AURORA

THE SILHOUETTE MAGAZINE

INSIDE THIS ISSUE:
LEGO® SILHOUETTE!
GEAR KRIEG & HEAVY GEAR FICTION
SCENARIOS, CUSTOM DESIGNS, HOME BREW RULES & MORE!

DREAM POD 9

From the Editor...

Good evening to you all, so nice of you to drop in like this. Do not worry about taking out my azaleas, or the deep ruts in the lawn, or the parachutes that have become entangled in my wind turbines... or the... well... worry not about any of those. No, it is really nice of you to come dropping in, with all that ammunition in tow. Great, really. Care for some tea?

What is this? Oh it is the next issue of Aurora that is getting ready to be published. No no, I don't mind, please, do have a look. If you could just point that barrel over that way instead... yes, thank you. It is a big issue, isn't it? One of our largest, a hefty 47 pages full of good stuff. I think it really shows the creativity of our players and readers quite well.

That first article is amazing, I do agree, a perfect lead to the issue, if I do say so myself. It's always awesome to hear about new players, and doubly so when it's someone's young son like that. We don't always appreciate the various ways these games are played, and the camaraderie, family and love in the shared joy of playing the game. We're fortunate that Tom's son is not only one sharp cookie but also that he wanted it all shared with us.

Here, have a tissue.

There's lots more do dive into too, if you keep flipping along. No, that's fine, there's no rush, I wasn't trying to push. I can see that you're moving through it. More fiction, a great scenario, some new designs... oh, I see you've reached the LEGO® pages. Fantastic isn't it? Um, there's no need to cut the pages out of the book, you'll be able to download it online, and, ok, you can keep them, really, no need for that long knife being pointed my way, why don't you take the whole issue? You can then read the long running Gear Krieg graphic novel in your own time.

Oh, time for you to go? Such a shame, your visit was so short. Please, let me walk you out. Do you know the way to the main road? Can you try to stay on the pavement this time on the way out? If it's not too much trouble...

Do I know if the road is mined? No, I have no idea at all. Honest!

Welcome to Volume 4, Issue 2 of the Silhouette Magazine!

Oliver Bollmann
Aurora Magazine Editor
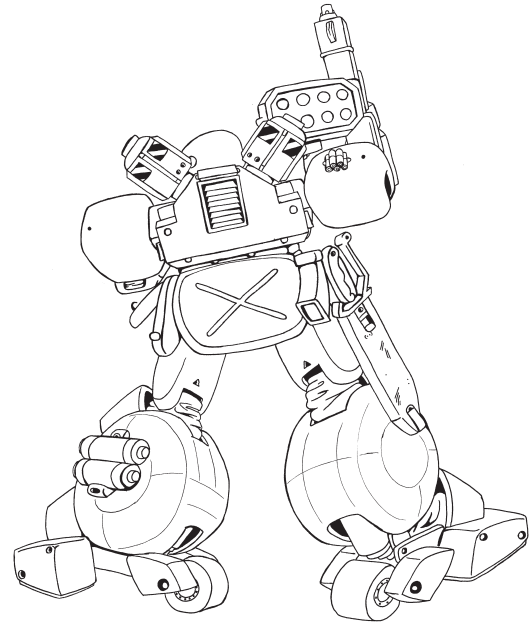
OFFICIAL-DP9

Only articles stamped "Official" are considered to be from Dream Pod 9 for Tournament or similar reasons. Some official material will be noted as optional, and are therefore treated as "Officially Optional". Said another way, consider the material in Official articles the same though published in a DP9 book.

TEST DRIVE

Articles stamped Test Drive indicates that the rules being presented are in testing. The rules are not official -- yet -- and being considered for later publication as Errata or are products in development. DP9 would appreciate feedback on their use, but they are not to be considered official. Note that they may change at any time or never be seen again.

HOME BREW RULES

Anything not so marked is a fan submitted rule not regarded as official and does not change the games or the DP9 game-universes as written in the books. Optional rules should only be used if all players agree upon their inclusion before play.

Brandon Fero (thanatos_storm@hotmail.com) -- *Thunder on the Foothills*

Craig "MechMerc" Engle (Mechmerc17@Hotmail.com) -- *Random Leagueless Force Lists*
A casual RPG and Miniature gamer, Craig has been a fan of Heavy Gear since its beginning. He's a Badlander through and through but has always had a fondness for Northern designs (especially the odd ones).

Hugh H Browne Jr. (thunderrunner@comcast.net) -- *Night In Hell*

Gerrit "IceRaptor" Kitts (gkitts@gmail.com) -- *Heavy Gear Blitz: Fan Edition*
He has been fascinated by the design aesthetic of Heavy Gear since stumbling upon NVC1 and SVC1 nearly eight years ago, but only jumped into the game with the arrival of Blitz! A Pod Squad representative for Columbus, OH and a regular fixture at the Origins and Gencon game fairs, he might enjoy the math behind the game a little too much.

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

John Bell (jakarnilson@magma.ca) -- *Alfie's Tenners*
He gets labeled a "walking-talking encyclopedia." He draws what goes through his mind. He builds what he can't afford. He walks what others would take a lift for. He'd probably trade in his bike for a real, working Ferret; but then again, who wouldn't?

Oliver Bollmann (auroramag@gmail.com) -- *Editor*
It all started in a hobby store one day twenty odd years ago with an odd box containing something called Top Secret. Since then games have just become a big part of his life. He's been in love with the DP9 universes since the first HG release and began his direct involvement with the Pod crew a couple of years ago. He also runs a gaming imprint *Kannik Studios*.

Simone Tomacelli <MasterSaim on DP9 Forums> -- *Black Talons in RPG Land - Part 1 & Silhouette LEGO®*
DP9 Italian fan, actor, computer consultant, LEGO hobbyist designer. I like to create superposeable toys. You can find my lego creations here: http://designbyme.lego.com/en-us/gallery/default.aspx?parameters=2||91afa66a-f275-45b4-8082-1ced44c196cf and here: http://www.brickshelf.com/cgi-bin/gallery.cgi?f=244578

Sze-Chieh "Project Phoenix" Ng (ngszechieh@gmail.com) & James Ho -- *Hooded Cobra & Cottonmouth*
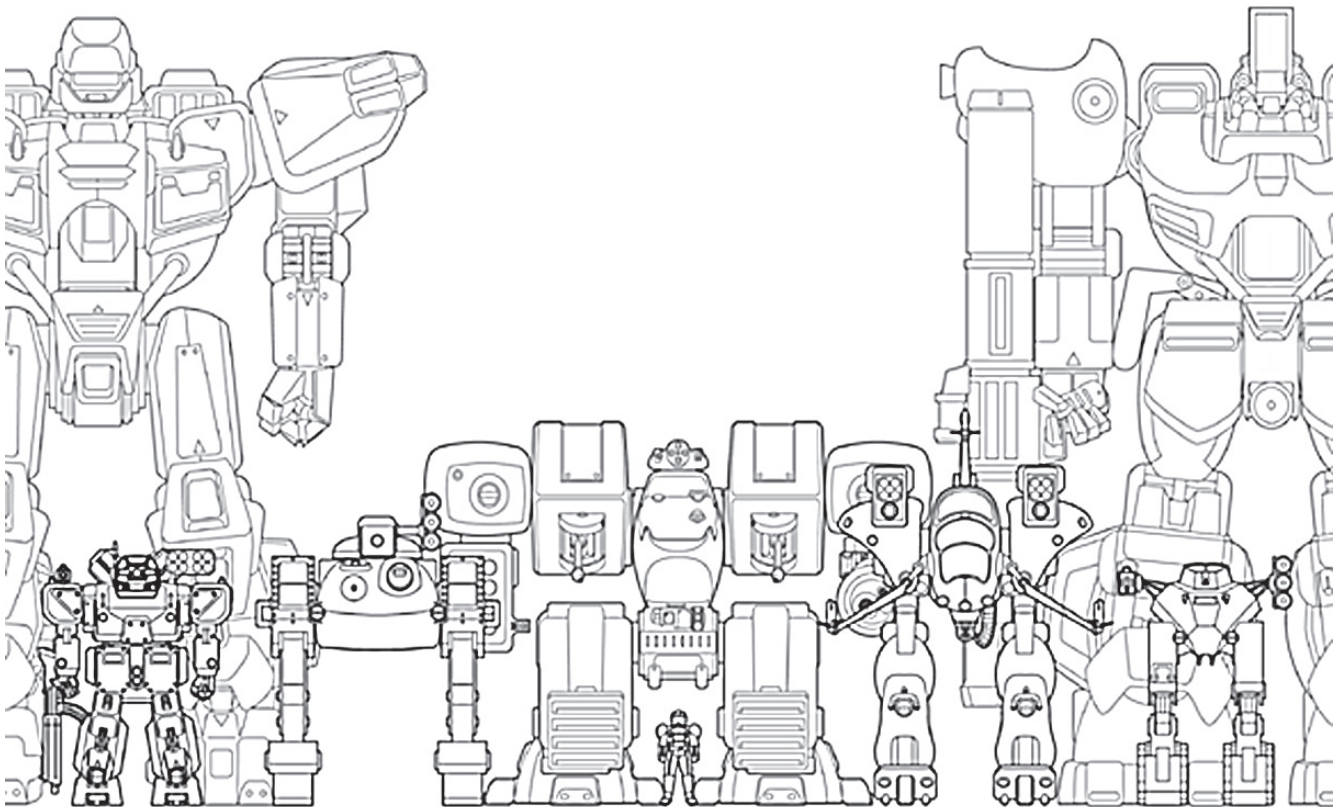Sze has consistently been a Sci-Fi freak forever. When not drooling over new mecha designs online, he can be found attending graduate school at Arizona State University.

Tom Culley (army-cook@hotmail.com) -- *The Paratrooper Asp*

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THE PARATROOPER ASP

TOM CULLEY

I just got my 7 year old son Ian interested in Heavy Gear Blitz and he loves it. We both play when we can, and we have a small group of friends we game with. Ian loves the South and is making a southern airborne unit. He doesn't have very much right now, but is building it up fast.

I was interested in some show or other on the TV while he was looking over the books the other day when it happened. "Dad, I can have a Caiman for my Paratroopers for only 30 points?" he said. Only half listening I said ok. "But dad, an Asp is only 10 points, but it doesn't say how much to make it airdroppable." I told him if the book does not say you can do it then you can't do it. And, like a typical 7 year old, he asked, "Why?" "Because you can't," I said in the typical I-don't-know-but-I'm-not-going-to-let-you-know-that dad. "But dad," he persisted, "you can have a tank with airdroppable? That doesn't make sense."

Well, he was right. For the life of me, I couldn't figure out one good reason why the para-infantry couldn't have one. So we brought the question up to the group. The general thought was "because it would be a waste of points". Sorry, not good enough for a 7 year old. He couldn't understand why everyone except dad thought his idea was stupid. If the Asp was supposed to beef up infantry units then why not paratroopers? If you can drop a Caiman, Jager, Black Mamba, or an Iguana, then why not an Asp?!

Well, I couldn't see a good reason either and if he wanted them then so be it. We all humored him and let him have them. Imagine our shock when a 7 year old used paratroopers with Asp support to secure a objective while his para-gear cadres kept us busy. Not only was this coming from a 7 year old, but it was a good idea! Sadly he lost that battle, but he won the next. His para-gear cadres and paratroopers with Para-Asps held out until the end against us. I do have to tell you it was a moment of pride for dad, and Ian is still beaming over his first win.

He is extremely happy and loves the game very much, and would like to share this idea with you and the rest of the world.

PARATROOPER ASP

- Asp paratrooper upgrade: +5 points each

- One member of the Asp platoon can upgrade his HMG to a paratroopers rifle for +10 points

- All other members may upgrade the HMG to a LAC for +5 points each

HOME BREW RULES

NOTES:

We felt the cost to upgrade the Asp to a paratrooper should be half of its cost. This would keep it in line with the Caiman that is also upgraded for half its cost. The paratroopers rifle we also felt was a nice touch to add a small amount of firepower with its LGL to the group while not overpowering the low cost machine to much. However, if you feel the rifle is to much please feel free to drop it.
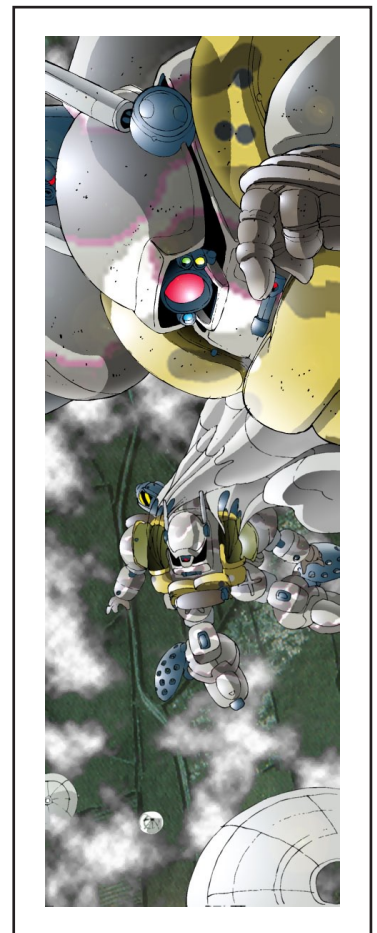
Dropping in for a visit...
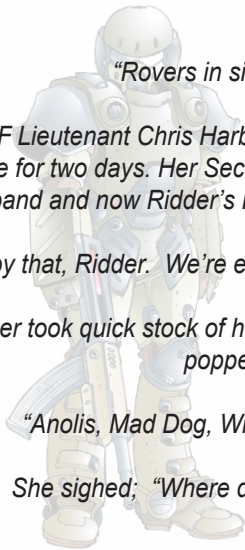
"Rovers in sight, El-Tee."

PRDF Lieutenant Chris Harber had been waiting for that message for two days. Her Section was hunting a troublesome rover band and now Ridder's Patrol Squad had found them.

"Copy that, Ridder. We're en-route; patch me a visual."

Harber took quick stock of her opponents as the images popped up.

"Anolis, Mad Dog, Wildcat, Rattlesnake..."

She sighed; "Where do they find this junk?"

PREMISE

A while back I wanted to field a small Leagueless list but there is so much choice in Leagueless I couldn't decide what to take. So I sat down and wrote this system to roll up a "motor pool" of models to create Leagueless forces.

USING THE SYSTEM

You will need at least one 10 sided Die. Paper and pen for taking notes is helpful too.

Step 1: For the first 250TV of your force Roll 3 times on the TROOPER UNITS table, once on the SCOUT UNITS table, once on the SUPPORT UNITS table and once on the ELITE UNITS table.

Step 2: Roll 5 times on the MAIN table for every additional full 250TV in your force. (Note: Rolling in groups can save time.)

Step 3: Once you have your list of available units proceed as normal to create your list. You may use all of the models or not, and may take any upgrades or body swaps allowed for the units rolled up.

A Note about Unique Models: I have left the Unique Models off of the list. If you want one, replace the starting ELITE UNIT roll with a Unique model. You can even roll for which one if you want; 1-5= King Cobra, 6-10= Kodiak.

MAIN TABLE

ROLL	RESULT
1-5	Roll on the TROOPER UNITS Table
6-7	Roll on the SCOUT UNITS Table
8-9	Roll on the SUPPORT UNITS Table
10	Roll on the Table or Sub-table of Your Choice
	(This is the only way roll on
	the ELITE UNITS table)

TROOPER UNITS

ROLL	RESULT
1-4	Roll on the COMMON TROOPER Sub-Table
5-7	Roll on the UNCOMMON TROOPER Sub-Table
8-10	One Infantry Section

COMMON TROOPER

ROLL	RESULT
1-4	Hunter / Jager
5-7	SD Hunter / SD Jager
8-10	BrickLayer / StoneMason

UNCOMMON TROOPER

ROLL	RESULT
1-2	Warrior
3	Tiger
4	Rattlesnake
5	Mad Dog
6	Desert Viper
7	HeadHunter / Command Jager
8	Chieftain
9	Sidewinder
10	Sabertooth

SCOUT UNITS

ROLL	RESULT
1-2	Basilisk
3-4	Pit Bull
5-6	Ferret
7-8	Bobcat
9-10	Anolis-R

SUPPORT UNITS

ROLL	RESULT
1-6	Roll on the REGULAR SUPPORT Sub-Table
7-10	Roll on the HEAVY SUPPORT Sub-Table

REGULAR SUPPORT

ROLL	RESULT
1-3	Caiman
4	Black Adder
5	Razorback
6	Bear
7	Python
8	Badlands Python
9	Crusader IV
10	Field Gun

HEAVY SUPPORT

ROLL	RESULT
1-5	Badger
6-7	Hun
8	Bandit Hunter Klemm
9	Tyburr
10	Mammoth

ELITE UNITS

ROLL	RESULT
1	Ferret MkII
2	Wild Ferret
3	Jaguar
4	Iguana
5	Warrior IV
6	Chieftan IV
7	Cheetah
8	Black Mamba
9	Spitting Cobra
10	Grizzly
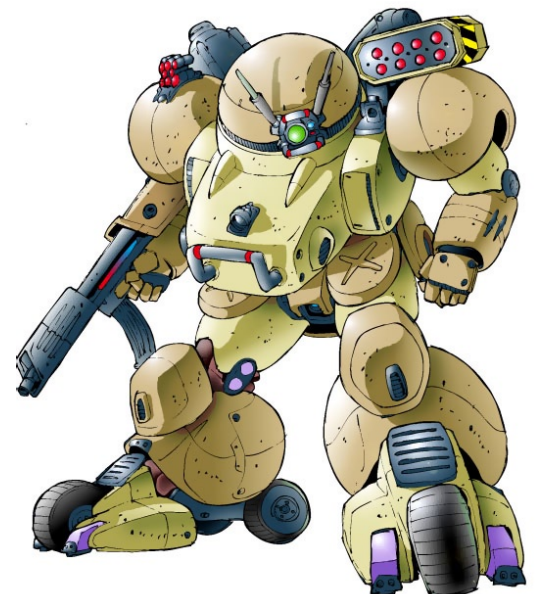
NEXT ISSUE: BATTLE REPORT!

ONE NIGHT IN HELL

HUGH H BROWNE JR
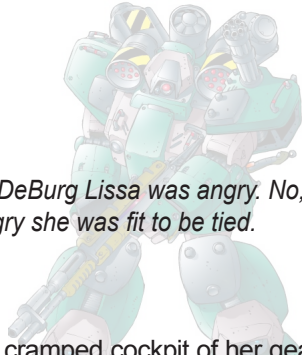
Master Petty Sergeant DeBurg Lissa was angry. No, she wasn't just angry she was fit to be tied.

Lissa was stuck in the hot, cramped cockpit of her gear on this of all nights which was suppose to be night off to play cards with her fellow squad mates. Normally, she wouldn't have minded since she loved piloting her gear but at this moment, however, she didn't care about anything.

At the last minute, Technical Sergeant Fosmire had come down with a bad case of western scarlet desert fever. The CO regretted asking Lissa to cancel her plans, but he needed someone to ride shotgun for the recon patrol and she was the one. Now, three hours later, here she was in the middle of no man's land being slowly roasted in her cockpit. "This isn't fair. Why does this always happen to me?" Lissa grumbled to no one in particular as she squirmed in her seat and tried in vain to get comfortable. The gear moved slightly as Lissa shifted, almost as if it knew that its pilot was unhappy. Lissa finally settled down to wait, which was the worst part of this kind of recon mission.

Lissa piloted a Kermode, an assault gear. Once they had arrived at the patrol area, Lissa took up a position on a nearby hill to provide fire support should the squad get into any trouble while out on patrol and now she was bored out of her mind and finding no relief from the heat as she waited for something to happen. Lissa checked her helmet display again but it registered nothing unusual. Well, she sighed , another hour of this and they could go home.

Suddenly, out of the corner of her eye Lissa caught a red light flashing on her VR display. Incoming bogies. Her display painted silver outlines of the two vehicles heading her way at high speed. Lissa powered up her weapons system as she grabbed the throttle of her gear. Bringing her gear up to 50% power, Lissa started to walk down the hill, her head moving from side to side looking for the incoming vehicles that had now disappeared from her display. "Must have gone around the hill to my front", Lissa thought as she moved slowly down the hill. The night sky suddenly lit up with the white flash of exploding rockets illuminating Lissa's gear against the hill that she was descending. Her VR display now showed three gears, the computer generated outlines of the enemy gears. "Damn" she thought, two King Cobras and a Iggy, where the hell did they come from?"

Swinging the cross-hairs of her targeting system onto the first King Cobra, Lissa waited until her targeting system got a lock. Once her cross-hairs pulsed red, signaling a lock, she stopped her gear momentarily and jammed the firing button down. Her Gear rocked back slightly from the recoil of her heavy rifle firing. Not waiting to she if she hit her target, Lissa swung her gear around to the left and lined up the second King Cobra. Once more her cross-hairs pulsed red, again Lissa stopped her gear just long enough to fire. Her gear once more rocked from the powerful recoil of the weapon as a vapor trail and a loud whoosh accompanied the launch of a missile from her gears shoulder mounted missile pack.

Just as she was about to line up the third bogie, Lissa's gear pitched forward under the impact of heavy missiles striking into her gear's back. Quickly checking her damage display, what she saw was not promising. Lissa's rocket launcher had been destroyed, and her back armor had been seriously damaged. "I can't take another hit there," she noted without emotion as she lined up the first King Cobra for another shot from her gears heavy rifle. Her display showed that her first shot had opened a huge hole in the gear's right torso. Taking a couple of seconds, Lissa lined up her cross-hairs on the hole. "Just hold still for a second. buddy," she said as her cross-hairs pulsed and she fired. Her shot hit true, as the rifle slug ripped into the hole causing the Cobra to rock back and topple over.

Two second later night turned to day as the King Cobra met a fiery end. Moving to the bottom of the hill, Lissa scanned the area, and saw nothing. Out of nowhere two more gears, a Black Mamba and a Python crested the hill and fired. Lissa's Kermode was racked with fire. Her already damaged rear armor vaporized under the hail of autocannon slugs and rockets, red warning lights and alarms were sounding in her cockpit as her HUD displayed showed just how seriously damaged her Kermode was. Thinking quickly Lissa turned her Kermode one hundred and eighty degrees so the undamaged front of the Kermode was now facing her attackers, at the same time she kneeled her gear down all the time watching through her display as the two enemy gears lined up for the killing shots.

Just when Lissa thought her life was over the recon squad appeared out of the darkness red sensor eyes blazing as the gears heads were scanning left and right trying to get locks on the gears on the hill. Though bloody sweat soaked eyes Lissa watched on her display as the recon gears raised their weapons and fired over her Kermode. The squad's leader, in a Headhunter and a Hunter from the squad opened fire on the Black Mamba, both Hunters fired off missiles from their respective launchers and watched as the Black Mamba was violently rocked back by the impact of both missiles.

The Wildcats were next up as both gears raised their medium autocannon's and fired off two quick burst of rounds at the Python that was standing near the Black Mamba. The Python staggered from the impact of the rounds but didn't go down as the gears armor, while pitted, gouged, and scared held together under the assault. Lissa now raised her Kermode's heavy rifle and took aim at the Black Mamba waiting for her targeting computer to get a lock again Lissa's cross-hairs pulsed red and she jammed the firing button down on her joystick. Lissa watched with grim satisfaction as the Black Mamba went down in a twisted heap o smoke, flame, and metal, its head no longer attached to its shoulders. The remaining Python executed a quick hundred and eighty degree turn and retreated up over the crest of the hill.

"Alpha One the beers on me when we get back to base, thanks for saving my bacon" said Lissa over her comm. link.

"Roger that Sierra One glad to be of service, we got what we came for lets get the hell out of here" said the male voice over the link.

Lissa raised her gear up, checked her display, her movement systems had been damaged, not to bad, but bad enough that it would take longer to get back to base than it had getter here.

Sighing Lissa moved her gear as fast as she could, thinking to herself yes indeed it had been *One Night in Hell*.
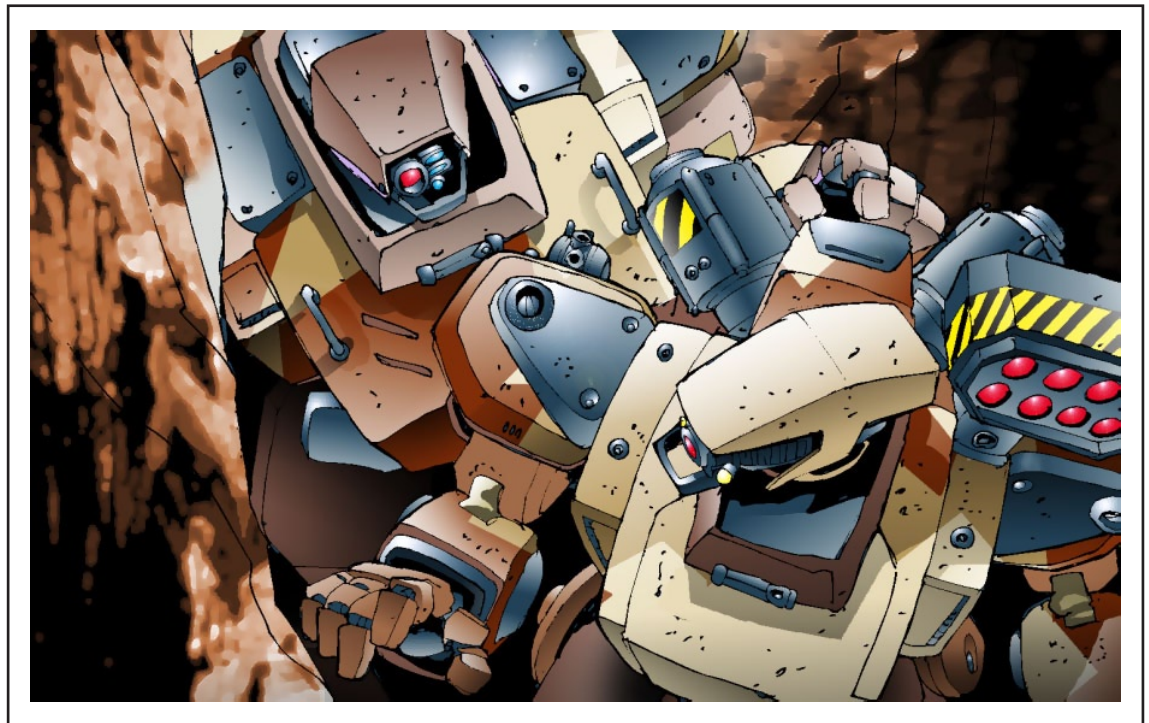
On Patrol, "Follow Me"

I've been a fan of Heavy Gear since I came across the technical manuals nearly eight years ago. Captivated by the design aesthetic and emphasis on 'believability', but still new to miniatures wargaming, I was intimidated by the main rule book's level of detail. My initial foray into Heavy Gear thus ended nearly before it began.

Fast forward four years to Gencon 2005 and my introduction to the world of Heavy Gear Blitz!. With a killer miniatures line and a streamlined ruleset, it seemed to be everything I was looking for - fast gameplay combined with a great aesthetic in a way that made giant robots fun! Quickly convincing my friends to take a risk with me, we picked up the North, South and Paxton - a first for our gaming group as everyone found an faction they liked and nobody else did!

Our first few games did not disappoint. The gameplay was more technical than the other games were were playing, and the combined arms angle was fantastic. Vehicles, gears and infantry blended on the table together very well, electronic warfare added an additional dimension to the game, and dense terrain was a necessity instead of a perk. When 'Locked and Loaded' was released we were excited - and we eagerly jumped in again. Over time the luster began to dim however, as we started to notice small things that proved to not work for our group. Tracking movement mode and speed was an additional element that didn't seem to add much in our games; you were either at combat speed shooting, or stationary behind a hill. Some weapons seemed to be pointless, and command points were always spent to spam the biggest weapon on a vehicle's chassis. The final straw came when I over-enthusiastically (but somewhat accidently) butchered my friends' Paxton army, and they swore off the game until a new revision came out.

Enter *Heavy Gear Blitz: Fan-Edition*. This is my personal take on a Heavy Gear wargame engine, borrowing heavily from the fantastic work that the folks at Dream Pod 9 have already done. It's not hard to walk down a path that giants have blazed so I don't consider this work innovative; it's simply a collection of 'fixes' that hopefully will entice my friends to play once again. Because my friends and I prefer games that are quicker to play, this rule-set features many simplifications and generalizations that can rightly be perceived as 'dumbing down' the rich game play of DP9 games. While I hope that the changes within keep some elements of tactics and combined arms that are a hall-mark of DP9 games, I also know that keeping things simple makes my life easier, and so it's been a guiding rule during the editing of HGB-FE.

Thanks to the generosity of the fine folks at the Pod, I am able to share this work with you. I hope that act of generosity means as much to you as it does to me - DP9 is simply heads above other companies when it comes to customer support, and I think the inclusion of this article in their affiliated magazine is an example of that ethos.

Disclaimer: This work is a completely derivative hack that's barely worth the photons used to display it. Every ideal in this article that's original (which there are not many of) is assigned to Dream Pod 9 to dispose of as they see fit. The author retains no rights for himself - except the right to be ignored for occasionally frothing at the mouth. And in case it needs to be said - this is a work of a single fan, and is in no way, shape or form what the future Heavy Gear will look like. Say it with me - 'Fan Edition'. Great! Onward into the meat!

HOME BREW RULES!

RANGED COMBAT

One of the biggest desires in my gaming group revolves around ranged combat, and the crazed rush to close range to effectively bring weapons to bear. There are many small details that contribute to this effect, but in the end what matters is that firefights seem to occur within 6"-12" instead of a more reasonable 12"-24" range. Keeping the 'sweet spot' of engagement at 12-24" means that an attacker needs to carefully plan their avenue of attack, since most will need to spend at least a single turn moving at Top Speed to clear the distance. This gives the defender some ability to setup overlapping zones of fire and requires the attacker to use tactical advances instead of a pell-mell scramble across the board. Simply changing the ranges does not fix the problem of the rush to point-blank range however. Defense modifiers (DEF) on many of the designs vary wildly between Top Speed (+4 for a Cheetah) and Stationary (-5 for a Mammoth), overriding the ability of attack modifiers (ATK) to counter-act the innate bias towards the defender in the Silhouette system. Encompassing all of this, HGB-FE changes all of the attack and defense modifiers, sometimes in novel (strange) ways.

Defenses

First off, there is a single DEF modifier for each model, that is defined by a model's general role on the battlefield. This DEF modifier never changes so it's easy to extrapolate how easy (or difficult) it is to kill a specific model. A model's DEF modifier does not change when a model uses a different movement mode or speed band, unlike in HGB:L&L. The following table summarizes the DEF modifiers by model type, along with some examples of models.

You probably notice that the DEF modifier is similar to the older maneuver score from the HG RPG; but slightly tweaked. I've played with the original values in an attempt to let armor values be the primary value you use when comparing models. This choice brings the 'swing' of values down significantly, and will probably rub many players of the original games the wrong way. Why is a Cheetah as maneuverable as an Iguana, you might cry? It's because I've tried to abstract all of the concepts that make a model able to resist being damaged - armor configuration and placement, chassis maneuverability and threat detection - into a single value that encapsulates all of the RPG concerns at once. This speeds up game-play a bit, albeit at the loss of differentiation between models. Yet there are winners as well as losers - a Grizzly is now tougher than a Hunter, which seems correct. A Jaguar is also tougher than a Hunter, but in a slightly different way, which again seems correct. Cheetahs however lose some of their luster as their lower armor doesn't hold as well. In general this choice was another step in trying to make the background match the game mechanics.

Along with the chassis specific DEF modifier, there are cover modifiers as well; unlike HGB, these modifiers apply to the DEF roll and not the ATK roll. This is to encourage players to position themselves defensibly within terrain. One of the great concerns with warfare throughout the ages has obtaining and keeping a defensive tactical position; and while I like that HGB rewards players who can cunningly position themselves for a shot in the open, I think the cover modifier applies better as a DEF penalty. In the end this rewards attackers just the same by pushing the possible outcomes from the DEF roll down; a no-cover shot is something defenders should work to avoid. This emphasis on cover is one of the more forward looking aspects to HGB in my opinion, separating it from many of it's competitors, and something that should be consistently a focus of the game (or any variant).

One of the simplifications I mentioned previously shows up here, and is an attempt to deal with the abstracted terrain my friends and I typically play with. Cover is simply an on or off switch; you either have it, or you don't. If the target can draw a line through it's base to the attacker's through any type of cover, then the cover applies. The type of cover can make a difference though - obviously steel reinforced concrete is going to provide better protection than drywall or a tree trunk. In practice this has sped up play a bit, since it's easy to classify cover types at the start of play and there's no need to figure out if the model has partial cover. Some people will likely find this simplification too extreme, but it's worked well so far for us.

You may have wondered why walkers were generally -1 DEF in comparison to conventional vehicles. That reason is reflected in a special cover bonus; any model using the 'Walker' movement type adds +1 DEF anytime it can claim light or heavy cover. This gives walkers a fighting chance against vehicles in built-up terrain, but vehicles remain dominant in open terrain. This helps all vehicles remain true to the background and provides incentives to playing with the dense terrain so commonly used to describe Terra Nova. Hunters speeding across an open plain are simply more vulnerable to fire than a Badger or Caiman and need to use their unique traits to their best advantage.

HOME BREW RULES

CHASSIS DEF MODIFIERS

MODIFIER	TYPE	EXAMPLES
+1	Infantry	Foot Infantry, ATV Infantry, GRELs
+1	Light Vehicle	Badger, Caiman, Hoplite
+0	Light Tank / Heavy Vehicle	Klemm, Hun, LHT-67, Jaxon, Hittite
-1	Heavy Tank	Aller, Visigoth, HT-68
+0	Elite / Recon Walker	Black Mamba, Eagle, Cheetah, Shinobi, Bashan
-1	Trooper / Support Walker	Hunter, Warrior IV, F6-16, Spitting Cobra, Cataphract, Ammon
-1	Striders	Mammoth, Thunderhammer, Naga, Fire Dragon

TERRAIN DEF MODIFIERS

MODIFIER	TYPE	EXAMPLES
-1	No cover	Parking lot, what field, grassy knoll
+0	Light cover	Civilian structures, forests
+1	Heavy cover	Military structures, rubble
+1	Walker mode	Gears, Striders, Mounts

Finally, there are several modifiers that only take effect against certain types of attacks. Just like the Anti-Missile System in HGB, or the original wording for the AI perk, these traits are situational and provide an additional benefit (or penalty!) to certain units. All of them are lifted straight from the RPG or HGB, though their effect has often been changed. In particular the HEAT armor trait has been resurrected to allow heavy tanks better defenses against anti-tank missiles, lasers and the like. Perks like Decreased Maneuverability have changed to be a reduction in dice instead of a modifier; this allows a skillful pilot of a Ferret in ground mode the same opportunity to survive as readily as regular pilot in walker mode, which would seem to fit the background material. Haywire resistant or vulnerability are flat modifiers to the DEF roll instead of modifying the secondary effect of a roll, making them more directly applicable to a model's damage from those weapons.

Additionally the Aircraft and Infantry traits provide a high level of survivability to the units that have them. You are forced to use weapons specifically designed to counter these model types, instead of getting lucky with whatever the biggest gun you have. I'm sure this will rub many players the wrong way; you can't take a shot at infantry with a LAC anymore and hope to remove a base or two. This however gives vehicles with varied weapons a reason to exist on the battlefield; gears will want to use their APGLs against infantry, LAACs are very desirable against hoppers, etc.

Attacking

When considering attack modifiers, I felt that the current limit of at best a +2 ATK modifier for HGB was a bit too low; my friends and I like there to be a large swing in the attacker's favor if you setup a very good shot. Larger attacker 'ceilings' on rolls means that you can get spectacular explosions, but it was important to make sure that you had to work for it. In the end reducing the DEF modifier swing means that the end result is somewhat similar to HGB, albeit with a bit more give for the attacker in HGB-FE. Whereas previously you could give a defender a -3 DEF pretty reliably through a combination of position and coordinated attack, it was harder to pull out a positive ATK modifier. A swing of 2-4 points was somewhat typical of a shot at short to medium range, though greater swings were possible against a stationary target (or one with a poor DEF stat). With FE the swing tends to be consistently a bit higher, but equal in the best or worse cases. To achive this, and to keep with the idea that position modifiers should be something that directly impacts the attacker's roll, the modifiers for where a shot originates from are ATK modifiers, along with the non-detection modifier. Again, this is nothing new - just a bit of a reshuffling to try to make the math work a bit more like I believe it should.

MISCELLANEOUS DEF TRAITS

TRAIT	EFFECT
Aircraft	Weapons without AA trait drop the highest dice from the ATK roll before applying modifiers.
Infantry	Weapons without AI trait drop the highest dice from the ATK roll before applying modifiers.
Acrobatic [mode]	+1D DEF when using movement type [mode]
Lumbering [mode]	-1D DEF when using movement type [mode]
Resistant (HEAT)	+1 DEF when defending against an attack with the HEAT trait.
Resistant (Fire)	+1 DEF when defending against an attack with the SB trait.
Resistant (Haywire)	+1 DEF when defending against an attack with the H trait.
Vulnerable (Haywire)	-1 DEF when defending against an attack with the H trait.
Shield [arc]	+1 DEF when defending against an attack from [arc].
AMS	+1 DEF when defending against an attack with the MISL trait.

MISCELLANEOUS ATTACK MODIFIERS

MODIFIER	TYPE
+1	Attacker concealment is greater than target's Detect rating
+1	Attack originates from within target's rear arc.
+1	Attacker is above the target model.

HOME
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RULES

Range

One the biggest change between FE and HGB is with ranges. Range is a consistent topic of heated debate in the system, with many fans feeling that the ranges as presented in HGB:L&L are too anemic for a 'realistic' wargame. A few people have proposed the idea of converting the HG2E ranges directly into scale equivalents, but this seems off to my mind; LACs end up with a range that far exceeds the edge of many game boards, and they are one of the shorter-ranged weapons. This concept has plenty of merit, but I chose to try to go a different route; my friends and I want a game that has reasonable but not necessarily scale ranges. When considering how to alter the ranges I tried to keep in mind two considerations.

First, the common engagement range - the sweet spot - should be between 12-24". We don't want people camping on the edges of the board; some maneuver is desirable. Using the LAC as the de-facto weapon of choice (as it's described in the background), it's combat range was set to 24" and other weapons were based around that profile. Point blank range was reduced to one quarter of combat range, making a rush to point blank range quite a bit harder. Extreme range was set to twice combat range, giving units a chance to engage at long ranges but requiring either going stationary or very good positioning to be effective. These values means that it takes your typical Hunter a turn of moving at Top speed and all of its movement on the second turn in order to close the gap between combat range and point blank range; which places some power to setup effective ambushes and the like in the hands of the defender. This seems to be a good choice for the type of game we enjoy playing.

More uniquely ranges are not straight modifiers to the ATK roll in FE; they are instead dice modifiers to the DEF roll. Taking a cue from another wargame, a defender's skill in employing cover tends to be more important in modern warfare than the attacker's aim. So instead of extreme range being a -2 ATK, it's instead a +1D6 DEF. Because of the mechanics of the Silhouette system, this means that a veteran pilot (DEF skill of 3) standing in the open is still vulnerable to a sniper who shoots from a gear-sized bell tower; but even a regular pilot with a bit of cover has a good chance making it between cover without taking too much damage. Combat range is the standard engagement range, so there is no modifier to the DEF roll, but at point-blank range defenders take a -1D6 DEF penalty to their rolls. As you close within spitting range, it gets harder to fake out the attacker, and at those distances the person who shoots first tends to win. Melee aficionados should take heart though - once you are in base contact, ranged weapons roll unskilled. It's hard to bring a snub cannon to bear when that Rattlesnake is bearing down on you with a vibro-rapier - you should have gotten him before he got to you! This provides incentive for strong melee units to engage strong ranged units as the latter may be at a serious disadvantage. Except the Cataphract - its simply monstrous!

Accuracy modifiers remain in FE, but are also changed to be dice modifiers. This allows veteran pilots to use them effectively, gives regular pilots either a serious boost or problem, without being a direct force in the swing of the result. Inaccurate weapons need careful use to make them really shine, whereas the CEF's reliance on laser weaponry means they can be dangerous at many places on the board. In particular gears that wish to charge a frame should give careful thought to how they do so, as defending against a 3D6 ATK on 1D6 DEF is a serious disadvantage.

RANGE AND ACCURACY DEF MODIFIERS

MODIFIER	TYPE
+1D	Attacker is at extreme range (ER)
+0D	Attacker is at combat range (CR)
-1D	Attacker is at point-blank range (PR)
+1D	Accurate weapon
-1D	Inaccurate weapon
unskilled ATK	Attacker is in base contact with target (ranged attacks only)

HOME
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EXAMPLE OF PLAY

To close the article I'd like to provide a basic example of how the above rules work out in play, since I personally find material easier to digest with examples. I may mention some additional rules that were not covered explicity (for concerns of both space and respect) but hopefully they will be clear as you read them. Generally any extra rules will be things explained on the datacards directly (of which a few examples are at the end). I'll also give some rough percentages for success that are based off HGB-FE rules; generally a similar situation in stock HGB rules will offer a lesser chance, but I don't cover that directly.

First off, let's consider the stock engagement - a Hunter versus a Jager at 12", in an open field (who says Northerners won't show for an honor duel?). The Jager shoots first, using it's LAC. The Hunter has a DEF of -1, but is in the open, for a total modifier of -2. Since it's at combat range, the Hunter's range modifier is +0D6 (no change), so it's rolling 2D6-2. The Jager has no ATK modifiers (he's attacking the from the front), but uses the Burst trait on his LAC to add +1D6 to his attack roll, for 3D6+0. 3D6+0 versus 2D6-2 gives the Jager around a 70% chance to do some damage (between 1 and 3 boxes) to the Hunter. For the sake of example, let's say the Hunter takes 1 box (a sturdy), and the Jager ducks behind a tree in walker mode.

The Hunter decides to fire it's LRP/24 at the Jager. The Jager is in walker mode, with light cover, so it can claim a total DEF modifier of +0 (-1 chassis, +0 light cover, +1 walker in cover). The Hunter has no ATK modifiers, and the LRP is at Combat Range (+0D6), but the LRP is inaccurate, so he's only rolling 1D6+0 against the Jager. The LRP/24 has 3 points of limited ammo, and the Hunter chooses to burn two additional points using the Barrage trait to reduce the Jager's DEF modifier to -2. After this shot, the Hunter's LRP/24 will be out of ammo, but hopefully it will be worth it. That makes the Hunter's roll 1D6+0 against the Jager's 2D6-2; which is only about a 40% chance of some damage, but better than the 25% for a LAC shot. In both cases the Hunter will likely get 1 box of damage; let's assume that's the case and the Jager takes a sturdy damage result. The Hunter also ducks behind a tree in walker mode, hoping to weather the Jager's retaliation.

The Jager activates again, and decides to close range. It switches to ground mode and moves forward 6", placing it at point-blank range (PR) for the LAC and the LRP. It also chooses to empty it's LRP/24 against the Hunter, burning all three points of limited ammo to give the Hunter a -2 DEF modifier. Because it's inaccurate the Jager is rolling 1D6+0 for attack; but because the range is point-blank the Hunter gets a -1D6 DEF modifier. That means the Jager is rolling 1D6+0 against 1D6-2; bad odds for the Hunter, but not great for the Jager either at 55% chance of

some kind of damage. If the Jager hits though it's likely to be 2+ boxes of damage; let's assume that's the case and the Hunter takes two boxes of damage, putting it at heavy damage.

The Hunter can either engage in melee or use the LAC, since it's LRP is out of ammo. It chooses the latter, and moves out from the tree to get a clear shot on the Jager. It's at point-blank range as well, and also uses the LAC's Burst trait to get an extra attack dice. The Jager is in the open in ground mode, so it's total DEF modifier is -2, and since it's at point-blank range it gets a -1D6 modifier as well. The Hunter has Heavy damage though, so the rolls are 3D6-1 for the Hunter, and 1D6-2 for the Jager, a 75% chance of damage in favor of the Hunter. He rolls badly and only gets a single box of damage, putting the Jager at light damage. He ducks behind cover, hoping to position himself well enough to survive.

The Jager swings around behind the Hunter, getting into it's rear arc. The Jager opens up with it's LAC at point blank range, again getting +1D6 from the Burst trait. With the Hunter's damage (-1 for heavy), chassis modifier (-1) and no cover (-1) the Hunter defends on 1D6-3. The Jager rolls 3D6+1 (+1 for rear arc) versus 1D6-3, giving it nearly a 70% of either 2 or 3 boxes of damage. The Hunter crumbles under the attack and the Jager is victorious, honor successfully avenged. If they had started a 24" the cover modifier would have played a much greater role in preventing damage, and the jockying to negate that cover modifier tends to be crucial.

FINAL COMMENTS

There are many more changes in my house rules, but I've chosen to stop with these changes since I think it conveys the high points rather well, and I'm already treading heavily on the good graces of the folks at Dream Pod 9. I hope you have enjoyed reading about them, and I'd welcome any comments in the Grog forum (please no comments in the HGB forum) about these ideas. I'll close by providing some of the datacards that I've generated for the game, borrowing heavily from the fantastic design work Daniel Hinds-Bond has done with the current crop of HGB datacards. They incorporate a far larger body of the changes, so you may notice things that were not covered in this article. It is worth noting that the sum total of the changes render the VCS derived TV values inaccurate. If you decide to give these changes a go, keep in mind that you're on your own to determine force compositions and the like.

Have fun and keep gaming!

Ammon

TV: 0 Type: Ammon

MISC — Size: 9

MOVE:

TYPE	MP	TURN	STP	CBT	TOP
Walker	5	0"	☐	☐	☐

Arms, Climb Equip, Imp. OR

	F	R	ATK	DEF	EW
N			+0	-1	+0
21 S 21			+0	-1	+0
42 L 42			+0	-1	+0
63 H 63			-1	-2	+0
84 C 84			-2	-3	+0
105 D 105					

Rgd. Aux.

EW — Detect: 2 Auto Comm: 6 Sensors: -1 Comm: -1 ECM: NA ECCM: NA Sensor Dep

STATE: Active Detect / Roll new Detect · Hiding / +1 concealment · Hull Down / DEF minimum · Standby / Use FOs · Stunned / -2 to ATK,EW

RANGED:

NAME	ARC	ACC	PR	CR	ER	DAM	SPECIAL	AMMO
HRP/24	T1	-1D	8	32	64	x20	AE2, BA1, HEAT, MISL	OOO
HRP/24	T1	-1D	8	32	64	x20	AE2, BA1, HEAT, MISL	OOO
APGL	T2	-1D	4	16	32	x4	AI, AE2, BU1, IF	O

MELEE:

NAME	DAM	SPECIAL	AMMO
HSG	x20		OOO
PA	x9		

SKILLS: ATK D6 · DEF D6 · EW D6 · LD D6

MOVE TRAITS
Arms — Model may climb vertical terrain features.
Climb Equip — Reduce the cost of climbing by 1 MP (minimum 1).
Imp. OR — Reduce the cost of difficult terrain by 1 MP (minimum 1) in all modes.

DEF TRAITS
Rgd. Aux. — Ignore damage penalties to EW checks.

EW TRAITS
Sensor Dep — Cannot auto-detect models within their size.

WEAPON TRAITS
AE2 — All models within a 2" radius defend against this attack. Models under the target point suffer a -1 DEF penalty.
AI — Ignores Infantry perk. Against model with Infantry perk, remove the highest dice from the defender's roll.
BA1 — Give target -1 DEF for each additional point of ammo spent (up to 1).
BU1 — May add +1D6 to your ATK, but fumbles occur on 1 or 2.
HEAT — This weapon may be countered by HEAT armor.
IF — This weapon may be used to make Ranged Indirect Fire attacks.
MISL — Missle weapon.

Cataphract

TV: 0 Type: Cataphract

MISC — Size: 6 · AFC, HEP (Desert)

MOVE:

TYPE	MP	TURN	STP	CBT	TOP
Walker	3	0"	☐	☐	☐
Ground	5	2"	☐	☐	☐

Arms

	F	R	ATK	DEF	EW
N			+0	-1	+0
23 S 23			+0	-1	+0
46 S 46			+0	-1	+0
69 L 69			+0	-1	+0
92 H 92			-1	-2	-1
115 C 115			-2	-3	-2
138 D 138					

IRD

EW — Detect: 3 Auto Comm: 6 Sensors: +0 Comm: +0 ECM: +1 ECCM: NA IRD

RANGED:

NAME	ARC	ACC	PR	CR	ER	DAM	SPECIAL	AMMO
LRG	A	+0D	12	48	96	x15		
MFM	F	-1D	9	36	72	x20	AE4, IF, MR	
MMG	F	+0D	4	16	32	x5	AI, BU2, LINK(2)	

THROWN:

NAME	RANGE	DAM	SPECIAL	AMMO
HWG	6	x10	AE1, H, IF	O

MELEE:

NAME	DAM	SPECIAL	AMMO
VS	x20	HM	
PA	x6		

SKILLS: ATK D6 · DEF D6 · EW D6 · LD D6

MOVE TRAITS
Arms — Model may climb vertical terrain features.

DEF TRAITS
IRD — Attacker does not recieve the +1 ATK for a rear attack against this model.

EW TRAITS
ECM (1) — May make ECM checks (see XX)

MISC TRAITS
AFC — Spend one action to fire two weapons at -1D6 ATK each.
HEP (Desert) — This model ignores damage from DESERT table-effects.

WEAPON TRAITS
AE1 — All models within a 1" radius defend against this attack. Models under the target point suffer a -1 DEF penalty.
AE4 — All models within a 4" radius defend against this attack. Models under the target point suffer a -1 DEF penalty.
AI — Ignores Infantry perk. Against model with Infantry perk, remove the highest dice from the defender's roll.
BU2 — May add +2D6 to your ATK, but fumbles occur on 1 or 2.
H — Target gains 1 stun counter on a successful attack (MoS 1+).
HM — This weapon adds +1D to ATK, but -1D to DEF in melee.
IF — This weapon may be used to make Ranged Indirect Fire attacks.
LINK(2) — Defender must make 2 DEF rolls against this attack.
MR — This weapon may not be fired in PB range band.

Hunter

TV: 0 Type: Hunter

MISC — Size: 6 · HEP (Desert)

MOVE:

TYPE	MP	TURN	STP	CBT	TOP
Walker	4	0"	☐	☐	☐
Ground	6	2"	☐	☐	☐

Arms

	F	R	ATK	DEF	EW
N			+0	-1	+0
15 S 15			+0	-1	+0
30 L 30			+0	-1	+0
45 H 45			-1	-2	-1
60 C 60			-2	-3	-2
75 D 75					

EW — Detect: 2 Auto Comm: 6 Sensors: -1 Comm: -1 ECM: NA ECCM: NA

RANGED:

NAME	ARC	ACC	PR	CR	ER	DAM	SPECIAL	AMMO
LAC	A	+0D	6	24	48	x8	BU1	
LRP/24	F	-1D	6	24	48	x12	AE2, BA2, HEAT, MISL	OOO
APGL	F	-1D	4	16	32	x4	AI, AE2, BU1, IF	O

THROWN:

NAME	RANGE	DAM	SPECIAL	AMMO
HG	6	x10	AE1, IF	O

MELEE:

NAME	DAM	SPECIAL	AMMO
VB	x14		
PA	x6		

SKILLS: ATK D6 · DEF D6 · EW D6 · LD D6

MOVE TRAITS
Arms — Model may climb vertical terrain features.

MISC TRAITS
HEP (Desert) — This model ignores damage from DESERT table-effects.

WEAPON TRAITS
AE1 — All models within a 1" radius defend against this attack. Models under the target point suffer a -1 DEF penalty.
AE2 — All models within a 2" radius defend against this attack. Models under the target point suffer a -1 DEF penalty.
AI — Ignores Infantry perk. Against model with Infantry perk, remove the highest dice from the defender's roll.
BA2 — Give target -1 DEF for each additional point of ammo spent (up to 2).
BU1 — May add +1D6 to your ATK, but fumbles occur on 1 or 2.
HEAT — This weapon may be countered by HEAT armor.
IF — This weapon may be used to make Ranged Indirect Fire attacks.
MISL — Missle weapon.

Badlands Python

TV: 0 Type: Python

MISC — Size: 7 · Def. Sensors, HEP (Desert)

MOVE:

TYPE	MP	TURN	STP	CBT	TOP
Walker	3	0"	☐	☐	☐
Ground	5	2"	☐	☐	☐

Arms

	F	R	ATK	DEF	EW
N			+0	-1	+0
18 L 18			+0	-1	+0
36 H 36			-1	-2	-1
54 C 54			-2	-3	-2
72 D 72					

EW — Detect: 2 Auto Comm: 6 Sensors: -1 Comm: -1 ECM: NA ECCM: NA

RANGED:

NAME	ARC	ACC	PR	CR	ER	DAM	SPECIAL	AMMO
HAC	A	+0D	6	24	48	x12	BU1	
MRP/18	F	-1D	6	24	48	x16	AE1, BA1, HEAT, MISL	OOO
MFM	F	-1D	9	36	72	x20	AE4, IF, MR	
APGL	F	-1D	4	16	32	x4	AI, AE2, BU1, IF	O

MELEE:

NAME	DAM	SPECIAL	AMMO
PA	x7		

SKILLS: ATK D6 · DEF D6 · EW D6 · LD D6

MOVE TRAITS
Arms — Model may climb vertical terrain features.

MISC TRAITS
Def. Sensors — Add +1D to sensor checks, but remove highest single die.
HEP (Desert) — This model ignores damage from DESERT table-effects.

WEAPON TRAITS
AE1 — All models within a 1" radius defend against this attack. Models under the target point suffer a -1 DEF penalty.
AE2 — All models within a 2" radius defend against this attack. Models under the target point suffer a -1 DEF penalty.
AE4 — All models within a 4" radius defend against this attack. Models under the target point suffer a -1 DEF penalty.
AI — Ignores Infantry perk. Against model with Infantry perk, remove the highest dice from the defender's roll.
BA1 — Give target -1 DEF for each additional point of ammo spent (up to 1).
BU1 — May add +1D6 to your ATK, but fumbles occur on 1 or 2.
HEAT — This weapon may be countered by HEAT armor.
IF — This weapon may be used to make Ranged Indirect Fire attacks.
MISL — Missle weapon.
MR — This weapon may not be fired in PB range band.

Vulture Heavy

TV: 0
Type: Vulture

MISC: Airdroppable, HEP (Desert)

Size: 7

TYPE	MP	TURN	STP	CBT	TOP
Walker	4	0"	☐	☐	☐
Ground	6	2"	☐	☐	☐

Arms, Jump Jets (3)

	F	R	ATK	DEF	EW
	N	+1	-1	+0
23	S	23	+1	-1	+0
46	S	46	+1	-1	+0
69	L	69	+1	-1	+0
92	H	92	+0	-2	-1
115	C	115	-1	-3	-2
138	D	138			

Rgd. Move

STATE: Active Detect ☐ Roll new Detect — Hiding +1 concealment — Hull Down DEF minimum — Standby Use FOs — Stunned -2 to ATK,EW

Detect: 3 Auto Comm: 6
Sensors: +0 Comm: +0
ECM: NA ECCM: NA
Stealth (1)

ACTONS ☐ ☐ ☐ ☐
COMMAND ☐ ☐ ☐ ☐

RANGED

NAME	ARC	ACC	PR	CR	ER	DAM	SPECIAL	AMMO
VLFG	A	+0D	10 / **40** / 80			x18	AE1, IF	
FGC	F	+1D	4 / **16** / 32			x8	AI, BU2	
AGM	F	+1D	8 / **32** / 64			x15	G, HEAT, IF	

THROWN

NAME	RANGE	DAM	SPECIAL	AMMO

MELEE

NAME	DAM	SPECIAL	AMMO
VS	x22	HM	
PA	x7		

SKILLS

ATK	D6
DEF	D6
EW	D6
LD	D6

MOVE TRAITS
Arms — Model may climb vertical terrain features.
Jump Jets (3) — Model may move 3" vertically and horizontally without turning once per activation.

DEF TRAITS
Rgd. Move — Ignore damage from difficult terrain checks.

EW TRAITS
Stealth (1) — This model adds 1 to it's concealment at all times.

MISC TRAITS
Airdroppable — This model may deploy via the airdrop rules.
HEP (Desert) — This model ignores damage from DESERT table-effects.

WEAPON TRAITS
AE1 — All models within a 1" radius defend against this attack. Models under the target point suffer a -1 DEF penalty.
AI — Ignores Infantry perk. Against model with Infantry perk, remove the highest dice from the defender's roll.
BU2 — May add +2D6 to your ATK, but fumbles occur on 1 or 2.
G — When resolving an attack against a target that is DESIGNATED (see TD), add +1 ATK.
HEAT — This weapon may be countered by HEAT armor.
HM — This weapon adds +1D to ATK, but -1D to DEF in melee.
IF — This weapon may be used to make Ranged Indirect Fire attacks.

Badger

TV: 0
Type: Badger

MISC: HEP (Desert), Transport (4)

Size: 8

TYPE	MP	TURN	STP	CBT	TOP
Ground	10	2"	☐	☐	☐

	F	R	ATK	DEF	EW
	N	+0	+1	+0
12	S	12	+0	+1	+0
24	L	24	-1	+1	+0
36	H	36	-2	+0	-1
48	D	48			

Exp. Weapons

STATE: Active Detect ☐ Roll new Detect — Hiding +1 concealment — Hull Down DEF minimum — Standby Use FOs — Stunned -2 to ATK,EW

Detect: 1 Auto Comm: 6
Sensors: -1 Comm: -1
ECM: NA ECCM: NA

ACTONS ☐ ☐ ☐ ☐
COMMAND ☐ ☐ ☐ ☐

RANGED

NAME	ARC	ACC	PR	CR	ER	DAM	SPECIAL	AMMO
LAC	T1	+0D	6 / **24** / 48			x8	BU1, LINK(2)	

THROWN

NAME	RANGE	DAM	SPECIAL	AMMO

MELEE

NAME	DAM	SPECIAL	AMMO
PA	x8		

SKILLS

ATK	D6
DEF	D6
EW	D6
LD	D6

MOVE TRAITS

DEF TRAITS
Exp. Weapons — Model suffers -1 ATK at L, -2 at H, -3 at C damage levels (included).

EW TRAITS

MISC TRAITS
HEP (Desert) — This model ignores damage from DESERT table-effects.
Transport (4) — Model may transport up to 2 models of size 2 or smaller.

WEAPON TRAITS
BU1 — May add +1D6 to your ATK, but fumbles occur on 1 or 2.
LINK(2) — Defender must make 2 DEF rolls against this attack.

HT-68

TV: 0
Type: Ht-68

Size: 11

TYPE	MP	TURN	STP	CBT	TOP
Hover	10	4"	☐	☐	☐

Autopilot, Jump Jets (6)

	F	R	ATK	DEF	EW
	N	+0	-1	+0
35	S	32	+0	-1	+0
70	L	64	+0	-1	+0
105	H	96	-1	-2	-1
140	C	128	-2	-3	-2
175	D	160			

Exp. Move, Weak Under.

STATE: Active Detect ☐ Roll new Detect — Hiding +1 concealment — Hull Down DEF minimum — Standby Use FOs — Stunned -2 to ATK,EW

Detect: 4 Auto Comm: 8
Sensors: +0 Comm: +0
ECM: NA ECCM: NA
Sensor Dep, TD (2)

ACTONS ☐ ☐ ☐ ☐
COMMAND ☐ ☐ ☐ ☐

RANGED

NAME	ARC	ACC	PR	CR	ER	DAM	SPECIAL	AMMO
HPA	T1	+1D	6 / **24** / 48			x22	H, HEAT	
AGM	T1	+1D	8 / **32** / 64			x15	G, HEAT, IF	
ATM	T1	+1D	8 / **32** / 64			x25	G, HEAT, IF	

THROWN

NAME	RANGE	DAM	SPECIAL	AMMO

MELEE

NAME	DAM	SPECIAL	AMMO
PA	x11		
RP	x22	HM	

SKILLS

ATK	D6
DEF	D6
EW	D6
LD	D6

MOVE TRAITS
Autopilot — Model uses CBT MP value for STP speed.
Jump Jets (6) — Model may move 6" vertically and horizontally without turning once per activation.

DEF TRAITS
Exp. Move — Double damage from difficult terrain checks.
Weak Under. — Subtract -1DEF against attacks from below.

EW TRAITS
Sensor Dep — Cannot auto-detect models within their size.
TD (2) — Target FO is DESIGNATED. Reduce scatter threshold by 2.

MISC TRAITS

WEAPON TRAITS
G — When resolving an attack against a target that is DESIGNATED (see TD), add +1 ATK.
H — Target gains 1 stun counter on a successful attack (MoS 1+).
HEAT — This weapon may be countered by HEAT armor.
HM — This weapon adds +1D to ATK, but -1D to DEF in melee.
IF — This weapon may be used to make Ranged Indirect Fire attacks.

Visigoth

TV: 0
Type: Visigoth

MISC: HEP (Desert)

Size: 13

TYPE	MP	TURN	STP	CBT	TOP
Ground	5	2"	☐	☐	☐

Autopilot

	F	R	ATK	DEF	EW
	N	+0	-1	+0
45	S	40	+0	-1	+0
90	L	80	+0	-1	+0
135	H	120	-1	-2	+0
180	C	160	-2	-3	+0
225	D	200			

Resist (HEAT), Rgd. Aux., Rgd. Move

STATE: Active Detect ☐ Roll new Detect — Hiding +1 concealment — Hull Down DEF minimum — Standby Use FOs — Stunned -2 to ATK,EW

Detect: 2 Auto Comm: 8
Sensors: -1 Comm: -1
ECM: NA ECCM: NA
Sensor Dep, Smoke (3)

ACTONS ☐ ☐ ☐ ☐
COMMAND ☐ ☐ ☐ ☐

RANGED

NAME	ARC	ACC	PR	CR	ER	DAM	SPECIAL	AMMO
HFG	T1	+0D	10 / **40** / 80			x28	AE1, IF	
LLC	T2	+1D	8 / **32** / 64			x16	HEAT	
HAC	T1	+0D	6 / **24** / 48			x12	BU1	
MRP/18	F	-1D	6 / **24** / 48			x16	AE1, BA1, HEAT, MISL	OOO

THROWN

NAME	RANGE	DAM	SPECIAL	AMMO

MELEE

NAME	DAM	SPECIAL	AMMO
PA	x13		

SKILLS

ATK	D6
DEF	D6
EW	D6
LD	D6

MOVE TRAITS
Autopilot — Model uses CBT MP value for STP speed.

DEF TRAITS
Resist (HEAT) — +1 DEF when defending against any weapon with the HEAT trait.
Rgd. Aux. — Ignore damage penalties to EW checks.
Rgd. Move — Ignore damage from difficult terrain checks.

EW TRAITS
Sensor Dep — Cannot auto-detect models within their size.
Smoke (3) — Model may spend 1 action to add 3 points of concealment until next activation.

MISC TRAITS
HEP (Desert) — This model ignores damage from DESERT table-effects.

WEAPON TRAITS
AE1 — All models within a 1" radius defend against this attack. Models under the target point suffer a -1 DEF penalty.
BA1 — Give target -1 DEF for each additional point of ammo spent (up to 1).
BU1 — May add +1D6 to your ATK, but fumbles occur on 1 or 2.
HEAT — This weapon may be countered by HEAT armor.
IF — This weapon may be used to make Ranged Indirect Fire attacks.
MISL — Missle weapon.

FLAILs

TV: 0   Type: Flails

MISC: FLAILs, Infantry

Size: 4

TYPE	MP	TURN	STP	CBT	TOP
Walker	2	0"	☐	☐	☐
Hover	5	4"	☐	☐	☐

	F	R	ATK	DEF	EW
N			+0	+1	+0
L	12	12	+0	+1	+0
H	24	24	-1	+0	-1
D	36	36			

STATE: Active Detect ☐ / Roll new Detect ☐ / Hiding / +1 concealment / Hull Down / DEF minimum / Standby / Use FOs / Stunned / -2 to ATK,EW

Detect: 2   Auto Comm: 4
Sensors: +0   Comm: +0
ECM: NA   ECCM: NA

MOVE TRAITS

DEF TRAITS

EW TRAITS

MISC TRAITS
FLAILs — May fire weapons with STA trait at Combat speed.
Infantry — Remove the highest dice from any attack roll without the AI trait.

RANGED

NAME	ARC	ACC	PR	CR	ER	DAM	SPECIAL	AMMO
IAGM	F	+1D	4 / **16** / 32			x15	G, STA	
ICG	F	+0D	4 / **16** / 32			x5	AI, BU2	

ACTONS ☐ ☐ ☐ ☐

COMMAND ☐ ☐ ☐ ☐

SKILLS: ATK D6 / DEF D6 / EW D6 / LD D6

THROWN

NAME	RANGE	DAM	SPECIAL	AMMO

MELEE

NAME	DAM	SPECIAL	AMMO
VB	x10		
PA	x4		

WEAPON TRAITS
AI — Ignores Infantry perk. Against model with Infantry perk, remove the highest dice from the defender's roll.
BU2 — May add +2D6 to your ATK, but fumbles occur on 1 or 2.
G — When resolving an attack against a target that is DESIGNATED (see TD), add +1 ATK.
STA — This weapon may only be fired when the model is at Stationary speed.

ATV GRELs

TV: 0   Type: Grels

MISC: GRELs, Infantry, PAK Mordred

Size: 3

TYPE	MP	TURN	STP	CBT	TOP
Ground	8	2"	☐	☐	☐

	F	R	ATK	DEF	EW
N			+0	+1	+0
L	10	10	+0	+1	+0
D	20	20			

STATE: Active Detect ☐ / Roll new Detect ☐ / Hiding / +1 concealment / Hull Down / DEF minimum / Standby / Use FOs / Stunned / -2 to ATK,EW

Detect: 2   Auto Comm: 4
Sensors: +0   Comm: +0
ECM: NA   ECCM: NA

MOVE TRAITS

DEF TRAITS

EW TRAITS

MISC TRAITS
GRELs — May fire weapons with STA trait at Combat speed.
Infantry — Remove the highest dice from any attack roll without the AI trait.
PAK Mordred — If any dice rolls a 1, immediately become stationary but gain +1 to ATK until next activation.

RANGED

NAME	ARC	ACC	PR	CR	ER	DAM	SPECIAL	AMMO
IAR	F	+0D	4 / **16** / 32			x4	AI, BU1	
IRL	F	+0D	4 / **16** / 32			x15	STA	

ACTONS ☐ ☐ ☐ ☐

COMMAND ☐ ☐ ☐ ☐

SKILLS: ATK D6 / DEF D6 / EW D6 / LD D6

THROWN

NAME	RANGE	DAM	SPECIAL	AMMO

MELEE

NAME	DAM	SPECIAL	AMMO
PA	x3		

WEAPON TRAITS
AI — Ignores Infantry perk. Against model with Infantry perk, remove the highest dice from the defender's roll.
BU1 — May add +1D6 to your ATK, but fumbles occur on 1 or 2.
STA — This weapon may only be fired when the model is at Stationary speed.

Infantry

TV: 0   Type: Infantry

MISC: Infantry

Size: 2

TYPE	MP	TURN	STP	CBT	TOP
Walker	2	0"	☐	☐	☐

	F	R	ATK	DEF	EW
N			+0	+1	+0
L	8	8	+0	+1	+0
D	16	16			

STATE: Active Detect ☐ / Roll new Detect ☐ / Hiding / +1 concealment / Hull Down / DEF minimum / Standby / Use FOs / Stunned / -2 to ATK,EW

Detect: 2   Auto Comm: 4
Sensors: +0   Comm: +0
ECM: NA   ECCM: NA

MOVE TRAITS

DEF TRAITS

EW TRAITS

MISC TRAITS
Infantry — Remove the highest dice from any attack roll without the AI trait.

RANGED

NAME	ARC	ACC	PR	CR	ER	DAM	SPECIAL	AMMO
IAR	F	+0D	4 / **16** / 32			x4	AI, BU1	
ILM	F	+0D	8 / **32** / 64			x8	AE2, AI, IF, MR, STA	

ACTONS ☐ ☐ ☐ ☐

COMMAND ☐ ☐ ☐ ☐

SKILLS: ATK D6 / DEF D6 / EW D6 / LD D6

THROWN

NAME	RANGE	DAM	SPECIAL	AMMO

MELEE

NAME	DAM	SPECIAL	AMMO
PA	x2		

WEAPON TRAITS
AE2 — All models within a 2" radius defend against this attack. Models under the target point suffer a -1 DEF penalty.
AI — Ignores Infantry perk. Against model with Infantry perk, remove the highest dice from the defender's roll.
BU1 — May add +1D6 to your ATK, but fumbles occur on 1 or 2.
IF — This weapon may be used to make Ranged Indirect Fire attacks.
MR — This weapon may not be fired in PB range band.
STA — This weapon may only be fired when the model is at Stationary speed.

ORV Infantry

TV: 0   Type: Infantry

MISC: Infantry

Size: 4

TYPE	MP	TURN	STP	CBT	TOP
Ground	8	2"	☐	☐	☐

	F	R	ATK	DEF	EW
N			+0	+1	+0
L	10	10	+0	+1	+0
D	20	20			

STATE: Active Detect ☐ / Roll new Detect ☐ / Hiding / +1 concealment / Hull Down / DEF minimum / Standby / Use FOs / Stunned / -2 to ATK,EW

Detect: 2   Auto Comm: 4
Sensors: +0   Comm: +0
ECM: NA   ECCM: NA

MOVE TRAITS

DEF TRAITS

EW TRAITS

MISC TRAITS
Infantry — Remove the highest dice from any attack roll without the AI trait.

RANGED

NAME	ARC	ACC	PR	CR	ER	DAM	SPECIAL	AMMO
IAGR	F	+0D	8 / **32** / 64			x8	STA	
ILMG	F	+0D	4 / **16** / 32			x3	AI, BU2, STA	

ACTONS ☐ ☐ ☐ ☐

COMMAND ☐ ☐ ☐ ☐

SKILLS: ATK D6 / DEF D6 / EW D6 / LD D6

THROWN

NAME	RANGE	DAM	SPECIAL	AMMO

MELEE

NAME	DAM	SPECIAL	AMMO
PA	x4		

WEAPON TRAITS
AI — Ignores Infantry perk. Against model with Infantry perk, remove the highest dice from the defender's roll.
BU2 — May add +2D6 to your ATK, but fumbles occur on 1 or 2.
STA — This weapon may only be fired when the model is at Stationary speed.

A controversial design when it was introduced, the Hooded Cobra remains a dangerous Gear to be reckoned with.

While the King Cobra was the most lethal Gear ever produced, it's overabundance of weapon choices made it a machine with too much options but with no specific role in mind. To remedy that issue, Territorial Arms came out with a long range assault variant based on the King called the Hooded Cobra. To reflect the new Gear's profile, Territorial Arms swapped out the SRWI PA-2X Light Particle Accelerator with a SRWI LZ-213 Light Laser Cannon that has a longer range and higher accuracy. While the FLRP-74 82mm Heavy Rocket Pod was retained, the Vogel-H2 71mm Medium Rocket Pod was downgraded to a lighter FSRP-36 model. The TA-12 60mm Light Guided Mortar and the SRWI G-11 20mm Light Auto Cannon was removed and was replaced with a second HLB-16 Anti-Personnel Grenade Launcher that provides additional defense. Additionally, the electronics of the Hooded was downgraded, giving it a capability on par with a Spitting Cobra.

While the Hooded Cobra was successfully deployed to line units in the South, controversy marked its entry to the Gear market. In fact, Mandeers Heavy Industries had accused Territorial Arms of copying the Python's cockpit assembly and sensor head for use in the Hooded's design. TA designers flatly denied the allegations and this in turn had garnered them a negative image among industry-watchers. The controversy deepened when Southern military gave the Hooded Cobra a fire support identification code.

(Adapted from Southern Vehicle Compendium 1)

HOW TO MODEL THE HOODED COBRA

To replicate SVC1's illustration as accurately as possible, all you need to do is swap the torso of the King Cobra for a Python's. However, there is a slight gap between the legs and the torso; to remedy that you will need to glue a flat piece of metal/plastic approximately 1-2mm thick (you can use the left over sprue pieces) underneath the torso. Take care not to block the connector for the legs. You might need to shave quite a bit on the King Cobra head's neck connector as the Python's torso plug is quite small.

For the armaments, replace the LPA, LGM and LAC with an LLC. If you have spare APGLs lying around, you could add those to the model's right shoulder and right torso as well.

The dreaded Hooded Cobra with a fresh trophy at its feet.

The Hooded Cobra from the side

HG BLITZ! L&L DATA

AST: Any King Cobra maybe swapped with a Hooded Cobra for -5 TV. It may take upgrades as normal but no weapon swaps allowed. A maximum of one Hooded Cobra may be fielded.

Hooded Cobra

	ATT	DEF	EW	LD

	M	SPEED	STOP	CBT	TOP
DEFENSE	W	3 / 6	-4	-2	-1
DEFENSE	G	6 / 11	-4	-1	+1
ATTACK			+2	0	-3

ACTIONS	SIZE
1	7

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

ARMOR AND DAMAGE

ARMOR: 21 ☐ ☐ ☐

DAMAGE: S S L H C
☐ ☐ ☐ ☐ ☐

Improved Rear Def, Reinforced Armor (Front, 2)

PERKS/FLAWS:
Large Sensor Profile (1), Arms
AUX SYSTEMS:

NAME	ARC	ACC	RANGE					DAM	SPECIAL	
LLC	F	+1	8 / **15** /	30 /	60 /	120		x16	MB2	
MRP/18	F	-1	3 / **6** /	12 /	24 /	48		x18	IF	
HRP/24	F	-1	5 / **9** /	18 /	36 /	72		x20	IF	
Physical	F							0	M	
APGL	FF	-1	2 / **3** /	6 /	12 /	24		x4	IF, AI, AE3	
APGL	FF	-1	2 / **3** /	6 /	12 /	24		x4	IF, AI, AE3	oooooo
HG	F	-1						x15	T, AI, AE2	oooooo
VB	F	0						2	M	
Physical								0	M	

HEAVY GEAR BLITZ!

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

HOME BREW RULES

Spitting Cobra, Spitting Fire

ALFIE'S TENNERS

21
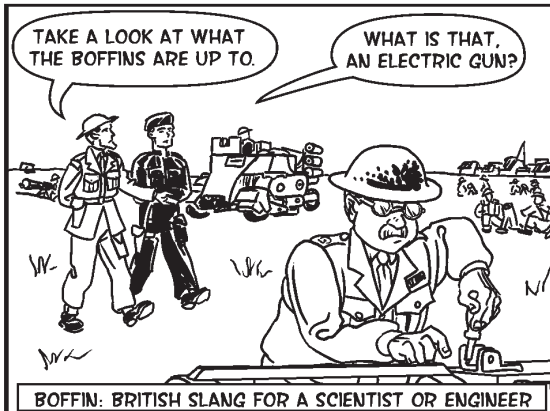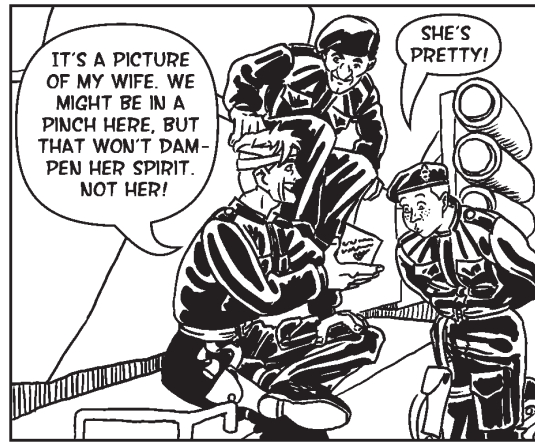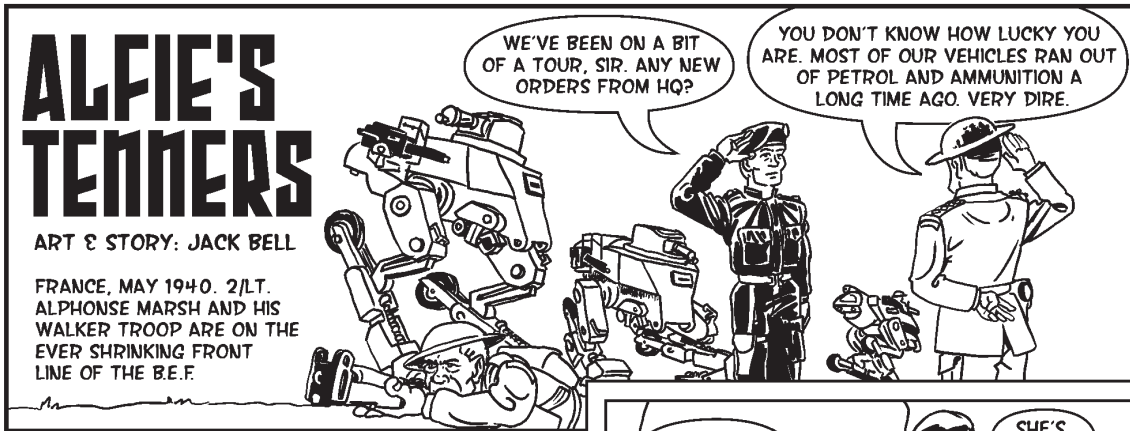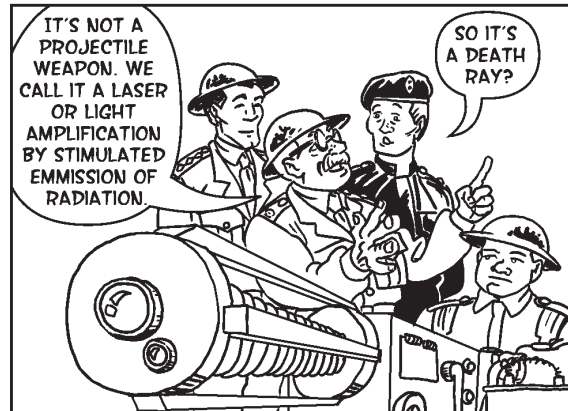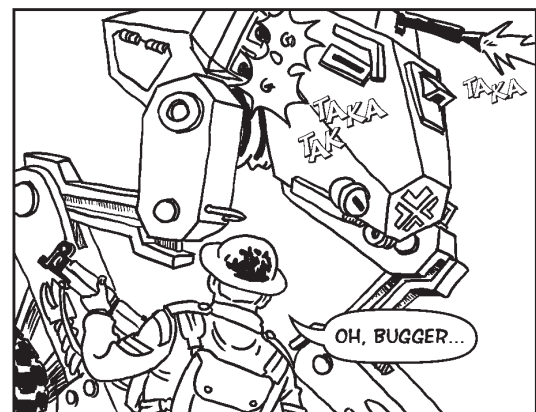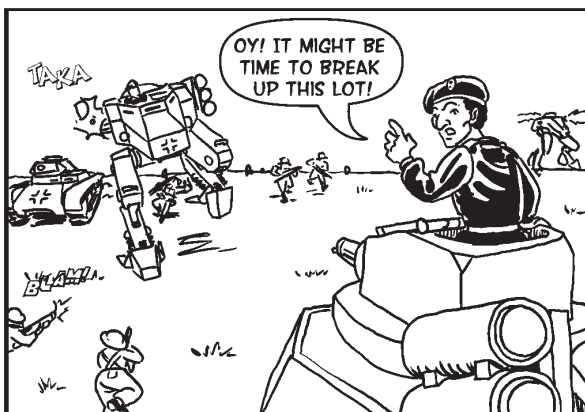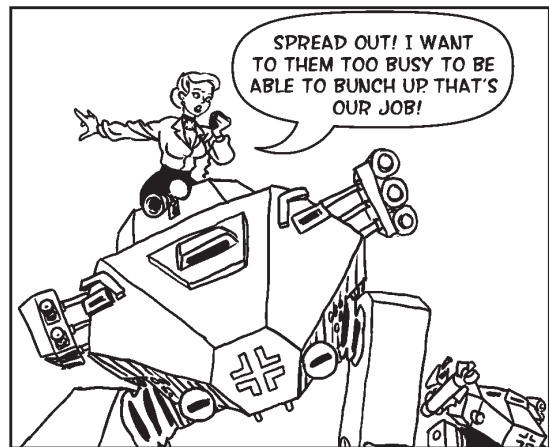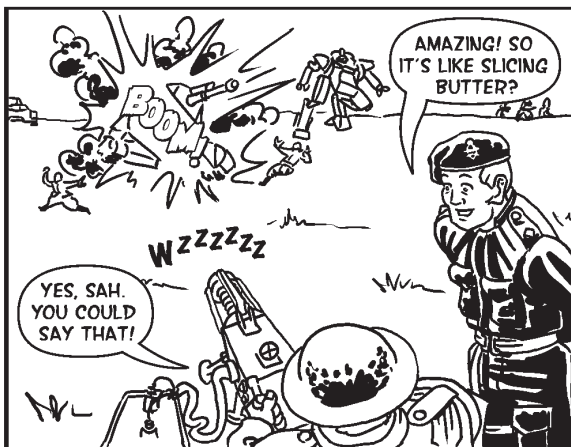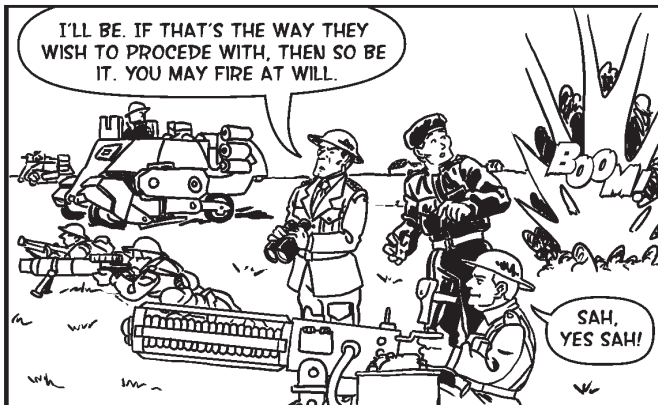
ALFIE'S TENNERS
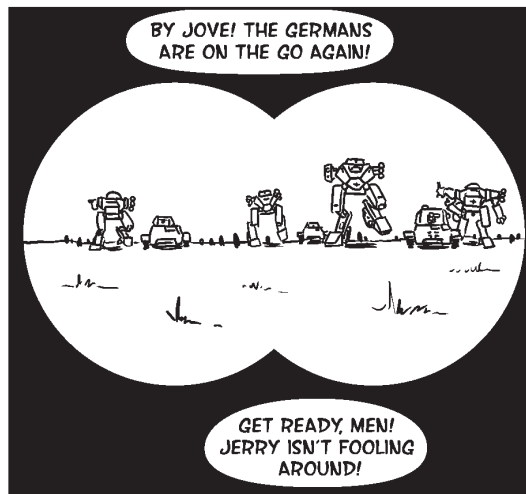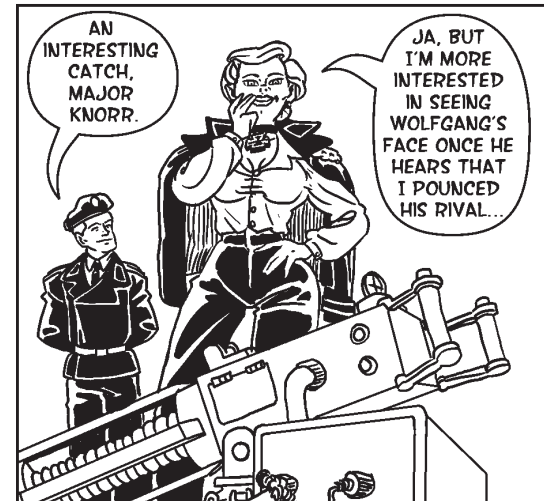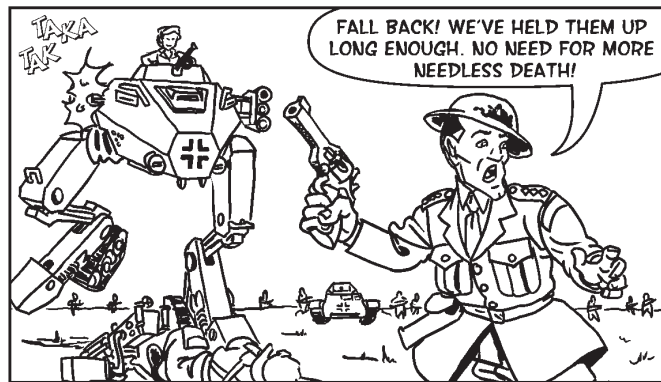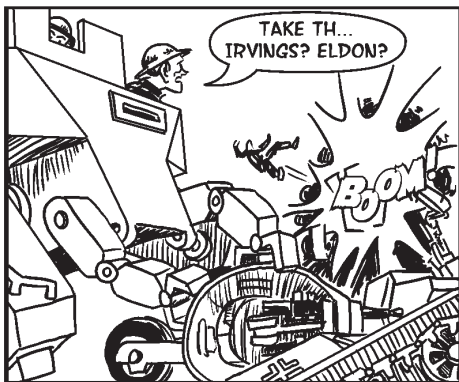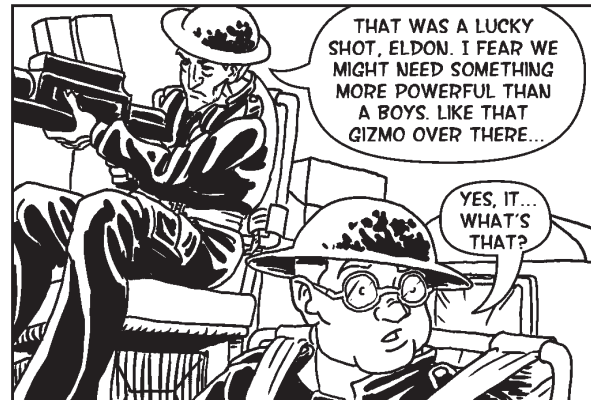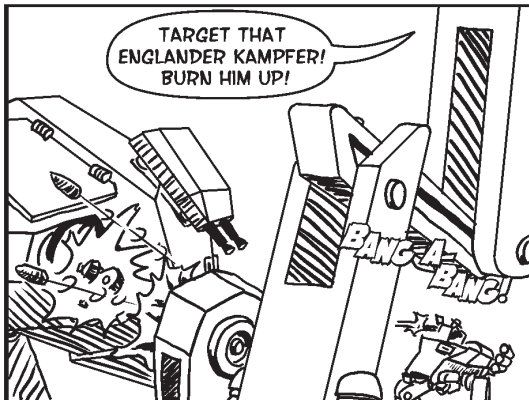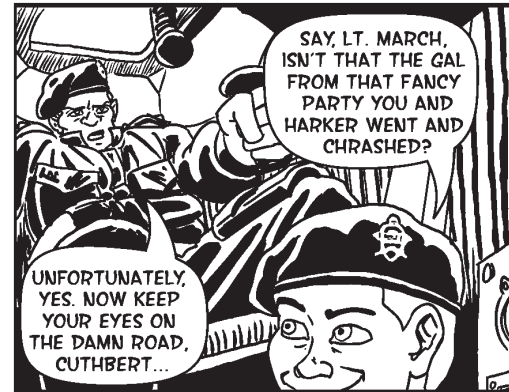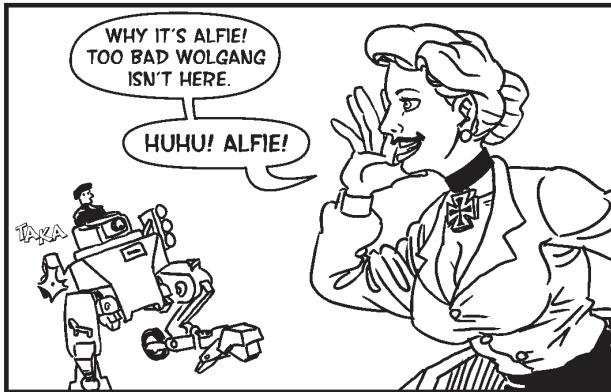

NEXT: GEAR UP, TENNERS! MORE OLD FRIENDS MAY BE COMING YOUR WAY!
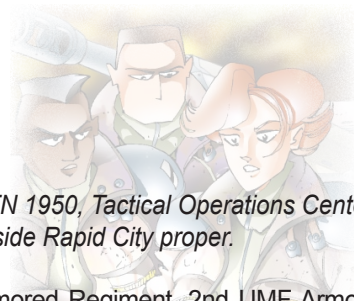
3221 Hours, 29 Summer TN 1950, Tactical Operations Center, est. 6km outside Rapid City proper.

UMFA Major, 12th UMF Armored Regiment, 2nd UMF Armored: "Captain, Norguard and Norlight command may not know what to make of President Xing's declaration, but that's not our immediate concern. CEO Korolov's orders have helped us gain enough time to dig in here at Rapid City. Colonel Gustafson and the Geimeinsam Guard have done their best to stem the enemy's movements, but it's our turn to get our hands bloody. I'm assigning you to sector Alpha Twelve."

UMFA Captain: "Border of the salt flats and the foothills, sir?"

UMFA Major: "Correct, Captain. I'm not going to feed you a line.. you'll be outnumbered and outgunned. But the town of Devin's Gorge has a relay station and a fuel depot that would give our enemies better C3 capabilities and a refueling point."

UMFA Captain: "You want me to blow the station and the depot, sir?"

UMFA Major: "Negative... we're going to need all the fuel we can get from that depot in case this turns into a siege, and I don't see the Earthers giving us time to park our tanks and fuel them up right in front of them. Also, the relay station is one of our forward listening outposts, and has a couple of our commo's encryption keys... the Earthers capture that, we'll have to change encryption keys, re-fill radios, and try to keep them from listening in on us."

UMFA Captain: "How long do you need to evacuate the fuel and the town, Major?"

UMFA Major: "As long as you can give us, Captain. At the very least... two hours for the supply train, a commando team has already been dispatched to start getting what encryption equipment they can salvage and destroy the rest."

UMFA Captain: "Weather's catching up to us?"

UMFA Major: "Yes... of all times for there to be a rainstorm on the foothills, now is that time of the cycle."

UMFA Captain: "My troops won't mind getting wet, Major, so long as they can get a crack at the Earthers."

UMFA Major: "Tell them they're the first to get themselves wet... that might buck them up some for what's about to come down on you."

UMFA Captain: "Higher ground, sir."

UMFA Major: "Higher ground, Captain."

INTRODUCTION

"Thunder in the Foothills" is a campaign set in the Downing Front, which can be found on page 35 of the supplement book War for Terra Nova, Part 1. It encompasses the first of the running battles between the invading CEF III Korps against the only division standing between them and the citizens of the United Mercantile Federation's Rapid City... the much-vaunted 2nd UMF Armored.

This campaign is designed to show the action between the 2nd Armored and III Korps over the town of Devin's Gorge, which holds strategic importance to the region due to its fuel depot and communications relay. If the III Korps can conquer the town, it will have acquired a significant amount of fuel readily available for it to continue its drive to Rapid City, and the relay station would improve communication links as soon as the encryption keys could be switched out, thereby giving the Korps' command structure a much-needed advance command post from which to guide their units' actions and also one of the encryption keys .

The 2nd Armored detachment has the job of halting the enemy's advance for as long as possible to give a supply train time to empty out the depot while a small team of commandos salvages and destroys the encryption equipment from the listening outpost. They also give the inhabitants of Devin's Gorge time to evacuate north out of the way of the oncoming juggernaut.

SET-UP

The campaign follows the "Theater of Operation Campaign" style provided on page 15 of War for Terra Nova part 1, which is also explained in more detail on page 52-53 of HGB: Locked and Loaded rulebook. It requires at least three people... one to play the UMFA forces, one to play the CEF, and one to act as an overseer of the campaign turns. Subsequently, this requires the use of three copies of the grid map included with this supplement. Each player gets one, while the overseer gets a 'master' copy that sees all the Units deployed on the map (Units, in this case, is any force that would be found in a normal Skirmish battle between two players).

The first decision that needs to be made is the creation of the forces that will be fighting against one another. A sample list of four possible forces with prerequisites are provided, two for the UMFA, two for the CEF:

UMFA Armored Company - 4000 TV, Priority Level 4
2000 TV must be filled by Heavy Tank, Light Tank or Strider Squads, one must be a Heavy Tank Squad; Airborne Squads not allowed

Weasel Allotment: 1
White Cat Allotment: 0

UMFA Gear Company - 3500 TV, Priority Level 3
2000 TV must be filled by Gear Squads, one must be a Ranger or Strike Squad; Heavy Tank Squads not allowed

Weasel Allotment: 2
White Cat Allotment: 1

CEF Armor Detachment - 4500 TV, Priority Level 4
2500 TV must be filled by Heavy Hovertank Squads, one Squad must be FLAIL-equipped

CEF Light Armor Detachment - 4000 TV, Priority Level 3
2000 TV must be filled by Light Hovertank Squads, one Squad must be FLAIL-equipped

Obviously there are no expectations to buy 8 Allers or HT-72s (though if you do, more power to you) to fill the appropriate slots, only that the list be comprised of the prerequisites and the players' choice in Squads afterwards. After this is done, the players may divide their forces as they see fit... Units can comprise entirely of Heavy Tank/Light Tank/Hovertank Squads, or can be mixed and matched.

This has the benefit of giving players new to Heavy Gear Blitz! the role of 'butterbars'... brand-new platoon leaders in positions commanding 750 to 1000 TV's worth of the company elements. In this way, three or four players can play to a side, with one acting as the overall 'captain' with his platoon leaders acting as advisors.

GAME LENGTH, STRATEGIC OBJECTIVES

The battle lasts 8 Campaign Turns. The UMFA must keep the CEF out of the Town located in the northeast corner of the grid map for those 8 Campaign Turns or, if they do enter the Town, he must destroy them utterly. The CEF commander is under orders to take the Town by any means and secure the relay station (in the furthest northeast corner of the Town) and the fuel depot (located in the southernmost part of the Town).

MAP, BOARD TERRAIN, WEATHER AND SPECIAL EFFECTS

"Thunder in the Foothills" takes place on a grid map 8 blocks long and 6 blocks wide... each grid block represents roughly a kilometer in distance (though for purposes of tabletop play, this is shortened down to the equivalent of a 6' by 4' playing area, or a large dinner table). Each Unit can move a certain number of Grid Squares during a Campaign Turn, the distance traveled over certain terrain being provided below:

CEF: 3 Grid Squares in a Turn, 1 Grid Square in Dense Forest, Canyon Networks or Town squares

UMFA: 2 Grid Squares in a Turn, 1 Grid Square in Canyon Networks and Marshlands

Units may travel vertically, horizontally or diagonally. Wherever 2 Units from the opposing sides meet, look at the Grid provided and match it up for the type of Terrain to be found during that Skirmish.

GRID MAP COLOR/MEANINGS

- **Tan** - Salt Flats
- **Light Green** - Grasslands/Light Forest
- **Olive** - MacAllen Tunnel Collapse/Marshlands
- **Burnt Orange** - Canyon Network
- **Light Grey** - Homestead
- **Dark Grey** - Town
- **Dark Green** - Dense Forest

Salt Flats: The salt flats are filled with rocky outcroppings that count as Solid Cover, described on page 24 of the Heavy Gear Blitz: Locked and Loaded rulebook.

Grasslands/Light Forest: These areas are also flat, but filled with scrub and small outcroppings of trees that count as Light Concealment, described on page 23 of the HGB: Locked and Loaded rulebook.

MacAllen Tunnel Collapse/Marshlands: These areas are where the underground network of water tunnels has collapsed in on itself, creating a marshland (50% of the board's terrain must be Soft or Shallow Water, page 21 of HGB: Locked and Loaded) filled with dense undergrowth and some trees/ferns that act as Light and Medium Concealment.

Canyon Network: Run-off from the foothills and weakening in the MacAllen system have caused these rifts and gorges to appear at the base of the hills to the west of Rapid City and the surrounding villages. 75% of map should be filled with Elevation levels and Cliffs (Solid Cover) to represent this.

Homestead: These outlying settlements are often home to large families who tend to a variety of crops and livestock for food and sale in the markets. About 25% of the map should be filled with buildings that offer Medium Concealment, 50% open with the occasional ridgeline to break it up, and 25% covered in trees/ferns that act as Light Concealment.

Town: The town should be made up primarily of buildings that offer Light and Medium Concealment, with a couple larger buildings (perhaps inns, banks or stadiums) offering Solid Cover.

Dense Forest : These areas should be made up of 25% Dense Forest (Impassible for Hover vehicles) counting as Heavy Concealement, 50% made up of tree stands that are more spread out from logging, counting as Medium Concealment, and 25% should be made up of Clear areas. Elevation levels sticking up 3 or even 4 levels would be appropriate to show the beginning of the foothills west of Rapid City.

For all Skirmishes, Night is in effect. Also, at the start of each Skirmish, roll 1 dice; on a 5-6, no additional effects are in play, on a 3-4, a Mist covers the battlefield, and on a 1-2 a Rainstorm lashes through.

All Skirmishes are 4 rounds in length... the winner of the Skirmish stays in that Grid Square they occupy while the losing Unit must fall back to a Grid Square behind them. Or, if it is tied, rather than determining by total VP and PL who wins, the players may opt to each retreat one Grid Square.

DETECTING ENEMY UNITS

One thing you may have noticed was the allotment of Weasels and White Cats available to the different UMFA forces. This is an added dimension to the strategic level of Campaign Turn play that you can decide to include in your game, or you can pass off on it.

During the Campaign Turn, it is assumed that both sides are reaching out with their active detection systems (radar, ladar, thermal satellite imagery, etc.). While the Overseer is capable of seeing all the Units deployed on the map, this is not possible for the Players unless the enemy moves into a Grid Square covered by one of their Models' Detect range.
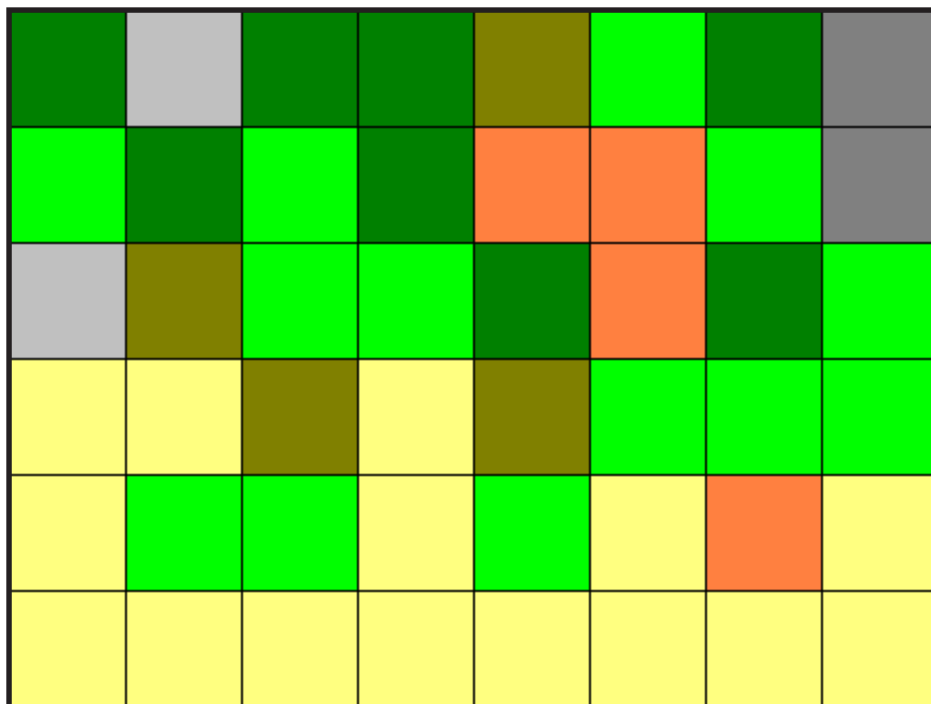
Thunder on the Hills Mapboard

Due to rainstorm activity and heavy electronic countermeasure interference, all Models with Detect 3 or lower cannot detect enemy Units outside of their immediate Grid Square. Models with Detect 4 or higher detect at half their Detect rating, rounding up on odd results, in Grid Squares, including the Grid Square they occupy.

Example 1: An HT-72 (Detect 4 divided in half to 2, including the Grid Square it occupies) would be able to detect enemy Units in the Grid Square adjacent to the one it occupied.

Example 2: A Cheetah would detect enemy Units 2 Grid Squares out (Detect 5 divided in half to 2, rounded up to 3, including Grid Square occupied).

Example 3: A White Cat would detect enemy Units 3 Grid Squares out (Detect 7 divided and rounded up to 4 Grid Squares, including Grid Square occupied).

Special Note: This only allows for the detection of Units (2 or more Combat Groups) in the Grid Squares and does not supersede the rules given for Detect, FOs the like in the actual Skirmish battles.

AVOIDING DETECTION

Units with Combat Groups containing Stealth Models may opt to move only one Grid Square and remain undetectable, representing the Stealth Models picking their way forward and cautioning other Models to move slow and deliberately avoid areas where they might be detected easily. *Note - This only works if there are Stealth Models in a Unit's Combat Groups; Units moving only 1 Grid Square due to terrain restrictions or of their own choice are still detectable.

In addition, any Unit opting to remain in their Grid Square (Stationary for their Campaign Turn Movement) is undetectable, and gains one Blind to use in Skirmish.

MISSION OBJECTIVES, COMMAND POINTS, SUPPORT POINTS, REPAIR POINTS

The following are the usual Objectives that will usually be chosen by the commanders when two forces come into contact.

UMFA Commanders will probably choose from *Recon, Assassination, Wipe Them Out*, or any *Defensive Objective*.

CEF Commanders will probably choose from *Recon* or any *Offensive objective*.

Command Points and Support Points are generated normally for each army, but after totaling it up they must be divided among the platoon Units, which are only available for their first Skirmish. After their first Skirmish, the only way to gain CP/SP in the individual Units is through transferring them through Repair Points.

Outside of that, Repair Points are generated for each individual Unit, and may be pooled together for the Captains to divvy out as they see fit. Repair Points can only be used for the following uses:

- Regenerate Support Points.
- May take away 1 Out of Ammo counter for 2 Repair Points spent.
- Only Sturdy and Light damage boxes may be repaired with Repair Points.

"Fall Back!"
This special action may be taken during a Skirmish if the UMFA Unit has 5 Models or more that are Heavily or Critically Damaged, or Dead or Destroyed. For 3 CP, the UMFA Commander can break contact and fall back one Grid Square. He gains no VP from this escape, while the CEF Commander keeps the VP he acquired from whatever objectives he completed during the Skirmish.

"Bring in the Next Wave!"
This special action may be taken if a CEF Unit is wiped out (all Models Critically Damaged, Dead or Destroyed); in the beginning of the Campaign Turn, the overall CEF Commander may pay 3 RP to call in replacements (replicas of the squads that were Critically Damaged or killed). Before the 4th Campaign Turn, they may appear only from the bottom left (southwest) corner Grid Square... following the 4th Campaign Turn, they may appear from anywhere on the southern edge of the Map.

CONDITIONS FOR VICTORY

Last Stand...
If a CEF Unit reaches the Relay Station or the Fuel Depot with a UMFA Unit there, the following scenarios occur:

...at the Relay Tower
The UMFA Commander must Hold the Relay Station. He has two HRP/48 Turrets and one HAAC Turret to assist in his defense that do not count against his SP expenditure.

The CEF Commander must Seize the Relay Station.

...at the Fuel Depot
The UMFA Commander must Protect while the Fuel Tankers Escape (3 large fuel tankers with the same stats as Badger APCs except their Movement is Ground 4/7) and Hold the Depot (which should be located on the UMFA's third of the board).

The CEF Commander must Seize the Depot and Assassinate the Fuel Tankers. If he only takes the Depot, the UMFA Commander will retreat to the Relay Station (and may attack in the next Turn if none of his other Units are in range to do so - if they do, the UMFA must Seize the Depot, the CEF must Hold). If the CEF Commander only Assassinates the Fuel Tankers, he must continue north to the Relay Station (the UMFA calls in a rocket-boosted artillery strike on the Fuel Depot to ensure the CEF cannot use it)*. If he does neither, he must fall back to the next Grid Square south.

*Note - This does not count if the UMFA arty-strikes the Depot after the destruction of the Fuelers. This turns into a Rolling Battle where the UMFA must stop the CEF at the Relay Tower while the commandos hastily destroy the Relay Station. If the UMFA succeeds in stopping the CEF forces at the Relay Tower, the station is partially destroyed, and it is considered a Tie where the VPs and RPs of the two forces are matched up to see who has won tactically.

...with no one standing
If a CEF Unit arrives at the Fuel Depot or Relay Station when there are no UMFA Units on that Grid Square, that position is Taken. If no UMFA Unit can arrive to re-capture the position in that Turn, the UMFA Commander and his platoon leaders lose.

If the CEF Commander cannot call for reinforcements and has lost all his Units, or all 8 Campaign Turns go by and he does occupy the Fuel Depot or Relay Station, the UMFA win.

Close Fire Support

LEGO® bricks are toys loved the world over. Heavy Gear and Jovian Chronicles are games loved the world over. Put them together, and you have some of the niftiest minis on the battlefield...

Brimstone

Ryu

Wyvern

Wyvern Marine

Wyvern Command

Wyvern Bomber

Pathfinder Alpha

Pathfinder Recon

Pathfinder Sniper

Pathfinder Command

Vindicator Alpha

Retaliator Alpha

Lancer

Syreen

Jager

Hunter

All of these models can be found, and downloaded into the LEGO Digital Designer, at the following address:

http://www.brickshelf.com/cgi-bin/gallery.cgi?f=244578
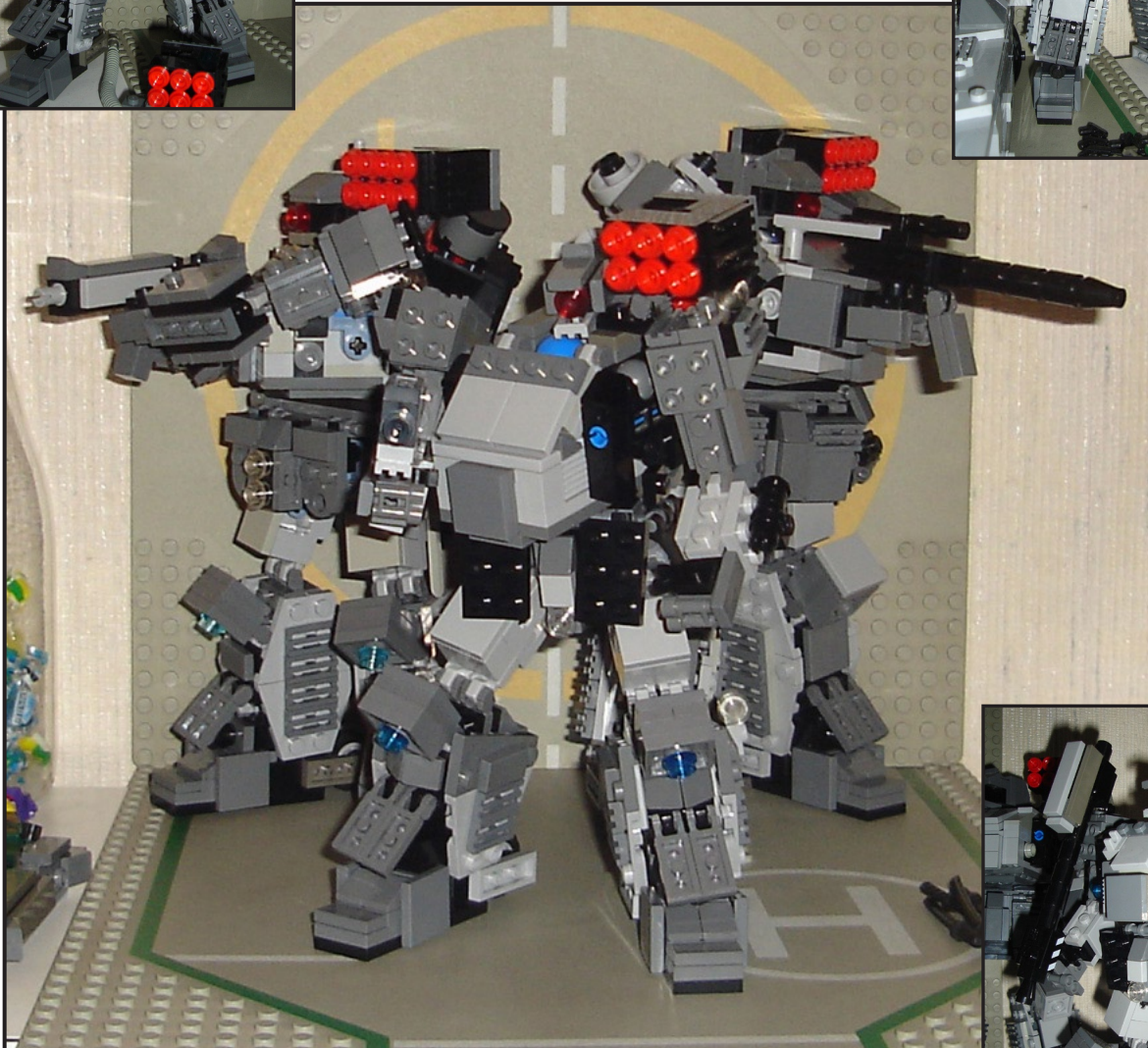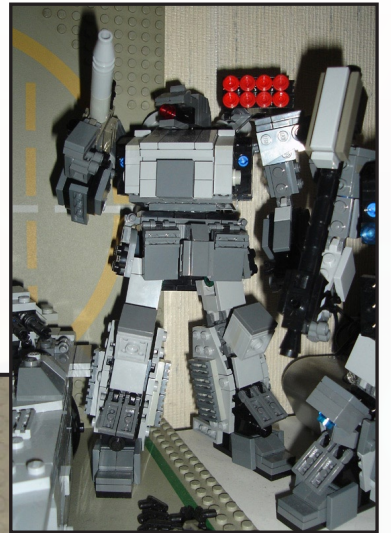
Jaguar, Hunter and Cheetah

BLACK TALONS IN RPG LAND – PART 1

SIMONE TOMACELLI

Want to use the gears from the excellent Return to Cats Eye Heavy Gear Blitz! book in your RPG campaign? Here are some conversions...

Thank you to the original creators for all images, gear concepts and names used in this article. Their fine work can be found in the *Black Talon - Return to Cat's Eye* book (DP9-9034) available at www.dp9.com

Black Talons: At the Ready

Dark Cheetah ▼

ARMOR ▼

| 10 ▼ |
| 20 ▼ |
| 30 ▼ |
| 40 ▼ |
| 50 ▼ |

NOTES ▼

GERNERAL SPECIFICATIONS ▼

- **THREAT VALUE:** 1168
- **SIZE:** 6
- **COST:** 4.282.666,67

CREW INFORMATION ▼

- **Pilot Name:**
- **Rank:**
- **Squadron:**
- **Affiliation:**

PILOT (LV/AT): [ ]   GUNNERY (LV/AT): [ ]   ELEC. WAR. (LV/AT): [ ]

CREW DATA ▼

VEHICLE CREW ▼
- **CREW:** 1
- **BONUS ACTIONS:** 0

CREW DAMAGE ▼

VEHICLE CREW ▼
- CREW
- BONUS ACTION

SYSTEMS ▼

MOVEMENT ▼
- **Walker COMBAT** 6
- **Walker TOP** 11
- **Ground COMBAT** 8
- **Ground TOP** 15
- **MANEUVER:** +2
- **DEPLOYMENT RANGE:** 600

ELECTRONICS ▼
- **SENSORS:** +2 5
- **COMMUNICATIONS:** +1 25
- **FIRE CONTROL:** 0

ARMOR ▼
- **LIGHT DAMAGE:** 12
- **HEAVY DAMAGE:** 24
- **OVERKILL:** 36

SYSTEMS DAMAGE ▼

MOVEMENT ▼
- COMBAT SPEED
- TOP SPEED
- COMBAT SPEED
- TOP SPEED
- MANEUVER
- FUEL SPENT

ELECTRONICS ▼
- SENORS
- COMMUNICATIONS
- FIRE CONTROL

ARMOR ▼
- LIGHT DAMAGE
- HEAVY DAMAGE
- OVERKILL

WEAPONS ▼

NAME	CODE	FIRE ARC	S	M	L	EX	ACC	DMG	QTY	SPECIAL
Medium Rifle	MRF	F	4	8	16	32	0	x10	1	Snpr
Vibroblade	VB	F	0	0	0	0	0	x8	1	

AMMO ▼

FULL	LEFT
75	
0	

WEAPONS ▼

- WEAPON 01
- WEAPON 02
- WEAPON 03
- WEAPON 04
- WEAPON 05
- WEAPON 06
- WEAPON 07
- WEAPON 08
- WEAPON 09
- WEAPON 10

PERKS ▼

NAME	RATING	GAME EFFECT	AUX
Airdroppable		Can be airdropped	
Tool Arm	1	Cannot punch	
Target Designator	3	Designates targets for guided weapons	AUX
ECM	3	Offensive Electronic Warfare equipment	AUX
Stealth	4	Add rating to Concealment	AUX
Rugged Movement System		Absorbs first "Movement" hit	
Hostile Environmetal Protection.c		All	
Limited Life Support		Life support for 1 week	AUX
Manipulator Arm x2	6	Can punch	
Sniper System		+1 to long and Extreme rolls for MRF	AUX

PERKS ▼

- PERK 01
- PERK 02
- PERK 03
- PERK 04
- PERK 05
- PERK 06
- PERK 07
- PERK 08
- PERK 09
- PERK 10
- PERK 11

FLAWS ▼

NAME	RATING	GAME EFFECT
Exposed Auxiliary Systems		"Aux" hits are one step worse

DEFECTS ▼

NAME	RATING	GAME EFFECT
Annoyance Flaw		Cramped cockpit, max. pilot Build is 0

HOME BREW RULES

Dark Cobra

ARMOR

10	☐☐☐☐☐ ☐☐☐☐☐
20	☐☐☐☐☐ ☐☐☐☐☐
30	☐■■■■ ■■■■■
40	■■■■■ ■■■■■
50	■■■■■

NOTES

GERNERAL SPECIFICATIONS

- **THREAT VALUE:** 846
- **SIZE:** 7
- **COST:** 2.175.428,57

WEAPONS

NAME	CODE	FIRE ARC	S	M	L	EX	ACC	DMG	QTY	SPECIAL
Heavy Anti-Air Cannon	HAAC	F	3	6	12	24	0	x12	1	+3ROF
Heavy Rocket Pack/48	HRP/48	F	3	6	12	24	-1	x20	1	+4ROF IF
Vibroax	VA	F	0	0	0	0	-1	x10	1	AC

PERKS

NAME	RATING	GAME EFFECT	AUX
Airdroppable		Can be airdropped	
Stealth	3	Add rating to Concealment	AUX
Hostile Environmetal Protection.c		All	
Limited Life Support		Life support for 1 week	AUX
Rugged Movement System		Absorbs first "Movement" hit	
Reinforced Crew Compartment		Absorbs first "Crew" hit	
Manipulator Arm x2	7	Can punch	

FLAWS

NAME	RATING	GAME EFFECT
Large Sensor Profile	1	Subtract rating from Concealment

DEFECTS

NAME	RATING	GAME EFFECT

CREW INFORMATION

- **Pilot Name:**
- **Rank:**
- **Squadron:**
- **Affiliation:**

PILOT (LV/AT): ☐ GUNNERY (LV/AT): ☐ ELEC. WAR. (LV/AT): ☐

CREW DATA

VEHICLE CREW

- **CREW:** 1
- **BONUS ACTIONS:** 0

SYSTEMS

MOVEMENT

- **Walker COMBAT** 3
- **Walker TOP** 6
- **Ground COMBAT** 5
- **Ground TOP** 10
- **MANEUVER:** 0
- **DEPLOYMENT RANGE:** 400

ELECTRONICS

- **SENSORS:** +1 3
- **COMMUNICATIONS:** +1 10
- **FIRE CONTROL:** 0

ARMOR

- **LIGHT DAMAGE:** 21
- **HEAVY DAMAGE:** 42
- **OVERKILL:** 63

CREW DAMAGE

VEHICLE CREW

☐	CREW ●
	BONUS ACTION ●

SYSTEMS DAMAGE

MOVEMENT

☐	COMBAT SPEED ●
☐	TOP SPEED ●
☐	COMBAT SPEED ●
☐	TOP SPEED ●
☐	MANEUVER ●
☐	FUEL SPENT ●

ELECTRONICS

☐	SENORS ●
☐	COMMUNICATIONS ●
☐	FIRE CONTROL ●

ARMOR

☐	LIGHT DAMAGE ●
☐	HEAVY DAMAGE ●
☐	OVERKILL ●

AMMO

FULL	LEFT
100	
48	
0	

WEAPONS

☐	WEAPON 01 ●
☐	WEAPON 02 ●
☐	WEAPON 03 ●
☐	WEAPON 04 ●
☐	WEAPON 05 ●
☐	WEAPON 06 ●
☐	WEAPON 07 ●
☐	WEAPON 08 ●
☐	WEAPON 09 ●
☐	WEAPON 10 ●

PERKS

☐	PERK 01 ●
☐	PERK 02 ●
☐	PERK 03 ●
☐	PERK 04 ●
☐	PERK 05 ●
☐	PERK 06 ●
☐	PERK 07 ●
☐	PERK 08 ●
☐	PERK 09 ●
☐	PERK 10 ●
☐	PERK 11 ●

HOME BREW RULES

Dark Coyote

ARMOR

10
20
30
40
50

NOTES

GERNERAL SPECIFICATIONS

- THREAT VALUE: 1607
- SIZE: 9
- COST: 4.285.333,33

WEAPONS

NAME	CODE	FIRE ARC	S	M	L	EX	ACC	DMG	QTY	SPECIAL
Light Railgun	LRG	T	5	10	20	40	0	x14	1	+2ROF
Anti-Personnel Grenade Launcher	APGL	T	1	2	4	8	-1	x3	1	AE0, AI, IF
Medium Anti-Air. Cannon	MAAC	T	3	6	12	24	0	x10	1	+4ROF

PERKS

NAME	RATING	GAME EFFECT	AUX
Airdroppable		Can be airdropped	
ECM	1	Offensive Electronic Warfare equipment	AUX
Stealth	3	Add rating to Concealment	AUX
Reinforced Crew Compartment		Absorbs first "Crew" hit	
HEAT Resistant Armor	5	Add to base armor vs HEAT weapons	
Limited Life Support		Life support for 1 week	AUX
Hostile Environmetal Protection.c		All	
Improved Off-Road		- 1 MP cost, minimum 1 MP	
Low Profile		+1 Concealment while in obscurement	

FLAWS

NAME	RATING	GAME EFFECT
Large Sensor Profile	1	Subtract rating from Concealment
Man. Flaw	-2	Ground reduced in maneuver.

DEFECTS

NAME	RATING	GAME EFFECT

CREW INFORMATION

- Pilot Name:
- Rank:
- Squadron:
- Affiliation:

PILOT (LV/AT):   GUNNERY (LV/AT):   ELEC. WAR. (LV/AT):

CREW DATA

VEHICLE CREW
- CREW: 2
- BONUS ACTIONS: 1

SYSTEMS

MOVEMENT
- Walker COMBAT: 4
- Walker TOP: 7
- Ground COMBAT: 6
- Ground TOP: 11
- MANEUVER: 0
- DEPLOYMENT RANGE: 350

ELECTRONICS
- SENSORS: +1 3
- COMMUNICATIONS: +1 12
- FIRE CONTROL: +1

ARMOR
- LIGHT DAMAGE: 25
- HEAVY DAMAGE: 50
- OVERKILL: 75

AMMO

FULL	LEFT
12	
20	
200	

CREW DAMAGE

VEHICLE CREW
- CREW
- BONUS ACTION

SYSTEMS DAMAGE

MOVEMENT
- COMBAT SPEED
- TOP SPEED
- COMBAT SPEED
- TOP SPEED
- MANEUVER
- FUEL SPENT

ELECTRONICS
- SENORS
- COMMUNICATIONS
- FIRE CONTROL

ARMOR
- LIGHT DAMAGE
- HEAVY DAMAGE
- OVERKILL

WEAPONS
- WEAPON 01
- WEAPON 02
- WEAPON 03
- WEAPON 04
- WEAPON 05
- WEAPON 06
- WEAPON 07
- WEAPON 08
- WEAPON 09
- WEAPON 10

PERKS
- PERK 01
- PERK 02
- PERK 03
- PERK 04
- PERK 05
- PERK 06
- PERK 07
- PERK 08
- PERK 09
- PERK 10
- PERK 11

HOME BREW RULES

Dark Hoplite

ARMOR

10	☐☐☐☐☐ ☐☐☐☐☐
20	☐☐■■■ ■■■■■
30	■■■■■ ■■■■■
40	■■■■■
50	■■■■■

NOTES

GERNERAL SPECIFICATIONS

- THREAT VALUE: 1098
- SIZE: 8
- COST: 2.745.000,00

WEAPONS

NAME	CODE	FIRE ARC	S	M	L	EX	ACC	DMG	QTY	SPECIAL
Medium Rifle	MRF	T	4	8	16	32	0	x10	1	
Anti-Personnel Grenade Launcher	APGL	T	1	2	4	8	-1	x3	1	AE0, AI, IF

PERKS

NAME	RATING	GAME EFFECT	AUX
Airdroppable		Can be airdropped	
Ram Plate		Reinforced F Arc, 1/2 damage for collisions	
Stealth	3	Add rating to Concealment	AUX
Searchlight	1	T Arc; Rating times 50 meters	AUX
Military Crew Accom	20	Military Crew Accomodations	
Hostile Environmetal Protection.c		All	
Limited Life Support		Life support for 1 week	AUX
Reinforced Crew Compartment		Absorbs first "Crew" hit	

FLAWS

NAME	RATING	GAME EFFECT

DEFECTS

NAME	RATING	GAME EFFECT

CREW INFORMATION

- Pilot Name:
- Rank:
- Squadron:
- Affiliation:

PILOT (LV/AT): ☐ GUNNERY (LV/AT): ☐ ELEC. WAR. (LV/AT): ☐

CREW DATA

VEHICLE CREW
- CREW: 2
- BONUS ACTIONS: 1

CREW DAMAGE

VEHICLE CREW
- CREW
- BONUS ACTION

SYSTEMS

MOVEMENT
- Ground COMBAT: 9
- Ground TOP: 18
- COMBAT
- TOP
- MANEUVER: -3
- DEPLOYMENT RANGE: 550

ELECTRONICS
- SENSORS: 0 | 2
- COMMUNICATIONS: +1 | 10
- FIRE CONTROL: 0

ARMOR
- LIGHT DAMAGE: 12
- HEAVY DAMAGE: 24
- OVERKILL: 36

SYSTEMS DAMAGE

MOVEMENT
- COMBAT SPEED
- TOP SPEED
- COMBAT SPEED
- TOP SPEED
- MANEUVER
- FUEL SPENT

ELECTRONICS
- SENORS
- COMMUNICATIONS
- FIRE CONTROL

ARMOR
- LIGHT DAMAGE
- HEAVY DAMAGE
- OVERKILL

AMMO

FULL	LEFT
60	
20	

WEAPONS

- WEAPON 01
- WEAPON 02
- WEAPON 03
- WEAPON 04
- WEAPON 05
- WEAPON 06
- WEAPON 07
- WEAPON 08
- WEAPON 09
- WEAPON 10

PERKS

- PERK 01
- PERK 02
- PERK 03
- PERK 04
- PERK 05
- PERK 06
- PERK 07
- PERK 08
- PERK 09
- PERK 10
- PERK 11

HOME BREW RULES

Dark Jaguar

ARMOR

10

20

30

40

50

NOTES

GENERAL SPECIFICATIONS

- **THREAT VALUE:** 767
- **SIZE:** 6
- **COST:** 2.301.000,00

CREW INFORMATION

- **Pilot Name:** _____
- **Rank:** _____
- **Squadron:** _____
- **Affiliation:** _____

PILOT (LV/AT):	GUNNERY (LV/AT):	ELEC. WAR. (LV/AT):

CREW DATA

VEHICLE CREW
- **CREW:** 1
- **BONUS ACTIONS:** 0

SYSTEMS

MOVEMENT
- Walker COMBAT — 5
- Walker TOP — 9
- Ground COMBAT — 7
- Ground TOP — 13
- MANEUVER — +1
- DEPLOYMENT RANGE — 550

ELECTRONICS
- **SENSORS:** +1 3
- **COMMUNICATIONS:** +1 15
- **FIRE CONTROL:** +1

ARMOR
- **LIGHT DAMAGE:** 17
- **HEAVY DAMAGE:** 34
- **OVERKILL:** 51

CREW DAMAGE

VEHICLE CREW
- CREW
- BONUS ACTION

SYSTEMS DAMAGE

MOVEMENT
- COMBAT SPEED
- TOP SPEED
- COMBAT SPEED
- TOP SPEED
- MANEUVER
- FUEL SPENT

ELECTRONICS
- SENORS
- COMMUNICATIONS
- FIRE CONTROL

ARMOR
- LIGHT DAMAGE
- HEAVY DAMAGE
- OVERKILL

WEAPONS

NAME	CODE	FIRE ARC	S	M	L	EX	ACC	DMG	QTY	SPECIAL
Heavy Rifle	HRF	F	4	8	16	32	0	x12	1	Snpr
Chain Sword	CS	F	0	0	0	0	0	x9	1	

AMMO

FULL	LEFT
40	
0	

WEAPONS (damage)

- WEAPON 01
- WEAPON 02
- WEAPON 03
- WEAPON 04
- WEAPON 05
- WEAPON 06
- WEAPON 07
- WEAPON 08
- WEAPON 09
- WEAPON 10

PERKS

NAME	RATING	GAME EFFECT	AUX
Airdroppable		Can be airdropped	
Stealth	3	Add rating to Concealment	AUX
Rugged Movement System		Absorbs first "Movement" hit	
Hostile Environmetal Protection.c		All	
Limited Life Support		Life support for 1 week	AUX
Manipulator Arm x2	6	Can punch	
Sniper System		+1 to long and Extreme rolls for HRF	AUX

PERKS (damage)

- PERK 01
- PERK 02
- PERK 03
- PERK 04
- PERK 05
- PERK 06
- PERK 07
- PERK 08
- PERK 09
- PERK 10
- PERK 11

FLAWS

NAME	RATING	GAME EFFECT

DEFECTS

NAME	RATING	GAME EFFECT
Annoyance Flaw		Cramped Head Space in Cockpit

HOME BREW RULES

Dark Kodiak

ARMOR ▼

| 10 ▼ |
| 20 ▼ |
| 30 ▼ |
| 40 ▼ |
| 50 ▼ |

CREW INFORMATION ▼

- Pilot Name: _____
- Rank: _____
- Squadron: _____
- Affiliation: _____

PILOT (LV/AT): [ ] GUNNERY (LV/AT): [ ] ELEC. WAR. (LV/AT): [ ]

CREW DATA ▼

VEHICLE CREW ▼
- CREW: 1
- BONUS ACTIONS: 0

CREW DAMAGE ▼

VEHICLE CREW
- [ ] CREW
- [ ] BONUS ACTION

SYSTEMS ▼

MOVEMENT ▼
- Walker COMBAT: 3
- Walker TOP: 6
- Ground COMBAT: 6
- Ground TOP: 11
- MANEUVER: 0
- DEPLOYMENT RANGE: 400

ELECTRONICS ▼
- SENSORS: +1 | 2
- COMMUNICATIONS: +1 | 15
- FIRE CONTROL: 0

ARMOR ▼
- LIGHT DAMAGE: 23
- HEAVY DAMAGE: 46
- OVERKILL: 69

SYSTEMS DAMAGE ▼

MOVEMENT
- [ ] COMBAT SPEED
- [ ] TOP SPEED
- [ ] COMBAT SPEED
- [ ] TOP SPEED
- [ ] MANEUVER
- [ ] FUEL SPENT

ELECTRONICS
- [ ] SENORS
- [ ] COMMUNICATIONS
- [ ] FIRE CONTROL

ARMOR
- [ ] LIGHT DAMAGE
- [ ] HEAVY DAMAGE
- [ ] OVERKILL

NOTES ▼

GERNERAL SPECIFICATIONS ▼

- THREAT VALUE: 1189
- SIZE: 7
- COST: 3.736.857,14

WEAPONS ▼

NAME	CODE	FIRE ARC	S	M	L	EX	ACC	DMG	QTY	SPECIAL
Heavy Machine Gun	HMG	F	1	2	4	8	0	x4	1	+3ROF AI
Heavy Machine Gun	HMG	F	1	2	4	8	0	x4	1	+3ROF AI
Light Particle Accelerator	LPA	F	2	4	8	16	+1	x10	1	DpRB-1, Hay
Anti-Ground Vehicle Missile	AGM	F	3	6	12	24	+1	x15	1	Guid, IF
Vibroax	VA	F	0	0	0	0	-1	x10	1	AC

AMMO ▼

FULL	LEFT
400	
400	
12	
12	
0	

WEAPONS ▼

- WEAPON 01 ●
- WEAPON 02 ●
- WEAPON 03 ●
- WEAPON 04 ●
- WEAPON 05 ●
- WEAPON 06 ●
- WEAPON 07 ●
- WEAPON 08 ●
- WEAPON 09 ●
- WEAPON 10 ●

PERKS ▼

NAME	RATING	GAME EFFECT	AUX
Airdroppable		Can be airdropped	
Improved Rear Defense		Reduce Rear and Flank attack penalty by 1	
Reinforced Crew Compartment		Absorbs first "Crew" hit	
Rugged Movement System		Absorbs first "Movement" hit	
Stealth	2	Add rating to Concealment	AUX
Hostile Environmetal Protection.c		All	
Limited Life Support		Life support for 1 week	AUX
Manipulator Arm x2	7	Can punch	

PERKS ▼

- PERK 01 ●
- PERK 02 ●
- PERK 03 ●
- PERK 04 ●
- PERK 05 ●
- PERK 06 ●
- PERK 07 ●
- PERK 08 ●
- PERK 09 ●
- PERK 10 ●
- PERK 11 ●

FLAWS ▼

NAME	RATING	GAME EFFECT
Large Sensor Profile	1	Subtract rating from Concealment

DEFECTS ▼

NAME	RATING	GAME EFFECT

HOME BREW RULES

Dark Mamba

ARMOR

10							

20

30

40

50

CREW INFORMATION

- Pilot Name:
- Rank:
- Squadron:
- Affiliation:

PILOT (LV/AT): [ ] GUNNERY (LV/AT): [ ] ELEC. WAR. (LV/AT): [ ]

CREW DATA

VEHICLE CREW
- CREW: 1
- BONUS ACTIONS: 0

CREW DAMAGE

VEHICLE CREW
	CREW ●
	BONUS ACTION ●

SYSTEMS

MOVEMENT
- Walker COMBAT: 5
- Walker TOP: 9
- Ground COMBAT: 7
- Ground TOP: 14
- MANEUVER: +1
- DEPLOYMENT RANGE: 500

ELECTRONICS
- SENSORS: +1 3
- COMMUNICATIONS: +1 12
- FIRE CONTROL: +1

ARMOR
- LIGHT DAMAGE: 17
- HEAVY DAMAGE: 34
- OVERKILL: 51

SYSTEMS DAMAGE

MOVEMENT
- COMBAT SPEED ●
- TOP SPEED ●
- COMBAT SPEED ●
- TOP SPEED ●
- MANEUVER ●
- FUEL SPENT ●

ELECTRONICS
- SENORS ●
- COMMUNICATIONS ●
- FIRE CONTROL ●

ARMOR
- LIGHT DAMAGE ●
- HEAVY DAMAGE ●
- OVERKILL ●

NOTES

GERNERAL SPECIFICATIONS

- THREAT VALUE: 1099
- SIZE: 6
- COST: 3.663.333,33

WEAPONS

NAME	CODE	FIRE ARC	S	M	L	EX	ACC	DMG	QTY	SPECIAL
Anti-Personnel Grenade Launcher	APGL	F	1	2	4	8	-1	x3	1	AE0, AI, IF
Anti-Personnel Grenade Launcher	APGL	F	1	2	4	8	-1	x3	1	AE0, AI, IF
Sniper Laser Cannon	SLC	F	5	10	20	40	+1	x12	1	DpRB-1, Snpr
Chain Sword	CS	F	0	0	0	0	0	x9	1	

AMMO

FULL	LEFT
6	
6	
40	
0	

WEAPONS

- WEAPON 01 ●
- WEAPON 02 ●
- WEAPON 03 ●
- WEAPON 04 ●
- WEAPON 05 ●
- WEAPON 06 ●
- WEAPON 07 ●
- WEAPON 08 ●
- WEAPON 09 ●
- WEAPON 10 ●

PERKS

NAME	RATING	GAME EFFECT	AUX
Airdroppable		Can be airdropped	
Stealth	5	Add rating to Concealment	AUX
Rugged Movement System		Absorbs first "Movement" hit	
Hostile Environmetal Protection.c		All	
Limited Life Support		Life support for 1 week	AUX
Manipulator Arm x2	6	Can punch	
Sniper System		+1 to long and Extreme rolls for SLC	AUX

PERKS

- PERK 01 ●
- PERK 02 ●
- PERK 03 ●
- PERK 04 ●
- PERK 05 ●
- PERK 06 ●
- PERK 07 ●
- PERK 08 ●
- PERK 09 ●
- PERK 10 ●
- PERK 11 ●

FLAWS

NAME	RATING	GAME EFFECT

DEFECTS

NAME	RATING	GAME EFFECT

HOME BREW RULES

Seeking to address the MILICIA's deficiencies when it comes to urban warfare, the Cottonmouth Gear was developed as the answer.

In late TN 1936, after reviewing the performance of Gear regiments deployed in the Eastern Sun Emirates and Humanist Alliance, a request was made by MILICIA Headquarters to Territorial Arms for the need of a dedicated urban fighting Gear. According to reports from the fronts, the MILICIA performed admirably in the outskirts of oasis towers and settlements, using the flexibility of its forces to great effect, but suffered greatly when forced to engage enemy forces in close quarters combat especially between buildings and in narrow streets or alleys. In many cases, the Gear cadres had to rely on their numbers to successfully flush out the enemy but suffered considerable casualties with each exchange. Coupled that with the time consuming nature of such operations and the lack of an effective close range brawler led MILICIA commanders to make that request (in actuality, a polite demand) to Territorial Arms. In response, TA began to search for a suitable design to fulfill that request. Within a cycle, the answer was found in the form of the Cottonmouth Gear.

Based on the older but reliable Sidewinder, the Cottonmouth was essentially a modified variant for use in urban operations. Officially, TA engineers chose the Sidewinder as the base model due to the excellent protection it offered to the pilot and the simplicity in which to modify its hardware and software. Off the record, TA had deemed the MILICIA's request as a low priority and had only undertook the effort after an SRA high ranking officer took interest in the request and subsequently pushed for the project to proceed. This comes with a stipulation that the SRA would get first dibs on the initial production run. Although this decision did not sit well with the MILICIA, the delivery of the Cottonmouth eventually convinced leaders in Marabou to not issue much protest over such preferential treatment (no matter how expected it was).

For armaments, the PR-50 autocannon and HLB-16 AP grenade launcher were removed and replaced with a Riotmaster Mk 6 shotgun. Furthermore, the FSRP-42N rocket pod was replaced with a Vogel-6 instead to save cost and weight. However, the light rocket pod's firing arc was reduced to a narrow forward area to prevent the rockets from hitting building sides when firing from cover. During early testing, the Gear was also found to be compatible with the devastating SRWI 90mm assault gun by removing the shotgun and rocket pod. This alternate configuration gave the SRA/MILICIA a cheap but effective tank-hunting Gear, despite its limited capacity for ammunition.

Territorial Arms solved the issue of ammunition by equipping the Cottonmouth with four light panzerfaust one-shot anti-armor/anti-tank weapons. These would become part of the standard loadout for the Cottonmouth and gave it a punch that complemented either configuration of the urban combat gear. The final and most unique feature of the Cottonmouth was the fact the entire chassis was given a thorough reinforcement, making the Gear sturdier and less susceptible to impact damage from debris or concussion blasts.

SERVICE HISTORY

The Cottonmouth did not see active service until Autumn 1937 when most of them were sent to units fighting against Northern forces in the Emirates and eastern Humanist Alliance. Some were deployed in the Badlands supporting the recapture of occupied oasis towers and towns. Reports from the front spoke positively of this new Gear with the only serious complaint being the lack of mid-range firepower. Requests by several regiments to replace their Jaegers and Sidewinders with the Cottonmouth had been reported. So far, Territorial Arms is only dedicated to produce a limited number of this variant per cycle. Although there are talks about a refitting kit for Sidewinders to placate certain factions, TA had made no official announcement. Therefore, deployment is currently limited to SRA and MILICIA regiments on the field. It is unknown if TA will be expanding their lines to supply the Cottonmouth to other AST forces.

Gone Tank-Bustin'!

HG BLITZ! L&L DATA

SRA and MILICIA: Any Sidewinder may be swapped for a Cottonmouth for +5 TV. It may take any upgrades that a Sidewinder qualifies for. Deployment is currently restricted to SRA or MILICIA only. No other AST or Leagueless forces may field them.

HOME BREW RULES

Cottonmouth

	ATT	DEF	EW	LD

	M	SPEED	STOP	CBT	TOP
DEFENSE	W	4 / 8	-3	-1	+1
DEFENSE	G	7 / 13	-3	+1	+2
ATTACK			+2	0	-3

ACTIONS	SIZE
1	6

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

ARMOR AND DAMAGE

ARMOR: 16 ☐ ☐ ☐

DAMAGE: S   L   H   C
☐ ☐ ☐ ☐

PERKS/FLAWS:
  Arms
AUX SYSTEMS:

NAME	ARC	ACC	RANGE				DAM	SPECIAL	
FGC	F	+1	2 /	3 /	6 /	12 / 24	x7	AI	
LRP/24	FF	-1	2 /	3 /	6 /	12 / 24	x12	IF	
LPZF	FF	-1	2 /	3 /	6 /	12 / 24	x10		oooo
CR		0					1	M	

Alt. Config.: Replace FGC and LRP/24 with SC (ROF0, Limited Ammo 3, no Reloads)

HEAVY GEAR BLITZ

Datacard courtesy of Daniel Hinds-Bond's DP9 Datacard Maker
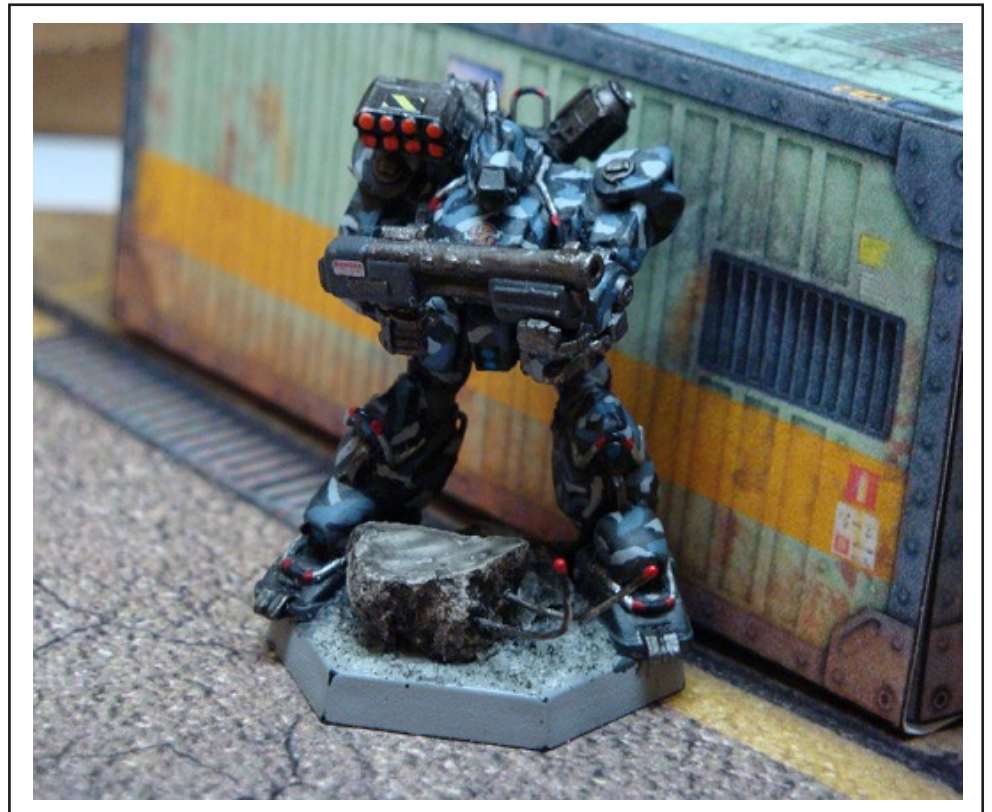
A Cottonmouth in the urban jungle.

From the line editor...

We spoke to you last issue about the impending releases of both Operation: Drop Bears Dive! (DP9-9175) and Terra Nova Gambit (DP9-9155) so keep watching our website for their release! This month we have some more tasty goodness, including the HC-3 Hovercar (and its CEF buddies), the Utopian Colonial Corp Allies (supporting the Terra Nova Gambit book!), and to top it off two Gear Krieg releases! Dig in...

DP9-652

GEAR KRIEG

SHIKI 41 WALKER

Contents: 1 Shiki 41 Walker and extra weapons to make the varients shown below.

Shiki 41 with larger top turret & Light Laser.

Shiki 41 with larger top turret & AA Cannons.

Shiki 41 with larger top turret & Rocket Artillery.

Shiki 41 with small top turret & Flamer.

DP9-651

GEAR KRIEG

SHIKI 38 WALKER

Contents: 1 Shiki 38 Walker and extra weapons to make the varients shown below.

Shiki 38 with larger top turret & 1.8 cm Cannon.

Shiki 38 with small top turret & Sonic Cannon.

Shiki 38 with larger top turret & Rocket Artillery.

Article Guidelines

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

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

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

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

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

Submission Guidelines

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

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

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

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

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

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

Copyright Guidelines

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

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

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

The End Print

Please send all submissions to the following email address:

auroramag@gmail.com

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

Deadline for Submissions for Issue #4.3: April 15th 2010

Historical Articles

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

Fiction

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

Modules

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

Scenarios

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

Note: Historical Accuracy

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

Designs

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

Artwork

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

House Rules

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

Note: Blitz! Rules

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

Tactics

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

Miniatures/Modeling

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