

AURORA

THE SILHOUETTE MAGAZINE



INSIDE THIS ISSUE:
GK & HG FICTION
ITALIANS SUPERSCIENCE ON THE RISE
DOUBLE BONUS HEAVY GEAR D6 CONVERSION!



AURORA: THE SILHOUETTE MAGAZINE
TABLE OF CONTENTS
VOLUME 8, ISSUE 3

Shades in the Night... <i>Editor's Message</i>	2
About the Authors <i>The Whos and Copyright Information</i>	3
Kraut Patrol <i>Graphic Novel set in Gear Krieg by John Bell</i>	5
Gifts of the Gods of Olympus <i>Mechanical Catalogue & Game Rules for Gear Krieg by John Bell</i>	8
SPECIAL PULL OUT SECTION: Battlelogs: Gears of the North <i>Game System Conversion by Jason English</i>	
SPECIAL PULL OUT SECTION: Battlelogs: Gears of the South <i>Game System Conversion by Jason English</i>	
Alfie's Tanners <i>Graphic Novel set in Gear Krieg by John Bell</i>	12
You've Come a Long Way... <i>Gallery Image set in Heavy Gear by Brandon Fero</i>	15
You've Come a Long Way <i>Fiction set in Heavy Gear by Brandon Fero</i>	16
Submission Guidelines <i>How to Submit Material to Aurora</i>	20
Article Suggestions <i>What Aurora is Looking For</i>	21

I WANT YOU



FOR AURORA
NEAREST SUBMISSION DATE

AURORA: THE SILHOUETTE MAGAZINE SHADES IN THE NIGHT

From the Editor...

Can it be? We have hit the halfway point of the year. Like a Ferret picking up speed we're wheeling our way through 2014. Fortunately, as we approach terminal velocity, we've got for you your in-, er, gear magazine, full of things for your reading pleasure: Heavy Gear! Gear Krieg! And D6 material to boot! Strap in.

Both with the announcement of the HG 20th Anniversary RPG, and my own recent musings (as we gamers are wont to do) on RPG systems, it struck me just how much the Silhouette system and Dream Pod 9 has informed my gaming tastes. This is likely no surprise to anyone, given I'm the editor of a DP9 fanzine, but into the sands of time I had almost overlooked what an influential role these games have had on me. So many little game rule nuggets that operated in a different fashion than other systems: a wholly different die system, an open ended construction system, damage linked to the hit roll, skills divorced from different stats, the idea of complexity. From when I first laid eyes on the Silhouette system I knew it was a system I would like. It may have shown its niggles and shortcomings over the years, but those are never insurmountable.

As I take my most recent stab at putting together a RPG system for my own amusement (I don't really expect to ever get it solidly complete, more as a vehicle for exploring ideas) I know that the shadow of the Silhouette system will loom large over it. And yes, that pun was totally intended.

As the World Cup blazes across our screens, let us envision Gears-a-bootin' as we settle into 2014.5 and onward.

Welcome to Issue 8.3 of your Silhouette magazine.

Game on,

Oliver Bollmann
Aurora Magazine Editor

[Visit Aurora Magazine on Facebook](#)

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.

AURORA: THE SILHOUETTE MAGAZINE

ABOUT THE AUTHORS

Brandon Fero (thanatos_storm@hotmail.com) -- *You've Come a Long Way... & You've Come a Long Way*

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.

Jason English (Banzai on the Forums) -- *Battlelogs: Gears of the North & Battlelogs: Gears of the South*

Some say he know two facts about ducks - and both of them are wrong.

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

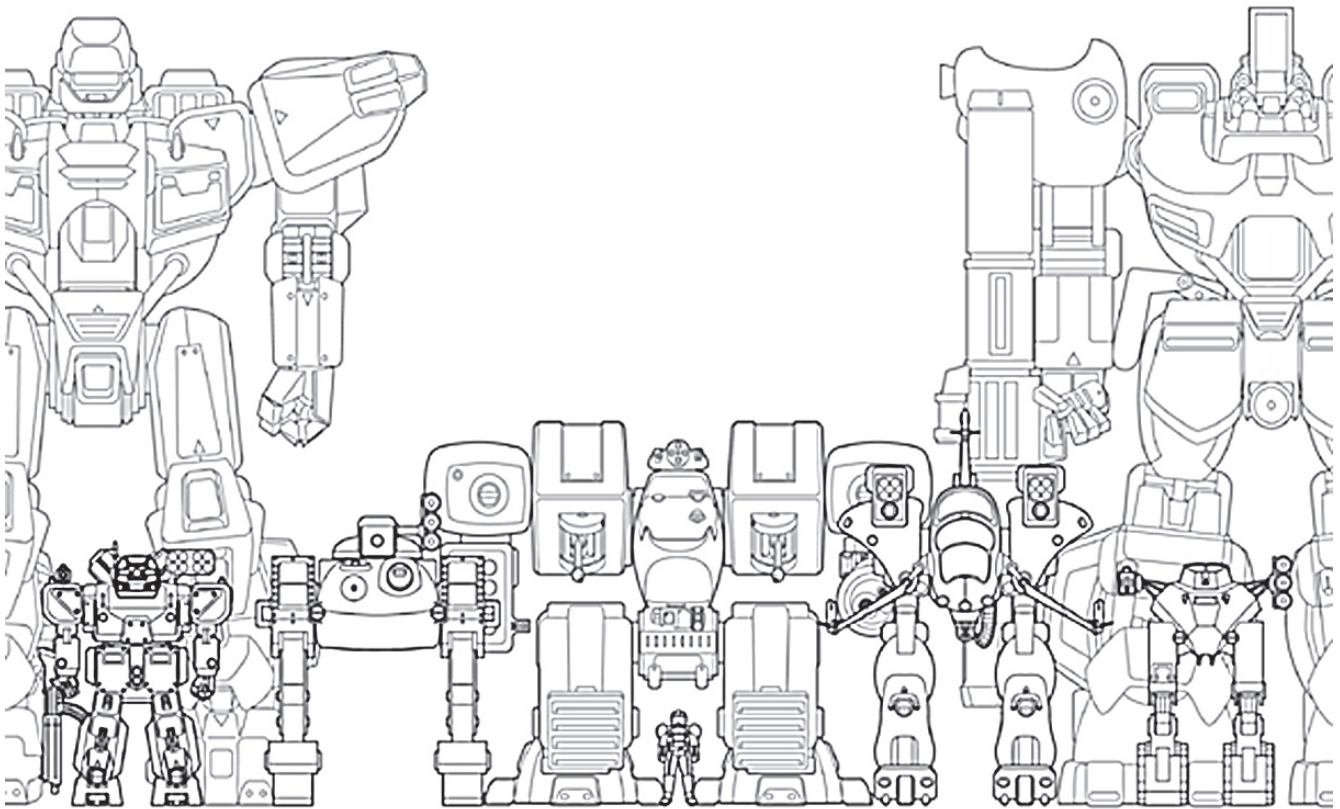
He gets labeled a "walking-talking encyclopedia." He draws what goes through his mind. He builds what he can't afford. He walks what others would take a lift for. He'd probably trade in his bike for a real, working Ferret; but then again, who wouldn't?

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

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

AURORA: THE SILHOUETTE MAGAZINE ABOUT THE AUTHORS



COPYRIGHT INFORMATION

Silhouette™, Silhouette Core™, Core Command™, Heavy Gear™, Heavy Gear Blitz!™, Jovian Chronicles™, Tribe 8™ and Gear Krieg™ are Trademarks of Dream Pod 9, Inc. Silhouette™ Core Rules are © Dream Pod 9, Inc.

All articles written within are © their respective authors, as indicated on the list above. Permission has been granted for the sole purpose of their publication in Aurora. No reproduction is allowed without their express consent.

All images not specifically listed above, as well as all game logos are © DP9 and their original artists. No reproduction is allowed without their express consent.

Permission granted to reproduce this document in full for private use.

Please visit www.dp9.com and aurora.dp9forum.com for more information.

Aurora Magazine, Volume 8, Issue 3, Published July 1st, 2014

SEPTEMBER 1941, THE 10TH INDIAN DIVISION THAT LANDED IN KUWAIT MANAGES TO RECAPTURE RAF SAIBAH AND BASRA...



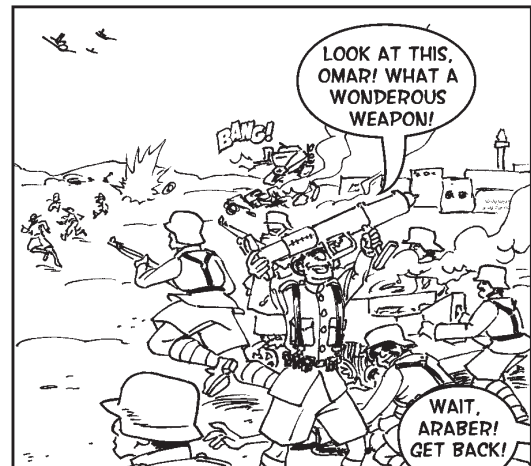
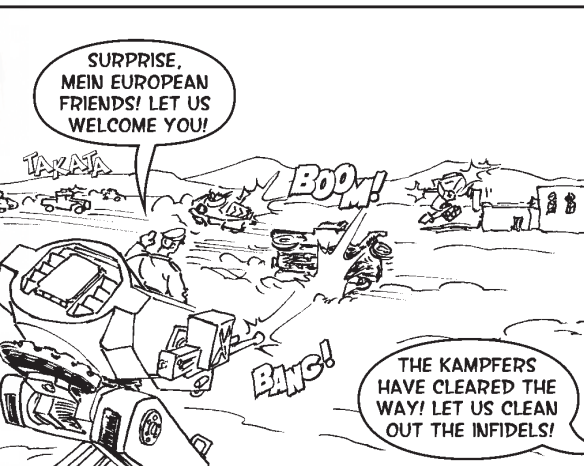
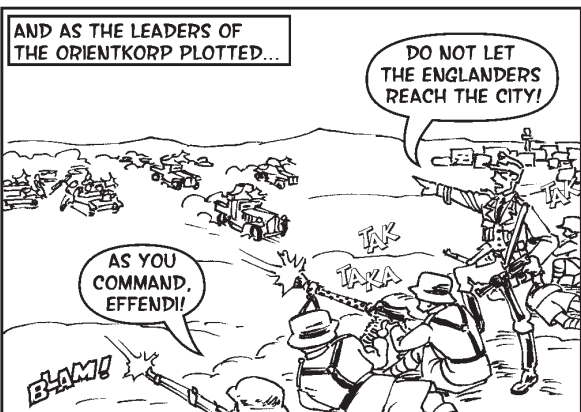
MEANWHILE, THE BRITISH FORCES IN THE LEVANT HAD CLEARED OUT THE ORIENTKORP TROOPS THERE AND PUSHED ONWARD TO LIFT THE SIEGE AT RAF HABBANIYA...



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

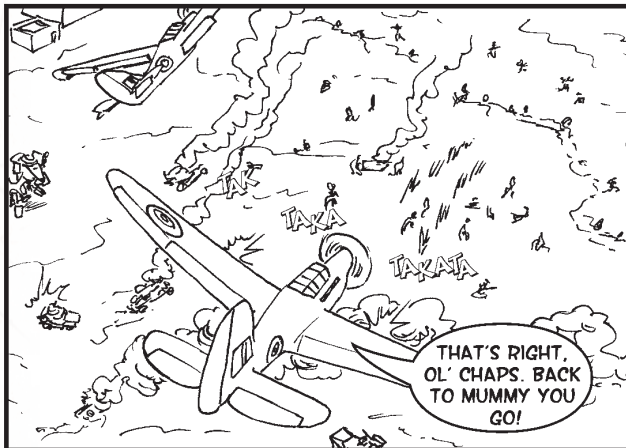
Kraut PATROL

ART & STORY BY JACK BELL



AURORA: THE SILHOUETTE MAGAZINE

KRAUT PATROL

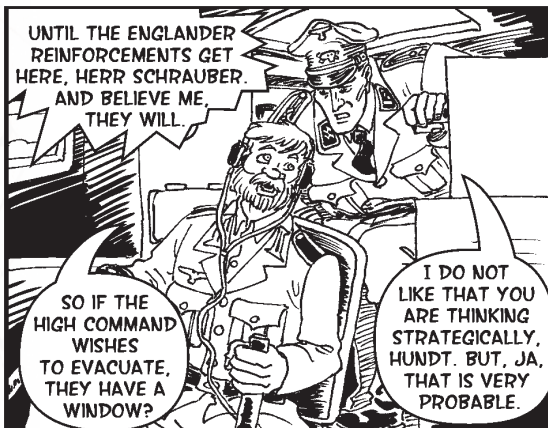


THAT'S RIGHT, OL' CHAPS. BACK TO MUMMY YOU GO!



FINALLY, WE HAVE PUSHED THEM BACK!

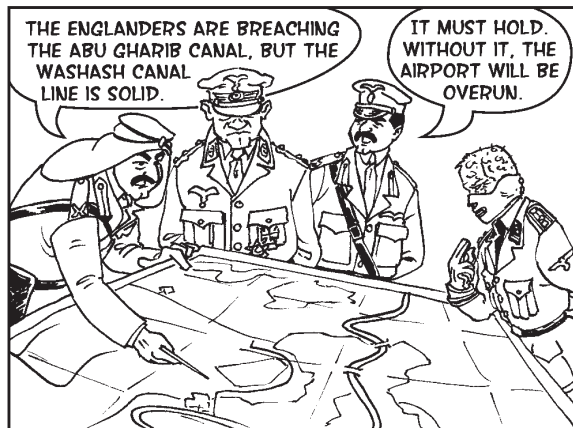
JA, KNACKER, BUT HOW LONG CAN IT LAST?



UNTIL THE ENGLANDER REINFORCEMENTS GET HERE, HERR SCHRAUBER. AND BELIEVE ME, THEY WILL.

SO IF THE HIGH COMMAND WISHES TO EVACUATE, THEY HAVE A WINDOW?

I DO NOT LIKE THAT YOU ARE THINKING STRATEGICALLY, HUNDT. BUT, JA, THAT IS VERY PROBABLE.



THE ENGLANDERS ARE BREACHING THE ABU GHARIB CANAL, BUT THE WASHASH CANAL LINE IS SOLID.

IT MUST HOLD. WITHOUT IT, THE AIRPORT WILL BE OVERUN.



THE BOMBING KEEPS GETTING WORSE. THEY MUST HAVE BROUGHT THE ARTILLERY UP BY NOW.

AND ALL THIS DEFENDING IS MAKING SCHRAUBER JITTERY.

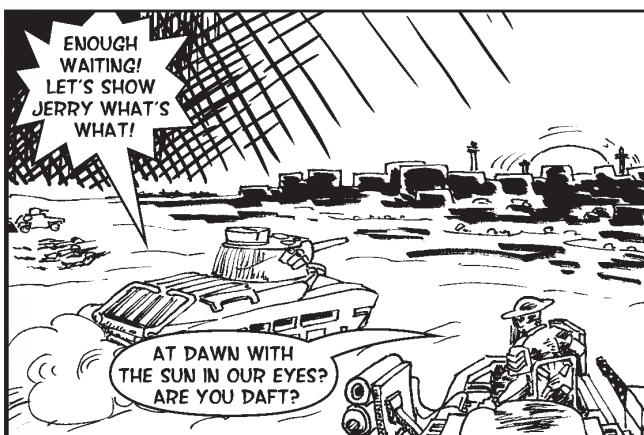
S... SILENCE, YOU FOOLS!



I CANNOT TAKE IT! I CANNOT, I CANNOT!

CALM YOURSELF, AL-RASHID. A LEADER MUST MAKE A SHOW OF STRENGTH.

JA, ICH BIN VIEL STARKER ALS ICH JE GEDACHT HAB...



ENOUGH WAITING! LET'S SHOW JERRY WHAT'S WHAT!

AT DAWN WITH THE SUN IN OUR EYES? ARE YOU DAFT?



W.. WAS?

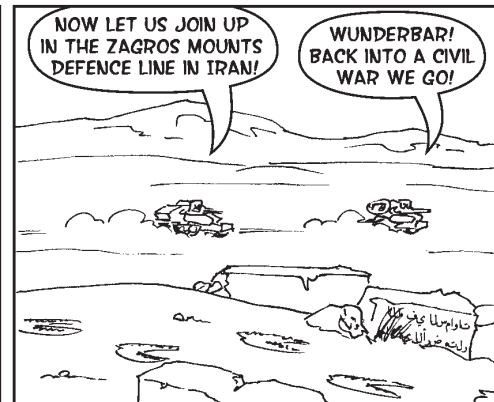
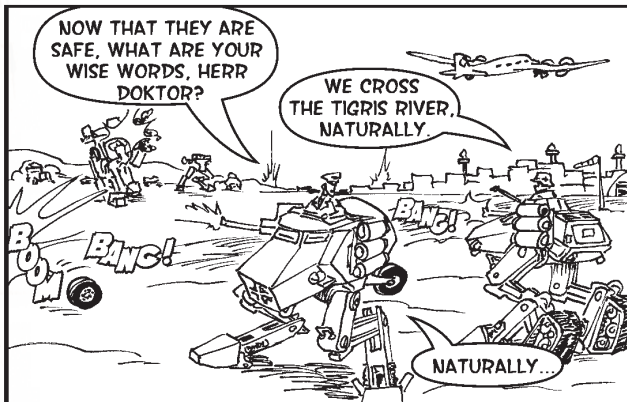
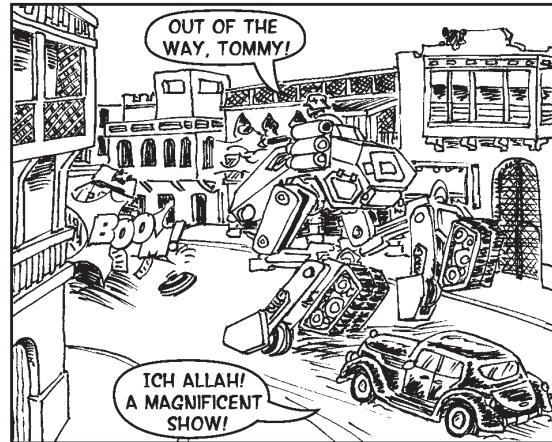
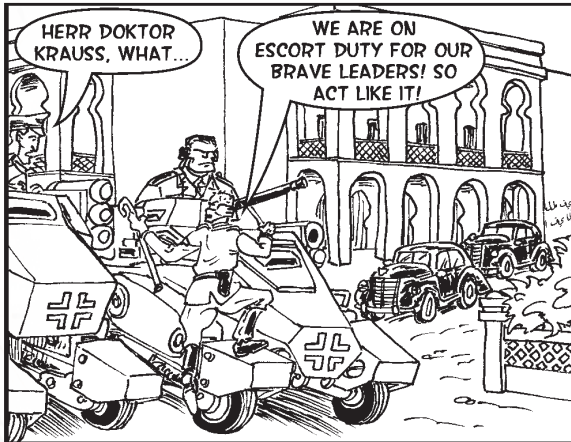
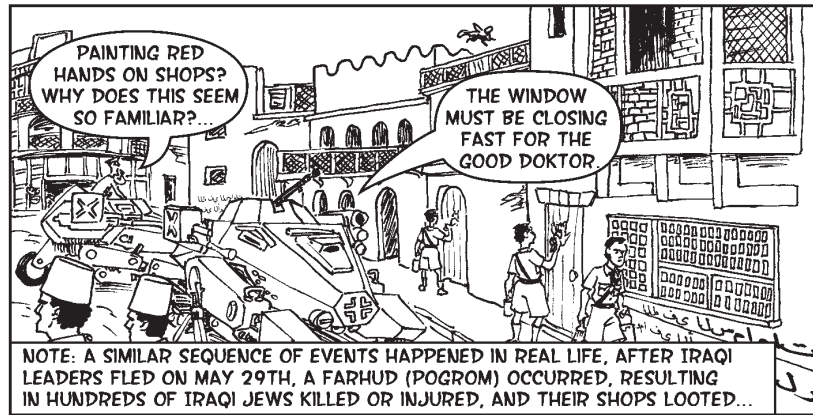
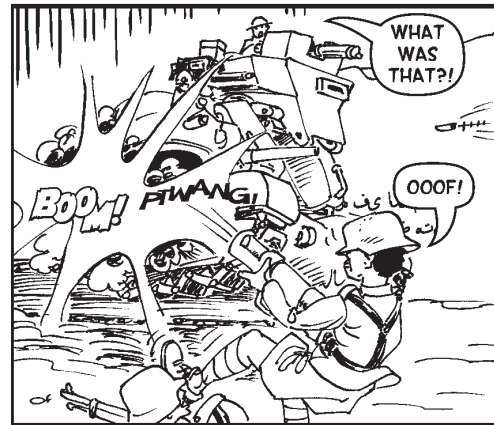
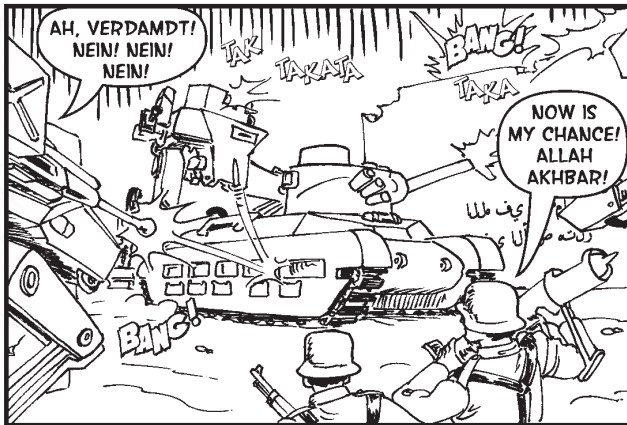
ATCHUNG! HEAVY TANKS! KAMPFERS! WE MUST CRUSH THEM!

HE MUST STILL BE REELING FROM FRANCE...

NOTE: BACK IN AURORA 3.1

AURORA: THE SILHOUETTE MAGAZINE

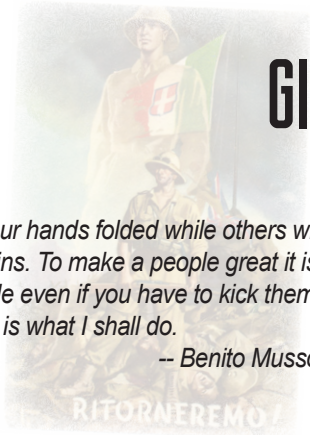
KRAUT PATROL



NEXT: I JUST RAN, I RAN ALL NIGHT AND DAY. I COULDN'T GET AWAY...

It is humiliating to remain with our hands folded while others write history. It matters little who wins. To make a people great it is necessary to send them to battle even if you have to kick them in the pants. That is what I shall do.

— Benito Mussolini



ITALIAN SUPERSCIENCE IN GEAR KRIEG

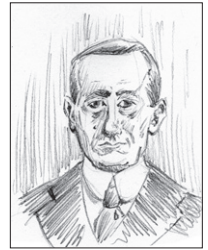
Benito Mussolini was the original Fascist dictator. Kicked out of the Italian Socialist Party, he decided to form a new kind of political party, different from Liberalism or Communism. With 30 000 party members in blackshirts behind him, he marched on Rome in late October of 1922 and seized power. His style was bombastic and theatrical, focusing on exuding machismo and military might. Long gesticulating speeches and elaborate military parades were part of his appeal. Mussolini wanted to make Italy as glorious and as powerful as the Roman Empire had been, and modelled his party, the Fascist Party, after it. Italy would be a colonial power, and would rule with clockwork efficiency. Or so they said...

While he kept the Italian parliament around for a while, power quickly devolved into Mussolini's hands and those of his entourage, who assembled as the Grand Council of Fascism.

Such uniqueness led to copycats, and the biggest of them was Adolf Hitler. Hitler took Mussolini's autocratic views and tools, and perfected them to a hilt. But he also had more people under his yoke, greater industrial power and more scientific minds to exploit. While Il Duce's factories were making light tanks and canvas biplanes, the Fuhrer was churning out medium tanks, aluminium fighter planes and the versatile PanzerKampfers. And while Mussolini got kicked out of the League of Nations for invading Ethiopia, Hitler was gobbling up Central Europe as fast as could be.

Italy, the New Rome, was going to be left in the dust, and that was not an option. The Duce would need new weapons so he could flex his might and show what he and his country were made of. That this train of thoughts was to repeat itself throughout the war would bode ill for his fate...

GUGLIELMO MARCONI



Guglielmo Marconi was born on April 25, 1874, in Bologna, Italy. He grew up fascinated in physical and electrical science and by the works of Maxwell, Hertz, Tesla, and other such pioneers. By 1895, he had succeeded in transmitting wireless signals over a mile and a half away. By 1897, he had switched from short wave to long wave transmission, and that distance grew to twenty miles. His constant successes and improvements would lead him first to Britain, where he conducted the first wireless transmission across the English Channel. In 1900, he set out to outdo himself by sending a message from the tip of Cornwall to St. John's, Newfoundland.

Marconi's work over the next decade would continue at the same breakneck speed, patenting new radio technology such as the magnetic detector (1902) and the horizontal directional aerial (1905), and establishing the first commercial wireless services, culminating in a Nobel prize in 1909. Radio, as wireless transmission came to be known, would play an ever-growing role throughout the rest of the twentieth century.

While serving in the Italian navy during WWI, Marconi restarted work on short wave transmission, eventually leading to even shorter waves, or microwaves. This would be picked up in Britain as the basis for Radar and other ingenious applications. Marconi's own research stagnated around this point, his last major patent being a vacuum tube from 1926.

Having joined the Fascist party in 1923, Mussolini appointed Marconi President of the Royal Academy of Italy in 1930, which also made him a member of the Fascist Grand Council. He would use what influence he had to advance science in the name of the regime, but was powerless against the influence the corporations held and could not halt the exodus of intelligentsia to Germany and to the Western Allies. Marconi died in Rome on July 20, 1937. The following day, every radio station in the world observed two minutes of silence in tribute.

AURORA: THE SILHOUETTE MAGAZINE

GIFTS OF THE GODS OF OLYMPUS

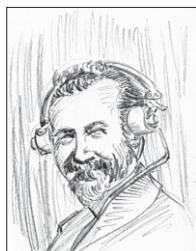
MECCANICA CAVALLO

In 1933, D. G. Alzetta invented a mechanical horse, to be used as a training machine or a light tractor. At first, there was little attention given to his work, and he would have remained an obscure novelty in popular engineering magazines, but for the introduction of the German PanzerKampfers. It soon became a symbol of Italian ingenuity, no small thanks to its ease to manufacture compared to the German wonder weapons. Three thousand units were built, and served in motorized infantry regiments. Like the light tanks, these “advantages” would showcase the problems of the Italian industry once they entered WWII.

The machine was similar enough to a motorcycle, with the exception of legs made entirely of light steel tubing. However, it did suffer from a poor engine, and the lack of a computer. This meant that the controls could be a bit finicky when doing complicated manoeuvres, such as crossing difficult terrain.

GIULIO ULIVI

Giulio Ulivi was born in 1881 in Borgo San Lorenzo, a small Italian village nineteen miles north of Florence. He distinguished himself in Engineering at the Florence Technical Institute.



His greatest fame came on the eve of the first world war, when he claimed to have built a death ray. Tesla promptly accused him of intellectual theft. Despite the success of the F-Ray, the military was not interested, and by 1918 had arrested him for treason.

Ulivi languished on the sidelines for years, working on 3-D movies and florescent paint, until Telsa unveiled his electrostatic cannons on the Maginot Line. This led him to work on F-ray again. He presented it to Marconi, head of the Fascist Royal Academy, as a way to counter the new French wonder weapon.

RAGGI F (THE F-RAY)

The F-Ray could, thanks to certain electric rays, destroy any concentrated amounts of metal which housed explosives, such as land mines, gun pieces or vehicles. Given the small size of rifle ammunition, Infantry troops were hard to target. It could range in on targets, allegedly up to twenty five kilometres, but in reality could only affect them within a kilometre or so. The device was inaccurate, as it tended to destroy other objects within range more often than the target itself. Once fired, the generator inside needed to recharge, which was not a speedy affair.

The original F-Ray was a mishmash of rudimentary electronics linking an infra-red searchlight to a control panel. By the time Italy had adopted Ulivi's weapon, it had been encased in a metal casing that looked half-way between a coffin and a torpedo tube. Two men could carry the device, although a third often trotted along with a generator in tow. Latter versions removed the aiming searchlight, even though Ulivi was convinced until his dying days that the F-Rays could be aimed at targets.

After Italy's capitulation, German engineers attempted to link the device to an IFF system, but it performed mediocrely, targeting friends with slightly less certainty than foes.

EARTHQUAKE MACHINE

When Tesla unveiled his death ray additions to the Maginot line in 1935, the world paid attention. So did Mussolini, his mind imagining new weapons with which to counter it. He then contacted the one group he thought could realize this dream: Marconi and the Royal Academy. After weeks of brain-racking futility, the members had still come up with nothing. That is, until Raffaele Bendadi jolted Marconi's memories. Bendadi had been inducted to the Academy thanks to his accurate earthquake predictions. During one his stays in the Americas, Marconi had visited Tesla's laboratory and came upon a discarded invention: the electro-mechanical oscillator, Tesla's 1893 “earthquake machine.” Before the rise of Fascism, Italy was at the forefront of earthquake research. And this was just the way to regain that prestige.

Between his knowledge of radio waves, the blueprints of this marvellous little trinket, and Bendadi's seismic knowledge, Mussolini would have his vaunted weapon. Marconi thus proposed a portable machine, capable of making small, localized quakes, or changing hill terrain, or be used as a

AURORA: THE SILHOUETTE MAGAZINE GIFTS OF THE GODS OF OLYMPUS

weapon against mole tanks. But when it came to actually build a prototype, it turned out that the machine was far more massive and complicated than anticipated. It was plagued by constant technical failures, Marconi's untimely demise, and other problems. By 1941, the earthquake machine could provoke small localized quakes. Of the dozen machines built, half of them imploded in the field, collapsing the ground around them.

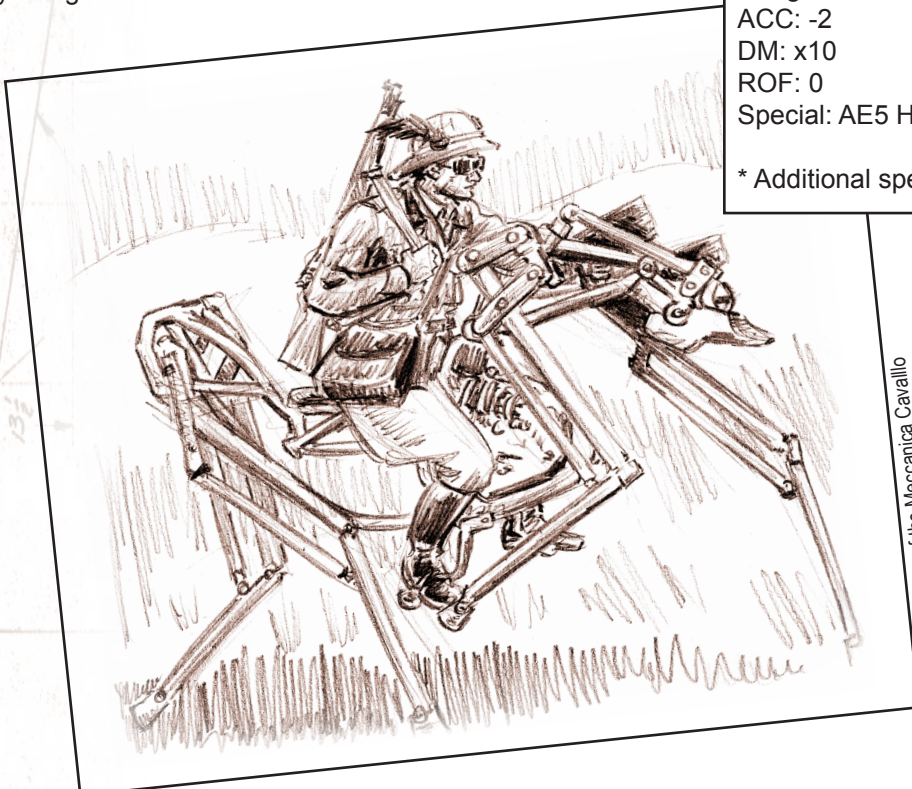
Earthquake Machine Special Rules

The weapon uses the following vehicle Flaws: Exposed Crew, Exposed Fire Control, cant be installed on a walker

On a fumble, the machine and anything in a AE D6 radius get swallowed into the earth. This area becomes a pit.

If the roll succeeds, any unit caught in the designated Area of Effect must roll a Dangerous Terrain test (see Gear Krieg rulebook, page 50) If a walker fails, it is knocked down (see page 66) Infantry units are automatically pinned down for 1d6 turns if they are within the designated Area of Effect.

If the terrain in the designated Area of Effect is Urban, Woods, Jungle, or Cliffs, it will remain unstable for the rest of the game, requiring Dangerous Terrain tests for every unit that passes through it. Any terrain that would be considered dangerous during an earthquake can be added to the list, so long as the players agree beforehand.



John Bell: Charge of the Meccanica Cavallo

TABLE OF ITALIAN INVENTIONS

Infantry Mobility Equipment

Name: Meccanica Cavallo (Mechanical Horse)

Force: Italy

Year: 1933

Wt: 400 kg

TV Mod: x2

Supply: 3

Enc: -

Additional Info: Special 4 Walker MPs
Random Shutdown

Italian Superscience Weapons

Name: Earthquake Machine

Year: 1941

Cost: 120 TV

Range: 5/10/20/40

ACC: -2

DM: x8

ROF: 0

Special: AE4 IF Slow2 *

Name: F-Ray

Year: 1936

Cost: 50 TV

Range: 0/0/0/0

ACC: -2

DM: x10

ROF: 0

Special: AE5 HW Slow2

* Additional special rules: see weapon description

AURORA: THE SILHOUETTE MAGAZINE

GIFTS OF THE GODS OF OLYMPUS

CP 39

The Camminatore Pesante 39 (originally known as the Camminatore Rullo 39) was born out of Italy's envy. At the 1936 Berlin Olympics, the Germans presented the first working walker, the PanzerKampfer III, to the world. Mussolini demanded that Italian corporations not only build one, but that it would tower over the Kampfer. As much as they tried, Italian engineers couldn't manage to make any leg larger than a man stand, let alone walk. Instead, they made an armoured vehicle with large off-road wheels that could lift itself pneumatically. Instead of manoeuvrability, it was decided that the vehicle could simply crush anything in the path of its heavy roller. The vehicle, naturally, had rear-wheel steering.

Channelling the Fiat 2000 heavy tank and the Fiat Andolfo armoured car, the machine was a walking, or rather rolling, arsenal. Beyond the main 47mm turret gun, it sported a pair of sponson machine guns inside the roller and a rear-facing anti-aircraft gun. Yet, despite all this forethought, its armour was as thick as the medium tanks that surrounded it in parades. The complexity of the CP39 meant that only seven were produced, barely two per year. By the start of WWII, the Italians were trying to buy German walker licenses.

Notes: This all came about because Italy never got to shine during WWII. Despite Mussolini's bravado and bluster, it paled in comparison to Nazi Germany and Imperial Japan. Even its real-life wonder weapons fail to impress the imagination. This coming from the land that gave birth to the Renaissance, one of the first modern tanks (the Fiat 200), the Futurism movement of the 1920s, and post-war gave us espresso and the sleekest cars ever built! Given that most of its greatest scientists and engineers had gone to work in either Germany or Britain and the Americas, it's not hard to see why.

So Italy needed its own inventions, and they all needed to be quirky. The CP39 came first, as a rationalization of the various war wheels and robot tanks featured in many American comic books. The original concept was quite ludicrous. The F-Ray and the mechanical horse were both pulled from real newspapers and magazines. The former was simply bad science, while the latter was a photo-collage hoax. Tesla did build an oscillator, but its power has been over-exaggerated. And the Italians needed one, given how they are the earthquake capital of Europe.

BY DREAM POD 9

GEAR KRIEG™

CP39 ROLLER-1

Year in Service:	1938	Maneuver:	-3	Armour:	10/20/40
Threat Value:	92	Fire Control:	-2	Movement:	Walk 2/3, Gr 2/4
Size:	10	Sensors:	None	Dep. Range:	60 km
Crew:	5	Comm:	-1/5 km		

PERKS & FLAWS

Anti-Air (Rear Breda-SAFAT), Buttoned Up, Inefficient Controls, Large Sensor Profile 2, Reinforced Armour 1 Front, Ram Plate, Unstable, Random Shutdown 1

WEAPONS

Name	Arc	S	M	L	Ex	Acc	DM	#	Ammo	Spec.
47L30 Cannon	T	3	6	12	24	0	x7	1	70	-
Breda-SAFAT MG	Rt	1	2	4	8	0	x2	2	600 ea.	Linked, ROF x2
Breda-SAFAT MG	L	1	2	4	8	0	x2	2	600 ea.	Linked, ROF x2
Breda-SAFAT MG	Rt	1	2	4	8	0	x2	1	600 ea.	AA, ROF x2

HEAVY GEAR D6



BATTLELOGS: GEARS OF THE NORTH

A Supplement for the Heavy Gear D6 Conversion Rules

BATTLELOGS: GEARS OF THE NORTH

WRITTEN BY JASON ENGLISH

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

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

ALL ARTWORK COPYRIGHT DREAM POD 9 (WWW.DP9.COM).

ALL RIGHTS RESERVED, USED WITH PERMISSION.

THE TRUE NORTH, STRONG AND FREE

The combat walkers known as Heavy Gears were born in the North, and the various Northern powers have had great need of Gears ever since. The Merchant War, the St. Vincent's War, the Sandstorm Strikes - Gears have served in them all.

Those Gears were pushed to their limits during the War of the Alliance. Everything in the Northern inventory was thrown into the fight against Earth, from the venerable Hunter to the modern Jaguar. New models like the Kodiak helped turn the tide, and the combined might of the North, the South and Peace River together defeated Earth once and for all ... or so they thought.

The spirit of cooperation born from a common enemy never lasts for long, though, and within a few cycles the North and South were at each other's throats again. A strongly conservative form of Revisionism gained ground in the North at the same time, and by the 1930's calls to the faithful and anti-Southern sentiment combined to grip the powerful and the plebian alike in religious fervor.

That fervor became a frenzy with the assassination of Second Follower Thor Hutchinson on 1 Autumn 1935. Even though the assassin was a Northern war hero, the notion that the South was somehow to blame instantly took hold. There were some isolated skirmishes, but the South was too occupied with the Theban Blight crisis in the Humanist Alliance to be baited.

The Northern mind was set. There would be war - it was just a question of when.

That day finally came on 15 Summer 1936, when the two powers clashed near the small hamlet of Rahnguard. That the South would dare fight on a Northern holy day was the proverbial "last straw," and war was declared three days later. Though there were some successes, including the capture of the city-state of Raleigh, the war soon bogged down with neither side able to achieve a decisive advantage. Even the desire for righteous vengeance had cooled, and the North was ready for peace on 2 Summer 1939.

The destruction of Peace River meant the end of the war between the poles, but now there will be a war for all of Terra Nova. The North is rebuilding and preparing, but they are doing so with a new determination. The South might be a viper's nest of villainy, but Earth has made its intentions clear - they mean to bring all of Terra Nova under their heel.

The North will not be conquered...

CONTENTS

Battlelogs: Gears of The North is a supplement for **Heavy Gear D6**, detailing the Gears used by the Northern Guard and the member leagues of the Confederated Northern City-States. New entries for Auxiliary Systems and Features (both positive and negative) are also include 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.

BATTLE ARMS: Some vehicles are fitted with articulated arms that have weapons integrated into them, rather than the hands of Manipulator Arms. If a Battle Arm can attack (as a very big club), the amount of damage each arm will cause will be noted.

ECCM: This electronic system is designed to counter enemy ECM units. ECCM systems had a range equal to the vehicle's sensors. If an ECM system is active in sensor range, add the ECCM rating to the pilot's Information Warfare skill and roll the total. The pilot with the active ECM does the same. If the ECCM roll is higher, the ECM system is neutralized, and must make roll again the next turn.

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.

LABORATORY: The vehicle carries onboard equipment that provides a bonus to one skill. Actual laboratories provide bonuses to skills like Medicine, but this Perk can also represent onboard command posts (Command), machine shops (Repair) and so forth.

LIFE SUPPORT: The vehicle is completely sealed from the outside environment, and carries enough air and supplies for its crew to survive for some time. The Limited version of the perk allows survival for up to a week.

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.

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.

TOOL ARMS: This is an armature fitted with some sort of tool. It can be a crane, a winch, a cherry picker bucket, or many other things. Tool Arms are rated by their capacity in tons. Some Tool Arms can be used to attack; any that do will note the amount of damage they can cause.

DEFECTIVE ACTIVE SENSORS: The vehicle's sensors have the unfortunate habit of going on the blink at the worst possible time. Reduce any roll to attempt to lock onto a target by the value of the Flaw.

EXPOSED AUXILIARIES: Any roll of 6 on the Damage Table results in two random systems destroyed instead of one. 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.

EXPOSED FIRE CONTROL: Any roll of 5 on the Damage Table results in 2 weapons being destroyed or rendered unusable. The vehicle takes one hit from each weapon.

EXPOSED MOVEMENT SYSTEM: The vehicle's movement system is poorly protected by the vehicle's armor, or is not protected at all. Any roll of 1 on the Damage Table reduces Speed by 2D.

NEW AUXILIARY SYSTEMS AND FEATURES (CONTINUED)

FRAGILE CHASSIS: Some vehicles simply cannot take as much punishment as others. If a damage roll matches or exceeds an armor roll, the Gear takes a -2D penalty to all future rolls, not just -1D.

LARGE SENSOR PROFILE: Something about the vehicle makes it easier to detect on sensors – a high silhouette, or large, flat panels that easily bounce back signals. Apply the value of the Flaw to any roll to detect the vehicle by an enemy's sensors.

PROBLEM-PRONE: There is always something wrong with this Gear: screws keep loosening, the radio is out, whatever. At the beginning of every session, one system on the vehicle (picked at random or by the GM) is not working and will be out of action unless an Easy Repair roll is made.

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 poorly grounded, or a sensor dish or antenna is mounted well outside the vehicle. If using a Haywire weapon, any attack is allowed two rolls on the System Damage table instead of one.

VERSUS HEAT (ARMOR): The vehicle's armor is composed to provide additional protection against High Explosive Antitank (HEAT) projectiles and shaped-charge warheads. The armor provides protection equal to its rating against any projectile weapon with the HEAT notation, as well as missiles, rockets, grenades and energy weapons.

DAMAGE REDUCTION (-X/RB): The weapon loses energy at longer ranges, causing less damage. Reduced the damage roll by X points at long range, or twice X points at extreme range.

GUIDED (WEAPON): The weapon's has a seeker warhead

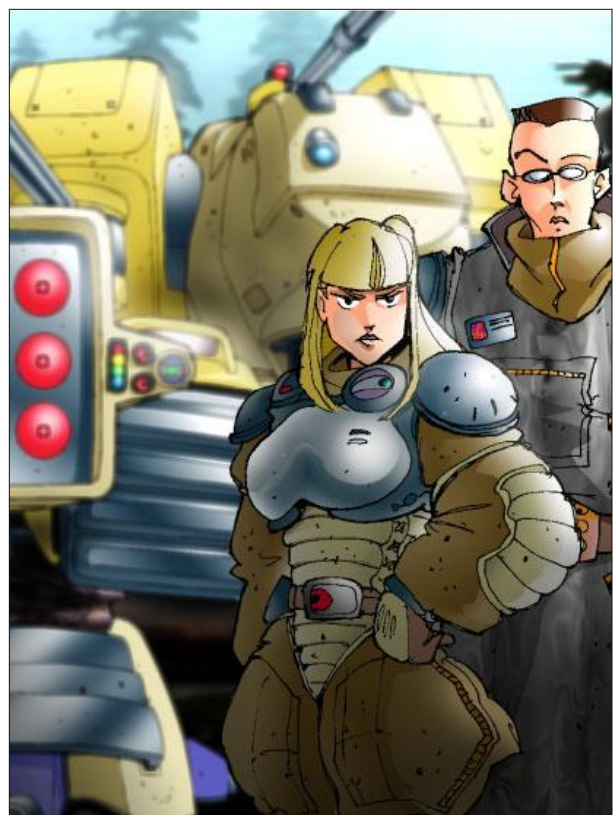
which allows it to lock on to targets that have been successfully attacked ("tagged") with a Target Designator. A Guided weapon rolls a +1D to hit a target that has been tagged.

HAYWIRE (WEAPON): The weapon causes an electrical attack that shorts out radios, sensors and controls. If a damage roll with a Haywire weapon matches or exceeds an armor roll, in addition to any other result, the Gear takes a -2D penalty to all future Sensors, Commo and Maneuver rolls, not just -1D.

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.

SLOW BURN (WEAPON): The weapon's warhead is loaded with an incendiary compound that burns for several minutes. An attack with this weapon, whether it hits or misses, will cause a fire that will burn for 1D+1 combat rounds.



HACS-01MG-MP HUNTER



Terra Nova's first true Gear has been regularly updated and still ably serves the North after many decades. The Hunter remains the standard by which all Gears are measured.

CREW: 1
MANEUVER: 3D
SENSORS: 1D (2 km)

SPEED: 2D+1 (Walk), 4D (Ground)
ARMOR: 3D
COMMO: 1D (10 km)

ARMAMENTS:

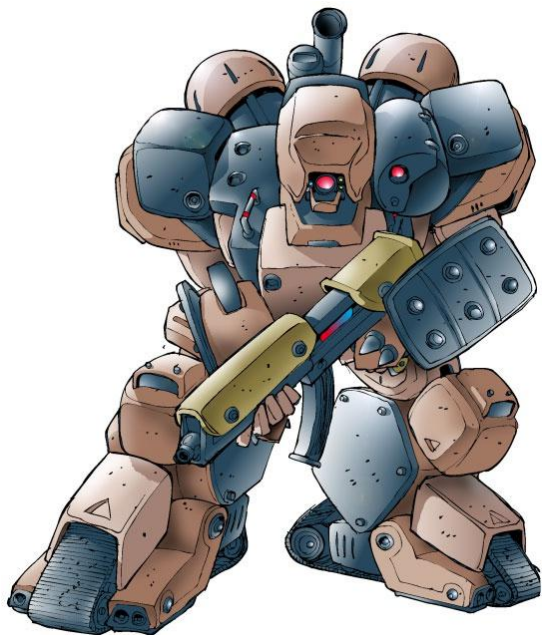
M222 Autocannon (Fire Control: 2D, Damage: 2D+2)
RP-109 Rocket Pod (Fire Control 1D, Damage: 4D, Indirect Fire)
Mk IV AP Grenade Launcher
(Fire Control: 1D, Damage: 5D+1 personal)

AUXILIARY SYSTEMS AND FEATURES:

Easy to Modify, Hostile Environment Protection (Desert), 2 x Manipulator Arms (each can punch for 2D damage), M-2A Hand Grenades (Fire Control: 1D, Damage: 5D), HW-VB1 Vibroknife (Difficulty: 5, Damage: 2D+2)

<u>Weapons Payload</u>	<u>Effective Range</u>	<u>ROF</u>	<u>Ammo</u>
M222 Autocannon	200m	2	30/60
RP-109 Rocket Pod	100m / 4m	3	24/24
Mk IV AP G Launcher	100m / 5m	0	1/6
M-2A Hand Grenade	50m / 10m	0	1/3

HACS-01MG-FU ARMORED HUNTER



The Armored Hunter was introduced during the War of the Alliance as a stopgap assault model. Its improved armor protection came at the cost of reduced speed and maneuverability. Most were lost during the War, and very few models still exist.

CREW: 1
MANEUVER: 2D
SENSORS: 1D (1.5 km)

SPEED: 2D (Walk), 3D+2 (Ground)
ARMOR: 3D+2
COMMO: 0D (8 km)

ARMAMENTS:

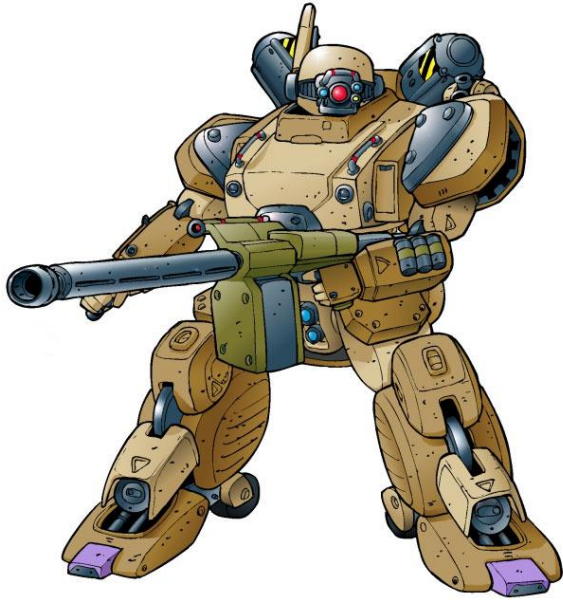
M226 Autocannon (Fire Control: 2D, Damage: 2D+2)
RP-109A Rocket Pod (Fire Control 1D, Damage: 4D, Indirect Fire)
MR-2 AP Mortar (Fire Control: 2D, Damage: 8D personal, Indirect Fire, Min Rng: 100 m)

AUXILIARY SYSTEMS AND FEATURES:

Hostile Environment Protection (Desert), 2 x Manipulator Arms (one can punch for 2D+1 damage, one can punch for 2D damage), M-2A Hand Grenades (Fire Control: 1D, Damage: 5D), HW-VB1 Vibroknife (Difficulty: 5, Damage: 2D+2)

<u>Weapons Payload</u>	<u>Effective Range</u>	<u>ROF</u>	<u>Ammo</u>
M226 Autocannon	200m	2	30/60
RP-109A Rocket Pod	100m / 4m	3	24/24
MR-2 AP Mortar	100m / 5m	0	1/6
M-2A Hand Grenade	50m / 10m	0	1/3

HACS-01MG-AST ASSAULT HUNTER



The Assault Hunter is an example of the Hunter's versatility; a simple armament change converts the Hunter into a powerful tankkiller. Assault Hunters form an important part of the North's assault squadrons.

CREW: 1
MANEUVER: 3D
SENSORS: 1D (2 km)

SPEED: 2D+1 (Walk), 4D (Ground)
ARMOR: 3D
COMMO: 1D (10 km)

ARMAMENTS:

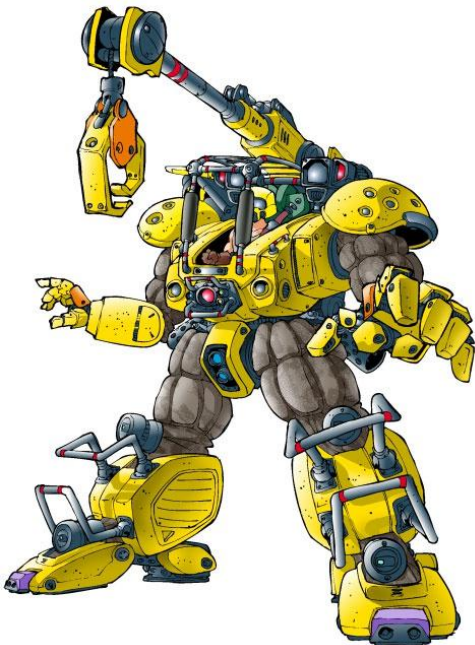
LGPC "Little Joe" Snub Cannon (Fire Control: 1D, Damage: 9D+1)
Mk IV AP Grenade Launcher
(Fire Control: 1D, Damage: 5D+1 personal)

AUXILIARY SYSTEMS AND FEATURES:

Easy to Modify, Hostile Environment Protection (Desert), 2 x Manipulator Arms (each can punch for 2D damage), M-2A Hand Grenades (Fire Control: 1D, Damage: 5D), HW-VB1 Vibroknife (Difficulty: 5, Damage: 2D+2)

<u>Weapons Payload</u>	<u>Effective Range</u>	<u>ROF</u>	<u>Ammo</u>
Snub Cannon	100m	0	3/3
Mk IV AP G Launcher	100m / 5m	0	1/6
M-2A Hand Grenade	50m / 10m	0	1/3

HACS-01MG-ENG BRICKLAYER



The Bricklayer is an engineering Gear based on the Hunter chassis. Its ease of maintenance and the wide availability of Hunter-series parts make the Bricklayer popular in military and civilian markets.

CREW: 1
MANEUVER: 3D
SENSORS: 0D (1 km)

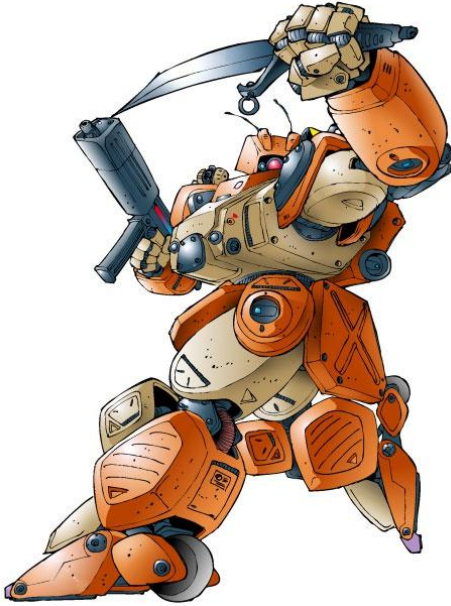
SPEED: 2D (Walk)
ARMOR: 2D+1
COMMO: 0D (5 km)

ARMAMENTS: None fitted to stock model

AUXILIARY SYSTEMS AND FEATURES:

Easy to Modify, Hostile Environment Protection (Desert), 2 x Manipulator Arms (each can punch for 2D damage), Tool Arm (back mounted crane, 16,000 kg capacity), Exposed Crew Compartment, Large Sensor Profile (1D)

HACS-01MG-C HEADHUNTER



The Headhunter is a command model of the Hunter, generally assigned to squadron leaders. The Headhunter's modified head armor houses an improved communications suite, but otherwise the two models are identical.

CREW: 1

MANEUVER: 3D

SENSORS: 1D (2 km)

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

ARMOR: 3D

COMMO: 2D (15 km)

ARMAMENTS:

M222 Autocannon (Fire Control: 2D, Damage: 2D+2)

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

Mk IV AP Grenade Launcher

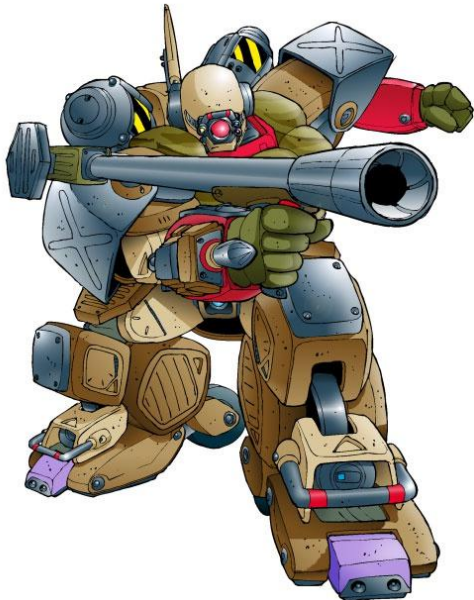
(Fire Control: 1D, Damage: 5D+1 personal)

AUXILIARY SYSTEMS AND FEATURES:

Easy to Modify, Hostile Environment Protection (Desert), 2 x Manipulator Arms (each can punch for 2D damage), M-2A Hand Grenades (Fire Control: 1D, Damage: 5D), HW-VB1 Vibroknife (Difficulty: 5, Damage: 2D+2)

<u>Weapons Payload</u>	<u>Effective Range</u>	<u>ROF</u>	<u>Ammo</u>
M222 Autocannon	200m	2	30/60
RP-109 Rocket Pod	100m / 4m	3	24/24
Mk IV AP G Launcher	100m / 5m	0	1/6
M-2A Hand Grenade	50m / 10m	0	1/3

HACS-01MG-HC HUNTER COMMANDO



The first Hunter variant designed to be airdropped, the Commando is one of the most distinctive Gears in Northern service. A veteran of many campaigns, the Commando is only now being replaced in Northern airborne squadrons by the Jaguar.

CREW: 1

MANEUVER: 3D

SENSORS: 1D (3 km)

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

ARMOR: 3D (3D+1 front)

COMMO: 1D (15 km)

ARMAMENTS:

ATL-70 Bazooka (Fire Control: 2D, Damage: 5D)

RP-209 Rocket Pod (Fire Control 1D, Damage: 6D, Indirect Fire)

Mk IV AP Grenade Launcher

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

AUXILIARY SYSTEMS AND FEATURES:

Airdroppable, Easy to Modify, Hostile Environment Protection (Desert), 2 x Manipulator Arms (each can punch for 2D damage), M-2A Hand Grenades (Fire Control: 1D, Damage: 5D), HW-VB1 Vibroknife (Difficulty: 5, Damage: 2D+2), Spike Gun (Difficulty: 5, Damage: 2D+2)

<u>Weapons Payload</u>	<u>Effective Range</u>	<u>ROF</u>	<u>Ammo</u>
ATL-70 Bazooka	200m	0	30/30
RP-209 Rocket Pod	200m / 6m	3	18/18
Mk IV AP G Launcher	100m / 5m	0	1/6
M-2A Hand Grenade	50m / 10m	0	1/3

HACS-01MG-PT HUNTER PARATROOPER



The Hunter Paratrooper model was developed during the War of the Alliance to supplement the low numbers of Hunter Commandos in Northern squadrons. The Paratrooper model has served very well, but it is also slowly being replaced by the Jaguar.

CREW: 1

MANEUVER: 3D

SENSORS: 1D (2 km)

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

ARMOR: 3D

COMMO: 1D (10 km)

ARMAMENTS:

M260P Paratrooper Rifle

(autocannon: Fire Control: 2D, Damage: 2D+2,

grenade launcher: Fire Control: 1D, Damage: 5D, Indirect Fire)

2 x Mk II AP Grenade Launchers

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

AUXILIARY SYSTEMS AND FEATURES:

Airdroppable, Easy to Modify, Hostile Environment Protection (Desert), 2 x Manipulator Arms (one can punch for 2D+1 damage, one can punch for 2D damage), Rugged Movement System

<u>Weapons Payload</u>	<u>Effective Range</u>	<u>ROF</u>	<u>Ammo</u>
M260P Autocannon	200m	2	30/30
M260P G Launcher	100m / 10m	2	10/10
Mk II AP G Launcher	100m / 5m	0	1/5
Mk II AP G Launcher	100m / 5m	0	1/5

HACS-01MG-L HUNTER RECON



A "stripped-down" version of the Hunter, the Recon model trades armor protection for speed. Improvements in the basic Hunter model reduced the Recon's speed advantage, but the Recon is still popular as a low-maintenance scout unit.

CREW: 1

MANEUVER: 3D

SENSORS: 1D (2 km)

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

ARMOR: 2D+2

COMMO: 1D (10 km)

ARMAMENTS:

MR20 Autocannon (Fire Control: 2D, Damage: 3D+1)

AUXILIARY SYSTEMS AND FEATURES:

Easy to Modify, Hostile Environment Protection (Desert), 2 x Manipulator Arms (each can punch for 2D damage), Exposed Fire Control, Exposed Movement System

<u>Weapons Payload</u>	<u>Effective Range</u>	<u>ROF</u>	<u>Ammo</u>
MR20 Autocannon	300m	2	20/40

HACS-01MG-C/A SPEARHEAD



The Spearhead is a specialized command-and-control version of the Hunter. It carries advanced satellite communications equipment and a miniaturized battlefield command suite.

CREW: 2

MANEUVER: -1D

SENSORS: 1D (2 km)

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

ARMOR: 3D

COMMO: 2D (15 km)

ARMAMENTS:

M225 Autocannon (Fire Control: 2D, Damage: 4D)

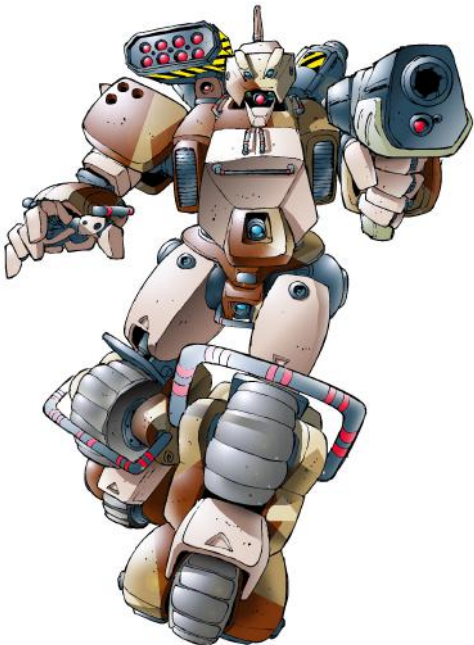
Antipersonnel Charges (Difficulty: 5, Damage: 6D personal scale)

AUXILIARY SYSTEMS AND FEATURES:

Hostile Environment Protection (Desert), Laboratory (+1D to Command rolls), 2 x Manipulator Arms (each can punch for 2D damage), Satellite Uplink, Sensor Dependent, Vulnerable to Haywire

<u>Weapons Payload</u>	<u>Effective Range</u>	<u>ROF</u>	<u>Ammo</u>
M225 Autocannon	300m	1	20/20

HACS-03LG-SCT BOBCAT



An early Northern scout Gear, the Bobcat was one of the first Gears not derived from the Hunter. The Bobcat is distinctive for using a "kneel-down" secondary movement system, riding on wheels in its knees and feet.

CREW: 1

MANEUVER: 4D

SENSORS: 2D (4 km)

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

ARMOR: 2D+2

COMMO: 2D (20 km)

ARMAMENTS:

M25 Pack Gun (Fire Control: 1D, Damage: 2D+2)

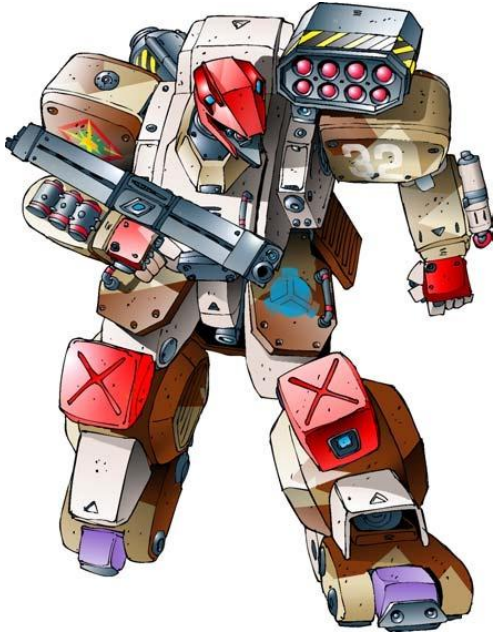
RP-109 Rocket Pod (Fire Control 1D, Damage: 4D, Indirect Fire)

AUXILIARY SYSTEMS AND FEATURES:

ECM (2D), Hostile Environment Protection (Desert), Improved Rear Defense, 2 x Manipulator Arms (each can punch for 2D damage), Target Designator (2D), Fragile Chassis, M-2A 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>
M25 Pack Gun	200m	2	30/30
RP-109 Rocket Pod	100m / 4m	3	24/24
Mk IV AP G Launcher	100m / 5m	0	1/6
M-2A Hand Grenade	50m / 10m	0	1/3

HACS-01LG-SCT CHEETAH



The Cheetah is the current scout Gear in Northern service. Its combination of high speed and quick agility make the Cheetah a favorite among pilots, but its light armor offers little protection against a well-placed (or lucky) shot.

CREW: 1 **SPEED:** 3D+2 (Walk), 5D (Ground)
MANEUVER: 5D **ARMOR:** 2D
SENSORS: 2D (5 km) **COMMO:** 3D (25 km)

ARMAMENTS:

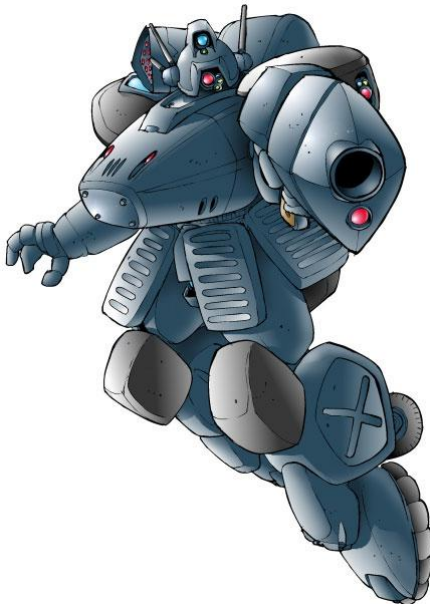
M25 Pack Gun (Fire Control: 1D, Damage: 2D+2)
RP-109 Rocket Pod (Fire Control 1D, Damage: 4D, Indirect Fire)

AUXILIARY SYSTEMS AND FEATURES:

ECM (3D), Hostile Environment Protection (Desert), 2 x Manipulator Arms (each can punch for 2D damage), Target Designator (2D), M-2A Hand Grenades (Fire Control: 1D, Damage: 5D), HW-VB1 Vibroknife (Difficulty: 5, Damage: 2D+2)

<u>Weapons Payload</u>	<u>Effective Range</u>	<u>ROF</u>	<u>Ammo</u>
M25 Pack Gun	200m	2	30/30
RP-109 Rocket Pod	100m / 4m	3	24/24
M-2A Hand Grenade	50m / 10m	0	1/4

HACS-01LG-STH BLACK CAT



The Black Cat is a stealth version of the Cheetah, covered in the matte-black finish of sensor-absorbing material. Its existence is acknowledged by the Northern high command, but virtually everything else about the Black Cat is highly classified.

CREW: 1 **SPEED:** 3D+2 (Walk), 5D (Ground)
MANEUVER: 5D **ARMOR:** 2D
SENSORS: 3D (2 km) **COMMO:** 2D (25 km)

ARMAMENTS:

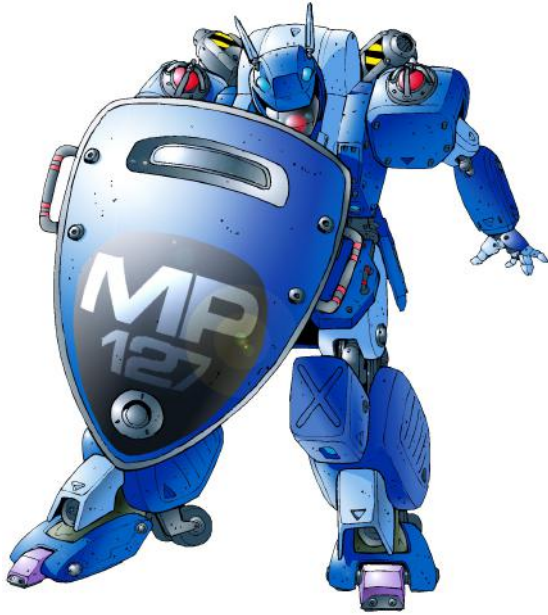
MS225 Autocannon (Fire Control: 2D, Damage: 2D+2)
RPS-107 Rocket Pod (Fire Control 1D, Damage: 4D, Indirect Fire)

AUXILIARY SYSTEMS AND FEATURES:

ECM (2D), Hostile Environment Protection (Desert), 2 x Manipulator Arms (each can punch for 2D damage), Stealth (6D), Target Designator (2D), Exposed Auxiliaries, M-2A Hand Grenades (Fire Control: 1D, Damage: 5D), HW-VB1 Vibroknife (Difficulty: 5, Damage: 2D+2)

<u>Weapons Payload</u>	<u>Effective Range</u>	<u>ROF</u>	<u>Ammo</u>
MS225 Autocannon	200m	2	20/40
RPS-107 Rocket Pod	100m / 4m	3	16/16
M-2A Hand Grenade	50m / 10m	0	1/3

HACS-01LG-SEC CHEETAH MP



The Cheetah's mobility and light weight makes it very useful as a security vehicle. A favorite tactic of Cheetah MP pilots is to engage rovers with its onboard ECM equipment, knocking out the sensors and radios of rover Gears before a shot is even fired.

CREW: 1
MANEUVER: 5D
SENSORS: 0D (2 km)

SPEED: 3D+2 (Walk), 5D (Ground)
ARMOR: 2D
COMMO: 0D (10 km)

ARMAMENTS:

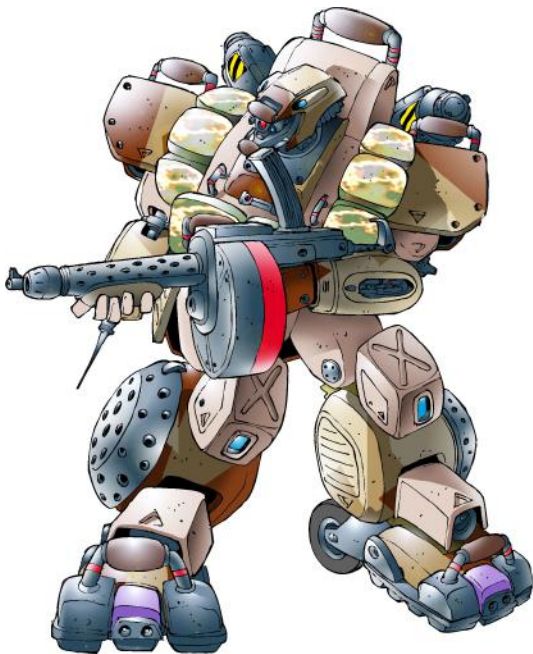
F23 Frag Cannon (Fire Control: 3D, Damage: 2D+1)
2 x Mk IV AP Grenade Launcher
(Fire Control: 1D, Damage: 5D+1 personal)

AUXILIARY SYSTEMS AND FEATURES:

Backup Sensors, ECM (3D), Hostile Environment Protection (Desert), 2 x Manipulator Arms (each can punch at 2D damage), Shield (2D+1 armor on shield side), HW-VB1 Vibroknife (Difficulty: 5, Damage: 2D+2)

<u>Weapons Payload</u>	<u>Effective Range</u>	<u>ROF</u>	<u>Ammo</u>
F23 Frag Cannon	100m / 4m cone	0	10/20
Mk IV G Launcher	100m / 5m	0	1/6
Mk IV G Launcher	100m / 5m	0	1/6

HACS-01LG-PARA CHEETAH PARATROOPER



Built to supplement the Hunter Commando, the Cheetah Para is a staple of Northern airborne squadrons. Its distinctive M260P combination autocannon / grenade launcher allows the Para to engage a variety of targets.

CREW: 1
MANEUVER: 5D
SENSORS: 2D (2 km)

SPEED: 3D+2 (Walk), 5D (Ground)
ARMOR: 2D
COMMO: 1D (10 km)

ARMAMENTS:

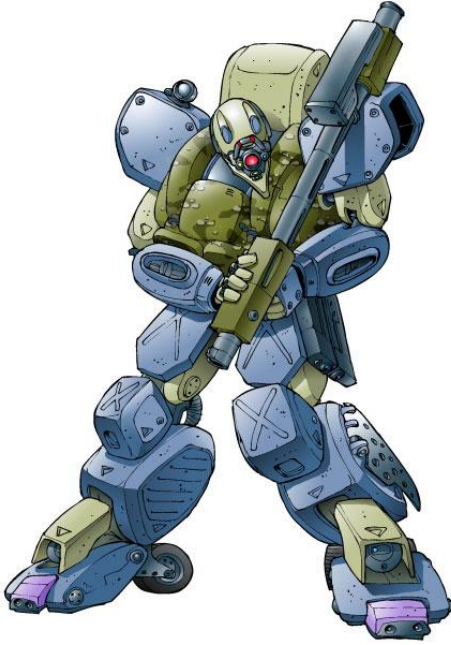
M260P Paratrooper Rifle
(autocannon: Fire Control: 2D, Damage: 2D+2,
grenade launcher: Fire Control: 1D, Damage: 5D, Indirect Fire)

AUXILIARY SYSTEMS AND FEATURES:

Airdroppable, ECM (3D), Hostile Environment Protection (Desert), 2 x Manipulator Arms (one can punch for 2D+1 damage, one can punch for 2D damage), Rugged Movement System, Target Designator (2D)

<u>Weapons Payload</u>	<u>Effective Range</u>	<u>ROF</u>	<u>Ammo</u>
M260P Autocannon	200m	2	30/30
M260P G Launcher	100m / 10m	2	10/10

HACS-01LG-AST STRIKE CHEETAH



Developed during the War of the Alliance, the Strike Cheetah quickly made a name for itself as a fast attack Gear. It also serves well in airborne units, supplementing squadrons outfitted with Cheetah Paratrooper models.

CREW: 1
MANEUVER: 5D
SENSORS: 3D (5 km)

SPEED: 3D+2 (Walk), 5D (Ground)
ARMOR: 2D+2
COMMO: 2D (25 km)

ARMAMENTS:

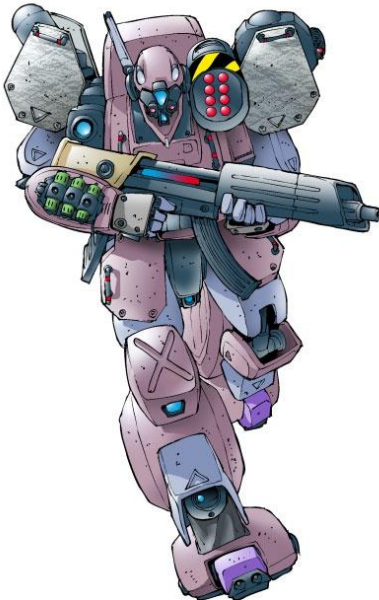
RFL-2 Soothsayer Bazooka (Fire Control: 2D, Damage: 4D+2)
M25 Pack Gun (Fire Control: 1D, Damage: 2D+2)

AUXILIARY SYSTEMS AND FEATURES:

Airdroppable, ECM (2D), Hostile Environment Protection (Desert), 2 x Manipulator Arms (each can punch for 2D damage), HW-VB1 Vibroknife (Difficulty: 5, Damage: 2D+2)

<u>Weapons Payload</u>	<u>Effective Range</u>	<u>ROF</u>	<u>Ammo</u>
RFL-2 Soothsayer	100m	0	10/60
M25 Pack Gun	200m	2	30/30

HACS-01LG-EW WHITE CAT



The White Cat is a highly specialized electronic warfare version of the Cheetah. It is designed to cloud enemy sensors and communications, fight through interference produced by other EW vehicles, and engage and destroy enemy emitters.

CREW: 1
MANEUVER: 5D
SENSORS: 3D (7 km)

SPEED: 3D+2 (Walk), 5D (Ground)
ARMOR: 2D
COMMO: 2D (30 km)

ARMAMENTS:

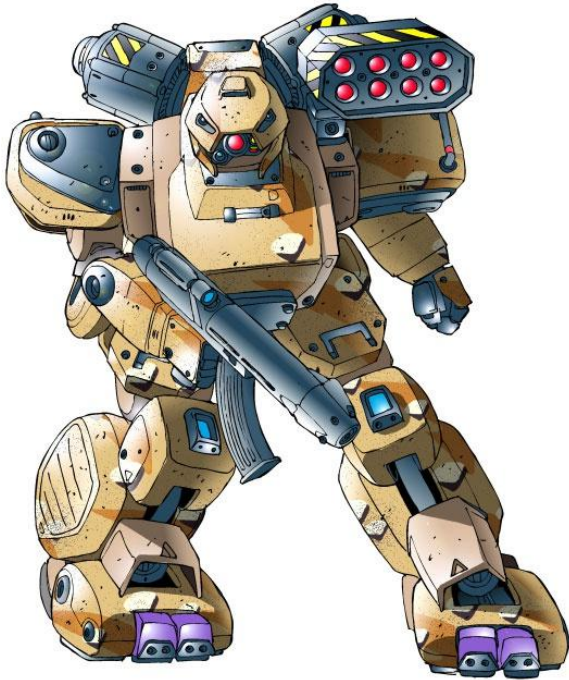
M222 20mm Autocannon (Fire Control: 2D, Damage: 2D+2)
RP-105 Rocket Pod (Fire Control 1D, Damage: 4D, Indirect Fire)

AUXILIARY SYSTEMS AND FEATURES:

ECM (4D), ECCM (2D), Hostile Environment Protection (Desert), 2 x Manipulator Arms (each can punch for 2D damage), Satellite Uplink, Searchlight (100m range), Target Designator (2D), Exposed Auxiliaries, Vulnerable to Haywire, M-2A Hand Grenades (Fire Control: 1D, Damage: 5D), HW-VB1 Vibroknife (Difficulty: 5, Damage: 2D+2)

<u>Weapons Payload</u>	<u>Effective Range</u>	<u>ROF</u>	<u>Ammo</u>
M222 Autocannon	200m	2	30/60
RP-105 Rocket Pod	100m / 4m	3	8/8
M-2A Hand Grenade	50m / 10m	0	1/4

HACS-02MG-MPS JAGUAR



A modern multipurpose Gear, the Jaguar has become a favorite among pilots and is well on its way to replacing the Hunter as the base Gear in Northern service.

CREW: 1
MANEUVER: 4D
SENSORS: 1D (3 km)

SPEED: 3D (Walk), 4D+1 (Ground)
ARMOR: 3D+1
COMMO: 2D (15 km)

ARMAMENTS:

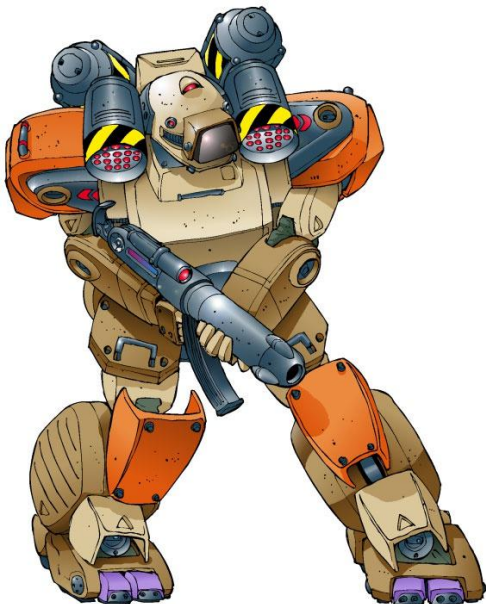
MR25 30mm Autocannon (Fire Control: 3D, Damage: 3D+1)
RP-111 Rocket Pod (Fire Control 2D, Damage: 4D, Indirect Fire)
Mk IV AP Grenade Launcher
(Fire Control: 2D, Damage: 5D+1 personal)

AUXILIARY SYSTEMS AND FEATURES:

Airdroppable, Hostile Environment Protection (Desert), 2 x Manipulator Arms (each can punch for 2D damage), M-2A Hand Grenades (Fire Control: 2D, Damage: 5D), HW-VB1 Vibroknife (Difficulty: 5, Damage: 2D+2)

<u>Weapons Payload</u>	<u>Effective Range</u>	<u>ROF</u>	<u>Ammo</u>
MR25 Autocannon	300m	1	20/40
RP-111 Rocket Pod	100m / 4m	3	32/32
Mk IV G Launcher	100m / 5m	0	1/6
M-2A Hand Grenade	50m / 10m	0	1/3

HACS-02MG-FS FIRE JAGUAR



A fire support variant born during the War of the Alliance, the Fire Jaguar has been mostly replaced by the Grizzly. The one exception is with airborne units, as the Fire Jaguar is still one of the most heavily armed Gears that can be airdropped in combat configuration.

CREW: 1
MANEUVER: 4D
SENSORS: 1D (3 km)

SPEED: 3D (Walk), 4D+1 (Ground)
ARMOR: 3D+1
COMMO: 2D (15 km)

ARMAMENTS:

MR25 30mm Autocannon (Fire Control: 3D, Damage: 3D+1)
2 x GH-16 Rocket Pods
(Fire Control 2D each, Damage: 6D each, Indirect Fire)

AUXILIARY SYSTEMS AND FEATURES:

Airdroppable, Hostile Environment Protection (Desert), 2 x Manipulator Arms (each can punch for 2D damage), M-2A Hand Grenades (Fire Control: 2D, Damage: 5D), HW-VB1 Vibroknife (Difficulty: 5, Damage: 2D+2)

<u>Weapons Payload</u>	<u>Effective Range</u>	<u>ROF</u>	<u>Ammo</u>
MR25 Autocannon	200m	2	30/60
GH-16 Rocket Pod	200m / 6m	2	18/18
GH-16 Rocket Pod	200m / 6m	2	18/18

HACS-02MG-SEC JAGUAR MP



The Jaguar MP is the "heavy" security Gear in Northern service, being able to take and deal out more punishment than the Cheetah MP.

CREW: 1

MANEUVER: 4D

SENSORS: 0D (3 km)

SPEED: 3D (Walk), 4D+1 (Ground)

ARMOR: 3D+1

COMMO: 3D (15 km)

ARMAMENTS:

60mm Frag Cannon (Fire Control: 4D, Damage: 2D+1)

Mk IV AP Grenade Launcher

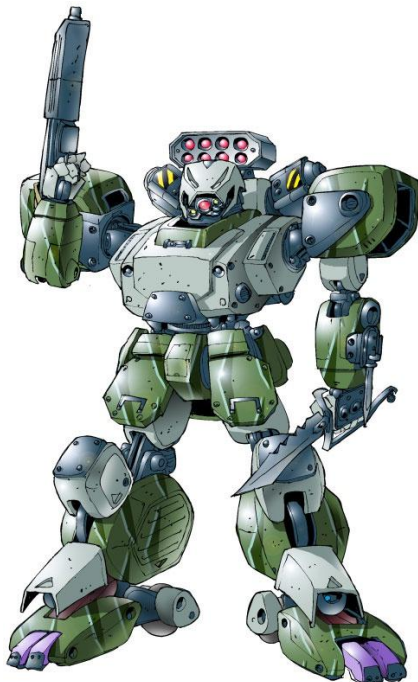
(Fire Control: 2D, Damage: 5D+1 personal)

AUXILIARY SYSTEMS AND FEATURES:

Airdroppable, Backup Sensors, Hostile Environment Protection (Desert), 2 x Manipulator Arms (each can punch for 2D damage), Shield (3D+2 armor on shield side), HW-VB1 Vibroknife (Difficulty: 5, Damage: 2D+2)

<u>Weapons Payload</u>	<u>Effective Range</u>	<u>ROF</u>	<u>Ammo</u>
60mm Frag Cannon	100m / 4m cone	1	10/20
Mk IV G Launcher	100m / 5m	0	1/12

HACS-02MG-DL NEMESIS JAGUAR



The Nemesis Jaguar is designed and marketed for Northern Duelists, but the model is also being looked at by military police commanders as a special-duty model.

CREW: 1

MANEUVER: 4D (5D in melee)

SENSORS: 1D (2 km)

SPEED: 3D (Walk), 4D+1 (Ground)

ARMOR: 3D

COMMO: 2D (10 km)

ARMAMENTS:

MR25 30mm Autocannon (Fire Control: 3D, Damage: 3D+1)

RP-111 Rocket Pod (Fire Control 2D, Damage: 4D, Indirect Fire)

AUXILIARY SYSTEMS AND FEATURES:

Advanced Computer, Airdroppable, Hostile Environment Protection (Desert), 2 x Manipulator Arms (one can punch for 2D+1 damage, one can punch for 2D damage), Reinforced Crew Compartment, HW-VB2 Vibroknife (Difficulty: 5, Damage: 2D+2)

<u>Weapons Payload</u>	<u>Effective Range</u>	<u>ROF</u>	<u>Ammo</u>
MR25 Autocannon	300m	1	20/40
RP-111 Rocket Pod	100m / 4m	3	32/32

HACS-02MG-AST STRIKE JAGUAR



The Strike Jaguar is a tankkiller model, first fielded during the War of the Alliance to replace the Hunter Commando. It is now considered the North's best strike model, but it is still too expensive to completely replace Gears like the Assault Hunter.

CREW: 1
MANEUVER: 4D
SENSORS: 1D (3 km)

SPEED: 3D (Walk), 4D+1 (Ground)
ARMOR: 3D+1
COMMO: 2D (15 km)

ARMAMENTS:

Riley B-300 Bazooka (Fire Control: 3D, Damage: 6D+2)

Incendiary Rocket Pod

(Fire Control 2D, Damage: 4D+1, Indirect Fire, Slow Burn)

Mk IV AP Grenade Launcher

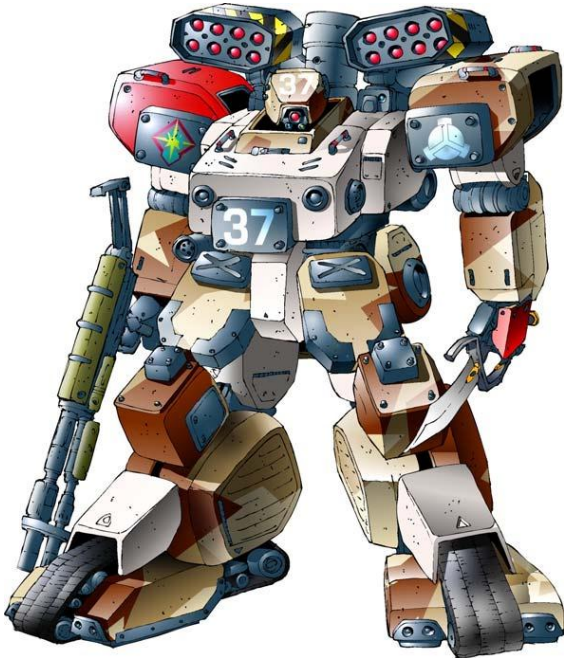
(Fire Control: 2D, Damage: 5D+1 personal)

AUXILIARY SYSTEMS AND FEATURES:

Airdroppable, Hostile Environment Protection (Desert), 2 x Manipulator Arms (each can punch for 2D damage), M-2A Hand Grenades (Fire Control: 2D, Damage: 5D), HW-VB1 Vibroknife (Difficulty: 5, Damage: 2D+2)

<u>Weapons Payload</u>	<u>Effective Range</u>	<u>ROF</u>	<u>Ammo</u>
B-300 Bazooka	300m	0	10/20
Inc Rocket Pod	100m / 4m	2	20/20
Mk IV G Launcher	100m / 5m	0	1/6
M-2A Hand Grenade	500m / 10m	0	1/3

HACS-02HG-MPS GRIZZLY



The Grizzly is the standard fire-support Gear in Northern service. Its weapons load and heavy armor are a fearsome combination, but its slow speed means it can be vulnerable to quick counterattacks.

CREW: 1
MANEUVER: 2D
SENSORS: 1D (2 km)

SPEED: 2D (Walk), 3D+2 (Ground)
ARMOR: 3D+2 (4D front)
COMMO: 1D (10 km)

ARMAMENTS:

M225 40mm Autocannon (Fire Control: 2D, Damage: 4D)

2 x GH-8 Rocket Pods (Fire Control 1D each, Damage: 6D each, Indirect Fire)

GU-10 10mm Gatling Gun (FC: 2D, Damage: 8D+2 personal)

M25 20mm Pack Gun (Fire Control: 1D, Damage: 2D+2)

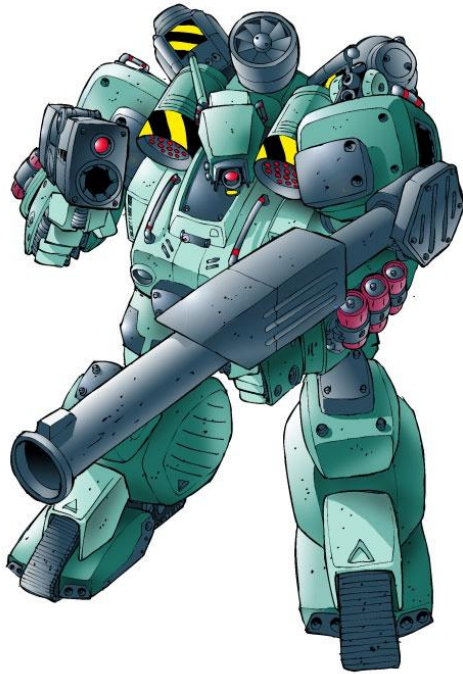
TD-76 Mortar (FC: 1D, Damage: 6D+2, Indirect Fire, Min Rng 250m)

AUXILIARY SYSTEMS AND FEATURES:

Hostile Environment Protection (Desert), 2 x Manipulator Arms (each can punch for 2D+1 damage), Large Sensor Profile (1D), HW-VB1 Vibroknife (Difficulty: 5, Damage: 2D+2)

<u>Weapons Payload</u>	<u>Effective Range</u>	<u>ROF</u>	<u>Ammo</u>
M225 Autocannon	300m	1	30/30
GH-8 Rocket Pod	200m / 6m	3	18/18
GH-8 Rocket Pod	200m / 6m	3	18/18
GU10 Gatling Gun	100m	3	300/300
M25 Pack Gun	200m	2	30/30
TD-76 Mortar	500m / 12m	0	1/12

HACS-02HG-AST ASSAULT GRIZZLY



The Assault Grizzly is designed for direct attacks on heavily defended positions, featuring impressive weaponry and as much protection for the pilot as engineers could muster.

CREW: 1
MANEUVER: 2D
SENSORS: 1D (2 km)

SPEED: 2D (Walk), 3D+2 (Ground)
ARMOR: 3D+2 (4D front)
COMMO: 2D (15 km)

ARMAMENTS:

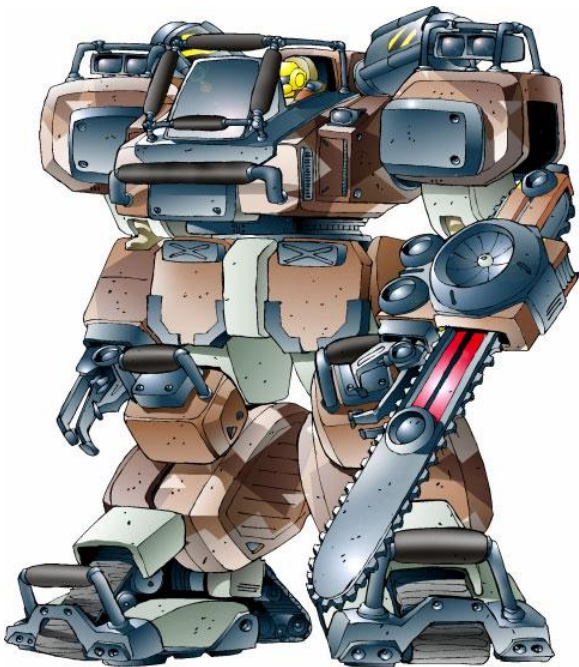
Riley R-300 Bazooka (Fire Control: 2D, Damage: 4D)
 2 x *GHI-20 Rocket Pods* (Fire Control 1D each, Damage: 4D+1 each, Indirect Fire, Slow Burn)
GU-10 10mm Gatling Gun (FC: 2D, Damage: 8D+2 personal)
M25 20mm Pack Gun (Fire Control: 1D, Damage: 2D+2)

AUXILIARY SYSTEMS AND FEATURES:

Autopilot, Backup Communications, Hostile Environment Protection (Desert), 2 x Manipulator Arms (each can punch for 2D+1 damage), Large Sensor Profile (1D), HW-VB1 Vibroknife (Difficulty: 5, Damage: 2D+2)

<u>Weapons Payload</u>	<u>Effective Range</u>	<u>ROF</u>	<u>Ammo</u>
B-300 Bazooka	200m	0	10/30
GHI-20 Rocket Pod	100m / 4m	2	20/20
GHI-20 Rocket Pod	100m / 4m	2	20/20
GU10 Gatling Gun	100m	3	300/300
M25 Pack Gun	200m	2	30/30

HACS-02HG-ENG ENGINEERING GRIZZLY



The North's heaviest combat engineering Gear is based on the Grizzly chassis. Though its arms are tipped with claw hands, its only real offensive punch comes from the heavy-duty chainsaw fitted on one arm.

CREW: 1
MANEUVER: 2D
SENSORS: -1D (2 km)

SPEED: 2D (Walk), 3D+2 (Ground)
ARMOR: 3D+1 (3D+2 front)
COMMO: 0D (10 km)

ARMAMENTS:

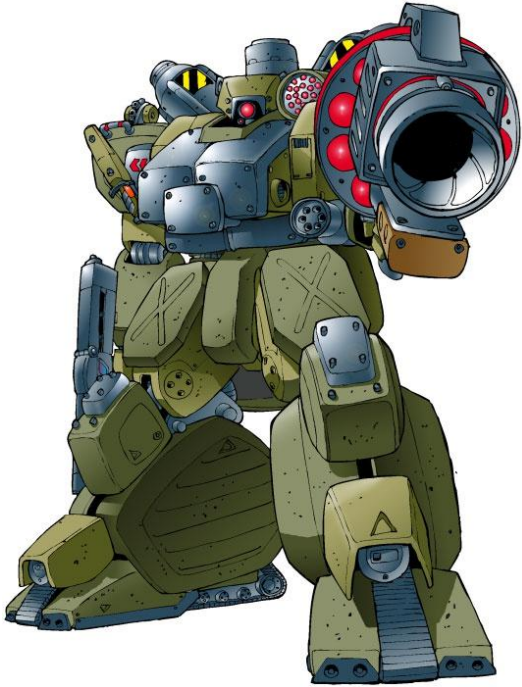
Northco C-14 Chainsaw (Difficulty 10, Damage: 3D)

AUXILIARY SYSTEMS AND FEATURES:

Hostile Environment Protection (Desert), Searchlight (50m), 2 x Tool Arms (cannot punch), Exposed Crew Compartment, Large Sensor Profile (1D)



HACS-02HG-FS RABID GRIZZLY



Designed to support Assault Grizzlies, Rabid Grizzlies provide heavy grenade and mortar fire against infantry and other soft targets.

CREW: 1
MANEUVER: 2D
SENSORS: 1D (2 km)

SPEED: 2D (Walk), 3D+2 (Ground)
ARMOR: 3D+2 (4D front)
COMMO: 2D (15 km)

ARMAMENTS:

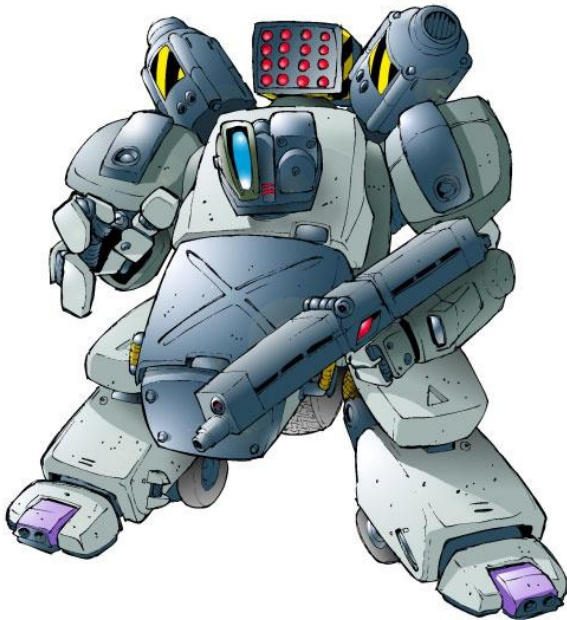
60mm Grenade Launcher (FC: 1D, Damage: 5D, Indirect Fire)
GH-16 Rocket Pod (Fire Control 1D, Damage: 6D, Indirect Fire)
UBM-100 Mortar (FC: 1D, Damage: 6D+2, Ind Fire, Min Rng 250m)
M25 20mm Pack Gun (Fire Control: 1D, Damage: 2D+2)
Mk IV AP Grenade Launcher (FC: 2D, Damage: 5D+1 personal)

AUXILIARY SYSTEMS AND FEATURES:

Hostile Environment Protection (Desert), 2 x Manipulator Arms (each can punch for 2D+1 damage), Large Sensor Profile (1D), HW-VB1 Vibroknife (Difficulty: 5, Damage: 2D+2)

<u>Weapons Payload</u>	<u>Effective Range</u>	<u>ROF</u>	<u>Ammo</u>
60mm G Launcher	100m	2	20/60
GH-16 Rocket Pod	200m / 6m	4	36/36
UBM-100 Mortar	500m / 6m	0	1/12
M25 Pack Gun	200m	2	30/30
Mk IV G Launcher	100m / 5m	0	1/6

HACS-02LG-SCT FERRET



One of the most unique Gears on Terra Nova, the Ferret scout Gear is distinguished by the large "butt wheel" on the rear of the chassis. When in secondary movement mode, the wheel provides most of the Gear's motive power, creating a ride much like a motorcycle.

CREW: 1
MANEUVER: 2D (Wlk), 4D (Grd)
SENSORS: 2D (5 km)

SPEED: 2D (Walk), 4D+1 (Ground)
ARMOR: 2D+1
COMMO: 2D (25 km)

ARMAMENTS:

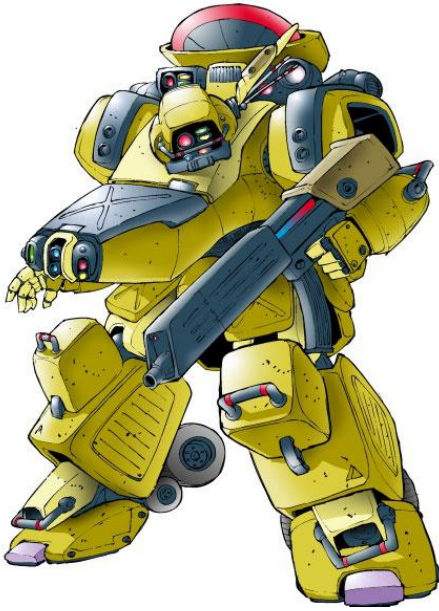
M25 20mm Pack Gun (Fire Control: 1D, Damage: 2D+2)
RP-109 Rocket Pod (Fire Control 1D, Damage: 4D, Indirect Fire)

AUXILIARY SYSTEMS AND FEATURES:

Hostile Environment Protection (Desert), Low Profile (in Ground movement mode only), 2 x Manipulator Arms (each can punch for 2D damage), Exposed Movement System, M-2A Hand Grenades (Fire Control: 1D, Damage: 5D), HW-VB1 Vibroknife (Difficulty: 5, Damage: 2D+2)

<u>Weapons Payload</u>	<u>Effective Range</u>	<u>ROF</u>	<u>Ammo</u>
M25 Pack Gun	200m	2	30/30
RP-109 Rocket Pod	100m / 4m	3	24/24
M-2A Hand Grenade	50m / 10m	0	1/1

HACS-05LG-EW WEASEL



The Weasel electronic warfare Gear's upper half is based on the Ferret, but its lower half discards the "butt wheel" for a more conventional set of legs. Intended to replace the White Cat, various production problems have kept the Weasel in only limited service.

CREW: 1 **SPEED:** 2D+1 (Walk), 4D+1 (Ground)
MANEUVER: 2D **ARMOR:** 2D+2
SENSORS: 1D (10 km) **COMMO:** 3D (50 km)

ARMAMENTS:

M222 20mm Autocannon (Fire Control: 1D, Damage: 2D+2)

Mk IV AP Grenade Launcher

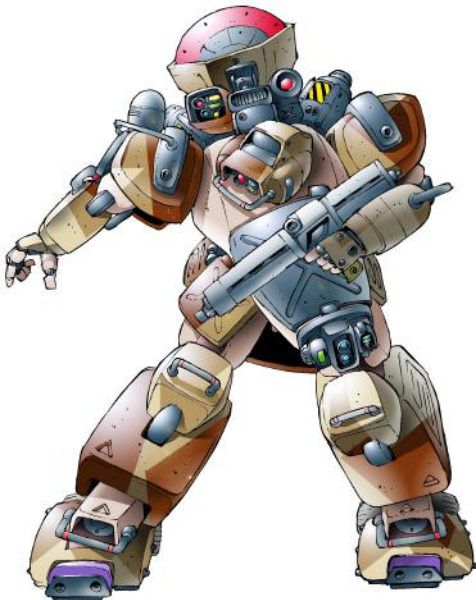
(Fire Control: 0D, Damage: 5D+1 personal)

AUXILIARY SYSTEMS AND FEATURES:

ECM (4D), ECCM (4D), Hostile Environment Protection (Desert), 2 x Manipulator Arms (each can punch for 2D damage), Satellite Uplink, Exposed Movement System, Vulnerable to Haywire, M-2A Hand Grenade (Fire Control: 0D, Damage: 5D), HW-VB1 Vibroknife (Difficulty: 5, Damage: 2D+2)

<u>Weapons Payload</u>	<u>Effective Range</u>	<u>ROF</u>	<u>Ammo</u>
M222 Autocannon	200m	2	25/50
Mk IV AP G Launcher	100m / 5m	0	1/6
M-2A Hand Grenade	50m / 10m	0	1/1

HACS-01COM-MP TATTLETALE



The Tattletale is a Weasel variant intended as an independent command-and-control Gear, but the quality of its communications equipment means it is more often used to support other command units.

CREW: 1 **SPEED:** 2D+1 (Walk), 4D+1 (Ground)
MANEUVER: 2D **ARMOR:** 2D+2
SENSORS: 2D (10 km) **COMMO:** 4D (50 km)

ARMAMENTS:

M222 20mm Autocannon (Fire Control: 1D, Damage: 2D+2)

Mk IV AP Grenade Launcher

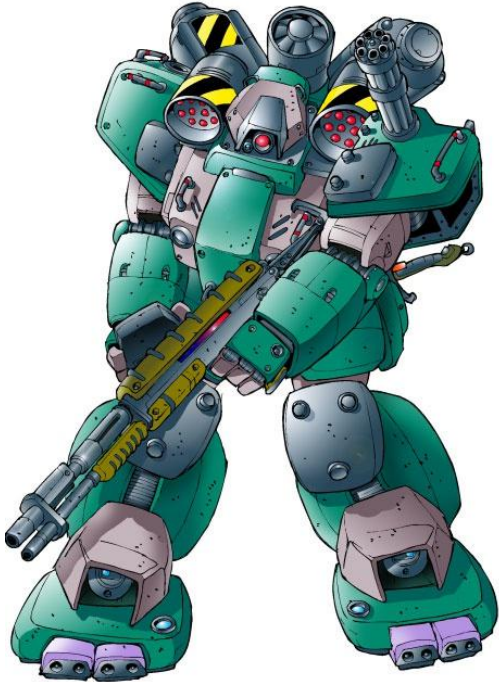
(Fire Control: 0D, Damage: 5D+1 personal)

AUXILIARY SYSTEMS AND FEATURES:

ECM (2D), Hostile Environment Protection (Desert), 2 x Manipulator Arms (each can punch for 2D damage), Satellite Uplink, Exposed Movement System, Vulnerable to Haywire, M-2A Hand Grenades (Fire Control: 0D, Damage: 5D), HW-VB1 Vibroknife (Difficulty: 5, Damage: 2D+2)

<u>Weapons Payload</u>	<u>Effective Range</u>	<u>ROF</u>	<u>Ammo</u>
M222 Autocannon	200m	2	25/50
Mk IV AP G Launcher	100m / 5m	0	1/6
M-2A Hand Grenade	50m / 10m	0	1/2

HACS-01HG-FS BEAR



The Bear is an older fire-support Gear of about the same vintage as the Hunter. Long replaced in frontline service by the Grizzly, the Bear is still used by reserve units and local militias.

CREW: 1
MANEUVER: 2D
SENSORS: 1D (2 km)

SPEED: 2D (Walk), 3D+1 (Ground)
ARMOR: 3D+1
COMMO: 1D (10 km)

ARMAMENTS:

M225 40mm Autocannon (Fire Control: 2D, Damage: 4D)

2 x GH-10 Rocket Pods (Fire Control 1D each, Damage: 6D each, Indirect Fire)

GU-4 7mm Gatling Gun (Fire Control: 2D, Damage: 6D personal)

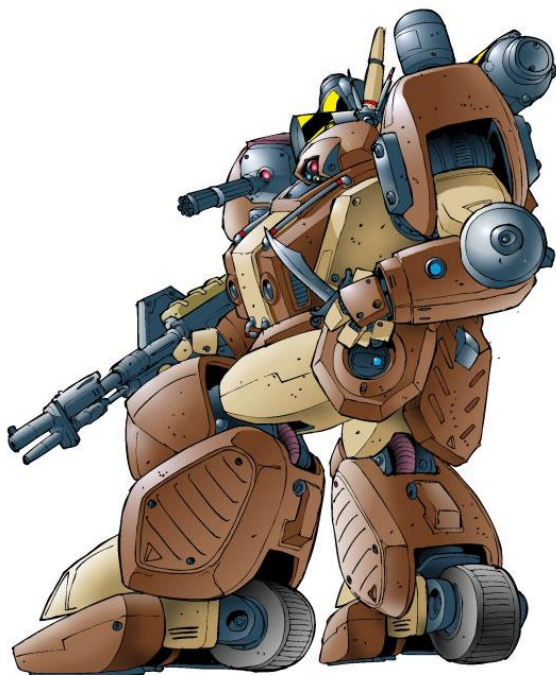
T-12 Mortar (Fire Control: 1D, Damage: 5D, Guided, Indirect Fire, Min Rng 150m)

AUXILIARY SYSTEMS AND FEATURES:

Hostile Environment Protection (Desert), 2 x Manipulator Arms (each can punch for 2D+1 damage), Large Sensor Profile (1D), HW-VB1 Vibroknife (Difficulty: 5, Damage: 2D+2)

<u>Weapons Payload</u>	<u>Effective Range</u>	<u>ROF</u>	<u>Ammo</u>
M225 Autocannon	300m	1	40/40
GH-10 Rocket Pod	200m / 6m	4	36/36
GH-10 Rocket Pod	200m / 6m	4	36/36
GU10 Gatling Gun	100m	4	200/300
T-12 Mortar	300m / 5m	0	1/8

HACS-01HG-ART DEN MOTHER



A command version of the Bear, the Den Mother is still in frontline service in its intended role. The Den Mother is also fitted with a satellite communication system, to coordinate with friendly long-range artillery.

CREW: 1
MANEUVER: 2D
SENSORS: 1D (2 km)

SPEED: 2D (Walk), 3D+1 (Ground)
ARMOR: 3D+1 (3D+2 front)
COMMO: 2D (20 km)

ARMAMENTS:

M225 40mm Autocannon (Fire Control: 2D, Damage: 4D)

2 x GH-10 Rocket Pods (Fire Control 1D each, Damage: 6D each, Indirect Fire)

GU-4 7mm Gatling Gun (Fire Control: 2D, Damage: 6D personal)

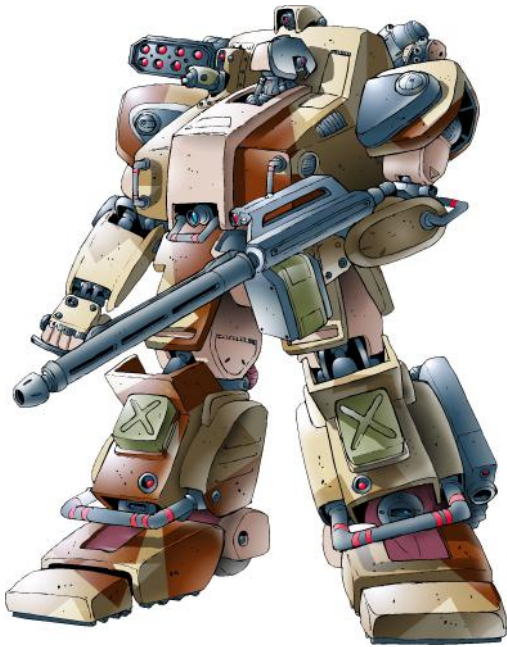
T-12 Mortar (Fire Control: 1D, Damage: 5D, Guided, Indirect Fire, Min Rng 150m)

AUXILIARY SYSTEMS AND FEATURES:

Hostile Environment Protection (Desert), 2 x Manipulator Arms (each can punch for 2D+1 damage), Satellite Uplink, Large Sensor Profile (1D), HW-VB1 Vibroknife (Difficulty: 5, Damage: 2D+2)

<u>Weapons Payload</u>	<u>Effective Range</u>	<u>ROF</u>	<u>Ammo</u>
M225 Autocannon	300m	1	40/40
GH-10 Rocket Pod	200m / 6m	4	36/36
GH-10 Rocket Pod	200m / 6m	4	36/36
GU10 Gatling Gun	100m	4	200/300
T-12 Mortar	300m / 5m	0	1/8

HACS-04MG-AST RAZORBACK



The Razorback is one of the North's first assault Gear designs. Even though it is now mostly in service only with the United Mercantile Frontier Army, the firepower of its snub cannon is still unmatched.

CREW: 1
MANEUVER: 2D
SENSORS: 1D (2 km)

SPEED: 2D (Walk), 3D+1 (Ground)
ARMOR: 4D
COMMO: 1D (10 km)

ARMAMENTS:

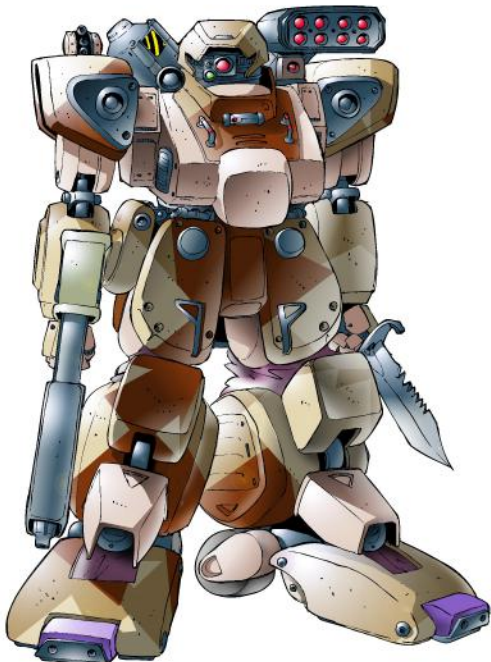
LGPC 106mm Snub Cannon (Fire Control: 1D, Damage: 9D+1)
RP-204 Rocket Pod (Fire Control 2D, Damage: 6D, Indirect Fire)
GU-05 Machinegun (Fire Control: 2D, Damage: 6D personal)
M25 20mm Pack Gun (Fire Control: 2D, Damage: 2D+2)
Mk IV AP Grenade Launcher
(Fire Control: 2D, Damage: 5D+1 personal)

AUXILIARY SYSTEMS AND FEATURES:

Hostile Environment Protection (Desert), 2 x Manipulator Arms (each can punch for 2D damage), Defective Active Sensors (1D), Large Sensor Profile (1D)

<u>Weapons Payload</u>	<u>Effective Range</u>	<u>ROF</u>	<u>Ammo</u>
LGPC Snub Cannon	100m	0	5/10
RP-204 Rocket Pod	100m / 6m	1	9/9
GU-05 MG	100m	4	100
M25 Pack Gun	200m	2	30/30
Mk IV AP G Launcher	100 m / 5m	0	1/6

HACS-08MG-MP TIGER



Before the Jaguar went into widespread service, the Tiger was being discussed as the Hunter's successor in Northern service. It is still popular with its pilots, most of whom serve in the United Mercantile Federation Army.

CREW: 1
MANEUVER: 3D
SENSORS: 1D (3 km)

SPEED: 2D+2 (Walk), 4D (Ground)
ARMOR: 3D+1
COMMO: 1D (12 km)

ARMAMENTS:

AR-25 30mm Autocannon (Fire Control: 3D, Damage: 3D+1)
RP-204 Rocket Pod (Fire Control 2D, Damage: 6D, Indirect Fire)
Mk IV AP Grenade Launcher
(Fire Control: 2D, Damage: 5D+1 personal)

AUXILIARY SYSTEMS AND FEATURES:

Hostile Environment Protection (Desert), 2 x Manipulator Arms (each can punch for 2D damage), HW-VB1 Vibroknife (Difficulty: 5, Damage: 2D+2)

<u>Weapons Payload</u>	<u>Effective Range</u>	<u>ROF</u>	<u>Ammo</u>
AR-25 Autocannon	300m	1	20/40
RP-204 Rocket Pod	100m / 6m	1	9/9
Mk IV AP G Launcher	100m / 5m	0	1/6

WACS-01FS-AST MAMMOTH



The Mammoth is the North's primary strider. Unlike Gears, the Mammoth's weapons are integrated into its arms. When defended by other Gears, the Mammoth is an impressive fire platform, but on its own it is too often a lumbering target.

CREW: 2
MANEUVER: 1D

SPEED: 1D+2 (Walk)
ARMOR: 5D (6D vs HEAT)
(5D+1 front, 6D+1 vs HEAT)

SENSORS: 2D (3 km)

COMMO: 1D (12 km)

ARMAMENTS:

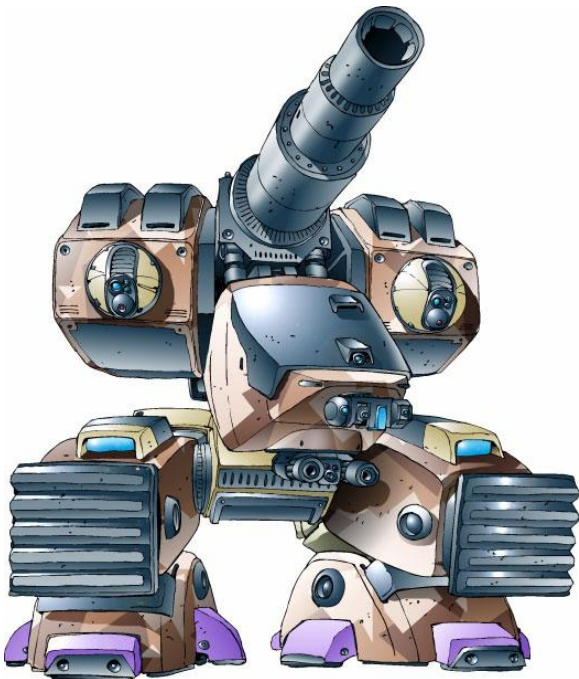
GU-20 Autocannon (Fire Control: 2D, Damage: 3D+1)
Fireball-II Missile Launcher (Fire Control: 3D, Damage: 8D+1)
2 x KJ-16 Miniguns (FC: 2D each, Damage: 6D personal each)
SR-90 Assault Gun (Fire Control: 1D, Damage: 9D+1)

AUXILIARY SYSTEMS AND FEATURES:

Ammo/Fuel Containment System, Backup Sensors, 2 x Battle Arms (can punch for 3D damage each), Hostile Environment Protection (Desert), Improved Off-Road Ability, Life Support (Limited), Target Designator (1D), Large Sensor Profile (2D), Sensor Dependent

<u>Weapons Payload</u>	<u>Effective Range</u>	<u>ROF</u>	<u>Ammo</u>
GU-20 Autocannon	200m	2	200/200
Fireball II	300m	0	8/8
KJ-16 Minigun	100m	4	600/600
KJ-16 Minigun	100m	4	600/600
SR-90 Assault Gun	100m	0	20/20

WACS-01FS-ART DAMOCLES



The Damocles dispenses with the arms of the standard Mammoth in favor of a large artillery piece, and lasers to defend against counterbattery fire.

CREW: 2
MANEUVER: 1D

SPEED: 1D+2 (Walk)
ARMOR: 5D (6D+1 vs HEAT)
(5D+2 front, 7D vs HEAT)

SENSORS: 2D (2 km)

COMMO: 1D (10 km)

ARMAMENTS:

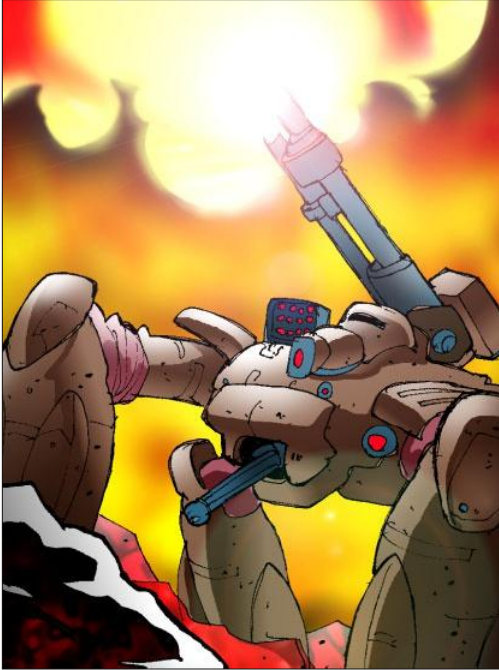
KLG-675 Artillery Gun (Fire Control: 0D, Damage: 4D, Indirect Fire, Min Rng 500m)
2 x Laser Turrets (Fire Control 3D, Damage: 4D, -1/RB)
2 x Heavy Machineguns (Fire Control: 2D, Damage: 8D personal)

AUXILIARY SYSTEMS AND FEATURES:

Ammo/Fuel Containment System, Backup Sensors, Hostile Environment Protection (Desert), Life Support (Limited), Large Sensor Profile (2D), Problem-Prone, Sensor Dependent

<u>Weapons Payload</u>	<u>Effective Range</u>	<u>ROF</u>	<u>Ammo</u>
KLG-657 Arty Gun	2500m	0	20
Laser Turret	500m	0	15/15
Laser Turret	500m	0	15/15
Heavy MG	100m	3	250/250
Heavy MG	100m	3	250/250

WACS-03-FS THUNDERHAMMER



The Thunderhammer fire-support strider is relatively slow, but its wide stance and quadruple legs allow it to maneuver across rough terrain more easily than other vehicles.

CREW: 2

MANEUVER: 1D

SENSORS: 1D (5 km)

SPEED: 1D+2 (Walk)

ARMOR: 7D

COMMO: 1D (20 km)

ARMAMENTS:

120mm Smoothbore Gun (Fire Control: 3D, Damage: 7D+1, Indirect Fire)

GU-67 40mm Gatling (Fire Control: 3D, Damage 4D)

71mm Rocket Pod (Fire Control 3D, Damage: 6D, Indirect Fire)

Mk IV AP Grenade Launcher

(Fire Control: 2D, Damage: 5D+1 personal)

AUXILIARY SYSTEMS AND FEATURES:

Ammo/Fuel Containment System, Backup Sensors, Hostile Environment Protection (Desert), Improved Off-Road Ability, Large Sensor Profile (2D), Sensor Dependent

<u>Weapons Payload</u>	<u>Effective Range</u>	<u>ROF</u>	<u>Ammo</u>
120mm Smoothbore	500m	0	1/12
GU-67 40mm	300m	1	350/350
71mm Rocket Pod	100m / 6m	4	36/36
Mk IV APGL	100m / 5m	0	1/6

HACS-10HG-AST KODIAK



Far more than an upgraded Grizzly, the Kodiak is the North's ultimate assault Gear. Its imposing profile has made it both the terror of the North's enemies and the darling of the North's military recruiters.

CREW: 1

MANEUVER: 2D

SENSORS: 2D (2 km)

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

ARMOR: 4D (4D+2 front)

COMMO: 2D (15 km)

ARMAMENTS:

XPA-001 Particle Accelerator (FC: 3D, Dam: 3D+1, Haywire, -1/RB)

Hammerstrike II Missile Launcher (FC: 3D, Dam: 5D, Guided, Ind F)

GH-16 71mm Rocket Pod (FC: 1D, Damage: 6D, Indirect Fire)

2x GU-10 10mm Gatlings (Fire Control: 2D, Damage: 6D personal)

Mk IV AP Grenade Launcher (FC: 1D, Damage: 5D+1 personal)

AUXILIARY SYSTEMS AND FEATURES:

Hostile Environment Protection (Desert), 2 x Manipulator Arms (each can punch for 2D+1 damage), M-2A Hand Grenades (Fire Control: 1D, Damage: 5D), M-7A Heavy Hand Grenades (Difficulty: 5, Damage: 8D+1), HW-VB1 Vibroknife (Difficulty: 5, Damage: 2D+2)

<u>Weapons Payload</u>	<u>Effective Range</u>	<u>ROF</u>	<u>Ammo</u>
XPA-001	200m	0	12/12
Hammerstrike II	300m	0	12/12
GH-16 RP	200m / 6m	4	36/36
GU-10 Gatling (x2)	100m	4	400/400
Mk IV G Launcher	100m / 5m	0	1/6
M-2A Hand Grenade	50m / 10m	0	1/6
M-7A Hvy Hand Grnd	50m / 4m	0	1/6

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc (“Wizards”). All Rights Reserved.

1. Definitions: (a) “Contributors” means the copyright and/or trademark owners who have contributed Open Game Content; (b) “Derivative Material” means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) “Distribute” means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) “Open Game Content” means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) “Product Identity” means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, story- lines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product Identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) “Trademark” means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) “Use”, “Used” or “Using” means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) “You” or “Your” means the licensee in terms of this agreement.
 2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.
 3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.
 4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.
 5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.
 6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder’s name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.
 7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.
 8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.
 9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.
 10. Copy of this License: You must include a copy of this License with every copy of the Open Game Content You Distribute.
 11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.
 12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.
 13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.
 14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.
 15. COPYRIGHT NOTICE
- Open Game License v 1.0 Copyright 2000, Wizards of the Coast, Inc.

West End Games, WEG, and D6 System are trademarks and properties of Purgatory Publishing Inc.

PRODUCT IDENTIFICATION:

Product Identity: The D6 System; the D6 trademark, the D6 and related logos; and OpenD6 and any derivative trademarks hold designation as Product Identity (PI) and are properties of Purgatory Publishing Inc. The Cinema6 RPG Framework, the c6 trademark, the c6 and related logos; d6 Unleashed and any derivative trademarks; and all cover art and trade dress hold designation as Product Identity (PI) and are properties of Wicked North Games L.L.C. d6 Magazine, and content created and all interior artwork and trade dress hold designation as Product Identity (PI) and are properties of their respective creators, as indicated for each piece. Use of this PI is subject to the terms set forth in the D6 System/OpenD6 System Trademark License (D6STL).

Open Game Content: All game mechanics and materials not covered under Product Identity (PI) above.

Specific images are licensed under the Creative Commons Attribution 3.0 Unported License.

To view a copy of this license, visit: <http://creativecommons.org/licenses/by/3.0/>

or send a letter to:

Creative Commons, 444 Castro Street, Suite 900, Mountain View, California, 94041, USA

HEAVY GEAR D6



BATTLELOGS: GEARS OF THE SOUTH

A Supplement for the Heavy Gear D6 Conversion Rules

BATTLELOGS: GEARS OF THE SOUTH

WRITTEN BY JASON ENGLISH

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

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

ALL ARTWORK COPYRIGHT DREAM POD 9 ([WWW.DP9.COM](http://www.dp9.com)).

ALL RIGHTS RESERVED, USED WITH PERMISSION.

HONOR AMONG SNAKES

The armies of the Allied Southern Territories use Heavy Gears just as much as their Northern counterparts, and Southern factories are likewise as innovative and productive as those in the Arctic. Yet, no matter how advanced and numerous their designs are, every Southern Gear pilot knows that the vehicles they take such pride in are a result of theft.

In TN 1679, as Northern forces were testing a new bipedal combat platform called a Gear, Southern commandos stole one of the prototypes in a daring raid. Though highly advanced, Southern industry was not even close to the sophistication of the new machine called the "Hunter," so they had to settle for copying it as best they could. Even today, Jägers ("Hunters in all but name") are found throughout Southern military forces.

Once they knew where to start, Southern design firms began turning out numerous Gear designs, which have been sorely needed in Terra Nova's twentieth century. North and South were well on their way to a world war when Earth forces landed in TN 1914. Becoming allies of necessity with the North, Southern forces brought everything they had to the fight, from long-serving Jägers and Pythons to brand-new Black Mambas and King Cobras. After four cycles of fierce fighting, the Earth forces surrendered at the Southern enclave of Westphalia. The South had achieved a great victory ... for a while.

One crisis after another has struck the South in recent cycles. Patriarch Oliver Masao, ruler of the Eastern Sun Emirates, singlehandedly plunged his league into a civil war by promising that his last living blood relative would succeed him, and in the resulting chaos and bloodshed some city-states declared independence from the Emirates, and the South as a whole. The Humanist Alliance likewise fell into chaos, but at the hands of a suspiciously selective plague that targeted the league's leaders. Once they were gone, nothing could stop the Southern Republic from absorbing the Alliance as a "protectorate." Finally, and inevitably, the tensions with the North that never really went away boiled over at a small oasis town named Rahnguard. All around, Southern forces met their enemies with whatever troops, Gears and vehicles they could bring to bear.

The Interpolar War went poorly for the South at first. The North found open support in the Free Emirates, and after a hard campaign the Humanist city of Raleigh fell. Southern forces rallied soon after, and were even able to take the fighting north to Fort Henry. That was their last major victory, however; more cycles of conflict resulted in no clear advantage for either side, and the South was on its way to the peace table when Peace River was annihilated.

Now the South is preparing for a war with an enemy beyond contempt - no Northern dog would stoop so low as to wipe out an entire city. The South will give the Earthers no quarter, for they deserve none.

The South will not be dishonored....

CONTENTS

Battlelogs: Gears of The South is a supplement for **Heavy Gear D6**, detailing the Gears used by the Southern MILICIA and the member leagues of the Allied Southern Territories. New entries for Auxiliary Systems and Features (both positive and negative) are also include 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.

ECCM: This electronic system is designed to counter enemy ECM units. ECCM systems had a range equal to the vehicle's sensors. If an ECM system is active in sensor range, add the ECCM rating to the pilot's Information Warfare skill and roll the total. The pilot with the active ECM does the same. If the ECCM roll is higher, the ECM system is neutralized, and must make roll again the next turn.

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.

FIRE RESISTANT: The Gear is coated in flame-retardant compounds and has extra insulation in the crew compartment, allowing it to operate for substantial periods in an active fire. Reduce all damage dice from a fire or fire-based weapon by half (round down).

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.

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 LOCATION ARMOR: One system on the Gear is protected by even more armor than usual. Add the number of points or dice to the roll indicated. (For example, the Black Adder adds 1D to any Crew damage rolls.)

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.

TOOL ARMS: This is an armature fitted with some sort of tool. It can be a crane, a winch, a cherry picker bucket, or many other things. Tool Arms are rated by their capacity in tons. Some Tool Arms can be used to attack; any that do will note the amount of damage they can cause.

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

DEFECTIVE ACTIVE SENSORS: The vehicle's sensors have the unfortunate habit of going on the blink at the worst possible time. Reduce any roll to attempt to lock onto a target by the value of the Flaw.

EXPOSED AUXILIARIES: Any roll of 6 on the Damage Table results in two random systems destroyed instead of one.

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.

EXPOSED MOVEMENT SYSTEM: The vehicle's movement system is poorly protected by the vehicle's armor, or is not protected at all. Any roll of 1 on the Damage Table reduces Speed by 2D.

NEW AUXILIARY SYSTEMS AND FEATURES (CONTINUED)

LARGE SENSOR PROFILE: Something about the vehicle makes it easier to detect on sensors – a high silhouette, or large, flat panels that easily bounce back signals. Apply the value of the Flaw to any roll to detect the vehicle by an enemy's sensors.

OVERHEATING: The Gear's cooling system is not up to the job, to the point that damage may occur if the engine or transmission is pushed too hard.

RANDOM SHUTDOWN: The vehicle has the terrifying habit of just turning off, usually at the worst possible time. Every combat round, make a roll equal to the difficulty listed with the Flaw; if the roll fails, the vehicle completely shuts down for that round, and the pilot must make the same roll the next round (and any following rounds) to start it back up again.

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 poorly grounded, or a sensor dish or antenna is mounted well outside the vehicle. If using a Haywire weapon, any attack is allowed two rolls on the System Damage table instead of one.

VERSUS HEAT (ARMOR): The vehicle's armor is composed to provide additional protection against High Explosive Antitank (HEAT) projectiles and shaped-charge warheads. The armor provides protection equal to its rating against any projectile weapon with the HEAT notation, as well as missiles, rockets, grenades and energy weapons.

DAMAGE REDUCTION (-X/RB): The weapon loses energy at longer ranges, causing less damage. Reduced the damage roll by X points at long range, or twice X points at extreme range.

GUIDED (WEAPON): The weapon's has a seeker warhead which allows it to lock on to targets that have been successfully attacked ("tagged") with a Target Designator. A Guided weapon rolls a +1D to hit a target that has been tagged.

HAYWIRE (WEAPON): The weapon causes an electrical attack that shorts out radios, sensors and controls. If a damage roll with a Haywire weapon matches or exceeds an armor roll, in addition to any other result, the Gear takes a -2D penalty to all future Sensors, Commo and Maneuver rolls, not just -1D.

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.

SLOW BURN (WEAPON): The weapon's warhead is loaded with an incendiary compound that burns for several minutes. In addition to the damage caused by the initial attack, the weapon will also cause a fire that will burn for 1D-1 rounds, for the same damage as the initial attack.

For example, a Flämmjäger attacks a Hunter with its flamethrower. If the attack is successful, the initial attack causes 2D+1 damage, then the Hunter catches fire for (1D-1) rounds, each round taking an additional 2D+1 damage.

OACS-01M/SU JÄGER



The Jäger may have begun its life as a Hunter knockoff, but it has proven to be as versatile and long-lived as its Northern counterpart. Jägers are found in every Southern army.

CREW: 1
MANEUVER: 3D
SENSORS: 1D (2 km)

SPEED: 2D+1 (Walk), 4D (Ground)
ARMOR: 3D
COMMO: 1D (10 km)

ARMAMENTS:

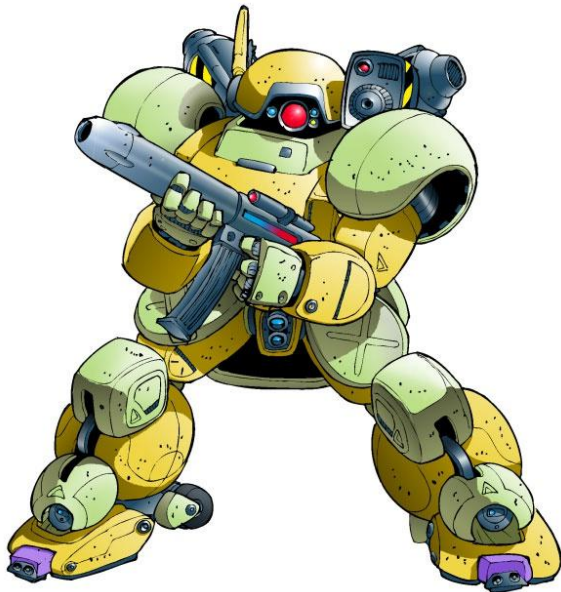
PR-25 20mm Autocannon (Fire Control: 2D, Damage: 2D+2)
Vogel-6 Rocket Pod (Fire Control 1D, Damage: 4D, Indirect Fire)
HLB-16 AP Grenade Launcher
(Fire Control: 1D, Damage: 5D+1 personal)

AUXILIARY SYSTEMS AND FEATURES:

Easy to Modify, Hostile Environment Protection (Desert), 2 x Manipulator Arms (each can punch for 2D damage), HG-2 Hand Grenades (Fire Control: 1D, Damage: 5D), HHVB-3 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
Vogel-6 Rocket Pod	100m / 4m	3	24/24
HLB-16 G Launcher	100m / 5m	0	1/6
HG-2 Hand Grenade	50m / 10m	0	1/3

OACS-01M/AS BLITZ JÄGER



The Blitz Jäger is an antiarmor variant created during the War of the Alliance, replacing the standard rocket pack with a single antitank missile. The missile allows the Blitz Jäger to threaten most targets, but once it is fired the Blitz must do its best with an autocannon.

CREW: 1
MANEUVER: 3D
SENSORS: 1D (2 km)

SPEED: 2D+1 (Walk), 4D (Ground)
ARMOR: 3D
COMMO: 1D (10 km)

ARMAMENTS:

PR-55 30mm Autocannon (Fire Control: 2D, Damage: 3D+1)
ATML-1 AT Missile Launcher (Fire Control: 3D, Damage: 8D+1, Guided, HEAT, Indirect Fire)
HLB-16 AP Grenade Launcher
(Fire Control: 1D, Damage: 5D+1 personal)

AUXILIARY SYSTEMS AND FEATURES:

Easy to Modify, Hostile Environment Protection (Desert), 2 x Manipulator Arms (each can punch for 2D damage), HG-2 Hand Grenades (Fire Control: 1D, Damage: 5D), HHVB-3 Vibroknife (Difficulty: 5, Damage: 2D+2)

<u>Weapons Payload</u>	<u>Effective Range</u>	<u>ROF</u>	<u>Ammo</u>
PR-55 Autocannon	300m	1	20/40
ATML-1 AT Missile	300m / 8m	0	1/1
HLB-16 G Launcher	100m / 5m	0	1/6
HG-2 Hand Grenade	50m / 10m	0	1/3

OACS-01M/OU JÄGER COMMAND



The Jäger Command is usually assigned to cadre leaders. Like the Northern Headhunter, its head contains an improved radio set, but otherwise it is identical to the stock Jäger.

CREW: 1

MANEUVER: 3D

SENSORS: 1D (2 km)

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

ARMOR: 3D

COMMO: 2D (15 km)

ARMAMENTS:

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

Vogel-6 Rocket Pod (Fire Control 1D, Damage: 4D, Indirect Fire)

HLB-16 AP Grenade Launcher

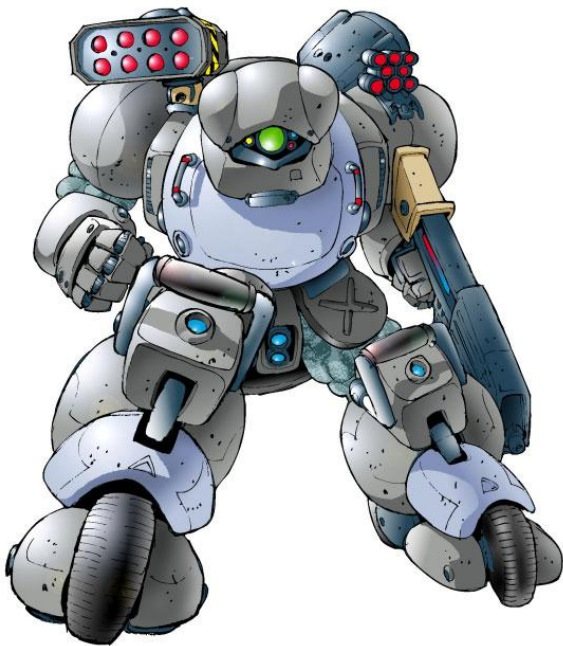
(Fire Control: 1D, Damage: 5D+1 personal)

AUXILIARY SYSTEMS AND FEATURES:

Easy to Modify, Hostile Environment Protection (Desert), 2 x Manipulator Arms (each can punch for 2D damage), HG-2 Hand Grenades (Fire Control: 1D, Damage: 5D), HHVB-3 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
Vogel-6 Rocket Pod	100m / 4m	3	24/24
HLB-16 G Launcher	100m / 5m	0	1/6
HG-2 Hand Grenade	50m / 10m	0	1/3

OACS-01M/RRV DARTJÄGER



Often called "the bug" due to its head configuration, the Därtjager's balloon tires make it very agile in offroad terrain, befitting its role as a rapid response vehicle.

CREW: 1

MANEUVER: 3D

SENSORS: 1D (2 km)

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

ARMOR: 3D

COMMO: 1D (10 km)

ARMAMENTS:

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

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

HLB-16 AP Grenade Launcher

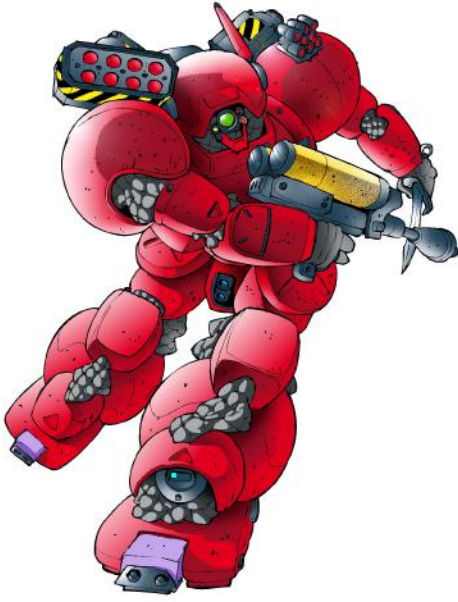
(Fire Control: 1D, Damage: 5D+1 personal)

AUXILIARY SYSTEMS AND FEATURES:

Easy to Modify, Hostile Environment Protection (Desert), Improved Off-Road Ability, 2 x Manipulator Arms (each can punch for 2D damage), Exposed Movement System, HG-2 Hand Grenades (Fire Control: 1D, Damage: 5D), HHVB-3 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
Vogel-4 Rocket Pod	100m / 4m	2	16/16
HLB-16 G Launcher	100m / 5m	0	1/6
HG-2 Hand Grenade	50m / 10m	0	1/3

OACS-01M/FLM FLAMMJÄGER



The bane of rovers, GRELs and Northern infantry alike, the Flammjäger was developed during the War of the Alliance for mop-up operations. Though commanders consider it a valuable asset, most pilots hold Flammjäger duty in low esteem.

CREW: 1
MANEUVER: 3D
SENSORS: 1D (2 km)

SPEED: 2D+1 (Walk), 4D (Ground)
ARMOR: 3D
COMMO: 1D (10 km)

ARMAMENTS:

Firemoth-16 Flamer (Fire Control: 3D, Damage: 2D+1, Indirect Fire, Slow Burn)

Vogel-120 Rocket Pod (Fire Control 1D, Damage: 4D+1, Indirect Fire, Slow Burn)

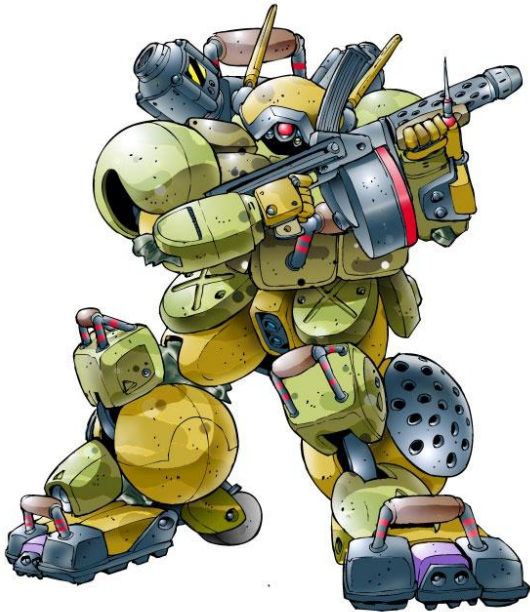
HLB-16 AP Grenade Launcher
(Fire Control: 1D, Damage: 5D+1 personal)

AUXILIARY SYSTEMS AND FEATURES:

Easy to Modify, Fire Resistant, Hostile Environment Protection (Desert), 2 x Manipulator Arms (each can punch for 2D damage), HG-2 Hand Grenades (Fire Control: 1D, Damage: 5D), HHVB-3 Vibroknife (Difficulty: 5, Damage: 2D+2)

<u>Weapons Payload</u>	<u>Effective Range</u>	<u>ROF</u>	<u>Ammo</u>
Firemoth-16	8m / 2m	1	20/20
Vogel-120 Rocket Pod	100m / 4m	2	20/20
HLB-16 G Launcher	100m / 5m	0	1/6
HG-2 Hand Grenade	50m / 10m	0	1/3

OACS-01M/PT JÄGER PARATROOPER



The Jäger Paratrooper has been the staple of Southern airborne forces for many cycles. It is gradually being replaced by the Black Mamba, but the Jäger Paratrooper's low cost and durability will keep it in service for the foreseeable future.

CREW: 1
MANEUVER: 3D
SENSORS: 1D (2 km)

SPEED: 2D+1 (Walk), 4D (Ground)
ARMOR: 3D
COMMO: 1D (10 km)

ARMAMENTS:

AK-67 Paratrooper Rifle

(autocannon: Fire Control: 2D, Damage: 2D+2,

grenade launcher: Fire Control: 1D, Damage: 5D, Indirect Fire)

2 x HLB-16 AP Grenade Launchers

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

AUXILIARY SYSTEMS AND FEATURES:

Airdroppable, Easy to Modify, Hostile Environment Protection (Desert), 2 x Manipulator Arms (one can punch for 2D+1 damage, one can punch for 2D damage), Rugged Movement System

<u>Weapons Payload</u>	<u>Effective Range</u>	<u>ROF</u>	<u>Ammo</u>
AK-67 Autocannon	200m	2	30/30
AK-67 G Launcher	100m / 10m	2	10/10
HLB-16 AP G Launcher	100m / 5m	0	1/5
HLB-16 AP G Launcher	100m / 5m	0	1/5

OACS-01M/SC JÄGER RECON



Essentially a Southern copy of the Hunter Recon, the Jäger Recon proved just as useful as a low-cost scout unit. The Recon model was phased out of front-line service after the War of the Alliance, with surviving Recons transferred to the MILICIA or rebuilt as standard Jägers.

CREW: 1 **SPEED:** 2D+2 (Walk), 4D+1 (Ground)
MANEUVER: 3D **ARMOR:** 2D+2
SENSORS: 1D (2 km) **COMMO:** 1D (10 km)

ARMAMENTS:

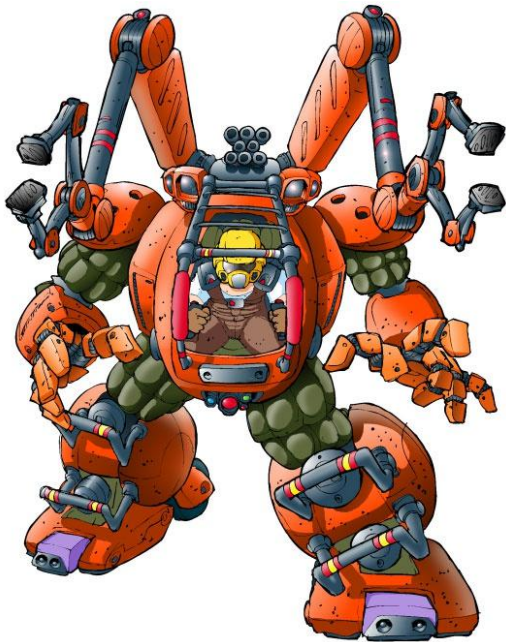
PR-55 Autocannon (Fire Control: 2D, Damage: 3D+1)
Light Panzerfaust (Fire Control: 1D, Damage: 3D+1)

AUXILIARY SYSTEMS AND FEATURES:

Easy to Modify, Hostile Environment Protection (Desert), 2 x Manipulator Arms (each can punch for 2D damage), Exposed Fire Control, Exposed Movement System

<u>Weapons Payload</u>	<u>Effective Range</u>	<u>ROF</u>	<u>Ammo</u>
PR-55 Autocannon	300m	2	20/40
Lt Panzerfaust	100m	0	1/2

OACS-01M/ENG STONE MASON



CREW: 1 **SPEED:** 2D+1 (Walk), 3D+2 (ground)
MANEUVER: 3D **ARMOR:** 2D+1
SENSORS: 0D (1 km) **COMMO:** 0D (5 km)

ARMAMENTS:

HLB-16 AP Grenade Launcher
(Fire Control: 1D, Damage: 5D+1 personal)

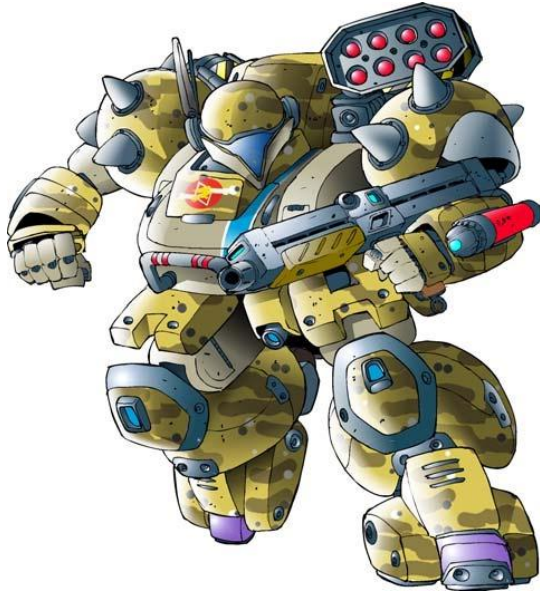
AUXILIARY SYSTEMS AND FEATURES:

Easy to Modify, Hostile Environment Protection (Desert), 2 x Manipulator Arms (each can punch for 2D damage, can lift up to 10.95 tons), 2 x Tool Arm (pincers, can lift up to 3.6 tons), Exposed Crew Compartment, Large Sensor Profile (1D)

<u>Weapons Payload</u>	<u>Effective Range</u>	<u>ROF</u>	<u>Ammo</u>
HLB-16 G Launcher	100m / 5m	0	1/6

The Stone Mason is an engineering variant of the Jäger. The antipersonnel grenade launcher mounted over the cockpit provides some defense, but its open cockpit and light armor means combat is still a risky proposition.

OACS-01L/SC IGUANA



Though the Iguana is designed and primarily used for reconnaissance, it has also become a light multipurpose Gear in Southern service. Its balance of firepower, maneuverability and speed make it very popular with its pilots.

CREW: 1 **SPEED:** 3D (Walk), 4D+2 (Ground)
MANEUVER: 4D **ARMOR:** 2D+2
SENSORS: 2D (4 km) **COMMO:** 3D (30 km)

ARMAMENTS:

MPGU-22 Pack Gun (Fire Control: 1D, Damage: 2D+2)

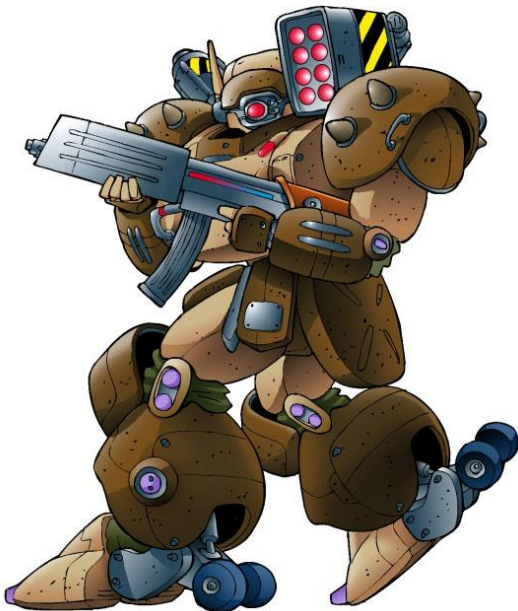
Vogel-7 Rocket Pod (Fire Control 1D, Damage: 4D, Indirect Fire)

AUXILIARY SYSTEMS AND FEATURES:

Backup Sensors, ECM (2D), Hostile Environment Protection (Desert), 2 x Manipulator Arms (each can punch for 2D damage), Target Designator (3D), VU-11 Vibromachete (Difficulty: 5, Damage: 2D+2)

<u>Weapons Payload</u>	<u>Effective Range</u>	<u>ROF</u>	<u>Ammo</u>
MPGU-22 Pack Gun	200m	2	30/30
Vogel-7 Rocket Pod	100m / 4m	3	24/24

OACS-01L/AS BLITZ IGUANA



The Blitz Iguana is a stopgap variant developed during the War of the Alliance for fast strike missions. Though successful, its light armor still meant Blitz pilots took high casualties, and very few models survived the War. Today, the Blitz is usually used only by Duelists.

CREW: 1 **SPEED:** 3D (Walk), 4D+2 (Ground)
MANEUVER: 4D **ARMOR:** 2D+2 (3D front)
SENSORS: 2D (4 km) **COMMO:** 3D (30 km)

ARMAMENTS:

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

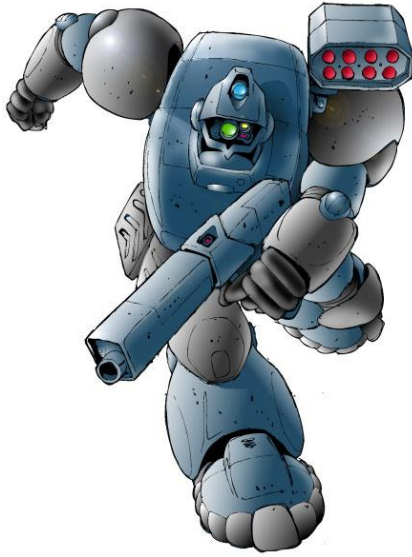
Vogel-8 Rocket Pod (Fire Control 1D, Damage: 4D, Indirect Fire)

AUXILIARY SYSTEMS AND FEATURES:

Backup Sensors, Hostile Environment Protection (Desert), 2 x Manipulator Arms (each can punch for 2D damage), VU-11 Vibromachete (Difficulty: 5, Damage: 2D+2)

<u>Weapons Payload</u>	<u>Effective Range</u>	<u>ROF</u>	<u>Ammo</u>
PR-25 Autocannon	200m	2	20/40
Vogel-8 Rocket Pod	100m / 4m	4	32/32

OACS-01L/STL CHAMELEON



The Chameleon is a stealth version of the Iguana, developed to counter the Northern Black Cat. It features a high-capacity battery to travel for extended periods in a quiet "whisper" mode. Though effective in the field, it has become slightly problematic on base - at least one has been stolen without a trace.

CREW: 1 **SPEED:** 3D (Walk), 4D+2 (Ground)
MANEUVER: 4D **ARMOR:** 2D+2
SENSORS: 2D (4 km) **COMMO:** 3D (30 km)

ARMAMENTS:

TASW-15 Pack Gun (Fire Control: 1D, Damage: 2D+2)

Vogel-6 STL Rocket Pod (Fire Control 1D, Damage: 4D, Indirect Fire)

AUXILIARY SYSTEMS AND FEATURES:

Hostile Environment Protection (Desert), 2 x Manipulator Arms (each can punch for 2D damage), Stealth (5D), Target Designator (3D), VU-11 Vibromachete (Difficulty: 5, Damage: 2D+2)

<u>Weapons Payload</u>	<u>Effective Range</u>	<u>ROF</u>	<u>Ammo</u>
TASW-15 Pack Gun	200m	2	30/30
Vogel-6 STL Rockets	100m / 4m	3	24/24

OACS-01L/COM CHATTERBOX



The Chatterbox carries one of the best electronic warfare and communications suites ever fitted to a Gear. The ECM antenna and sensor pods make it impossible to carry more than light weapons, but Chatterboxes are always deployed with "chaperones."

CREW: 1 **SPEED:** 3D (Walk), 4D+2 (Ground)
MANEUVER: 4D **ARMOR:** 2D+2
SENSORS: 3D (4 km) **COMMO:** 3D (50 km)

ARMAMENTS:

MPGU-22 Pack Gun (Fire Control: 1D, Damage: 2D+2)

HLB-16 AP Grenade Launcher

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

AUXILIARY SYSTEMS AND FEATURES:

Backup Communications, Backup Sensors, ECM (3D), ECCM (2D), Hostile Environment Protection (Desert), 2 x Manipulator Arms (each can punch for 2D damage), Satellite Uplink, Vulnerable to Haywire, VU-11 Vibromachete (Difficulty: 5, Damage: 2D+2)

<u>Weapons Payload</u>	<u>Effective Range</u>	<u>ROF</u>	<u>Ammo</u>
MPGU-22 Pack Gun	200m	2	30/30
Vogel-7 Rocket Pod	100m / 4m	3	24/24
HLB-16 G Launcher	100m / 5m	0	1/6

OACS-01L/MP IGUANA MP



The Iguana MP is the most common security Gear in Southern service. In addition to guarding bases and convoys, it can also be found watching over punishment details and "escorting" new conscripts or Gear pilots who are considered politically unreliable.

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

ARMAMENTS:

Riotmaster Mk6 Shotgun (Fire Control: 3D, Damage: 2D+1)

HLB-16 AP Grenade Launcher

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

AUXILIARY SYSTEMS AND FEATURES:

Backup Sensors, Hostile Environment Protection (Desert), 2 x Manipulator Arms (each can punch for 2D damage), Shield (armor 3D+1 on shield side)

<u>Weapons Payload</u>	<u>Effective Range</u>	<u>ROF</u>	<u>Ammo</u>
Riotmaster Mk6	100m / 4m cone	0	20/20
HLB-16 G Launcher	100m / 5m	0	1/6

OACS-01/PT IGUANA PARATROOPER



Though general-purpose Gears are preferred by Southern doctrine for airborne units, the Iguana's agility and utility made it an obvious choice for a paratrooper model. When combined with pilots who must log 1000 hours to even qualify for airborne duty, Iguana Paras are fearsome opponents on the battlefield.

CREW: 1 **SPEED:** 3D (Walk), 4D+2 (Ground)
MANEUVER: 4D **ARMOR:** 2D+2
SENSORS: 2D (4 km) **COMMO:** 3D (30 km)

ARMAMENTS:

AK-67 Paratrooper Rifle

(autocannon: Fire Control: 2D, Damage: 2D+2,

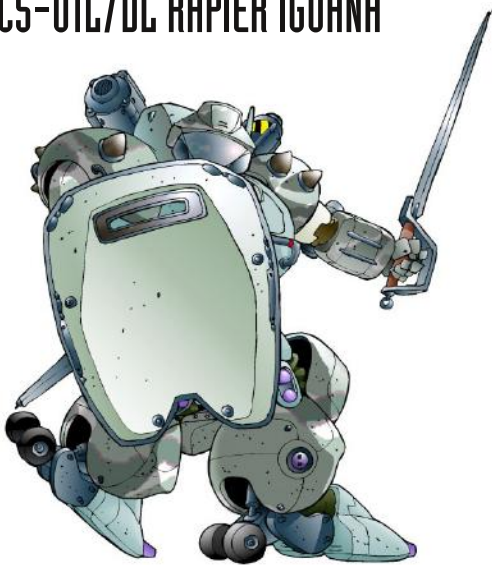
grenade launcher: Fire Control: 1D, Damage: 5D, Indirect Fire)

AUXILIARY SYSTEMS AND FEATURES:

Airdroppable, ECM (2D), Hostile Environment Protection (Desert), 2 x Manipulator Arms (one can punch for 2D+1 damage, one can punch for 2D damage), Rugged Movement System

<u>Weapons Payload</u>	<u>Effective Range</u>	<u>ROF</u>	<u>Ammo</u>
AK-67 Autocannon	200m	2	30/30
AK-67 G Launcher	100m / 10m	2	10/10

OACS-01L/DL RAPIER IGUANA



CREW: 1 **SPEED:** 3D (Walk), 4D+2 (Ground)
MANEUVER: 4D **ARMOR:** 2D+2
SENSORS: 2D (4 km) **COMMO:** 3D (30 km)

ARMAMENTS:

MPGU-22 Pack Gun (Fire Control: 1D, Damage: 2D+2)

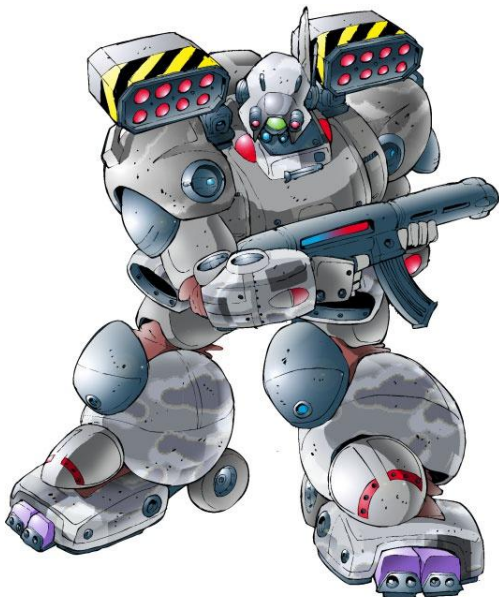
AUXILIARY SYSTEMS AND FEATURES:

Advanced Computer, Backup Sensors, Hostile Environment Protection (Desert), 2 x Manipulator Arms (each can punch for 2D damage), Ram Plate (front), Shield (armor 3D+2 on shield side), Escrime-9 Vibrorapier (Difficulty: 5, Damage: 2D, Armor-Piercing)

<u>Weapons Payload</u>	<u>Effective Range</u>	<u>ROF</u>	<u>Ammo</u>
MPGU-22 Pack Gun	200m	2	30/30

The Rapier Iguana is a dedicated mass-produced Dueling model, deliberately marketed to Southern Duelists of all stripes. Regimental Duelists strongly disapprove of a military machine appearing on primetime television Duels, but the machine itself is well regarded by its pilots.

OACS-05M/SU BLACK MAMBA



CREW: 1 **SPEED:** 3D (Walk), 4D+2 (Ground)
MANEUVER: 4D **ARMOR:** 3D+1 (1D+2 rear)
SENSORS: 2D (3 km) **COMMO:** 2D (12 km)

ARMAMENTS:

PR-55 30mm Autocannon (Fire Control: 3D, Damage: 3D+1)

Vogel-8 Rocket Pod (Fire Control 2D, Damage: 4D, Indirect Fire)

2 x GL-01 AP Grenade Launchers

(Fire Control: 2D each, Damage: 5D+1 personal each)

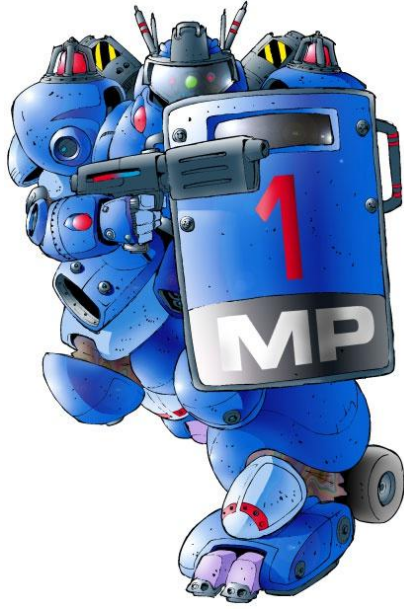
AUXILIARY SYSTEMS AND FEATURES:

Airdroppable, Autopilot, Hostile Environment Protection (Desert), 2 x Manipulator Arms (each can punch for 2D damage), HG-C4 Hand Grenades (Fire Control: 1D, Damage: 5D), VU-11 Vibroknight (Difficulty: 5, Damage: 2D+2)

<u>Weapons Payload</u>	<u>Effective Range</u>	<u>ROF</u>	<u>Ammo</u>
PR-55 Autocannon	300m	1	20/40
Vogel-8 Rocket Pod	100m / 4m	4	32/32
GL-01 G Launcher	100m / 5m	0	1/6
GL-01 G Launcher	100m / 5m	0	1/6
HC-04 Hand Grenade	50m / 10m	0	1/3

The Black Mamba is the premiere Gear in Southern service. Engineers took the best features of models like the Sidewinder and Desert Viper to design a Gear specifically to fight the Northern Jaguar, but Mamba pilots have to be careful to cover their backs - literally.

OACS-05M/MP BLACK MAMBA MP



The security model of the Black Mamba is not seen often, but when it does appear on a Southern base, something has hit the fan. Black Mamba MPs are assigned to find deserters with stolen Gears and bring them back to base ... one way or another.

CREW: 1
MANEUVER: 4D
SENSORS: 1D (3 km)

SPEED: 3D (Walk), 4D+2 (Ground)
ARMOR: 3D+1 (1D+2 rear)
COMMO: 2D (12 km)

ARMAMENTS:

Riotmaster Mk6 Shotgun (Fire Control: 3D, Damage: 2D+1)

GL-01 AP Grenade Launcher

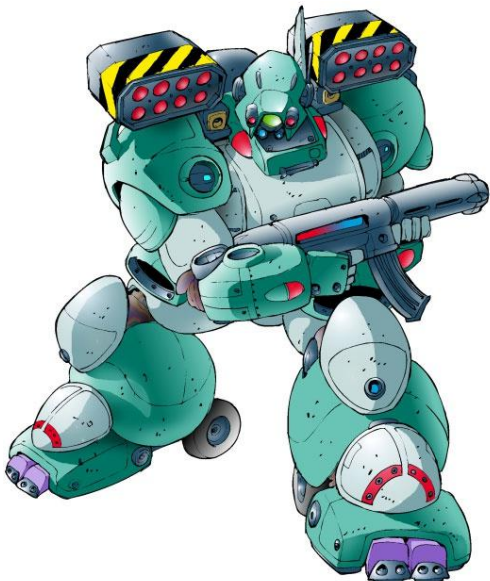
(Fire Control: 1D, Damage: 5D+1 personal)

AUXILIARY SYSTEMS AND FEATURES:

Airdroppable, Autopilot, Backup Sensors, Hostile Environment Protection (Desert), 2 x Manipulator Arms (each can punch for 2D damage), Shield (armor 3D+2 on shield side)

<u>Weapons Payload</u>	<u>Effective Range</u>	<u>ROF</u>	<u>Ammo</u>
Riotmaster Mk6	100m / 4m cone	0	20/20
GL-01 AP G Launcher	100m / 5m	0	1/12

OACS-05M/FS LONG FANG BLACK MAMBA



During the War of the Alliance, there never seemed to be enough fire-support Gears, which is why the Long Fang variant of the Black Mamba was developed. After the War ended, most Long Fangs were turned back into standard models, but the conversion instructions and parts are still available - just in case.

CREW: 1
MANEUVER: 4D
SENSORS: 2D (3 km)

SPEED: 3D (Walk), 4D+2 (Ground)
ARMOR: 3D+1 (1D+2 rear)
COMMO: 2D (12 km)

ARMAMENTS:

PR-55 30mm Autocannon (Fire Control: 3D, Damage: 3D+1)

2 x Vogel-B12 Rocket Pods

(Fire Control 2D each, Damage: 4D each, Indirect Fire)

AUXILIARY SYSTEMS AND FEATURES:

Airdroppable, Autopilot, Hostile Environment Protection (Desert), 2 x Manipulator Arms (each can punch for 2D damage), HG-C4 Hand Grenades (Fire Control: 1D, Damage: 5D), VU-11 Vibroknife (Difficulty: 5, Damage: 2D+2)

<u>Weapons Payload</u>	<u>Effective Range</u>	<u>ROF</u>	<u>Ammo</u>
PR-55 Autocannon	300m	1	20/40
Vogel-B12 Rocket Pod	200m / 4m	4	36/36
Vogel-B12 Rocket Pod	200m / 4m	4	36/36
HC-04 Hand Grenade	50m / 10m	0	1/3

OACS-05M/OU RAZOR FANG BLACK MAMBA



The Razor Fang is a command variant of the Black Mamba, fitted with improved radios and a satellite communications radome. This model is particularly valuable as an airdroppable command Gear for compagnie and battallion commanders.

CREW: 1

MANEUVER: 4D

SENSORS: 2D (3 km)

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

ARMOR: 3D+1 (1D+2 rear)

COMMO: 2D (20 km)

ARMAMENTS:

PR-55 30mm Autocannon (Fire Control: 3D, Damage: 3D+1)

Vogel-8 Rocket Pod (Fire Control 2D, Damage: 4D, Indirect Fire)

2 x GL-01 AP Grenade Launchers

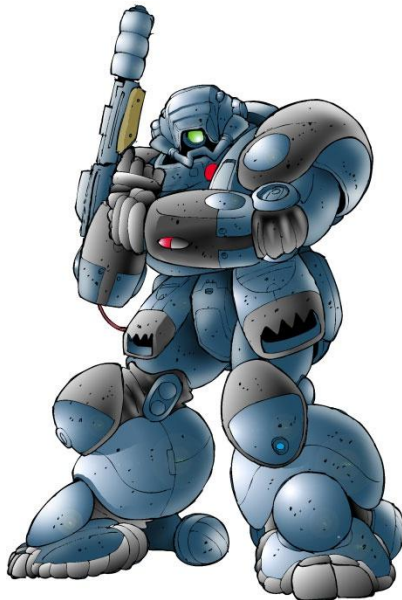
(Fire Control: 2D each, Damage: 5D+1 personal each)

AUXILIARY SYSTEMS AND FEATURES:

Airdroppable, Autopilot, Hostile Environment Protection (Desert), 2 x Manipulator Arms (each can punch for 2D damage), Satellite Uplink, HG-C4 Hand Grenades (Fire Control: 1D, Damage: 5D), VU-11 Vibroknife (Difficulty: 5, Damage: 2D+2)

<u>Weapons Payload</u>	<u>Effective Range</u>	<u>ROF</u>	<u>Ammo</u>
PR-55 Autocannon	300m	1	20/40
Vogel-8 Rocket Pod	100m / 4m	4	32/32
GL-01 G Launcher	100m / 5m	0	1/6
GL-01 G Launcher	100m / 5m	0	1/6
HC-04 Hand Grenade	50m / 10m	0	1/3

OACS-05M/TE SNAKEYE BLACK MAMBA



Few Gears have a more fearsome reputation than the Snakeeye Black Mamba. The dull gray of its sensor-absorbing coating and the "whisper" mode of its powerplant give Northern commanders a lot of sleepless nights.

CREW: 1

MANEUVER: 4D

SENSORS: 2D (2 km)

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

ARMOR: 3D+1

COMMO: 2D (10 km)

ARMAMENTS:

TU-16 Laser Rifle (Fire Control: 4D, Damage: 4D, -1D per RB)

2 x GL-01 AP Grenade Launchers

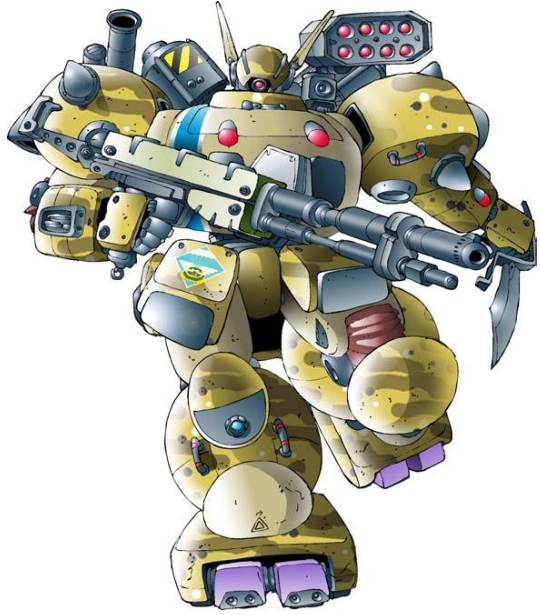
(Fire Control: 2D each, Damage: 5D+1 personal each)

AUXILIARY SYSTEMS AND FEATURES:

Airdroppable, Autopilot, Hostile Environment Protection (Desert), 2 x Manipulator Arms (each can punch for 2D damage), Stealth (5D), Exposed Auxiliaries, HG-C4 Hand Grenades (Fire Control: 1D, Damage: 5D), VU-11 Vibroknife (Difficulty: 5, Damage: 2D+2)

<u>Weapons Payload</u>	<u>Effective Range</u>	<u>ROF</u>	<u>Ammo</u>
TL-16 Laser Rifle	500m	0	40/40
GL-01 G Launcher	100m / 5m	0	1/6
GL-01 G Launcher	100m / 5m	0	1/6
HC-04 Hand Grenade	50m / 10m	0	1/3

OACS-01M/SU SPITTING COBRA



The Spitting Cobra (or simply "Spit") is the standard fire-support Gear among Southern forces. Its weapons load can engage a variety of targets, and its armor protection is heavy enough to protect it against all but the heaviest weapons.

CREW: 1

MANEUVER: 2D

SENSORS: 1D (2 km)

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

ARMOR: 4D+1

COMMO: 1D (10 km)

ARMAMENTS:

MR60 Autocannon (Fire Control: 2D, Damage: 4D)

FSRP-36 Rocket Pod (Fire Control: 1D, Damage: 6D, Indirect Fire)

SCRP-98 Rocket Pod (FC: 1D, Damage: 6D+2, Indirect Fire)

MGU-77 Minigun (Fire Control: 2D, Damage: 6D personal)

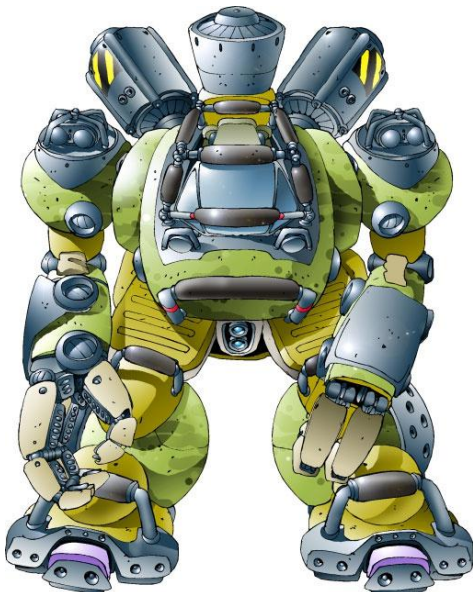
Vogel-H Mortar (FC: 1D, Damage: 5D, Guided, Min Rng 150m)

AUXILIARY SYSTEMS AND FEATURES:

Hostile Environment Protection (Desert), 2 x Manipulator Arms (each can punch for 2D+1 damage), Reinforced Crew Compartment, Large Sensor Profile (1D), HG-2 Hand Grenades (Fire Control: 1D, Damage: 5D), VU-11 Vibroknife (Difficulty: 5, Damage: 2D+2)

<u>Weapons Payload</u>	<u>Effective Range</u>	<u>ROF</u>	<u>Ammo</u>
MR60 Autocannon	300m	1	30/30
FSRP-36 Rocket Pod	200m / 6m	3	18/18
SCRP-98 Rocket Pod	300m / 6m	4	48/48
MGU-77 Minigun	100m	4	400/400
Vogel-H Mortar	300 m / 10m	0	1/10
HG-2 Hand Grenade	50m / 10m	0	1/6

OACS-01H/ENG ENGINEERING COBRA



The Engineering Cobra first appeared as a field variant during the War of the Alliance, but has since become the standard Southern heavy engineering Gear. Its commonality with the Spitting Cobra makes it easy to maintain, and its high lifting capacity makes it ideal for a variety of tasks.

CREW: 1

MANEUVER: 2D

SENSORS: -1D (2 km)

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

ARMOR: 3D+2

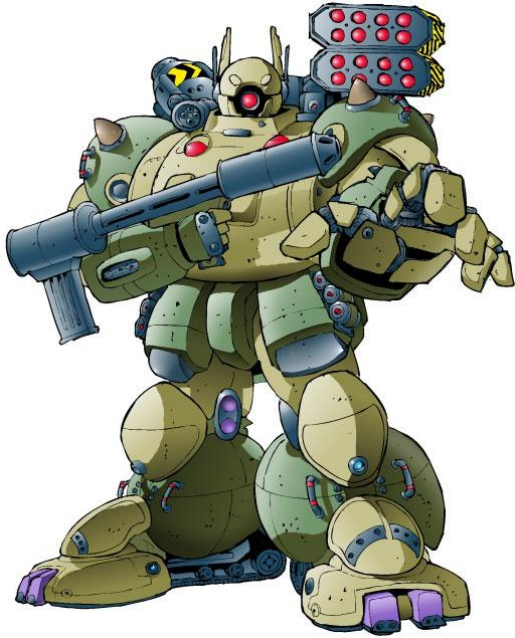
COMMO: 0D (10 km)

ARMAMENTS: None fitted to stock model

AUXILIARY SYSTEMS AND FEATURES:

Hostile Environment Protection (Desert), 2 x Tool Arms (can lift up to 24 tons), Searchlight (50m), Exposed Crew Compartment, Large Sensor Profile (1D)

OACS-01H/AS STRIKING COBRA



The Striking Cobra is a forward assault version of the Spit. Though not as popular for hunting tanks as the Black Adder, its success against Earth columns during the War of the Alliance inspired the development of the King Cobra.

CREW: 1
MANEUVER: 2D
SENSORS: 1D (2 km)

SPEED: 2D (Walk), 3D+1 (Ground)
ARMOR: 4D+1
COMMO: 1D (10 km)

ARMAMENTS:

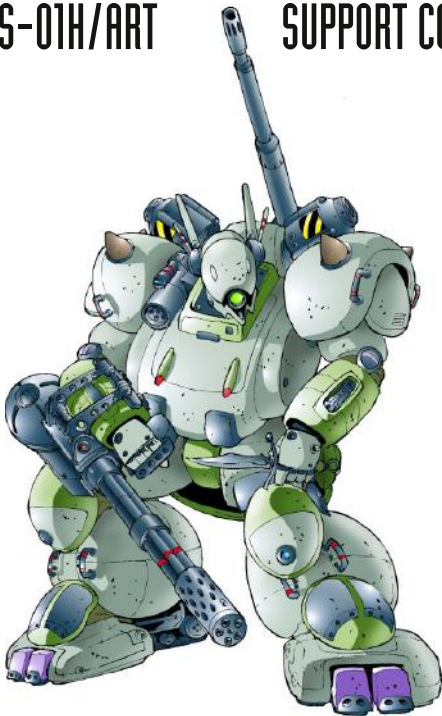
LRB-17 Bazooka (Fire Control: 2D, Damage: 6D+2)
FSRP-36 Rocket Pod (Fire Control: 1D, Damage: 6D, Indirect Fire)
MGU-77 Minigun (Fire Control: 2D, Damage: 6D personal)
Vogel-H Mortar (FC: 1D, Damage: 5D, Guided, Min Rng 150m)

AUXILIARY SYSTEMS AND FEATURES:

Hostile Environment Protection (Desert), 2 x Manipulator Arms (each can punch for 2D+1 damage), Reinforced Crew Compartment, Large Sensor Profile (1D), HG-2 Hand Grenades (Fire Control: 1D, Damage: 5D), VU-11 Vibroknife (Difficulty: 5, Damage: 2D+2)

<u>Weapons Payload</u>	<u>Effective Range</u>	<u>ROF</u>	<u>Ammo</u>
LRB-17 Bazooka	200m / 6m	0	30/30
FSRP-36 Rocket Pod	200m / 6m	3	18/18
MGU-77 Minigun	100m	4	400/400
HG-2 Hand Grenade	50m / 10m	0	1/6

OACS-01H/ART SUPPORT COBRA



The Junglemower Gatling cannon fitted to the Support Cobra gets the attention of all Gear pilots, North or South. Paired with a field gun that can shred a Gear at long range, the Support Cobra is a monster on the battlefield.

CREW: 1
MANEUVER: 2D
SENSORS: 1D (2 km)

SPEED: 2D (Walk), 3D+1 (Ground)
ARMOR: 4D+1
COMMO: 1D (10 km)

ARMAMENTS:

Junglemower-10 40mm Gatling Cannon (FC: 2D, Damage: 5D)
LTV-28 56mm Field Gun (FC: 1D, Damage: 6D+2, Indirect Fire)
MGU-77 Minigun (Fire Control: 2D, Damage: 6D personal)

AUXILIARY SYSTEMS AND FEATURES:

Hostile Environment Protection (Desert), 2 x Manipulator Arms (each can punch for 2D+1 damage), Reinforced Crew Compartment, Large Sensor Profile (1D), HG-2 Hand Grenades (Fire Control: 1D, Damage: 5D), VU-11 Vibroknife (Difficulty: 5, Damage: 2D+2)

<u>Weapons Payload</u>	<u>Effective Range</u>	<u>ROF</u>	<u>Ammo</u>
Junglemower-10	300m	1	40/40
FLTV-28 Fld Gun	500m	0	1/12
MGU-77 Minigun	100m	4	400/400
HG-2 Hand Grenade	50m / 10m	0	1/6

OACS-01M/SU ANOLIS



The Anolis was an adequate scout Gear when it worked, but it was so unreliable that even Jäger Recon models were preferred assignments. Virtually all Anolises have been dumped on city militias or Badlands communities, where technicians still try to fix the design's problems.

CREW: 1
MANEUVER: 4D
SENSORS: 2D (4 km)

SPEED: 3D (Walk), 4D+1 (Ground)
ARMOR: 2D+1
COMMO: 2D (20 km)

ARMAMENTS:

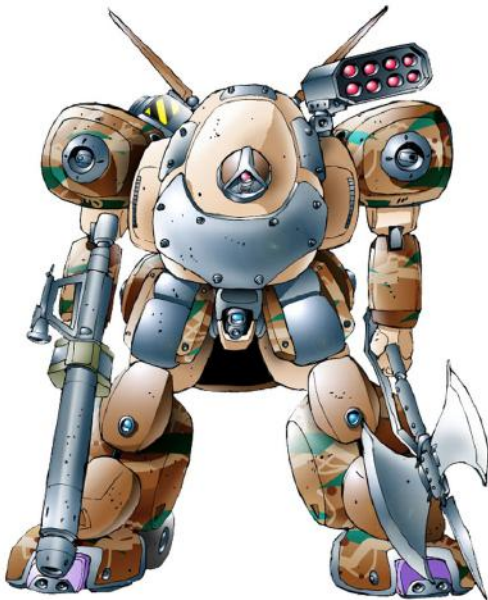
DP76 20mm Pack Gun (Fire Control: 1D, Damage: 2D+2)
2 x Werg-II Rocket Pods (FC: 1D, Damage: 4D, Indirect Fire)

AUXILIARY SYSTEMS AND FEATURES:

Hostile Environment Protection (Desert), 2 x Manipulator Arms (each can punch for 2D damage), Target Designator (2D), Weapons Link (both rocket pods), Defective Active Sensors (1D), Random Shutdown (Average), HG-2 Hand Grenade (Fire Control: 1D, Damage: 5D)

<u>Weapons Payload</u>	<u>Effective Range</u>	<u>ROF</u>	<u>Ammo</u>
DP76 Pack Gun	200m	2	40/40
Werg-II Rocket Pod	100m / 4m	1	8/8
Werg-II Rocket Pod	100m / 4m	1	8/8
HG-2 Hand Grenade	50m / 10m	0	1/1

OACS-04M/AR BLACK ADDER



Developed from the basic Sidewinder chassis, the Black Adder was designed as an assault model with an emphasis on pilot survivability. Though largely replaced by the Spitting Cobra, the Adder is still used as a tank hunter that can take a lot of punishment.

CREW: 1
MANEUVER: 3D
SENSORS: 1D (2 km)

SPEED: 2D+1 (Walk), 4D (Ground)
ARMOR: 3D+1
COMMO: 1D (10 km)

ARMAMENTS:

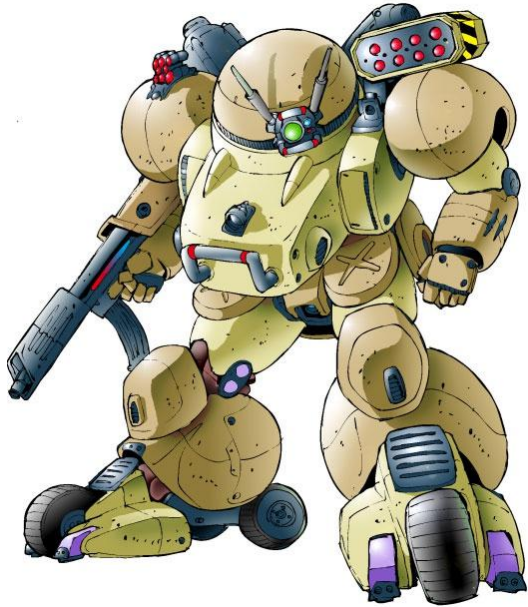
SWRI 90mm Gun (Fire Control: 1D, Damage: 9D+1)
FSRP-42N Rocket Pod (FC: 1D, Damage: 6D, Indirect Fire)
HLB-16 AP Grenade Launcher
(Fire Control: 1D, Damage: 5D+1 personal)

AUXILIARY SYSTEMS AND FEATURES:

Emergency Medical, Hostile Environment Protection (Desert), 2 x Manipulator Arms (each can punch for 2D damage), Reinforced Crew Compartment, Reinforced Location Armor (Crew, 1D), Sensor Dependent

<u>Weapons Payload</u>	<u>Effective Range</u>	<u>ROF</u>	<u>Ammo</u>
SWRI 90mm Gun	100m	0	5/10
FSRP-42N Rocket Pod	200m / 6m	4	36/36
HLB-16 G Launcher	100m / 5m	0	1/6

OACS-03M/SU BASILISK



The Basilisk was intended as a multipurpose Gear, but the dire performance of the Anolis meant that it was pressed into service as a ad-hoc scout vehicle. Fortunately, the stock Basilisk was quite good as a scout, and served in that role until the Iguana came into service.

CREW: 1 **SPEED:** 2D+1 (Walk), 4D+1 (Ground)
MANEUVER: 3D **ARMOR:** 3D
SENSORS: 0D (3 km) **COMMO:** 1D (15 km)

ARMAMENTS:

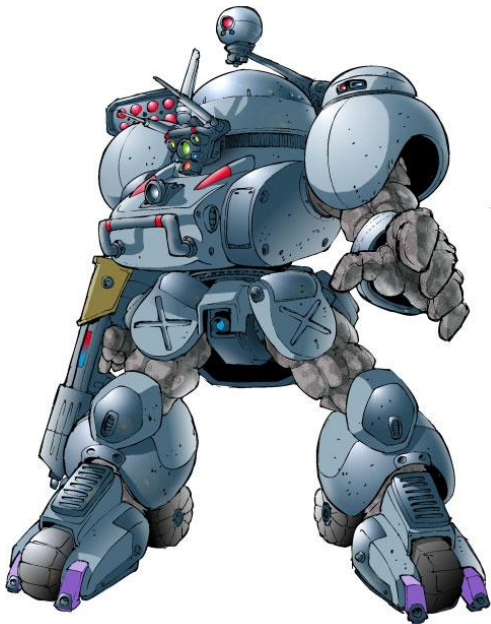
PR-25 20mm Autocannon (Fire Control: 2D, Damage: 2D+2)
Vogel-6 Rocket Pod (Fire Control 1D, Damage: 4D, Indirect Fire)
HLB-16 AP Grenade Launcher
(Fire Control: 1D, Damage: 5D+1 personal)

AUXILIARY SYSTEMS AND FEATURES:

Hostile Environment Protection (Desert), 2 x Manipulator Arms (each can punch for 2D damage), HG-2 Hand Grenades (Fire Control: 1D, Damage: 5D), HHVB-3 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
Vogel-6 Rocket Pod	100m / 4m	3	24/24
HLB-12 G Launcher	100m / 5m	0	1/6
HG-2 Hand Grenade	50m / 10m	0	1/3

OACS-03M/SC SILVERSCALE



The Silverscale was a purpose-built scout variant of the Basilisk, fitted with a target designator and electronic warfare equipment. Though in frontline service for only a few cycles, it had a substantial influence on the development of current Southern scout models.

CREW: 1 **SPEED:** 2D+1 (Walk), 4D+1 (Ground)
MANEUVER: 3D **ARMOR:** 3D
SENSORS: 0D (3 km) **COMMO:** 1D (15 km)

ARMAMENTS:

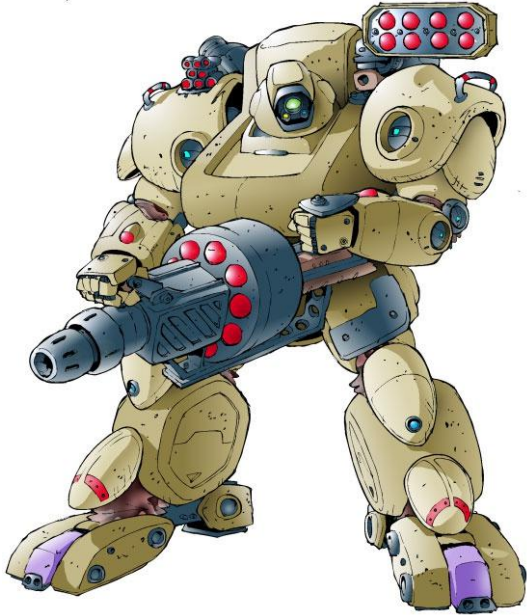
PR-25 20mm Autocannon (Fire Control: 2D, Damage: 2D+2)
Vogel-6 Rocket Pod (Fire Control 1D, Damage: 4D, Indirect Fire)
HLB-16 AP Grenade Launcher
(Fire Control: 1D, Damage: 5D+1 personal)

AUXILIARY SYSTEMS AND FEATURES:

ECM (2D), Hostile Environment Protection (Desert), 2 x Manipulator Arms (each can punch for 2D damage), Target Designator (2D), Tool Arm (sensor boom), HG-2 Hand Grenades (Fire Control: 1D, Damage: 5D), HHVB-3 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
Vogel-6 Rocket Pod	100m / 4m	3	24/24
HLB-12 G Launcher	100m / 5m	0	1/6
HG-2 Hand Grenade	50m / 10m	0	1/3

OACS-02M/SU DESERT VIPER MK 2



The Desert Viper is an older machine, but few other Gears travel as well in rough terrain. Even today, the Desert Viper is the preferred Gear for Southern mountain warfare units.

CREW: 1
MANEUVER: 3D
SENSORS: 1D (3 km)

SPEED: 2D+1 (Walk)
ARMOR: 3D+1 (3D+2 front)
COMMO: 1D (10 km)

ARMAMENTS:

TA HGL-70 Grenade Launcher

(Fire Control: 1D, Damage: 6D+2, Indirect Fire)

FSRP-36 Rocket Pod (Fire Control 1D, Damage: 6D, Indirect Fire)

HLB-16 AP Grenade Launcher

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

AUXILIARY SYSTEMS AND FEATURES:

Hostile Environment Protection (Desert), Improved Off-Road Ability, 2 x Manipulator Arms (each can punch for 2D damage), Rugged Movement System, Defective Active Sensors (1D), Large Sensor Profile (1D), Overheating, HG-2 Hand Grenades (Fire Control: 1D, Damage: 5D)

<u>Weapons Payload</u>	<u>Effective Range</u>	<u>ROF</u>	<u>Ammo</u>
HGL-70 G Lnchr	200m / 6m	1	20/20
FSRP-36 Rocket Pod	200m / 6m	3	18/18
HLB-16 G Launcher	100m / 5m	0	1/6
HG-2 Hand Grenade	50m / 10m	0	1/1

OACS-03H/FS PYTHON



Developed to counter the Northern Razorback, the Python was the South's primary fire-support Gear until the Spitting Cobra came into service. It packs enough firepower to be considered a security risk, and military police are working very hard to keep spare parts out of rover hands.

CREW: 1
MANEUVER: 2D
SENSORS: 1D (2 km)

SPEED: 2D (Walk), 3D+1 (Ground)
ARMOR: 4D+1
COMMO: 1D (10 km)

ARMAMENTS:

MR60 Autocannon (Fire Control: 2D, Damage: 4D)

TA-12 60mm Mortar (Fire Control: 1D, Damage: 5D, Guided, Indirect Fire, Min Rng 150m)

SRWI TLX-12 Rocket Pod (FC: 1D, Damage: 6D+2, Indirect Fire)

FSRP-36 Rocket Pod (Fire Control: 1D, Damage: 6D, Indirect Fire)

HLB-16 AP Grenade Launcher

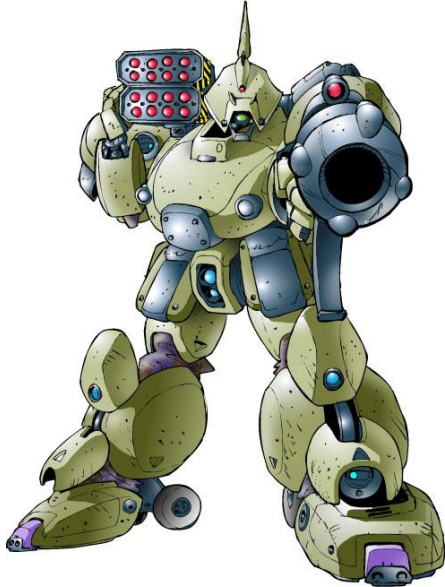
(Fire Control: 1D, Damage: 5D+1 personal)

AUXILIARY SYSTEMS AND FEATURES:

Hostile Environment Protection (Desert), 2 x Manipulator Arms (each can punch for 2D+1 damage), Defective Active Sensors (1D), Large Sensor Profile (1D)

<u>Weapons Payload</u>	<u>Effective Range</u>	<u>ROF</u>	<u>Ammo</u>
MR60 Autocannon	300m	1	30/30
TA-12 Mortar	300m / 5m	0	1/15
SRWI TLX-12 R Pod	300m / 6m	3	24/24
FSRP-36 Rocket Pod	200m / 6m	3	18/18
HLB-16 G Launcher	100m / 5m	0	1/6

OACS-04M/SU SIDEWINDER



The Sidewinder had an excellent service record with the South and its Badlands allies, but it has been replaced in front-line service by the Black Mamba. Even though it is not considered top-of-the-line anymore, its safety features still make the Sidewinder a prized assignment.

CREW: 1 **SPEED:** 2D+2 (Walk), 4D+1 (Ground)
MANEUVER: 3D **ARMOR:** 3D+1
SENSORS: 1D (3 km) **COMMO:** 1D (12 km)

ARMAMENTS:

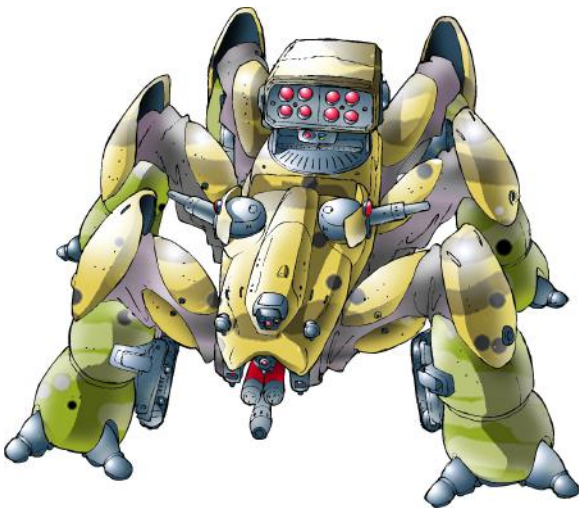
PR-50 30mm Autocannon (Fire Control: 3D, Damage: 3D+1)
FSRP-42N Rocket Pod (Fire Control 1D, Damage: 6D, Indirect Fire)
HLB-16 AP Grenade Launcher (Fire Control: 1D, Damage: 5D+1 personal)

AUXILIARY SYSTEMS AND FEATURES:

Emergency Medical, Hostile Environment Protection (Desert), 2 x Manipulator Arms (each can punch for 2D damage), Reinforced Crew Compartment

<u>Weapons Payload</u>	<u>Effective Range</u>	<u>ROF</u>	<u>Ammo</u>
PR-50 Autocannon	300m	1	20/40
FSRP-42N Rkt Pod	200m / 4m	4	36/36
HLB-16 G Launcher	100m / 5m	0	1/6

OWCS-04FS FIRE DRAGON



Designed by the Humanist Alliance, the Fire Dragon is a fire-support strider used by all Southern armies. Along with its direct combat role, its physical bulk is very intimidating to civilians and potential rioters, so from time to time the Fire Dragon sees service as a peacekeeping vehicle.

CREW: 2 **SPEED:** 2D+1 (Walk), 3D (Ground)
MANEUVER: 1D **ARMOR:** 5D+2 (6D+2 vs HEAT)
SENSORS: 2D (2 km) **COMMO:** 2D (15 km)

ARMAMENTS:

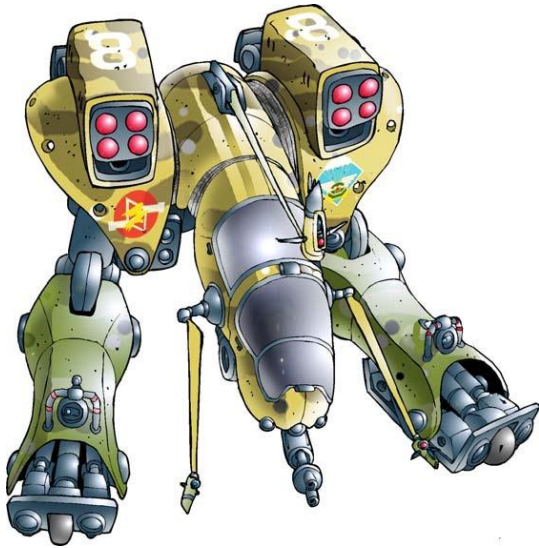
2 x Dragonsfang 20mm Chainguns (FC: 3D, Damage: 2D+2)
Dragonsbreath Flamer
 (Fire Control: 2D, Damage: 2D+1, Indirect Fire, Slow Burn)
Dragonsclaw Rocket Launcher
 (FC: 1D, Damage: 6D+2, Indirect Fire, Sniper System)
Anti-Missile System (FC: 2D, Damage: 2D personal, Anti-Missile)

AUXILIARY SYSTEMS AND FEATURES:

Backup Sensors, Hostile Environment Protection (Desert), Improved Off-Road Ability, Large Sensor Profile (2D), Sensor Dependent

<u>Weapons Payload</u>	<u>Effective Range</u>	<u>ROF</u>	<u>Ammo</u>
Dragonsfang	200m	2	160/160
Dragonsfang	200m	2	160/160
Dragonsbreath	8m / 2m	1	200/200
Dragonsclaw	300m / 6m	4	48/48
Anti-Missile System	100m	3	50

OWCS-01AS NAGA



The Naga is a rapid-reaction strider, used for "shoot and scoot" attacks with its antitank missiles. Crews compare riding in a Naga to being in an attack helicopter at ground level.

CREW: 2
MANEUVER: 1D
SENSORS: 1D (4 km)

SPEED: 2D+1 (Walk), 4D (Ground)
ARMOR: 4D+2 (5D vs HEAT)
COMMO: 1D (12 km)

ARMAMENTS:

MT-30 Autocannon (Fire Control: 2D, Damage: 2D+2)

2 x Pilum VI AT Missile Launchers (Fire Control 3D, Damage: 8D+1)

AUXILIARY SYSTEMS AND FEATURES:

Hostile Environment Protection (Desert), Target Designator (1D), 3 x Tool Arms (sensor booms) Large Sensor Profile (1D)

<u>Weapons Payload</u>	<u>Effective Range</u>	<u>ROF</u>	<u>Ammo</u>
PR-25 Autocannon	300m	1	200/200
Pilum VI AT Missile	300m	0	1/4
Pilum VI AT Missile	300m	0	1/4

OACS-12H/AS KING COBRA



Designed to directly take on Earth hovertanks and win, the King Cobra is the South's ultimate assault Gear. Its mystique is almost enhanced by its rarity - very few models are seen outside the elite regiments of the Southern Republican Army.

CREW: 1
MANEUVER: 2D

SPEED: 2D (Walk), 3D+2 (Ground)
ARMOR: 4D+1 (5D+1 vs HEAT)
 (4D+2 front, 5D+2 vs HEAT)

SENSORS: 1D (2 km)

COMMO: 2D (18 km)

ARMAMENTS:

PA-2X Particle Accelerator (FC: 3D, Dam: 3D+1, -1/RB, Haywire)

Vogel-H2 71mm Rocket Pod (FC: 1D, Damage: 6D, Indirect Fire)

FLRP-74 82mm Rocket Pod (FC: 1D, Damage: 6D+2, Indirect Fire)

SRWI G-11 20mm Gatling (FC: 2D, Damage: 2D+2)

TA-12 Mortar (FC: 1D, Dam: 5D, Guided, Ind Fire, Min Rng 150m)

HLB-16 AP Grenade Launcher (FC: 1D, Damage: 5D+1 personal)

AUXILIARY SYSTEMS AND FEATURES:

Hostile Environment Protection (Desert), 2 x Manipulator Arms (one can punch for 2D+2 damage, one can punch for 2D+1 damage), Reinforced Crew Compartment, Large Sensor Profile (1D), HG-2 Hand Grenades (Fire Control: 1D, Damage: 5D), KCS-1 Vibromachete (Difficulty: 5, Damage: 2D+2)

<u>Weapons Payload</u>	<u>Effective Range</u>	<u>ROF</u>	<u>Ammo</u>
PA-2X Partcl Acceltr	200m	0	1/10
Vogel-H2 71mm Rkts	200m / 6m	4	36/36
FLRP-74 82mm Rkts	300m / 6m	3	24/24
G-11 20mm Gatling	200m	2	120/120
TA-12 60mm Mortar	300m / 5m	0	1/10
HLB-16 AP G Launcher	100m / 5m	0	1/6
HG-2 Grenades	50m / 5m	0	1/6

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc (“Wizards”). All Rights Reserved.

1. Definitions: (a) “Contributors” means the copyright and/or trademark owners who have contributed Open Game Content; (b) “Derivative Material” means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) “Distribute” means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) “Open Game Content” means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) “Product Identity” means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, story- lines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product Identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) “Trademark” means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) “Use”, “Used” or “Using” means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) “You” or “Your” means the licensee in terms of this agreement.
 2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.
 3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.
 4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.
 5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.
 6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder’s name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.
 7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.
 8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.
 9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.
 10. Copy of this License: You must include a copy of this License with every copy of the Open Game Content You Distribute.
 11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.
 12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.
 13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.
 14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.
 15. COPYRIGHT NOTICE
- Open Game License v 1.0 Copyright 2000, Wizards of the Coast, Inc.

West End Games, WEG, and D6 System are trademarks and properties of Purgatory Publishing Inc.

PRODUCT IDENTIFICATION:

Product Identity: The D6 System; the D6 trademark, the D6 and related logos; and OpenD6 and any derivative trademarks hold designation as Product Identity (PI) and are properties of Purgatory Publishing Inc. The Cinema6 RPG Framework, the c6 trademark, the c6 and related logos; d6 Unleashed and any derivative trademarks; and all cover art and trade dress hold designation as Product Identity (PI) and are properties of Wicked North Games L.L.C. d6 Magazine, and content created and all interior artwork and trade dress hold designation as Product Identity (PI) and are properties of their respective creators, as indicated for each piece. Use of this PI is subject to the terms set forth in the D6 System/OpenD6 System Trademark License (D6STL).

Open Game Content: All game mechanics and materials not covered under Product Identity (PI) above.

Specific images are licensed under the Creative Commons Attribution 3.0 Unported License.

To view a copy of this license, visit: <http://creativecommons.org/licenses/by/3.0/>

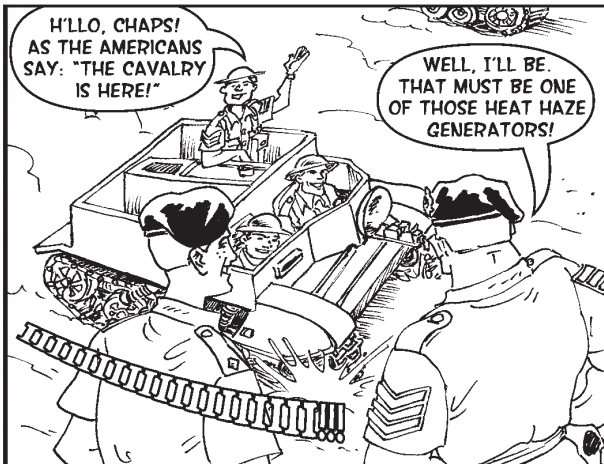
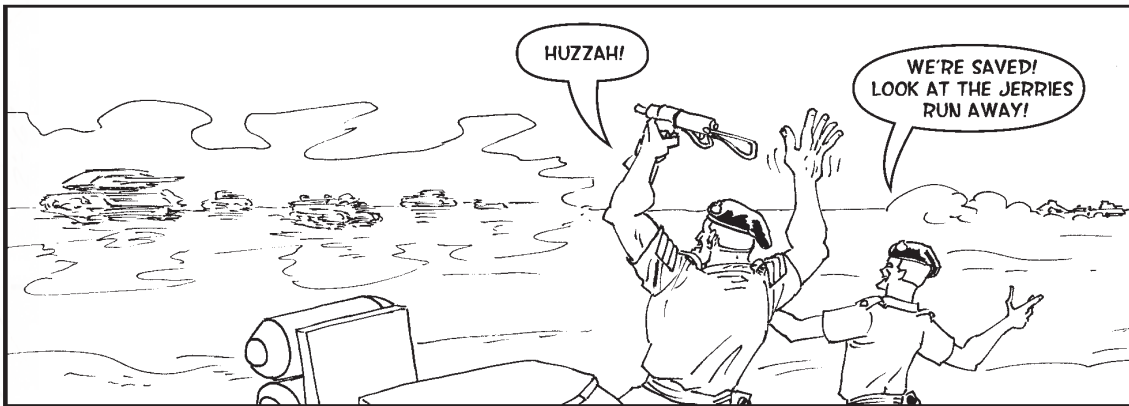
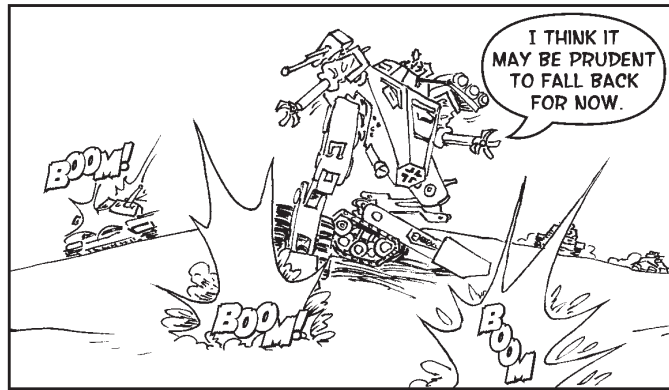
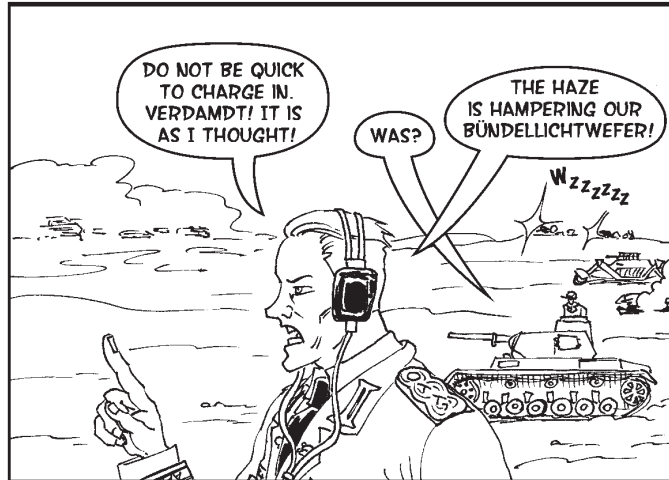
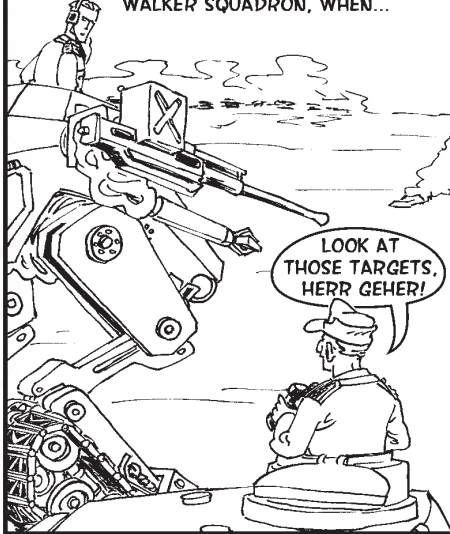
or send a letter to:

Creative Commons, 444 Castro Street, Suite 900, Mountain View, California, 94041, USA

ALFIE'S TENNERS

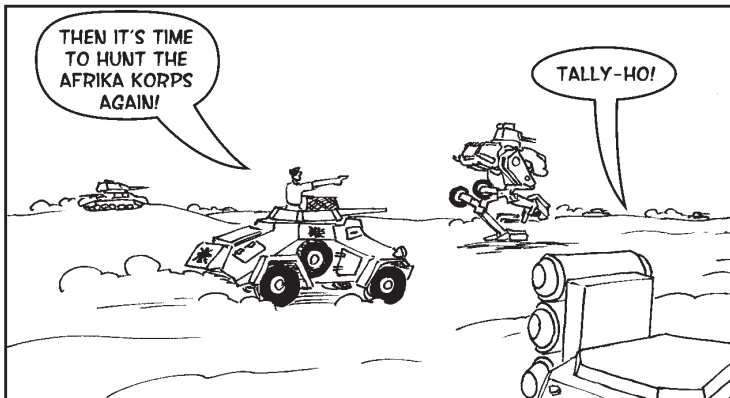
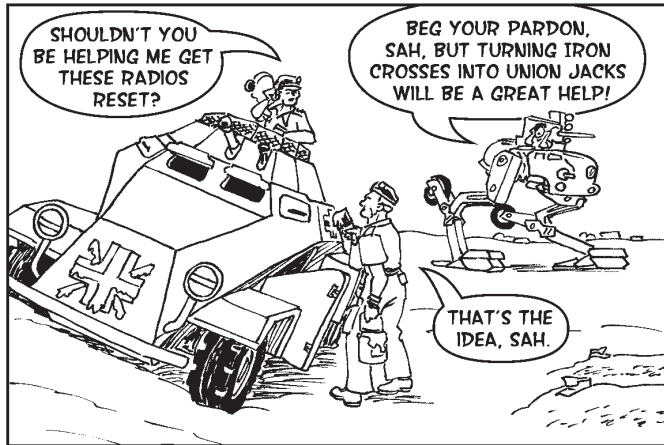
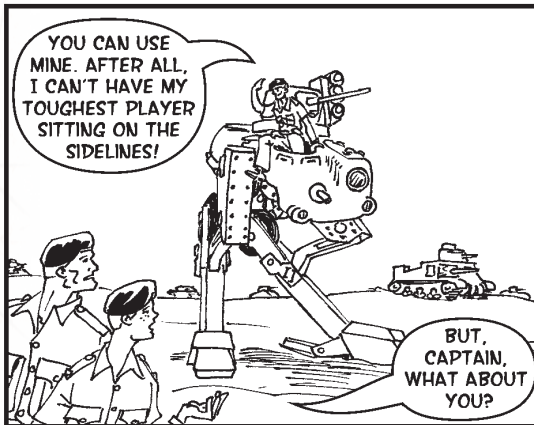
ART & STORY: JACK BELL

LATE NOVEMBER, 1941. OPERATION CRUSADER IS UNDER WAY. MAJOR WOLFGANG GEHER HAS JUST STRUCK A DEVASTATING BLOW TO 8TH ARMY CPT. ALPHONSE MARCH AND HIS WALKER SQUADRON, WHEN...

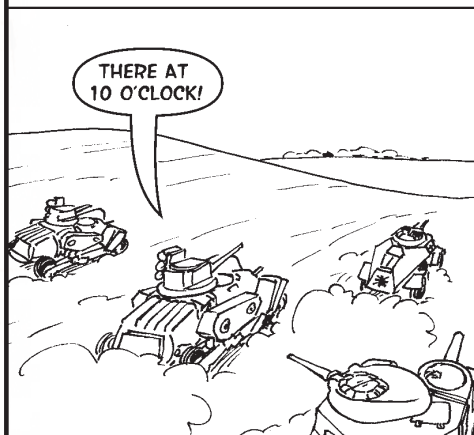


AURORA: THE SILHOUETTE MAGAZINE

ALFIE'S TENNERS



AND THUS, OVER THE FOLLOWING WEEK, A LONG...



GAME OF CAT AND MOUSE...

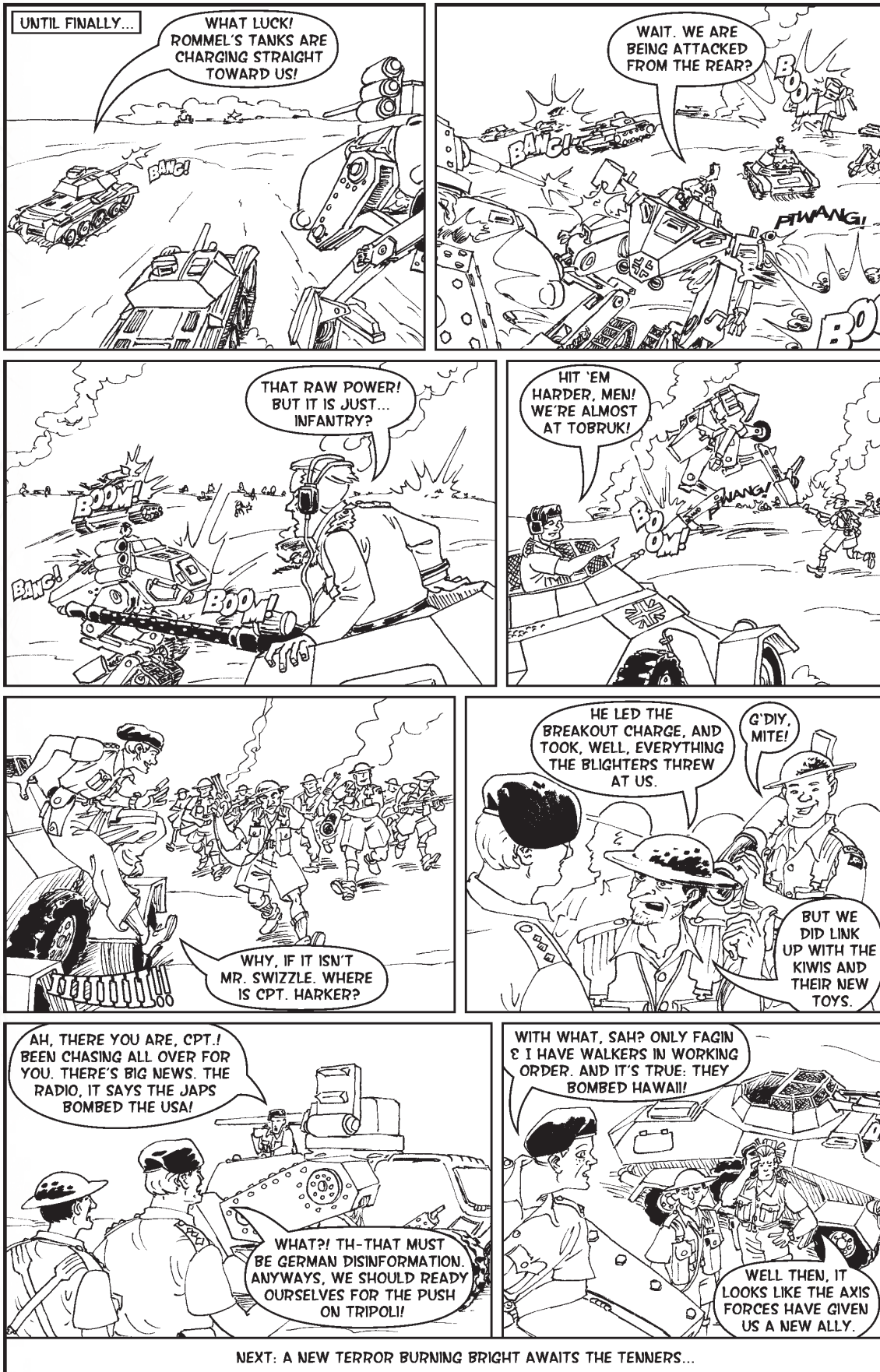


BEGAN!



AURORA: THE SILHOUETTE MAGAZINE

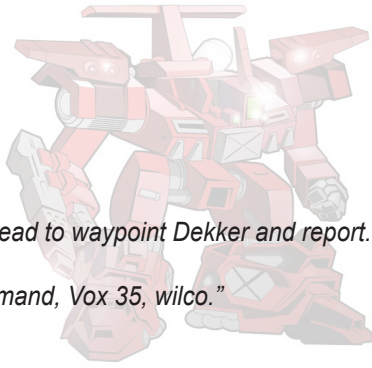
ALFIE'S TENNERS



You've Come a Long Way...



A Short Story by Brandon Ferro



"Vox 35, advance ahead to waypoint Dekker and report."

"Command, Vox 35, wilco."

He pushed down on the acceleration pedals and felt the pit of his stomach shift while he gained momentum. Lieutenant Meservy had come a long way for this moment.

It had taken five years, but he was finally on Terra Nova. This was the planet that had killed his father and his grandfather. The planet on which their graves remained, their bodies crumbling away to join the hundreds of thousands that had perished with them in the first invasion. Now it was his turn to commit to duty towards the Commonwealth and to the honor of his family.

Over two decades had passed since those fateful years, but he still remembered how his family had reacted when they discovered what had occurred on Terra Nova. Cut off from the rest of their division, his father and grandfather had attempted to keep their men alive. It was nothing less than their duty to continue to fight until they might break out and make for the Barrington Basin where they could rejoin the rest of their forces. They never made it.

He flicked his eyes back and forth over the scene in front of him. The dead of night on Terra Nova was brighter than he'd imagined. Even the simulations were duller. They were trained relentlessly for this operation. Over a year of preparations, learning how to pilot these new machines, the Frames, and how to properly control their Soldiers, the ones they called FLAILs. His own CF6-16 was an adaptation on the Heavy Gear design that the Terra Novans had used against his father and grandfather. If they had only been able to have this sort of technology, perhaps they might still be alive.

He shook himself out of his mental reverie. Now was not the time to lose focus. "Section 35, Vox 35, line formation, 200-meter separation, advance now."

The other units spread out across the rolling dunes and began following their predetermined course. His vision filled with the navigation coordinates, his Frame's Optical Neural Net feeding him information from satellite topography to give him a combination of true-light/low-light enhancement combined with thermal vision and a wireframe that showed the topography in subtly shifting green lines. The entire set-up would be confusing for a rookie upon entering the cockpit, but for him it worked well. Meservy could see almost every nook and cranny that was in his line of sight, and also determine points of elevation from which a sniper or spotter would most likely be positioned.

AURORA: THE SILHOUETTE MAGAZINE YOU'VE COME A LONG WAY

BRANDON KEITH FERO

That was one of his greatest concerns. The Terra Novans were many things, but he gave them points for ingenuity and just plain stubbornness. They simply didn't know when to quit. Even now, with one of their primary military bases and city-states wiped out by a mass-driver strike, all indications from a strategic perspective reported that they were to expect immediate resistance. Not that that part bothered him very much; he had some very old aggression inside of him to take out on these 'Novans.

A warble pitched his ear, and his CF6-16's head swiveled with his own while he glanced in the direction of the nearest Frame. The BF2-21 was even larger than his own hunchbacked 6-16, but it moved even more smoothly through the dunes. A text appeared before his eyes. Possible contact, intermediate, 600 meters direct front.

His own eyes turned to look in the direction that the BF2-21 indicated with where it had trained its weapon. His Gatling laser cannon cycled up while he took aim, and then he paused when he recognized the thermal signature that his ONNet highlighted in a cautionary yellow. He clicked on the net. "Contact negative."

A dead Gear lay in the sand. He coasted slightly closer to the BF2-21 while they closed the distance. The Gear was still lying in a defilade position, its posture showing that it had once been holding a weapon where its life came to an end. The name of the Gear's chassis appeared. Jager, Longbow variant.

The husk of the chassis was largely stripped of almost everything that could be useful; the main weapon, the sensors, and even the V-engine had been salvaged. Still, the contact had gotten his heartrate up to a noticeable level, and that was enough to make him even more aware of what was beyond. Several more possible contacts appeared. They had stumbled across what looked like an ancient battlefield. Perhaps it had been one of the beachfronts that the Commonwealth's forces had been holding in the final months before they had abandoned the planet to its defenders. Now, it was nothing but a graveyard.

Meservy felt a mix of exhilaration and disappointment. Relief that he was not in fear for his life, and disappointed that he wasn't fighting for it. The dichotomy was strange. He tucked the thought away and continued further. Other possible contacts appeared. On the extreme flanks, his troopers called out possible contacts and swiftly changed their reports to negative when they realized that they were staring at lifeless hulks.

"Vox 28, possible contact. Correction, contact negative."

"Vox 21, possible contact. Correction, contact negative."

AURORA: THE SILHOUETTE MAGAZINE

YOU'VE COME A LONG WAY

"Vox 19, 'Novans aren't big on janitor service."

"19, Vox 35, cut the chatter," Meservy snapped.

"19 complies." Even without looking at his face Meservy could tell Antre wasn't too pleased with the rebuke.

Still, he found a small part of himself agreeing with Antre's assessment. Did they really have so many Gears that they could just rid themselves of the chassis? The thought that they could so willingly set aside such machinery gave Meservy a greater appreciation. The 'Novans weren't just ingenious; they apparently had serious mass-producing capabilities for their war machines.

Another contact warble in his ear from another BF2-21 on his left, and Meservy clocked it. A Python, older fire support Gear. Dead, stripped of weapons, and now more of a skeleton. The armor plating had been removed. That told him they didn't just leave everything; they salvaged what they could for other uses. He tucked that information away in a small verbal recording for later use, and continued on with their movement.

After they had gone for another fifteen kilometers, point Dekker loomed in his vision. The small green diamond waypoint appeared to float in his vision while he passed it. Immediately he came to a halt and checked both flanks. Sure enough, the IFF tags of his comrades showed they were halting almost in line with his own movement. It was necessary at this point; even with the low-light enhancement and thermal vision, the dunes of this region made visual contact almost impossible across the entire length of the line.

"Command, Vox 35, waypoint Dekker reached."

"Vox 35, confirmed at Dekker. Proceed to waypoint Gulo."

"Vox 35 complies." Meservy changed channels with a flick of his thumb and announced. "Proceed to waypoint Gulo. Maintain spacing and current speed."

The patrol group kicked up dust as they accelerated further off towards the east.

.....

The double click on the radio caught his attention. They had watched the pods landing, but this was the first audible confirmation that someone had visual on the invaders. For a second he tensed his muscles, then he let them run slack, loosening the muscles while he took a few long, deep breaths and said a silent prayer.

He keyed the net once in reply, confirming he had heard the contact report. They weren't sure just how good these Earthers were at detecting radio transmissions, so everything was kept to a minimum.

The radio crackled. "One, Four, distance 1,300 meters. Bearing west, heading southeast."

He almost cursed, but then he checked himself. They needed to know. "Four, One copies. Count?"

The Jerboa pilot glanced, then answered, "Multiple contacts."

Sergeant Andover pushed his Cuirassier up just slightly to look. These new Earther units were like their own Gears. Apparently they had learned how to create them, just as the New Coalition and the Humanist Alliance had learned to create hover tanks. Then again, this fight was more than even; several of his junior pilots were running in the new Chasseur Mark Is, a hover-Gear that roughly equaled those the Earthers were driving straight towards them.

For Andover, though, he needed to feel the earth beneath him. Floating on a cushion of air may be a novel way of travel, but if you took a spill it was guaranteed to rattle you up. He much preferred keeping his feet on Terra. The Cuirassier he now controlled was one of the most advanced chassis that the New Coalition had to deliver, and he was very glad for it when he saw the contact pitches growing in his vision. A small red block appeared around each contact, highlighting each individual vehicle.

He sunk back down slowly. He lost sight of the enemy, but they lost sight of him, and odds were they wouldn't have noticed him. At least he hoped; if these Earthers were using sensors equal to those in their hover tanks, he'd have been tagged already and would be dead as soon as he broke defilade.

Checking himself, Andover shifted to the left somewhat. No reason to lose caution. "One to all units, hold position."

AURORA: THE SILHOUETTE MAGAZINE

YOU'VE COME A LONG WAY

There was no response, but the fact that there weren't any weapon reports told him they had heard and understood his instructions. They had to draw these picket lines in. They wouldn't have a chance if they didn't understand who they were facing off against, and the best way to even the odds was to make absolutely certain they couldn't miss. From the looks of the weapon systems he had just seen, the Earthers were still running with directed-energy systems that far outstripped the accuracy of their main guns and rockets. The only way to level the playing field was to put them in a place where it was all down to the pilot's individual reflexes.

His grip tightened on the control sticks while he pressed down on the acceleration pedals and shifted. The Cuirassier's knees immediately buckled into position. This was the moment that he had been waiting for. His grandfather had died on these sands, a long time ago, beating the Earthers off the planet. His father had long since come to the end of his grief, and had been brutally proud of his son when Andover signed on for the New Coalition Self-Defense Forces.

Andover had been on a long-distance reconnaissance mission when the orders from the brass had come down. With the recent rebellion by Bukharin, he and his men were out in the cold, with very little to support them other than the local county militia forces that could be gathered. Rather than impose on them, he had decided he would make first contact and hold up the Earthers long enough to get any civilians out of the area that desired to. The local homesteads had resisted at first. None of them had wanted to give up what they had worked for so long to build up from absolutely nothing but sand and ash that floated on the wind.

Eventually he had convinced them that while their buildings could be rebuilt and repaired, lives could not be brought back. Now, with the militia acting as his reinforcements, Andover decided now was the time to start holding the Earthers up. If nothing else, he and the good men and women he had under his command could at least give the civilians a chance to get to the nearest oasis towers where they could hole up and wait out the impending invasion. They might even have a fighting chance, thanks to the number of precautions that those small towns and hamlets created within the protective walls of their reinforced bunkers.

"All, One, engage."

He stood his Cuirassier up. Scarcely a second later he heard the hiss-snap of something very high-powered cutting through the air next to his Gear's head. His eyes widened and he backed down again. That had been close. Way too close.

Contact.

The red signal letters of the text showed a confirmed target had been sighted and fired upon. Meservy felt his heart hammering against his ribs while he scanned where the BF2-21 had attacked. There was nothing there.

There had to have been something, though, because now he caught the light of tracers crossing the expanse on his right. Elsewhere, the characteristic roaring sound of a rocket ended with a muffled detonation that sent up a shower of sand from a near-miss on his left. His eyes tracked back and forth.

"Command, Vox 35, contact confirmed. Unknown number of Gears. Out."

He began throwing himself into the controls, trying to juggle between commanding his forces, figuring out where his enemy was, fixing their position, and reporting it all appropriately back to Command while he did. The menace of the juggling was that if he dropped one of the balls, the rest would unravel quickly. He had to maintain initiative, though, that was key.

"Vox 19, flank right and engage."

"19 confirms!" Altren now sounded much less the cocky schoolboy and much more the determined trooper that Meservy recognized when all bets were off.

Meservy had just ducked in behind the defilade of a dune when a round cracked in his ear. He jack-knifed and strafed, seeking his target, and in between a gap in the dunes he caught a glimpse of something. Something hovering.

Instantly he recognized that the form was alien to him, and he snapped off a quick shot. The laser went wide of its target and dug a furrow of scattered glass from the sand it hyper-heated in its path of travel. He strafed further in behind another dune and almost hyper-ventilated when he barely avoided a collision with a nearby BF2-21. The one that had been on his right... how had he managed to get so far out of position?

Setting his mind to it, he glanced around the dune again, and was rewarded with the sight of another BF2-21 closing in on the skirter that he had just sighted. Confirmed enemy. Attacking.

The BF2-21 leveled its directed-energy cannon and let loose a stream. Then three rounds ricocheted across the expanse and flung into the thick frontal armor, sending the BF2-21 skirting back in a reverse slalom to avoid the return fire. Meservy stared in fascination as he recognized another pair of skitters going back and forth in movements he knew like he knew his name.

.....

AURORA: THE SILHOUETTE MAGAZINE

YOU'VE COME A LONG WAY

“Command, Vox 35, ‘Novan Gears confirmed hover types!”

Meservy felt his blood rush at the thought of meeting a foe he had not trained for. They had trained to deal with the types of Gears that were normally encountered, but these were not the normal kind. All indications and reports that had been fed to the Eighth Fleet indicated that only a very few Gears ever encountered in the first invasion had been a hover variety, and these located in the city-states of Erech and Nineveh, on the opposite side of the Barrington Basin. To find these vehicles here either meant that the ‘Novans had changed drastically, or this was a new force altogether.

He scrolled back his video log temporarily, accepting the partial blindness that entailed since it opened a separate screen in his own vision and left him vulnerable to an assault from that angle. He had to be sure. He checked and tried rewinding through the footage to see if he could get some clear markings that indicated what league these Gears hailed from.

When the markings finally caught up with him, the new Gear type appeared. Chasseur Mark I. A hover Gear from the New Coalition that had previously been allied with the Port Arthur Korps; that meant these were some of the same ‘Novans who had been involved in the mix-up with Major Bukharin after her return to the Colonial Expeditionary Forces’ control upon their re-entering the Terra Novan system.

He grinned and swung around the dune to re-engage.

.....

The Earthers were better than he imagined. Andover had not expected them to be able to recognize and engage him so quickly. It was eerie; every time that he appeared and was able to snap off even a single shot, it felt like there were two or three lasers carving a path directly in front of his eyelids.

There wasn't really any time to be afraid at this point, the entire line was beginning to collapse back into their third and fourth defensive positions, each time turning and re-engaging as they went, unable to maintain contact for more than a moment before they needed to reposition to ensure that they weren't outflanked. It was a crazy, swirling dance across the dunes of Terra Nova, and it was perhaps one of the first confirmed contacts of this new war.

His Cuirassier had saved him already on three different occasions that he could barely remember, each time juking and ducking in a way that threw off the last heartbeat of a contact warble before a laser carved a path that would have been intended for his center mass. He could only imagine that in the mind of the ONNet, the thinking went largely “Run, run run run run run, shoot, duck, run run run run run, juke left, gotta run run run run...”

The inane thought made him grin while he pushed himself behind another dune. “This is getting good.”

“Oh great, boss-man’s cracking up, watch out boys.”

Several hundred meters off to the north, his number two, Junior Sergeant Pavlota, skirted out from behind a dune and put out a single bazooka rocket that crashed into one of the larger skirter and put it down on its ass. Only an instant later Pavlota’s comrade came up and pelted into the skirter with a concentrated burst of 25mm sabots that caused the Earther to shudder and then lay still. The man whooped and started closing to get into the gap that was made.

Then the skirter detonated.

“Crap!”

The Chasseur Mark I fell on its side and shook its head, then glanced up in time to see one of the hunchbacked skirter appear. An instant later the laser carved through the Chasseur’s head.

Andover looked where the laser had originally been fired and caught the last glimpse of a blur falling behind a hill. He pushed down on the controls and started forward. Now was not the time to be losing his pilots. The Earther skirter topped the rise in front of him. His Cuirassier’s actuators whined with the acceleration while he brandished his vibroblade.

“You’ve come a long way to die, Earther.”

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 and explorations of the rules) and on fiction, mechanized designs, equipment, artwork and similar ideas that draw on the 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. 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.

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

Submission Guidelines

All work for Aurora should be submitted in an .rtf or .doc 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.

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 #8.3: September 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!