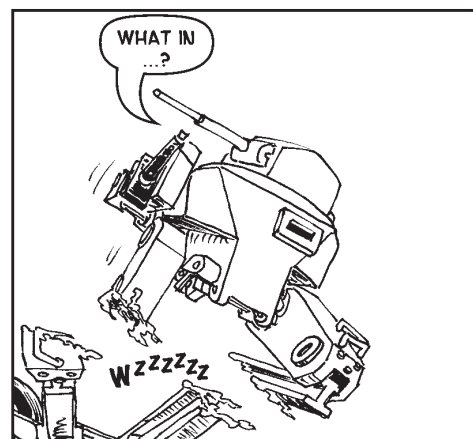
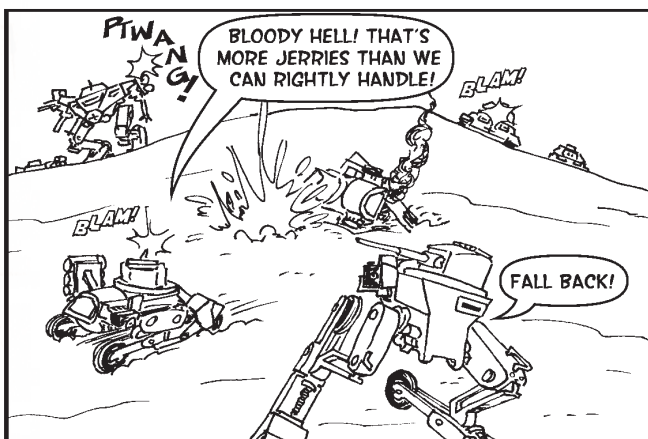
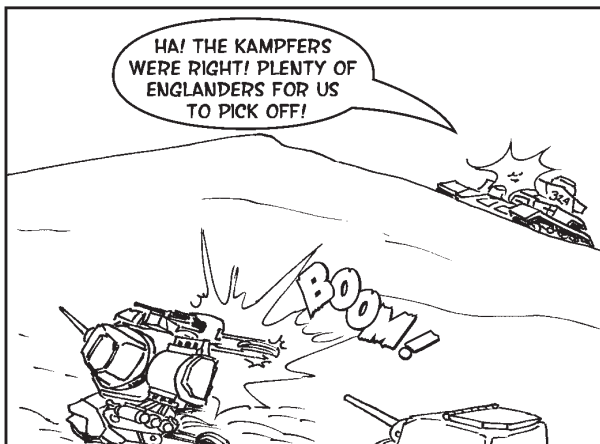
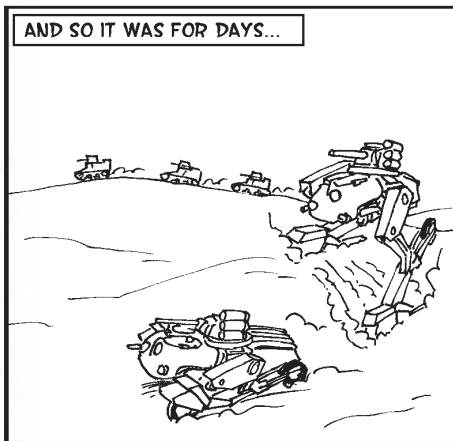
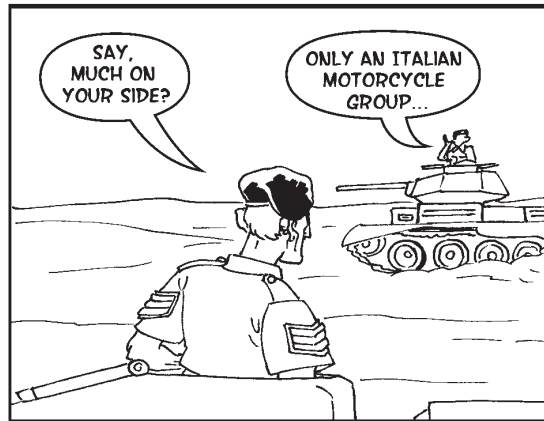
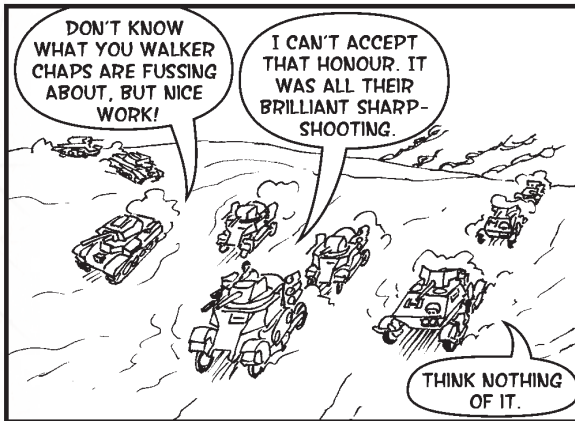
ALFIE'S TENNERS

ART & STORY: JACK BELL

NOV. 18, 1941
A NEW EFFORT TO RELIEVE TOBRUK, "OPERATION CRUSADER", IS ABOUT TO GET UNDER WAY. AMONG THE NEWLY NAMED 8TH ARMY IS CPT. ALPHONSE MARCH AND HIS WALKER SQUADRON.

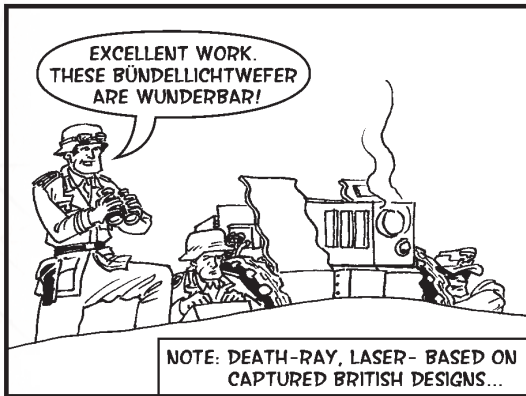


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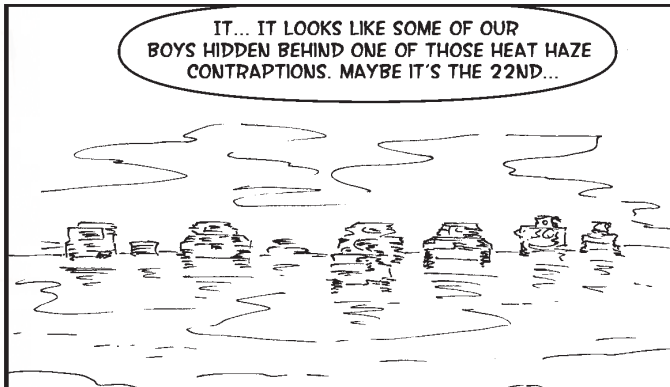
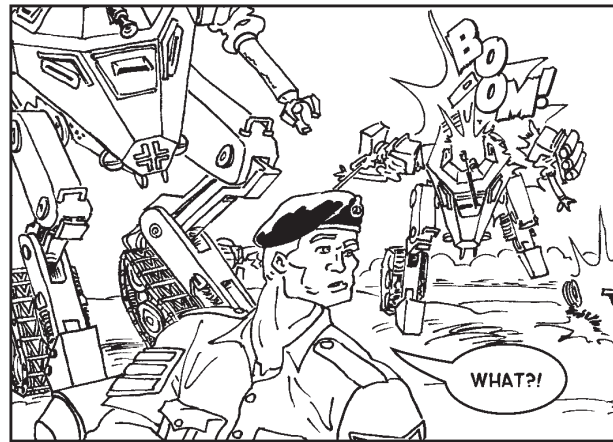
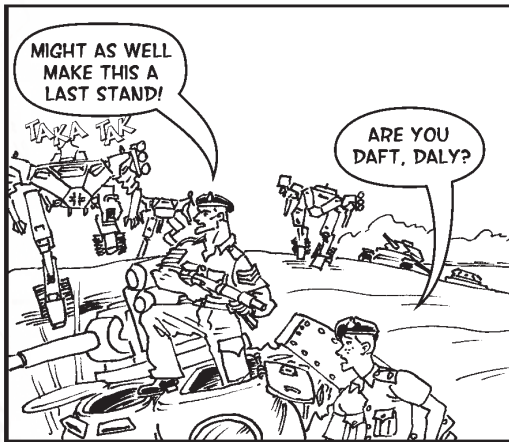
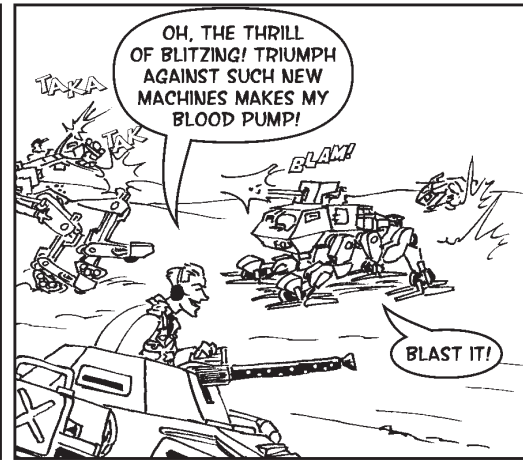
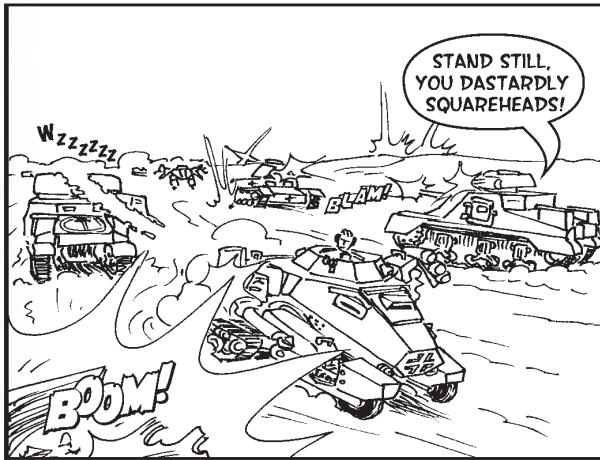
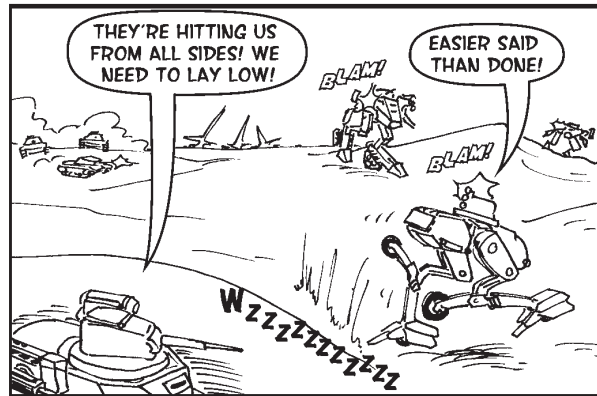


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ALFIE'S TENNERS



NOTE: DEATH-RAY, LASER- BASED ON CAPTURED BRITISH DESIGNS...



NEXT: FORWARD, BACK TO TOBRUK!

RETURNING TO THE HEAVY GEAR UNIVERSE



TWENTY YEARS OF HEAVY GEAR ROLEPLAYING



AURORA: THE SILHOUETTE MAGAZINE WORDS FROM THE DESIGNER OLIVER BOLLMANN

With the exciting news of the 20th Anniversary Edition of the Heavy Gear RPG, Aurora Magazine sat down with the founders of Arkrite Press to discuss this new edition of Heavy Gear and what the fans can expect to see.

Aurora Magazine: Congratulations, and thank you for taking the time for this interview!

Jason Dickerson: Thanks! We're very happy to be here.

Greg Perkins: Thanks for the opportunity, Oliver.

AM - Right off the top of your head, what's the first thing you would want to say about this new edition, or the deal?

JD - We're excited about getting a chance to expand and develop the Heavy Gear IP, and we've been discussing our plans on where we want to take the line on our company website www.arkritepress.com. You can read about our goals and ask us questions in our weekly blog, Arkana. So far we've talked about some of our future product releases, which currently include novellas and anthologies as well as where we want to take the line. Many people have asked 'what else is there to cover?' and we think that there's plenty of material we can explore.

AM - That's always been the great thing about Dream Pod 9's games: they have excellent depth in their settings that just lend themselves to endless exploration. Along with all that exploration, what's the one thing you'd like this new release of the HG RPG to accomplish?

JD - I want to return Heavy Gear to its RPG roots and introduce the rich setting and characters to a new generation of gamers. I also personally want to see the completion of all of the colony books. Colonies like New Jerusalem and Jotenheim were never completed in the original run of the RPG. Both of those colonies have great potential and we plan on them being highly detailed settings similar to how Terra Nova was treated in the original line.

GP - We're planning several different types of projects: game books, fiction, and figures. All of these projects aim to enrich the worlds of Heavy Gear; to revive and enhance a solid game, to make the millennia-spanning story more accessible to newcomers, and reinforce that the world of Heavy Gear is at a human scale.

AM - One of Heavy Gear's biggest assets is its extensive backstory; will the storyline be advanced in this new edition? When will the game be set?

JD - In our fourth blog entry, I discuss the timeline in depth. We will be producing products set during different eras of Heavy Gear. We will eventually offer setting books set during times such as Earth's Ice Age Crusades, War of the Alliance, and other key moments in Heavy Gear history. Our core line and initial books will be focused on what we call the Blood on the Winds and Distant Shores eras, which cover the period leading up to the Inter-Polar War to the Black Talon missions. One important fact is that the RPG timeline is different from the Blitz timeline. We will be following the original timeline established in the Storyline books and 2nd edition RPG materials. The original storyline arc will come to a definitive conclusion, but that's not the end of the story for Heavy Gear. There will be a second arc.

AM - In terms of the RPG side of things, what are your overall plans going forward, with regards to books, supplements, etc?

JD - We will be producing core books to play the game first. While the older edition books are available out there, we want to make the core rulebook accessible for gamemasters and players new to the setting. Our core rulebook will be a comprehensive book that will marry the rules with an updated Life on Terra Nova and Terra Nova Technology.

After the core rulebook, we're looking at producing the remaining colony books, in particular New Jerusalem and Jotenheim. I also want to do regional books for Terra Nova. One of the ways we were looking at doing that is by producing the books in campaign arcs which will be similar to the adventure path format made so popular by Paizo's Pathfinder. That way players can get access to specific localized information on places such a rural emirate or remote Badland's community, while giving new and old players ways to jump directly into the setting. We'd also like to do books similar to Operation Drop Bears Dive, the very first book that Greg and I professionally published together. These would be detailed regiment books. Other possible products would city-state books, detailed block by block guides detailing major locations within Terra Nova's most intriguing urban areas.

Of course we've laid out a ton of ideas here, which represent a multi-year plan for us, and fan feedback and support will be key in delivering the game materials they want.

AURORA: THE SILHOUETTE MAGAZINE

WORDS FROM THE DESIGNER

AM - Non-RPG wise... the announcement mentioned new minis! And various other fiction and merchandise! Hunter keychains? Do tell!

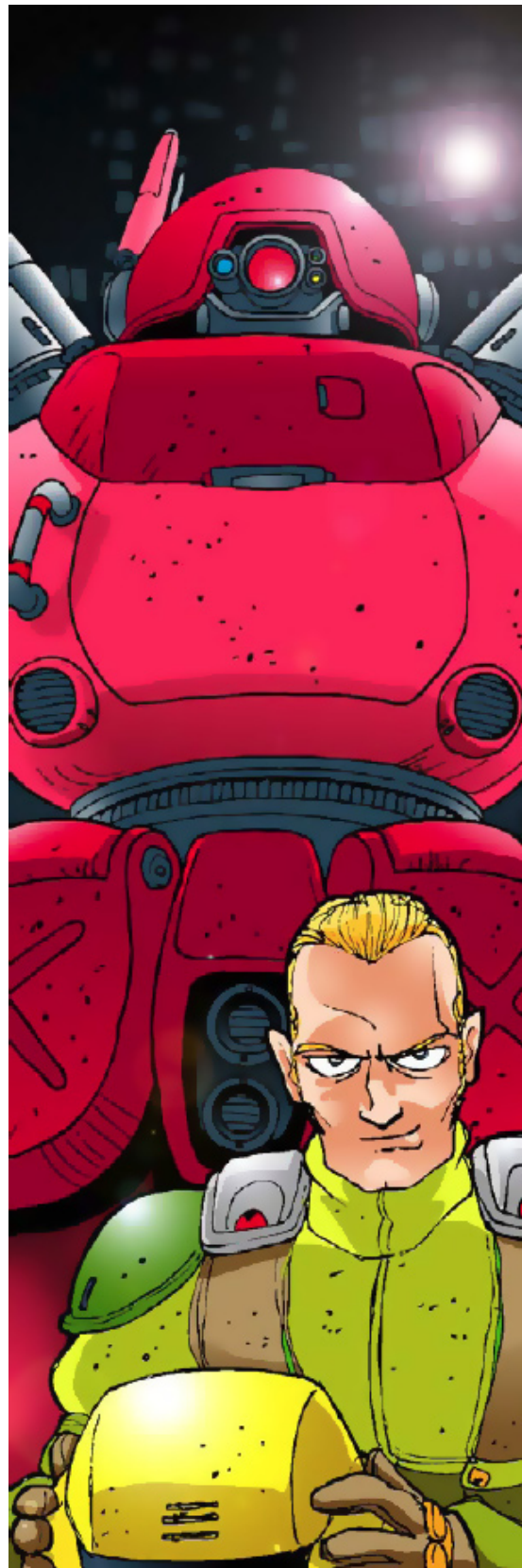
JD - We have the license to make RPG support miniatures in 28mm scale. We plan on having some character figures such as Miranda Petite, but also some archetypal figures that can represent player's characters. Of course we'd like to make some of the iconic Gears in that scale and their size on the table wouldn't be too crazy by today's miniatures standards.

Fiction anthologies, novellas, and novels are going to be a big part of our company. That's an area that Heavy Gear never really pursued, though there definitely were plans for it if you look at the upcoming product catalog in the 1st Edition book.

No plans for a Hunter Keychain, but we do have plans for additional patches and a few other things along those lines.

AM - Awww, shucks. Maybe we'll have to settle for an actual Hunter... seriously, it will be great to see more and more HG material, including fiction, out in the wild. When can we expect to see the RPG gracing shelves everywhere?

JD - We plan on getting out Heavy Gear Universe fiction anthologies and novellas out first. The core rulebook and gaming supplements will require playtesting and feedback from the community. While we want to make the product as compatible with the second edition material as possible, there has been some feedback from the fans on wanting some updates to the rules.



AM - To take on this kind of project, you must have a deep love of the HG world. How did you get your HG start?

GP - I was working as an in-house painter and assistant illustrator and layout designer at Global Games, a Canadian, Toronto-based company that produced the space-hulk-like Legions of Steel when I first got of glimpse of Heavy Gear at MigsCon '96. I distinctly remember the president of Global Games talking to Robert Dubois from Dream Pod 9 and overhearing Robert gushing about what Activision was doing with the videogame in development. A few weeks later, at the RAFM plant, when we were packaging extra stock for GenCon, I was given several Heavy Gear miniatures, the Rabid Grizzly, Mammoth, and Stone Mason being my favourites at the time. Then, at GenCon '96, my mind was forever imprinted with the sight of the 1:1 scale Hunter at the Activision booth (in '97 I remember taking all my breaks to walk around the repainted and relit Dark Hunter). At the end of that show, when all the exhibitors were doing trades, I picked up the 1st editions of the Heavy Gear Rulebook, Terra Nova Technology, North and South Field Guides, Duelist Handbook, Character Compendium, Artillery & Ground Warfare, and Into the Badlands. I was hooked.

University imposed a break on gaming and painting due to the intensity of my program and it wasn't until 2006 that I discovered Phil LeClerc's amazing work on the Heavy Gear Blitz miniatures. That reignited my interest and one thing lead to another until I was back at GenCon 2010, except this time I was representing both Dream Pod 9 and Heavy Gear.

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WORDS FROM THE DESIGNER

JD - My very first Heavy Gear book was the first edition RPG book. I still have it on my bookshelf. While that book was good looking book, it really wasn't the book that drew me into the Heavy Gear universe. I give that honor to the 1st edition Life on Terra Nova, at that time, I had never really seen another rpg supplement that so completely and elegantly presented a setting. The writers did an excellent job intelligently laying out how the world evolved. For a giant robot game, the writing staff at Dream Pod 9 took a tremendous amount of time making the setting more important than just their signature robots. Life on Terra Nova really sold the setting to me, because I could visualize a well fleshed out character in the setting. I didn't have to define my character as the guy that pilots a Hunter or a Spitting Cobra.

Dream Pod 9 didn't stop producing world building books at Life on Terra Nova. They continued to publish superb pieces such as Terra Nova Technology and my personal favorite book, Southern Republic Army List.

AM - Seeing as how important story is to HG, what is your 'coolest' moment you've ever had playing HG?

JD - For me it was a six weekends of gaming that my group played that in game amounted to about 36 hours of Terra Nova time. My group jokingly referred to the series of events that we went through as being the Heavy Gear equivalent of the TV show 24. The climax of that part of the game for us was when my character and another player recovered a hijacked fuel tanker variant of a Bacchus transport plane from a group of terrorists who were planning on using it as a makeshift bomb against a military convoy. The rest of the group was inbound on an intercept path to take out the ground elements of the terrorists, who were waiting for the explosion. To make matters worse, there was a terrible weather. Our characters had to manage a fight against a larger force while battling a sandstorm and low visibility conditions.

AM - Be honest... will this book be nothing but a promo piece touting the supremacy of the Asp?

JD - You got me. I tried to tell Greg we should rename the line Heavy Asp, but he told me that not everybody shares my enthusiasm for my favorite underdog Gear.

GP - I'm sure we'll find a way to sneak in our favourite anti-personnel grenade launcher mohawk Gear.

AM - What does your current gaming schedule look like?

JD - I play every Saturday with the same RPG group I've had since 1999. We usually alternate between two games each month so we can play in different genres and let game masters have a break. Heavy Gear is obviously one of our favorite games.

GP - I'm still about the hobby first—digesting loads of science fiction material, speculative and conceptual architecture, drawing, 3D modelling, and painting—and because I have so many different interests, I don't keep a particular schedule but my friends and I will host painting sessions and game nights.

AM - Any secret teaser you want to leave with people, to whet their appetites and keep them guessing until release day?

Jason: If you're still have your old storyline books, the covers have text at the bottom with messages being passed between unknown parties. Let's just say that those parties have had a hand in every era that we're looking to publish.

AM - Well that's a suitably nasty cliffhanger! Thank you both for taking the time for this interview, and I along with others are looking forward to seeing the renewed success of Heavy Gear!



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AURORA: THE SILHOUETTE MAGAZINE

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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. Stories are encouraged to 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 however, and stand-alone pieces will be considered and published.

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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.

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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 #8.3: June 26th 2014

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. Please double check your work! You may also 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. If you are tweaking rules that exist within the game already, please clearly denote those as well as the reference to where the original rules reside. Do not copy any existing game rules text, only note what is changed from the existing rules.

Note that all rules will be clearly marked as "House Rules" or "Home Brew Rules" when published within Aurora, to distinguish them from official rules that can be used at tournaments, conventions, and etc. Around the home gaming table, however, we all love house rules!

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.

Something Else!

We pride ourselves on the creativity of our gaming friends. If you have something else to contribute that's not listed here, please submit it!