

A U R O R A

THE SILHOUETTE MAGAZINE

INSIDE THIS ISSUE:
WFP ARENA COMPANIES
BLITZ! PROBABILITIES
28MM GEAR KRIEG!



AURORA: THE SILHOUETTE MAGAZINE
TABLE OF CONTENTS
VOLUME 6, ISSUE 2

Shades in the Night... <i>Editor's Message</i>	2
About the Authors <i>The Whos and Copyright Information</i>	3
Taking Gear Krieg Up-Scale <i>Modelling Info for Gear Krieg by John Cunningham & Brent Dietrich</i>	5
WFP Arena companies <i>Fiction and House Rules for Heavy Gear Arena by Kevin Heide</i>	9
Jovian Koma <i>Gallery Image set in Jovian Chronicles by John Bell</i>	16
Probabilities in Heavy Gear Blitz! <i>Rules Exploration for Heavy Gear Blitz! by Gerrit Kitts & Marc-Antoine Rondeau</i>	17
Working the Crowd <i>Fiction set in Heavy Gear by Scott McIntyre</i>	21
Simplified Multiple Movement System (SMMS) <i>House Rules for Heavy Gear Blitz! by Craig Engle & Gerrit Kitts</i>	26
Alfie's Tenners <i>Graphic Novel set in Gear Krieg by John Bell</i>	29
Messages from the Pod <i>Official DP9 Material by Jason Dickerson</i>	32
Submission Guidelines <i>How to Submit Material to Aurora</i>	33
Article Suggestions <i>What Aurora is Looking For</i>	34

AURORA: THE SILHOUETTE MAGAZINE

SHADES IN THE NIGHT

From the Editor...

Ever realized how crazy it is that you've just downloaded this amazing, full colour, chock-full of goodness, free, magazine off of some ethereal internet? And are now reading it, perhaps on a little tablet while tucked into a corner somewhere? The 'net has been a boon to tabletop gaming, in a variety of ways that may have seemed part of one of our far-future games not a couple of decades ago. It is easy, like everything else in life, to let it become just part of the expected background, like it's always been there, and perhaps even become a bit jaded about it. But there are still new developments that will come and take us by surprise, building slowly before exploding onto the scene.

If you've followed any of the gaming media the past couple of months you've likely come across one such new explosion, that of the Kickstarter-funded gaming project. Several high-profile games have blasted into the stratosphere with million dollar, and MORE, Kickstarter drives. While I'm reticent to call anything a "game changer" given how overused the term is these days I do think Kickstarter has a potential to grow into something fantastic for all gaming, both electronic and table top.

With its inversion of the traditional business model (make it and hope they will come), I am excited for the possibilities I see opening up through this service to support creative endeavours. Anyone now can take an idea that they don't know if there is interest and rather than have to take that chance and go into debt they can find out up front – and if there is, they have the cash to produce it. Or for projects that perhaps would never receive start-up funding from the regular channels because the powers-that-be don't see it as being profitable, or more truthfully, profitable enough. Or even for very small niche projects, the kind where, given just enough cash I would happily take a year off my regular employment to write it, make it and send it out. It's dream fulfilling material here.

I also love how it allows people to think "what is this worth to me?" and be able to give/pay/donate that amount, rather than the simpler thought of "how much is this object on the shelf?" I think that's big from a philosophical perspective. I like how it allows creators to share and give back with nifty things at different donation levels, and engage with the community for whom their game is for. And with the added layer of security called "if the base target is not met no money is transferred" it does make things seem a little less risky (assuming the person was accurate in their target numbers...).

Out of this I can see an explosion of crazy great creative things supported, people fulfilled, excited and worth re-evaluated by us all. And that's pretty sweet.

Driving traffic to your Kickstarter, of course, remains one of the big potential pitfalls. Here's where the play of social media, gaming sites, forums, and etc all converge into a whole other discussion... which maybe we'll broach another time. For now, though, let me say:

"Aurora now has a Facebook page!"

Click the link, Like us, send it to your friends, interact with each other, all the great stuff that'll let Aurora spread far and wide.

Welcome to issue 6.2 of your Silhouette Magazine.

Game on,

Oliver Bollmann
Aurora Magazine Editor

PS - Remember to drop by the forums -- or Facebook page! -- to voice your appreciation, comments, support and feedback to the fine authors of our magazine!

OFFICIAL-DP9

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

HOME BREW RULES

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

AURORA: THE SILHOUETTE MAGAZINE

ABOUT THE AUTHORS

Brent Dietrich (Gearsnguts@gmail.com) -- *Taking Gear Krieg Up-Scale*

Brent Dietrich is the co-owner of Company B and co-founder of Gears & Guts, and is a gaming industry artist and developer.

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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 Tanners & Jovian Koma*

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?

John Cunningham (Gearsnguts@gmail.com) -- *Taking Gear Krieg Up-Scale*

John Cunningham is the co-founder of Gears & Guts and a wargame writer.

Kevin Heide (savage_bastard9999@yahoo.ca) -- *WFP Arena Companies*

Hello from the west coast!

Marc-Antoine Rondeau (marc-antoine.rondeau@gmail.com) -- *Probabilities in Heavy Gear Blitz!*

An humble engineering graduate student and a strong advocate of the use of maths in life in general and Heavy Gear in particular.

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

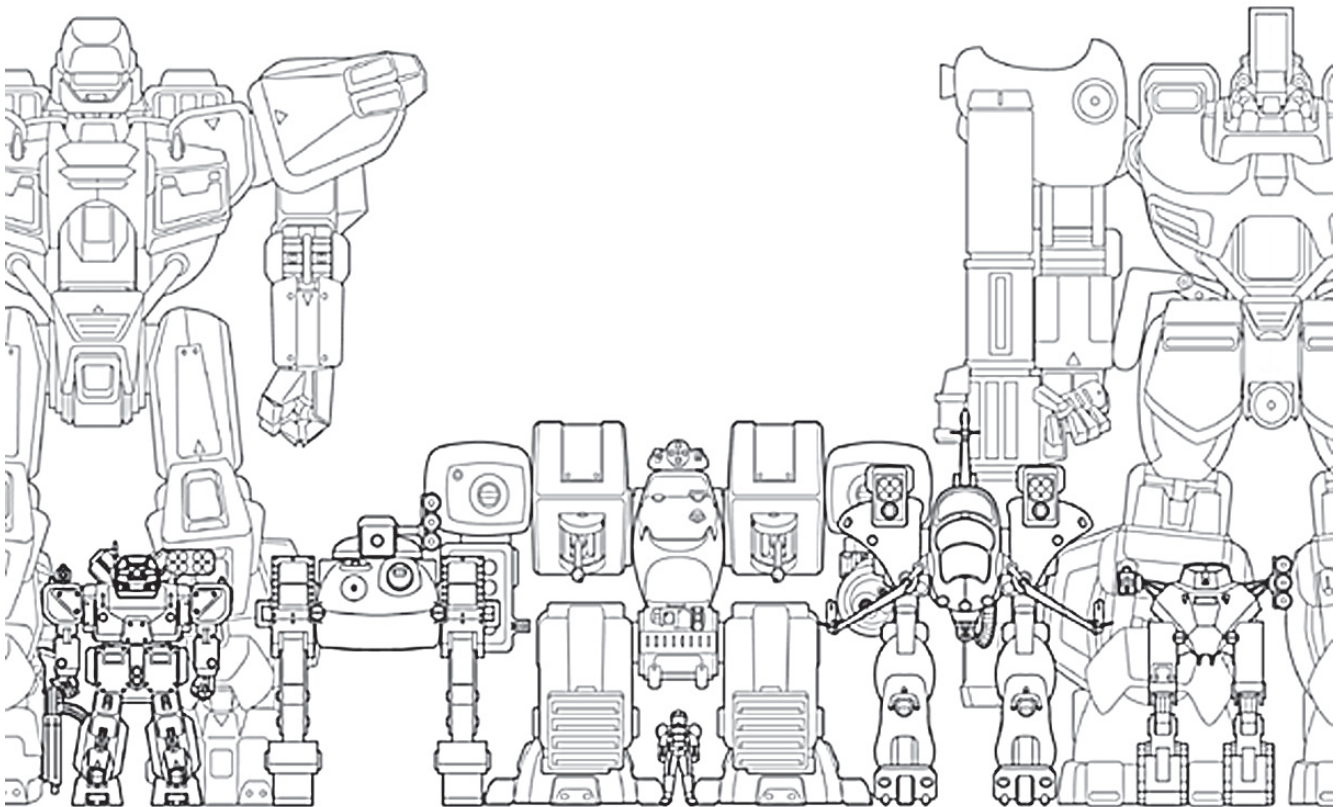
It all started in a hobby store one day twenty odd years ago with an odd box containing something called Top Secret. Since then games have just become a big part of his life. He's been in love with the DP9 universes since the first HG release and began his direct involvement with the Pod crew a couple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

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

Scott "Feor" McIntyre (heat_1300@hotmail.com) -- *Working the Crowd*

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Gears & Guts has worked hard for the last year and more to up-scale classic Gear Krieg combat walkers and accessories from 15mm scale to 1/56th scale, for 28mm tabletop wargaming. Gears & Guts is a venture started by two Gear Krieg fans who wanted to introduce the classic Gear Krieg setting and vehicles to the 28mm wargaming crowd.

“Gear Krieg is the original weird war 2 two-fisted pulp superscience setting,” said John Cunningham, co-owner of Gears & Guts. “I loved it from the start. While the weird war category has seen a lot of activity in recent years, to this day Gear Krieg has the best, most authentic weird war feeling – the designers, artists and sculptors did a fantastic job of merging mecha with WW2 technology to create realistic looking combat walkers and a rich technical background. I just had one little problem...nobody in my gaming group played 15mm scale games, which is the original scale for the models, and 28mm was my preferred gaming scale. Then I saw a great looking scratchbuild from Agis Neugebauer at the Lead Adventure forum and I was hooked on the idea of doing official 1/56th scale kits!”

In late 2007 John contacted Robert Dubois about the licensing rights to upscale Gear Krieg to 28mm, and then connected with Brent Dietrich, a fellow Gear Krieg fan and owner of the Company B wargaming model company, who specialized in sculpting high quality 1/56th scale WW2 vehicles and accessories.

“Company B has always looked to it’s customers for ideas and inspiration on what models it should be releasing,” said Brent Dietrich at Company B. “John came to us with an interesting idea, as we had not tackled any non-historical miniatures before. I created a few concept ideas inspired by Gear Krieg designs and sent pictures to both John and Agis for feedback. The idea at the time was to perhaps create a few models for fun to trade with both John and Agis for personal use.”

Unfortunately, with the downturn in the economy in 2008 John soon found he had other priorities – finding work!

“2008 was a tough year, I lost my job and I had to shelve the Gear Krieg project,” said John. “Brent had done a physical sculpt of the General Early hull and ran a few test castings in resin. I bought those off of him, intending to kit bash the legs but got side tracked on other areas.”

The project started back up with a surprise reconnection in the Fall of 2010. After several years sitting around on the workbench, John decided to complete the General Early hulls by kit-bashing the legs together from other models.

AURORA: THE SILHOUETTE MAGAZINE TAKING GEAR KRIEG UP-SCALE

JOHN CUNNINGHAM & BRENT DIETRICH

“The legs looked *awful*,” said John. “I wasn’t at all happy about them. Around the same time I’d started experimenting with 3D art and 3D printing through Shapeways, and decided that a 3D artist could probably create the legs in a CAD program and make them look very much like the original Gear Krieg figures, but in 28mm. I connected with a really talented 3D artist named Shane Smith of Sandman Design, and in short order I had legs for the General Early hulls. I posted the work to Lead Adventure, and that’s how I re-connected with Brent and also connected with Agis Neugebauer!”

“I was per usual browsing the LAF forums,” said Brent, “when I came across the old sculpture I had did for John a few years back, all painted and on legs! I connected with John on the forum and found that he had the legs done in 3D art and 3D printed for him using a service. Now we had been using 3D design in our miniatures, but usually had the 3D printing side handled by the casting services that helped with the designs. I found the ability to print the files yourself to very intriguing. I asked John to purchase another set of legs for me to check out and took another look at the old prototype I had created for him previously. The thought of doing a proper and accurate version of the Gear Krieg General Early became a goal of mine from that point on. I had decided we’d use John’s 3D leg sculpts, but I would create the rest of the model using traditional methods, so I could get my hands dirty, so to speak.

GETTING THE TEAM GOING

“I was a Gear Krieg fan right from the start,” said Agis. “As soon as DP9 brought out their 15mm models I was hooked. The idea to upscale and detail them to 28mm (1/56) came very early to me; the result was the kit-bashed Valkyrie walker John mentioned. I also wrote 10 licensed Gear Krieg books for the Battlefield Evolution game “World at War” which resulted in a healthy knowledge of the Gear Krieg setting. I also volunteered to give the models the quality paintjob they deserve.”

“The Gear Krieg walker designs look believable and carry a lot of the visual appeal of the armoured fighting vehicles of the WW II era,” Agis continued. “Just look at the Walküre and compare this walker design with a SdKfz 251, or the Uller compared to a Tiger tank. You can see that a lot of thought was put into these designs. These are not some Manga Mechs with German crosses over the hull, these are well researched and designed vehicles that really fit into WW II.”

AURORA: THE SILHOUETTE MAGAZINE TAKING GEAR KRIEG UP-SCALE

Agis not only provided helpful comments on the prototypes, he also brought John Bell into the loop. John is an excellent artist who had created many paper models and schematic art for the Gear Krieg universe, as well as being the artist and author of the "Alfie's Tenners" Gear Krieg graphic strip in Aurora magazine.

"John's as close to a technical expert as you could have for the Gear Krieg universe," said Cunningham. "He's got a great design sense and an eye for realism, his drawings and comments have been really helpful in adding the kind of detail we needed to make the 1/56th scale models successful."

"My skill at technical designs is not innate. You should see some of the stuff I drew in High School- it makes Rob Liefeld look good (Incidentally, his run on Captain America convinced me that artists need to understand what they're drawing...)," said John Bell. "But I've always been building things out of scrap (like the entire Battle of Hoth when I was around nine or ten) and liked old designs, which is what led me to Victorian Science Fiction, and ultimately to the Gear Krieg universe.

(You can read more on John Bell's introduction to Gear Krieg back in Aurora magazine 5.2.)

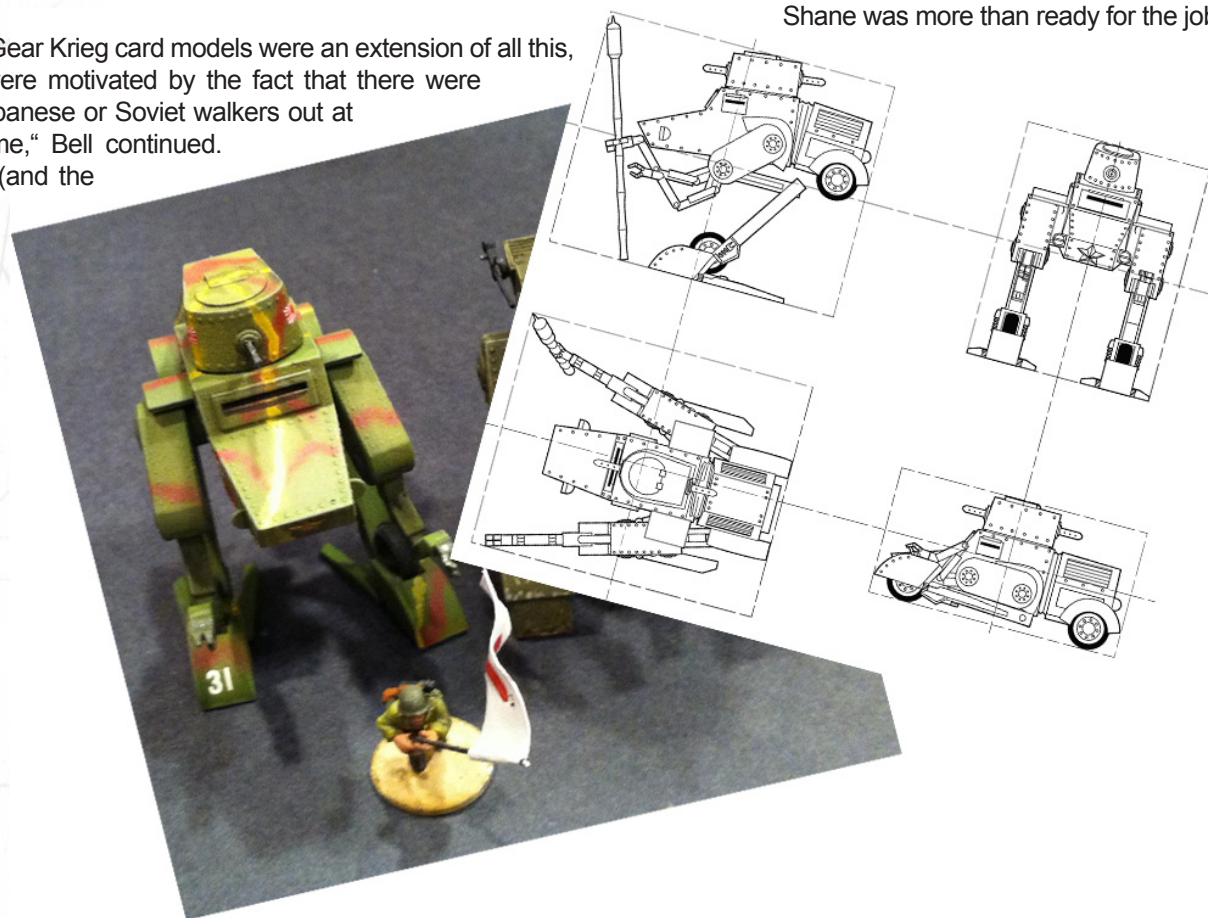
"The Gear Krieg card models were an extension of all this, and were motivated by the fact that there were no Japanese or Soviet walkers out at the time," Bell continued.

"That (and the

Alfie's Tenners comic) lead to me being approached by DP9 to help with the design of the 15mm Shiki model. And since then, I've been working on additional designs. The card models were all vector art, and became the basis of the blueprints I've done. I've found myself updating my blueprints quite often, as can be seen throughout the run of Alfie's Tenners. Since the comic revolves around the walkers, and open-topped to boot, I had to know the machines inside and out. This led to incorporating every bit of information that could be found, sowing the whole setting together. I've enjoyed working with the Gears & Guts team to bring this setting into the 28mm wargaming world, and add more unique designs into the mix."

MAKING DISCUSSION INTO REALITY

Brent is a skilled sculptor, but not only was he also sculpting the models for Company B and managing that business, and his "real life." He wasn't sure he'd have the time to do all the sculpting himself. Cunningham and Dietrich went back to Shane at Sandman Design to update the legs for the General Early, and then decided to proceed with the project using 3D art and 3D printing to do the prototypes. Luckily for Gears and Guts, Shane was more than ready for the job.



AURORA: THE SILHOUETTE MAGAZINE

TAKING GEAR KRIEG UP-SCALE

A high-tech systems design engineer by day, Shane had gotten into 3D drawing first through work and then for fun. "I'm a huge BattleTech fan and had already been creating 3D artwork and miniatures for other BattleTech enthusiasts. It was fun to model the legs for John's Gear Krieg walker, and when John approached me about designing a complete walker, I couldn't resist."

Soon, the emails were flying, and the 1/56th scale General Early rapidly took shape. John Bell's and Agis Neugebauer's familiarity of the Gear Krieg universe and their own modeling and art talents help breathe detail into the design as it evolved.

"We may have gone a bit overboard on the Early," said Brent. "We just about designed a working vehicle! With the team's collaboration we determined internal details like cockpit layout, vehicle controls, engine and fuel tank placement and many other details that would affect the overall design and look of the vehicle."

This allowed Gears & Guts to achieve a high level of well thought out detail that brought the 15mm Gear Krieg walkers to life for 28mm gamers. But it wasn't all smooth sailing, and the team learned how to be more efficient as they went.

LEARNING ON THE JOB

"We weren't very disciplined in the beginning," said Cunningham. "The fun and excitement of the project, the flurry of emails and ideas meant we were constantly tinkering with the design art of the General Early model ... and making waaayyy too many 3D prints. It was just too easy to get a new design iteration and order a 3D print – but it was also expensive. I'm sure Shapeways appreciated it, though."

After the experience of the General Early, Gears & Guts learned to be more disciplined in its design approach, spending more time on the 3D modeling process and making changes to the artwork before ordering a 3D prototype print.

"We've gotten a lot better about the design process," said Cunningham. "Now we do several rounds of comments on the 3D art – including all the accessories and weapons for the kit that we can think of -- before ordering a 3D prototype, and just *one* prototype. That gives us a physical model to evaluate for additional edits before we go to the master 3D print phase using Moddler or another high-end printing shop. This what we've done for all of the models after the General Early, and it gives us our master model for casting in a much more cost effective way than we did it at the start."

And cost is, of course, important. The further the team can stretch their dollars the more models they produce. Gears & Guts has been funded by Brent's Company B business and his own resources, and by Cunningham's little "South Bay Miniatures" company.



Painted by Agis Neugebauer - www.adpublishing.de

"I've tried to fund this completely from 'game' money," said Cunningham. "I've sold off bits of my wargaming and hobby collection and used money from free-lance game writing projects for Two Hour Wargames, HR Games and Rebel minis to fund my contributions."

TAKING THE KITS TO MARKET

After the General Early was designed and blessed by Robert Dubois at DP9, Brent teamed up

with Joint Task Force Miniatures (JTFM) and Monday Knight Productions to cast the resin and metal parts of the kit. With molds poured for all the parts and the Early headed into the production phase, Brent and John started work on the German Valkyrie combat walker and some additional accessories and kits. Brent also used his distribution connections to start getting interest by e-tailers and retailers in carrying the new product line. One early ally was Brigade Games, a US e-tailer specializing primarily in WW2 and Pulp action 28mm figures and kits.

AURORA: THE SILHOUETTE MAGAZINE TAKING GEAR KRIEG UP-SCALE

A GREAT GEAR KRIEG LINE UP

Since the initial release of the US General Early combat walker and the German Valkyrie, Gears & Guts has issued details and accessories kits for several walker variants (such as an M-45 quad-50.cal mount for the Early, decals and the like) while preparing the next wave of combat walkers.

“Robert’s been great to work with,” said Cunningham. “He’s given us a lot of creative room to take Gear Krieg into the world of 28mm wargaming – and not just 28mm, but other scales as well.”

Gears & Guts has produced working concepts for 1/285th scale combat walkers as well as 15mm versions of the new Italian and Soviet walker models being designed.

“Since we’re designing in 3D, it’s relatively straightforward to rescale the art for various gaming scales, making changes to create the right level of detail,” Cunningham said.

Gears & Guts has also added additional weirdness to the product line up, including some great WW2 Japanese zombies (first of their genre!), and some real late WW2 tech like the German Panther/UHU Infrared night vision accessory kit, the German X-7 ATGM launcher and crew, and the Kätzchen APC – a prototype granddaddy of the world’s modern tracked APCs.

“We have a lot of great releases planned for 2012 and beyond,” said Brent. “In addition to some more accessories and weapons kits, we’ve already created master models and weapons accessories for the Japanese Type 38 Shi-Ki walker, the Italian LC1/40 walker, and the British cavalier walker, with British weapons and turret modifications. We’re also in the prototype phase of the Soviet G-27 combat walker. So keep an eye out for our second and third wave releases this year as we help make Gear Krieg a fixture in 28mm weird war gaming.”

“Teaming up with Brent, Agis, John and Shane to take Gear Krieg into the world of 28mm wargaming has been a great experience,” said Cunningham. “The barrier to entry is lower than you might think, especially given the growing pool of talented 3D artists, falling 3D printing costs and the availability of crowdsourcing through sites like Kickstarter.com. So if you have a great game concept, I’d encourage you to go for it!”



ON PATROL AND IN ACTION

The Western Frontier Protectorate doesn't have any single big Gear Manufacturing company to produce gears in the League. Instead Western Armouries, AgriCo, and Kalston Engines are the only producer of gears, and one of the manufacture only produce Civilian Gears.

Kalston Engines has currently negotiations with Northco and Keimuri Gear about purchasing the Rights to manufacture the Bobcat and Wildcat. Western Armouries ran into financial difficulties due to Northco underhanded tactics cause the halting of production of the Wolf.

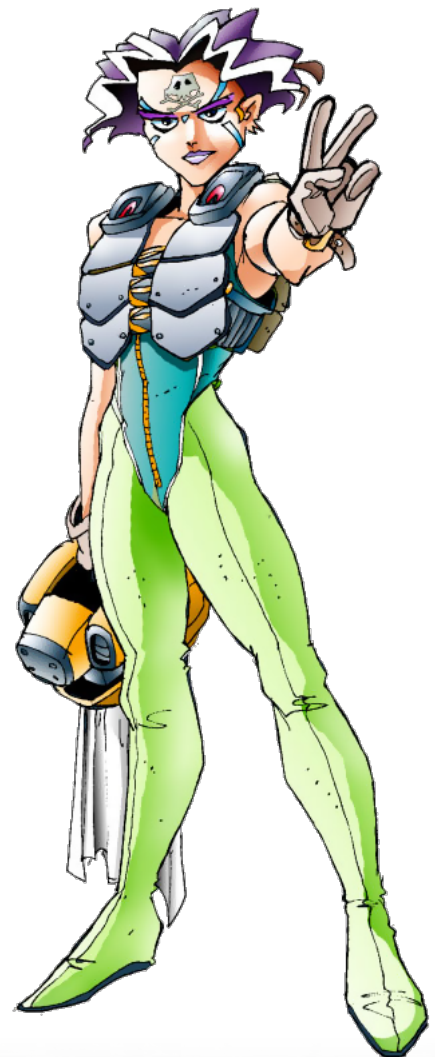
Western Armouries is the top runner in the Western Protectorate with the Mad Dog still in service. Currently Western Armouries are look to re-enter the Military Gear market with the Wolf and a few variants of the Mad Dog thanks to the development of the Dingo. This has also marked a trend to bring the Western Military Gear design back to the fore front of development.

AgriCo a Northco Subsidiary has recently started producing Bear, Den Mother, and the Bear/Den Mother Paratrooper version the Koala in the Western Protectorate. Thou controlled by Northco, AgriCo has begun to produce and develop gears that Northco doesn't see a need for. This has caused Elementech to develop equipment for use by AgriCo new Gears.

Kalston Engines is a relatively new player in Gear manufacturing, the company start producing V-Engines and continued to expand into Gear Design. They currently have license to produce the Wildcat and have acquired the Bobcat maintenance and production license which would allow them to produce the Bobcat. Engineers have also begun to experiment with their own Gear Designs.

The Western Frontier Protectorate Army has also approached Northern Guard about the development of the new Gears that are being worked on. Northern Guard technicians are interested in the Wolf R and a few of the other Variant of the Mad Dog being developed.

**HOME
BREW
RULES**



WESTERN ARMOURIES

Minor Gear & Systems Manufacturer

Western Armouries is the oldest military contractor in the Western Frontier Protectorate first building the Tanks that help defend the meager League to Gears when they were invented. The First Gear produced by the Western Armouries was the Wild Dog a knockoff of the Hunter. Due to the fact that it was in a different league and the CNCS didn't exist, Northco couldn't sue for damages due to Western Frontier Protectorate political tactics. In fact all the Hunters in the League that are over 150 Cycle old are actually Wild Dogs that have be re-designated as Hunters.

The second Gear developed was the Mad Dog which was meant to be a General Purpose Trooper and Fire Support Gear. Unfortunately Western Armouries engineers and designers pushed too hard to be both which the gear performed purely in both regards. From the lessons learnt on the Mad Dog Engineers and Designers began work on the next gear. Many Technicians noted that the Wild Dog had reached it limits of its design and was needed to be replaced or overhauled.

The third Gear developed was the Wolf, at the time the Wolf was brings more firepower to the battlefield. Northern Guard were taking a serious look into replacing their Hunters for the Wolf. This was a serious threat to Northco gear dominance in the north. Northco began a serious of dirty tricks that should have caused the company to collapse. As a result only forty Wolfs were ever produced.

During the War of Alliance the Mad Dog was refitted for duty, where the original Mad Dog wasn't appreciated by their pilots the Mad Dog R were respected. Several back line units were forced to hand over their more advanced Gears and Hunters to the frontline units. These units received Mad Dog Rs as replacements. In the few engagements these backline unit performed the Mad Dog was standing shoulder to shoulder with the Hunter in regards of being a worth Gear.

The most recent Gear in production is the Dingo a Paratrooper version of the Mad Dog R which is being deployed through the Western Frontier Protectorate Armed Airborne Units. The Design has allowed Western Armouries to redevelop the Mad Dog R to a more modern model, the Mark 2 Mad Dog has many features that many pilots like the faulty Sensors have be replaced and the pilot cockpit has been reinforced to better protect the pilot.

Western Armouries and various Clans in the Western Frontier Protectorate began looking at possible future wars. There was always a possible engagement with the south, but the CEF had changed that. Western Armouries began producing the Wolf after the Interpolar War. Several Clans purchased entire Squadrons and began training personnel to use them. As well as, Western Armouries began fielding Duelist Teams using their Gears.

Recruitment Threshold		5	Rep Cost	40
BENEFITS	LEVEL 1	Threshold: 4	Rep Cost:	80
	Cash: 50k Goods: Unc. Gears (Western Armouries) or Unc. Components			
	LEVEL 2	Threshold: 5	Rep Cost:	100
	Cash: 75k Goods: Second Engineer or Basic Repair Facility			
	LEVEL 3	Threshold: 7	Rep Cost:	125
Cash: 125k Goods: Rare Gears (Western Armouries) or Rare Components				
	LEVEL 4	Threshold: 8	Rep Cost:	150
Cash: 200k Goods: Black Listed Components or Tertiary Engineer				

Sponsor Restrictions

Western Armouries supports the WFPA as much as possible. As a result Western Armouries will only work with teams with a Military Duellists on its roster or Military Office Managers.

Teams that have taken one of the following Minor Gear Manufacture: System Dynamics, Kalston Engines, AgriCo, or Kemuiiri Gear, Western Armouries take the Major Gear Sponsor in this case.

AURORA: THE SILHOUETTE MAGAZINE

WFP ARENA COMPANIES

KALSTON ENGINES

Minor Gear & Systems Manufacturer

Kalston Engines has a long history of producing dependable engines for most heavy machinery in the North and even in parts of the South. At the end of the War of Alliance Kalston purchased the maintenance contract for the Bobcat and Wildcat. This was good news for the Western Frontier Protectorate Army as Bobcats and Wildcats could be kept in good order, as well as wouldn't have to be replacing these gears with more expensive or more restricted models.

During the Start of the Interpolar War Kalston Engines began to manufacture Bobcats and Wildcats for the Western Frontier Protectorate Army since they had purchased the license to them as well as the Hardhat. The engineers have begun to tinker with the Bobcat creating an upgrade package labelled the Lynx. The Lynx upgrade package was offered to the United Mercantile Federation Army and Northco but was turned down.

Kalston has since release a stripped down version of the Bobcat for the general population to use. It rugged movement system and off road handling has made it a preferred exploration gear in the League. Kalston has since hired on a design staff to produce a new military Gear as well as other variants of the Bobcat and Wildcat. Kemuri Gear is keen on see the Wildcat variants that are produced, as well as what innovation were done to the gear.

Kalston has since sponsored several dueling teams across Terra Nova in hopes to draw in more customers as well as promote their equipment. Northco and Shaiam Mechanics are both surprised by the level of expertise that Kalston is bringing to the Gear Market. Several of their commercial Gears have begun to suffer due to Kalston Gears entering those markets.

AGRICO

Minor Gear

AgriCo is a new company entering the Gear Market, originally a Farming vehicle, Gear and Equipment maker and subsidiary of Northco. When the WFPA8th required a company to produce the new Koala Paratrooper Gear, AgriCo out bided all competitors for the contract in the Western Frontier Protectorate. This shocked Northco as their holding in the League were beaten by one of their subsidiaries, that weren't supposed to be in the bidding for the new gear.

AgriCo refitted one of their Farming Gear lines to produce the Koala and it Variants. This marked a sharp turn for the Commercial Company, expanding into Military Market and also defying Northco to some degree. Northco hasn't taken any action against the company yet, in addition AgriCo has also begun to license other Northco Gears, like the Hunter and Groundhog (from Elementech). The agreement between the two subsidiaries has led to AgriCo releasing more Farming Gear variants and upgrade packages.

With the success of the Koala the company designers have begun to look at other modification they can do to other gears, primarily the Razorback and Tiger models. The engineers and technicians also looked at the Hunter Zerstoror the ancient had merits but required a major advanced technology overhaul. The purchasing the license to produce the Zerstoror was a bit of a surprise to Northco who had stopped production of the Zerstoror several decades earlier.

Several Duellist have signed on with AgriCo Managers bring the Koala into the Duelist Arena. Their large Size and Ability to carry heavier weaponry allows the Koala to be a serious contender then most would suspect.

Recruitment Threshold		5	Rep Cost	40
BENEFITS	LEVEL 1	Threshold: 4	Rep Cost: 80	
	Cash: 50k			
	Goods: Unc. Gears (Kalston Engines) or Unc. Components			
	LEVEL 2	Threshold: 5	Rep Cost: 100	
	Cash: 75k			
Goods: Improved Engine or Promoter				
LEVEL 3	Threshold: 7	Rep Cost: 125		
Cash: 125k				
Goods: Second Engineer or Rare Components				
LEVEL 4	Threshold: 8	Rep Cost: 150		
Cash: 200k				
Goods: Black Listed Components or Tertiary Engineer				

Recruitment Threshold		5	Rep Cost	40
BENEFITS	LEVEL 1	Threshold: 4	Rep Cost: 80	
	Cash: 50k			
	Goods: Unc. Gears (Northco) or Cheerleaders			
	LEVEL 2	Threshold: 5	Rep Cost: 100	
	Cash: 75k			
Goods: Second Engineer or Basic Repair Facility				
LEVEL 3	Threshold: 7	Rep Cost: 125		
Cash: 125k				
Goods: Rare Gears (AgriCo) or Fixer				
LEVEL 4	Threshold: 8	Rep Cost: 150		
Cash: 200k				
Goods: Black Listed Gears (AgriCo) or Tertiary Engineer				

GEAR AVAILABILITY

Due to the nature of some of these companies the following gears are also considered to be in the catalogue of Gears.

GEAR AVAILABILITY		
AgriCo	Western Armouries	Kalston Engines
Hunters	Hunters (Wild Dogs)	Wildcats
Stripped-Down Hunters		Bobcats
Bears		Hardhat
Tigers		
Groundhogs		
Razorbacks		

GEARS

Koala

Rarity: Black Listed

Market Cost: 155K

The Koala started out as an interesting experiment by WFPA 08th Airborne Regiment Engineer Massimiliano Gregorio. The early designs proved the concept was a sound one, as other technicians and engineers from the 08th began to help out in redesigning a Bear in a Paratrooper Gear. As Northco caught wind of this experiment they sent their own Engineer to see what was being done. The Koala size is the most deceiving thing about it. The Gear is as agile as a Hunter mean quite a few Duelist have been caught off guard by how quickly the gear is able to respond to them. Being based off of a Fire Support means the Koala is able to carry a fair amount of Heavy Weaponry.

Mfr. AgriCo	Size 7	Class Assault	Type 1 7	
Maneuver 0	Armor 17/51	Detect 2	Type 2 0	
Movement		Sensors 0	Type 3 3	2 Shoulder, 1 Back
Walker 3"/6"	Damage	Fire Con. 0	Type 4 0	
Ground 5"/10"	L H C		Manip 2	Class 3
Perks			Flaws	
Arms, Improved Off-Road, Reinforced Front Armour (1)			LSP(1)	

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WFP ARENA COMPANIES

Zerstorer Mk2

Rarity: Rare

Market Cost: 135K

The Hunter Zerstorer Mk2 was the first dedicated Tankhunter Gear, during the St. Vincent's War the Zerstorer was deployed in Strike Squads to hunt down and destroy the South Tank Squadrons. The was basically a heavily modified Hunter, due to the Hunter being the only Gear available at the time. The Zerstorer would go on to inspire other Tank Hunting gears like the Razorback, as well as hard hitting Strike Gears like the Hunter Commando. During the Cold War the Zerstorer was showing it limitation and was pulled off the market by Northco. During the War of the Alliance the Zerstorer was brought back into service and refit for war against Earth Forces, due to the Hunter Commando limited numbers. Kill Teams of Razorbacks and Hunter Zerstorer Mk2 roamed the battlefield hunter their prey CEF Hovortanks.

Mfr. AgriCo	Size 6	Class Heavy	Type 1 6	
Maneuver -1	Armor 17/68	Detect 2	Type 2 0	
Movement		Sensors -1	Type 3 3	2 Shoulder
Walker 3"/6"	Damage	Fire Con. 0	Type 4 0	
Ground 5"/10"	S L H C		Manip 2	Class 2
Perks			Flaws	
Arms, Reinforced Crew Compartment			LSP(1)	

Mad Dog R

Rarity: Rare

Market Cost: 146K

Near the end of the St. Vincent's War the Hunter had shown it failings, the Gears was a good General Purpose Gear but wasn't a good Fire Support. The Engineers at Western Armouries saw this as an opportunity to introduce a new Gear. The Mad Dog was based off of the Wild Dog which was a bastard version of the Hunter, Engineers saw that the Gear would need to be overhauled and rebuilt almost from scrap. The Mad Dog is Larger and is able to carry heavy weaponry to the battlefield. Unfortunately the project suffered from politician seeking to replace the Hunter in general. As a result the Mad Dog Fire Support role was sidetracked by Politicians need to have it also be a General Purpose Gear as well. The Design was quite advanced for it time, the level of protection to the pilot was amazing and the heavier firepower it brought was impressive. Though the Mad Dog carried heavy weaponry, the systems weren't as flexible as the Hunters. In the end the Mad Dog was scrapped due to the Hunter undergoing ATO. The Mad Dog was brought back during the War of Alliance with Weapon Systems more fitting with it roll of a Heavy Trooper.

Mfr. Western Armouries	Size 7	Class Assault	Type 1 7	
Maneuver -1	Armor 16/48	Detect 2	Type 2 0	
Movement		Sensors -2	Type 3 1	V-Engine Mount
Walker 3"/5"	Damage	Fire Con. 0	Type 4 0	
Ground 5"/10"	L H C		Manip 2	Class 3
Perks			Flaws	
Arms			LSP(1)	

AURORA: THE SILHOUETTE MAGAZINE

WFP ARENA COMPANIES

Mad Dog Mk 2

Rarity: Blacklisted

Market Cost: 168K

The Mad Dog Mk2 is an evolutionary Step of the Mad Dog R, following the Dingo conversion Technicians began to implement the newer components into a spare Mad Dog frame. The work was slow due to the fact that the technicians weren't given any financial support. The Mad Dog Mk2A was a bit more Frankenstein monster than a gear. This didn't stop the technicians which, after studying the performance began to look at streamline the electrical layout. After three quarters of a cycle of work the technicians had a decent machine. That day the CEO of Western Armouries happened to be walking through the assembly area when she spotted the technicians work. After inquiring about the machine the CEO asked how long would it take to get it into mass production. Several Duelist that have used Mad Dogs were chosen to have a duel with the new machine in an Military Technology expo. To many surprise the Mk2 proved a vast superior to the Mad Dog R it was being compared to.

Mfr.	Western Armouries	Size	7	Class	Assault			
Maneuver	-1	Armor	16/64		Detect	3	SLOTS	
Movement			Sensors	0	Type 1	7		
Walker	3"/6"	Damage			Type 2	0		
Ground	6"/11"	S	L	H	C	Type 3		1
				Fire Con.	0	Type 4		0
				Manip	2	Class 3		
Perks				Flaws				
Arms, Reinf. Crew Compartment, Reinf. Front Armour (2)				LSP(1)				

Wolf

Rarity: Rare

Market Cost: 143K

Western Armouries is still stinging from Northco dirty tricks that crippled the Wolfs production. With the Dingo and Mad Dog Mk2 gears going into production, and revenue being generated from the new gears. The CEO of Western Armouries looked at introducing additional Gears to add to it catalogue, this lead to length discussions of cost of developing a new gear would lead to near bankruptcy. The CEO one late night was looking over some of the old news notes about the company and found a note about the release of the Wolf. Walking down the assembly line Number 5 which was the Wolf assembly line, she grabbed an engineer and asked how out of date the Wolf would be. After a couple of weeks the engineers report suggested the Wolf was only about 50 years out of date and that update it would be a simple refitting of various electronics. Half a Cycle later assembly line Number 5 began it production of the Wolf Trooper Gear. While the marketing department assembled a press package detailing what need to refit to modern standards to be added to each gear purchase. The Wolf impressive size has garnered much respect in the Arena.

Mfr.	Western Armouries	Size	7	Class	Assault		
Maneuver	-1	Armor	15/45		Detect	2	SLOTS
Movement			Sensors	-1	Type 1	6	
Walker	3"/6"	Damage			Type 2	2	
Ground	5"/10"	L	H	C	Type 3	1	
				Fire Con.	0	Type 4	
				Manip	2	Class 3	
Perks				Flaws			
Arms				LSP(1)			

AURORA: THE SILHOUETTE MAGAZINE

WFP ARENA COMPANIES

Wolf R

Rarity: Rare

Market Cost: 162K

With cash strapped homesteaders and badlanders looking for cheap effective gears, Western Armouries has sponsored a Dueling team featuring their gears. The Wolf R has caught the eye of several Duelist from the north to Khayr ad-Din. The comparison of the Wolf and the Wolf R has shocked most Gearhead fans. The Wolf R isn't manufactured on an assembly line, instead it is refitting in a maintenance cradle in the manufacturing planet, this means the Wolf R is produced in few numbers then the wolf, but no one complaining. Many refuse to believe the simple refitting of various components could improve the performance of the gear to such a degree. Like the Wolf and Mad Dog the Wolf R towers in mass and power. Several teams use the Wolf R as Arena Clowns but are quickly surprised by it responsiveness. As more and more Duelist request the Wolf R the more the technicians want to develop the R series of the Wolf further.

Mfr. Western Armouries	Size 7	Class Assault	Type 1 6	
Maneuver 0	Armor 15/45	Detect 2	Type 2 2	Shoulder Mount
Movement		Sensors 0	Type 3 1	V-Engine Mount
Walker 3"/6"	Damage	Fire Con. 0	Type 4 0	
Ground 5"/10"	L H C		Manip 2	Class 3
Perks			Flaws	
Arms			LSP(1)	

Dingo

Rarity: Blacklisted

Market Cost: 156K

When Wallace Jane was brought in on the 08th Drop Bear project, her curiosity got the better of her. She expanded the Drop Bear program into converting a couple of Mad Dog Rs into Dingo's. The process was incredible frustrating and difficult as the Mad Dog hadn't undergone a proper Technology Overhaul like the hunter did. The best description Jane gave of the Dingo side project was she was starting from a Gear that was the offspring of a Mad Dog and a Bear. In the end the Dingo proved it worth and Western Armouries began to manufacture the new Gear. The Dingo's reputation isn't much better than the Mad Dog R but, it has started to be a fan favourite. The Size of the Dingo allows it to bring more punch to the arena with it agility equal to the Hunter the Larger Gear has manage to impress several duelist looking for a unique gear to pilot.

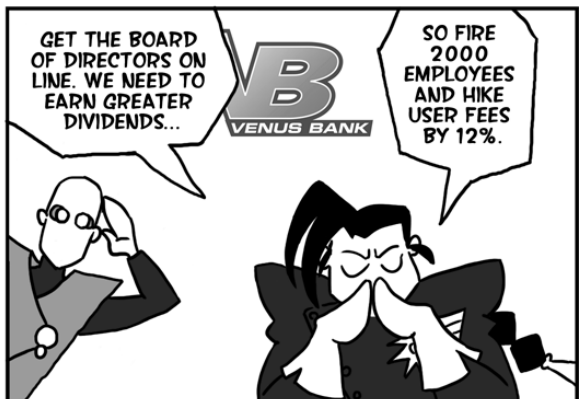
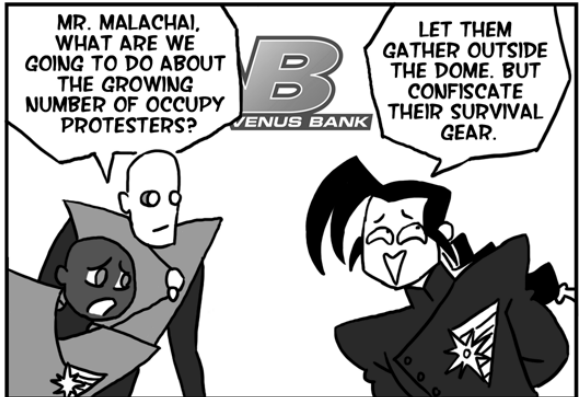
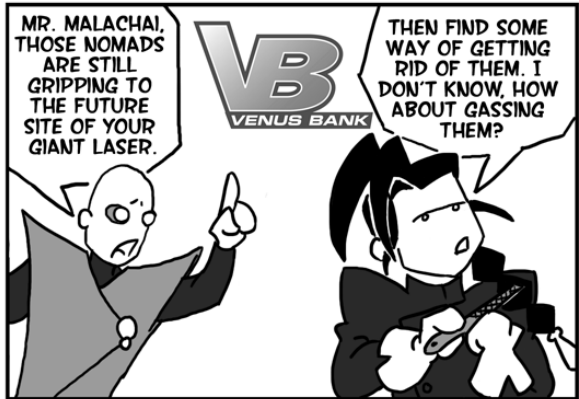
Mfr. Western Armouries	Size 7	Class Assault	Type 1 7	
Maneuver 0	Armor 15/45	Detect 2	Type 2 2	V-Engine Mount
Movement		Sensors 0	Type 3 0	
Walker 3"/5"	Damage	Fire Con. 0	Type 4 0	
Ground 6"/12"	L H C		Manip 2	Class 3
Perks			Flaws	
Arms, Reinforced Front Armour (1)			LSP(1)	

JOVIAN KOMA

JOHN BELL



THE MAN WITH THE GOLDEN PARACHUTE...



PROBABILITIES IN HEAVY GEAR BLITZ!

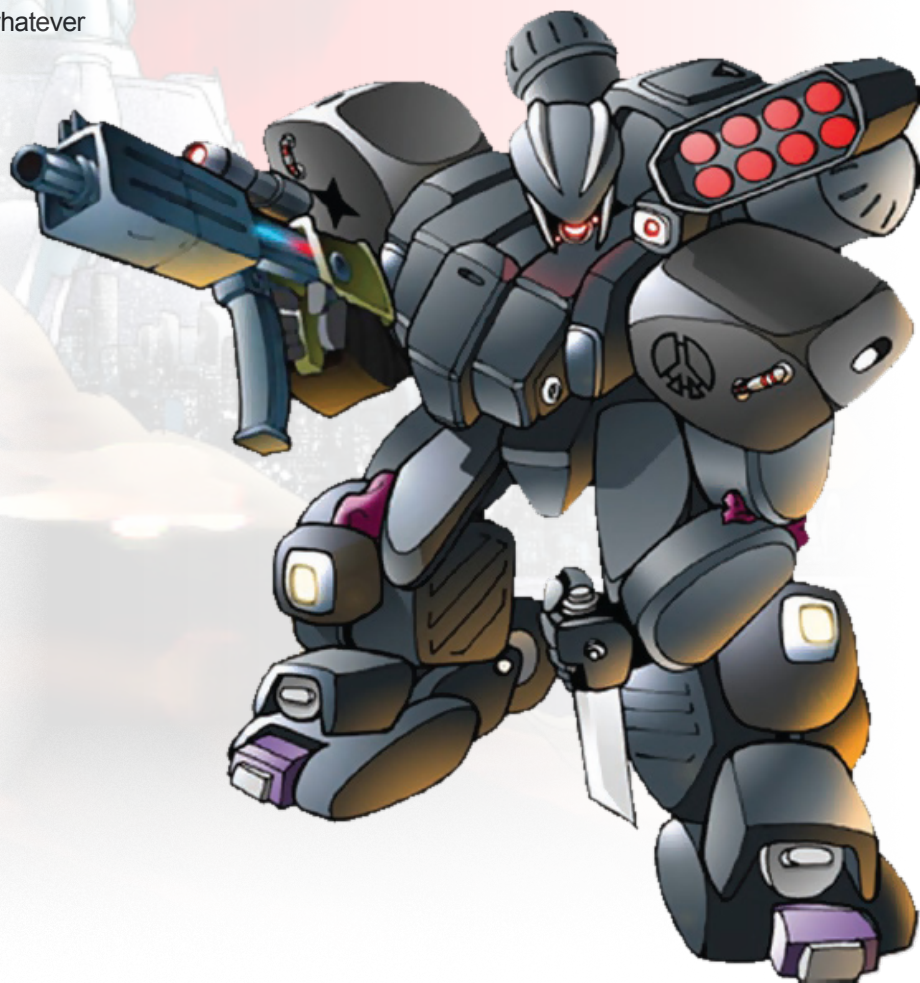
GERRIT KITTS & MARC-ANTOINE RONDEAU

Heavy Gear Blitz is built upon the Silhouette dice mechanic, a very unique system that fans of the series come to either love - or hate - passionately. Unlike most dice systems, Silhouette (referred to in the remainder of the article as Sil) tends to promote consistent, predictable results and minimizes randomness.

METAGAME

Below we talk about some issues that aren't necessarily directly applicable to a game of Blitz, but will be interesting to fans of the Sil system - these are 'metagame' concepts that deal more with how to organize and build the system of modifiers and dice rolls that go into making a Sil based game, rather than analyzing some particular element of Blitz. If you're not interested in this theory, you can readily skip this section and go to the closing without missing any secrets.

For the other three people still reading, keep in mind the below topics are shaped both by the math behind the Sil system, as well as our own personal opinions on what makes a 'good' game. Where we have an explicit bias we call it out so you can be aware of it, but your impression of whether or not a metagame construct is a positive or negative for whatever flavor of Sil you're playing will largely be up to you!



AURORA: THE SILHOUETTE MAGAZINE

PROBABILITIES IN HEAVY GEAR BLITZ!

The MoS 2 'Secret' - Why Many Weapons 'Suck'

One of the more open 'secrets' in Heavy Gear is that many modifiers and concepts were created assuming that the Attacker needed to achieve a MoS 2 or better to obtain some result. For instance, most autocannons - the LAC, MAC and HAC - were designed around needing MoS 2 to actually do a single box of damage to a Hunter, the 'baseline' for most Gear designs. Bazookas were designed to hunt tanks - and can handily do so on a MoS 2+, thanks for their DM values of x15, x20 and x25 which converge well against the standard 'tank' armor of 30-45. Machineguns were set to DM values of x3, x4 and x5 as their 'preferred' target - a stand of infantry - has armor in the 8-10 range.

However, this principle falls flat in many cases due to the extreme difficulty of getting a MoS 2+ in a straight opposed roll. The combination of the defender bias, floor and ceiling effects work against this principle in many ways, contributing to a situation where simply getting a MoS 2+ can be a major exercise in stacking modifiers. In fact, if we look at the possibilities of getting a MoS 2 or better from an opposed roll of ATK +0 versus DEF +0, we notice a recurrent trend:

Attacker Chance of MoS 2+

Defender Skill (left) / Attacker's Skill (top)

	1D6+0	2D6+0	3D6+0	4D6+0	5D6+0
1D6+0	30.56%	43.52%	51.23%	56.75%	61.11%
2D6+0	14.35%	23.30%	30.00%	35.55%	40.44%
3D6+0	7.79%	13.79%	18.96%	23.72%	28.28%
4D6+0	4.57%	8.65%	12.60%	16.57%	20.63%
5D6+0	2.79%	5.54%	8.69%	11.99%	15.55%

Attackers generally have very poor chances of actually achieving a result based only on their dice roll when the situation is 'equal' and the MoS 2 principle has been adhered to. Given the nature of the above, a player could easily make between 6-10 attacks of 2D6+0 versus 2D6+0 and only end up with 2 boxes of damage in the Blitz world! Obviously this is taken in a vacuum - there should always be modifiers that you can work towards to achieve a MoS 2+; but it does lead to the question of how many modifiers are necessary to get the correct 'feel' for success in a game?

That 'feel' of success is different for each person, but generally we place it around the 60% threshold for success; given the most baseline situation possible the attacker should achieve their outcome around 60% of the time. This value seems appropriate to ensure that most of the time the attacker will end up with something to show for the attack, while the defender still retains a pretty significant chance of avoid damage as well. If we keep with the principle of MoS 2+ for 'success' and increase the attacker bias, we get a spread of results like the following:

Attacker Chance of 2+ / 4+

Roll	MoS 2+	MoS 4+
2D6+0 vs. 2D6+0	23.30%	5.02%
2D6+1 vs. 2D6+0	39.74%	11.88%
2D6+2 vs. 2D6+0	60.26%	23.30%
2D6+3 vs. 2D6+0	76.70%	39.74%
2D6+4 vs. 2D6+0	88.12%	60.26%

AURORA: THE SILHOUETTE MAGAZINE

PROBABILITIES IN HEAVY GEAR BLITZ!

The results may be a bit surprising; it takes a full +2 bias in order to setup a 60% success rate given the MoS 2 principle; this explains why in the current version of Blitz it can seem like nothing tends to happen in the opening rounds - unless you have a +1 ACC weapon. Your chance of actually scoring any damage with a weapon designed to deal with your target is often small enough that random chance will prevent you from seeing the outcome in a reliable fashion. You have to manipulate your chances of success some other way; typically by using weapons with a very favorable DAR against your target. Yet by most metrics, a 23.30% chance of success in an even situation is rather poor - why wasn't the baseline set higher?

Why Sil Doesn't Deal with Skew Well

The answer lies in the size of the die chosen to represent Sil. The humble D6 is common as dirt in both gaming and gambling circles, and most people will have come across them at some point in their lives. Yet the choice to use them as the standard die has a subtle repercussion that is both a blessing and curse; they heavily restrict the randomness the die contributes to any given opposed roll. Properly managed this is a blessing - by making the game more about strategy and less about randomness it rewards tactical thinking. But it's a curse because the die is generally limited to contributing 6 possible outcomes to any given result - 0, 2, 3, 4, 5, 6. This limitation is truly a curse because it makes finding the balancing point between where randomness contributes something to the outcome and modifiers can be impactful extremely difficult.

If you balance your baseline where your modifiers are too high, you end up with modifiers dominating the dice beyond repair. For instance, if we go back to the MoS 2 principle discussion, and set our 'baseline' at +2 ATK bias, we end up with a comfortable 60% success rate on any given roll. However, if we want to reflect a situation that's even more advantageous for the Attacker - say the defender is in the open - then we have to bump that up to +3 ATK. Now the attacker has a 76.70% chance of success - and if we boost the bias one more step (perhaps the attacker is hidden) it jumps to a 88.12% chance of success. This doesn't seem that bad on the surface, but let's look at how the MoS percentages change as we alter these values:

MoS	2D6+1	2D6+2	2D6+3	2D6+4
1	20.52%	16.44%	11.42%	6.87%
2	16.44%	20.52%	16.44%	11.42%
3	11.42%	16.44%	20.52%	16.44%
4	6.87%	11.42%	16.44%	20.52%
5	3.24%	6.87%	11.42%	16.44%
6	0.93%	3.24%	6.87%	11.42%
7	0.77%	0.93%	3.24%	6.87%
8	0.08%	0.77%	0.93%	3.24%
9	-	0.08%	0.77%	0.93%
10	-	-	0.08%	0.77%
11	-	-	-	0.08%

Notice in the graph that the highlighted row of cells is a line that marks either an increase or decrease in the value of the percentages around it. This line is the the balance between what the dice contributes to the outcome of the opposed roll, and how much influence the modifier has. As this line moves past MoS 1, the percentage chance to fail the test (in terms of MoS 1 not in terms of MoS 2) starts decreasing by roughly half, and above this line the percentage for a higher MoS results does the same. This is essentially the balancing point along which everything else slides; it's the peak of the bell curve representing the outcome, if you will. In other words it's the point of reference for our expected value, modified by +1.

The importance of this line to the outcomes of the system is fundamental to the Sil mechanics; if MoS 1+ is a success, then this line should denote the top of the curve in the normal case. In other words, given a normal situation (combat optimal, target in the open) this ensures you get a solid 60% chance at a MoS 1 and all MoS values above it are less common than MoS 1+. Otherwise you're making it so that the most common result is higher than MoS 1 - which defeats the entire purpose of calling it a

AURORA: THE SILHOUETTE MAGAZINE

PROBABILITIES IN HEAVY GEAR BLITZ!

'Margin of Success'! Yet from all our discussions it's obvious that the normal case should be set with the Attacker at +1 and the Defender at +0; and this is one particular place where the current edition of Blitz! is completely correct.

Wait, wait wait you might be saying - I thought the system was built around the MoS 2 principle? No, I said that *Heavy Gear* was balanced around the MoS 2 principle - but the *Silhouette system* obviously doesn't observe it. This is why despite Blitz! setting the common point at +1 bias, it still seems like weapons that should be useful are not - they keep getting MoS 1 results, and have a hard time getting MoS 2. The very principle that *Heavy Gear* was designed around hurts it in the current incarnation of Blitz! as you have a hard time driving a large enough bias to ensure that 60% or better success rate on MoS 2.

So why exactly did the designers choose these apparently conflicting concepts?

Silhouette was designed for a D8

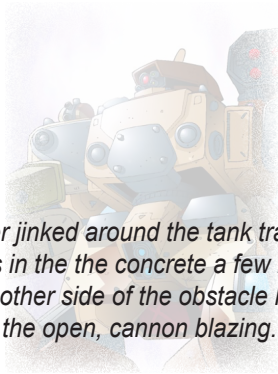
We may never know for sure, but we can make an educated guess. From the very beginning Sil was designed as a D8 system, not a D6; this choice had a subtle influence on the distribution of results that could have influenced their decision when porting it to *Heavy Gear*. In particular, notice the the differences between 2D6+2 and 2D8+2:

MoS	2D6+2	2D8+2
0	23.30%	28.26%
1	16.44%	13.26%
2	20.52%	16.11%
3	16.44%	13.26%
4	11.42%	10.23%
5	6.87%	7.76%
6	3.24%	5.27%
7	0.93%	3.17%
8	0.77%	1.46%
9	0.08%	0.39%
10	-	0.37%
11	-	0.02%

Notice in particular two traits; first, the total chance of success decreased, by nearly 5%. That's not a significant trait by it's self; but it does indicate an increased chance on any given roll to fail instead of succeed. The second trait is more interesting; specifically, the 'curve' representing the MoS values is decreased, with any individual column being less likely than it's D6 representative. For instance, MoS 2 has only a 16.11% chance under D8, but a 20.52% chance under D6; that's again a seemingly trivial amount, but when aggregated across all of the results it results in a higher number of multiples of that magic MoS 2 value. Going to the higher dice, even keeping the modifiers the same, ends up with those multiples being more common (even if by a small amount) which gives them the impression of being more common.

Summary and Closing

And there you have it - a light review of the *Silhouette* system, as it applies to *Heavy Gear Blitz!* Though there is a deep and beautiful simplicity to the system it is not the most friendly to beginners, with a steeper than average learning curve that hopefully this document helped to address. In the end this is all a game we play to have fun, and hopefully you can take a few tidbits of information away to improve your games of Blitz! See you on the gaming tables!



AURORA: THE SILHOUETTE MAGAZINE WORKING THE CROWD SCOTT MCINTYRE

Damen Filbon's Dartjaeger jinked around the tank traps, weapons fire chewing craters in the concrete a few meters from his head. Rounding the other side of the obstacle he saw the hunter standing in the open, cannon blazing.

Shifting his angle the brilliantly coloured gear powered out into the field, the bright blue Territorial Arms logo on its shoulder being caked with the dust in the air. A burst of lasers just missing past his lowered left shoulder. The cacophony of the fight was deafening, but in his mind he could hear the roar of the crowds, the chants of the cheerleaders, the whooping and roaring of the arena clowns' noisemakers as they danced around stupidly.

Leaning closer to the ground he leapt. His large wheels left the ground and he was sailing through the air towards the hunter that was just becoming aware of how much trouble it was in. With a crunch his shoulder impacted the hunter's midsection, armour scraping against armour, corporate logos on both machines being abraded between the two multi-ton machines.

They landed in the dust heavily, Damen quickly rolling off the second gear to lie beside it in the sand. The racket outside increased as the CEF hovertank skimmed through the air where the hunter had been moments before. A second tank was close behind, and Damen was ready for that one. His medium autocannon splitting the air as he fired it into the fragile underside of the invader's vehicle.

The tank's engines sputtered and coughed as fire belched from an abused intake. One side of the vehicle dipped, nearly crushing the Dartjaeger as Damen rolled out of the vehicle's shadow.

The lead tank had managed to halt its forward movement and swing its turret around to face the gears. The hunter was pock-marked by gatling laser rounds, driving the gear to its knees. Damen opened up with his own autocannon again, hoping to distract the vehicle.

His efforts proved unnecessary, however, as the team's leader in his Grizzly made himself known. Vaulting onto the top of the tank he stomped down on the orange hot gatling laser barrels, destroying the fragile mechanism before punching a hole through the roof of the turret with his snub cannon. The vehicle swerved drunkenly, but just to be sure he twisted around and shoved the barrel of the frag cannon held in his other manipulator into the hole created by the snub cannon round. With a sound like a steel drum full of marbles he pulled the trigger on the weapon, then leapt clear as the tank slammed into the ground.

The radio crackled as Brant Kellman, the team's leader, opened his general channel "Hell yeah, that's how we do it on Terra Nova you Earth chumps. Damen, Cass, you two still with me?"

Damen was back on his feet and rolled smoothly up beside the larger gear. "I'm still with you boss, Cass got a little beat up though."

The hunter took the grizzly's offered hand as Cassidy Philips goaded her gear to its feet. "No thanks to you hot rod, Cascade'll have my hide if the newsies get any shots of me with their colours scrapped up." The woman's tone belied the venom in her words.

Brant shrugged his gear's shoulders. "They probably would have been less happy if they'd had to scrape that pretty little gear they paid for off the dessert floor."

A new voice cut into the radio. "All teams, this is KADA Prime," all of them recognized the voice of their glorious leader, Katryne Sanz. Former Duelist, world renown gear pilot trainer, and professional butt kicker. "We've got a formation of frames and mounts moving up the west flank, Team 6, 12, and 14, move to intercept. Teams 7 and 9, I need you on top of that head clump, most of our eyes went out in that last push and we need spotters. Teams 2, 3, and 11, with me, the rest of you hold the line here."

A series of assents echoed back before the voice of Yurika Marimoto came on the line, "KADA Prime, this is Team 2. Kat, I'm the only one left of my team, and I'm down one arm and one rocket pack from a lucky ATM hit." Damen shook his head, knowing the 'lucky' part was that there was still that much left of the woman's bright orange Black Mamba.

"Barnaby balls." The commander sounded annoyed but not cross. "Alright Yur, fall back and get yourself patched up, send Team 15 in when you get there, tell them to fall in with the main line. Team 8, you're taking her place." Damen's breath caught in his throat as he realized that was them.

Brent responded "Roger that KADA Prime, we're with you." Damen heard the click as Brent's radio switched over to the team channel. "Alright kiddies, time to shine!" Damen and Cass fell in behind him as he angled for the dust trail being kicked up by the other 9 gears in the formation.

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AURORA: THE SILHOUETTE MAGAZINE WORKING THE CROWD

As the advanced KADA force powered into the rapidly setting sun, kicking up trails of dust behind them. Their first contact with the enemy was a set of drones. Compared to those used on Terra Nova the drones were large enough to make a Ferret nervous in close combat. These particular ones were equipped with turbofan hover units, skimming a few feet above the sand.

Damen's speedy Dartjaeger had been sent to the vanguard of the strike team, and he was the first to spot the hovering robots. He almost spied it too late, and was forced to react to the sensor lock warning that chimed through his cockpit on pure instinct. Flopping into a rough shoulder roll mere meters from the drone as its bazooka shell sailed over his head to explode in the sand behind him. He came up with the vibroclaw on his left arm swinging and drove it into the drone's sensor eye. There was an electronic shriek and its insides were shredded by the rapidly moving metal and then its turbofans cut out and it dropped to the dirt.

Now that he knew what he was looking for in the growing twilight he picked out a half dozen more of the glowing red sensor eyes moving through the desert ahead of him. He opened a radio channel. "This is KADA8-3 we've got drones, hover models with bazookas. I count 5 in the air, plus one I already downed."

Sanz's voice acknowledged the report. "Roger that 8-3, eyes open people, those things usually have a control unit somewhere nearby, watch for command ca--"

She was cut off as a giant blast lit up the sky to the north of the line. Another voice came on the air, thick with static that cleared as the man spoke. "-ck tha-- hing--ren't und--ommand car. This is KADA 3-2, KADA3-3 is down, we've got a prophet damned OVERLORD running straight at our right flank."

Damen listened to the report as he disassembled another drone with his claw, pumping autocannon rounds into the ghostly shape of a third as two of the other forward gears converged on either side of the formation. His blood chilled at the thought of the monstrosity bearing down on them. After a pregnant pause Sanz's voice came on the line again. "Roger that 3-3, all teams fall back, we can't stand up to an Overlord with these numbers."

A missile arced high over the battlefield, the Heavy Anti Tank Missile landed amid the retreating KADA forces, thankfully not hitting anything. "KADA Prime, this is 11-1, my big boys can't outrun that monster, we were barely keeping up with the recon team."

There was another pause as the commander considered her options. Damen caught the last of the drones in a crossfire with one of the force's Ferrets, downing the last of the machines. Cassidy cut in before Sanz could make a decision, fierce determination in her voice as she cut across the comm channel. "Hell with that, I'm not leaving half our boys behind. They think being big scares us? Lets go kick some Earther ass!"

Before anyone could object the woman's Hunter broke formation and powered northward. Damen cheered wordlessly as he spun around, following his friend into hell.

.....

Cass neared the crest of the dune at full speed on her gear's wheels. She hopped as she broke over the top and landed heavily on her gear's knees, sliding through the sand. The particle cannon blast passed above her, close enough that licks of static discharge jumped to her machine, sending ghosts of interference across her displays.

"Brent, serve 'em up!" The ECM being put out by the super-tank was tremendous, but the team leader's Grizzly was hot on her tail, just behind the sand dune. Close enough that the hunter's comm system was able to punch the telemetry through. A mortar shell arced high over the battlefield towards the Overlord.



Scott McIntyre: HARSH REALITIES

Katryne Sanz' voice cut into the radio, "Anyone lobbing at them, keep moving after you fire, those things are supposed to have counter battery scanners!"

Brent's mortar struck home atop the turret, the light field mortar doing little more than scratching the vehicle's paint. From either side of the tank Heavy Rocket volleys launched skyward in response, rendering Sanz' words prophetic. Brent cleared the peak of the dune even as the rockets fell around where he had fired the mortar from.

To Cass' right a Spitting Cobra crested the dune as well. It's bulbous form silhouetted in the growing darkness. Pausing to plant its feet the field gun mounted to its shoulder spoke. The shell deflected off the slanted front armour of the tank, slammed into the thick side armour of the turret, and then spiraled off to detonate in the sand. Damage had clearly been done as smoke billowed from the side of the turret, but the tank was largely unfazed.

A moment later the Overlord's main gun spoke and the Cobra ceased to exist. "11-2 down!" Cass reported as she hopped back to her feet and started to run a zigzag pattern towards the tank, her light autocannon chattering ineffectually.

A mamba sailed past her at top speed. A blur in differing shades of purple. She recognized 1-3 from around the unit. James Garnis had been "Purple Poolie" for a Krellin sponsored team before he joined KADA, and the fast food chain had continued to sponsor him in the military force. A shell from his grenade launcher streaked out in front of him, doing apparently superficial damage to the tank.

Then he was to his objective and he jumped off the sand. He slammed into the underside of the vehicle's weapon barrel and wrapped his gears arms around it, letting his momentum carry him up until he could also hook one of his legs over the weapon.

Cass watched the man sway side to side as the tank's swung its turret about trying to dislodge him. One of his arms let go and Cass was sure he was going to lose his grip, but it quickly became obvious that he had let go on purpose. He groped around his gear's midsection for a few moments before he came up with what he was looking for. Cass only got a glance at it in the fading sunlight, but she realized it was a spare ammo cassette for his grenade launcher.

Stuffing the ammo cartridge into the weapons' muzzle the gear released its grip on the weapon and sailed through the air, coming to rest in a nearby dune and sending a plume of dust skyward. The turret tracked around on his landing spot and

the main gun spewed supercharged particles. The blast was diffused as it impacted the buried grenade cassette. The blast was spectacular, and when the smoke cleared the weapons barrel had split down its length, the end blossoming out into a shattered composite flower. The discharge had gotten past the blockage as the larger dust cloud from the dune in front of the turret testified to. No way of knowing if Garnis had been hit or not.

Cass realized quickly though that her scopes were much clearer. Whatever other damage the grenades had done, it had apparently knocked out most of the tank's ECM systems. Cass set her sensors and comms to broadcast and called out to her fellow pilot. "Brent, gimme another!" Another mortar arced high over the battlefield from her team commander. But apparently the tank's crew had wised up to her roll in those attacks. She froze as both of the tanks massive rocket racks tracked towards her.

She didn't have time to react, outside of releasing her controls and instinctively throwing her arms up to protect her face. A tiny part of her brain noted that her gear aped her action even as the rockets struck home.

.....

Cass regained consciousness still inside her gear. She could feel blood running from her nose and lip, and one of her eyes refused to focus properly. She could feel the wind against her face from some breach in her gear's armour, and as she glanced around she realized that the vehicle wasn't completely dead. Slowly her hearing returned and she could make out the back and forth of her comrades on the radio fighting and dying under the guns of the CEF super tank.

A flickering damage display showed her gear to be missing an arm and a leg. She started to move her own body parts and realized simultaneously that she was in shock and seemed to be missing her own left foot.

With a gentle twist of her wrist she used the gears remaining arm to roll herself over from lying on her front, where he gear had come to rest, to lying on its side. She asked the prophets blessing for whoever it was who had designed her little hunter to be so rugged as she reached up and flicked the switch that ejected the non-functional head sensor assembly.

Hot air and airborne sand blasted against her face and she found herself staring directly into the Overlord's massive forward thrust assembly. Mortally wounded though she might be she still had the instincts of a duelist. And if she was lucky she still had one trick left to her. One tool that every fiber of her

being had been trained to save for the absolute perfect shot, because she would only get one chance with it.

With darkness starting to edge in around the corners of her vision she reached out and flicked on her targeting system. It sparked and sputtered before dying. No matter, the exhaust vent was maybe 20 meters from her, there was almost zero chance of missing. She grabbed her piloting yoke, and shifted her angle ever so slightly, praying that she wasn't overcompensating.

The darkness was more noticeable as she lifted the thumb switch cover and depressed the button it revealed. There was a hissing sound and nothing more. Cass' shoulders sagged, and in frustration she punched the unresponsive targeting computer. A flicker of static danced across its screen and it fell silent again. She jammed her thumb down again.

More than a hiss this time as the single Anti-Tank Missile mounted to her gear's shoulder streaked out towards the Overlord. Cass squeezed her eyes shut as the heat on her face grew in intensity as the exhaust was displaced by the weapon's massive explosion.

The sound shifted but Cass found herself without the strength to open her eyes and see what was going on. She tried to stay conscious, focusing on the voices still buzzing in her ears from her radio. "Where did that come from?" "Does it matter?" The voices grew more distant as she slipped further into the darkness. "She's grounded, she's grounded, we're getting nothing from her engines!" "Tear it apart!" "Watch it, those AAs are still chattering!" Finally Cass couldn't hold out any longer and the darkness took her.

.....

Slowly darkness became whiteness, then whiteness became fuzzy shapes. Finally Cass regained consciousness, looking around she groaned at the pain throbbing through every inch of her body. Damen and Brent were sitting at the foot of the bed and both of them snapped around as she made the noise.

"Cass! Welcome back to the land of the living." She yelped as Brent scooped her into a bear hug.

Damen sat back, smiling. "The doctors weren't sure when you would come around. You lost a lot of blood. Heck until a few hours ago they wouldn't even guarantee that you would come around."

She pushed Brent away as well as she could. "Well, I still feel like I lost a bar fight with a herd of barnabies. Where are we?"

"Local hospital, just north of Westphalia, getting the hero treatment." her voice dripping with authority Katryne Sanz strode into the room. Brent and Damen shot to attention, and Cass straightened up as much as she could in the hospital bed. The woman waved them off. "Settle down, I'm not here on anything official," She looked at Cass, "at least not until I bring your promotion papers around."

Cass blushed. "I really didn't do anything. If anything I kinda undermined your authority."

Sanz nodded as she picked up the remote for the hospital room's tiny portable trideo set. "Yes you did, but it's largely out of my hands at this point."

"...ing footing from one of our KADN news drones deployed high over the Western Desert." Grainy night vision footage came into existence as Sanz flicked on the Trideo set. "Late yesterday evening forward elements of the 1st KADA Gear Regiment scored an incredible victory against the invading CEF forces when they succeeded in destroying one of the deadly Overlord command vehicles deployed by the Earth forces." One of Cass' duelist portraits appeared in the corner of the screen. "The charge was led by this young woman, one Cassidy Philips. A relative unknown in the Arena circuits Philips has been a dedicated reserve member of KADA since its inception, activated in the face of the current invasion. We understand that she can also be credited with the shot that turned the tide against the super tank, though she was grievously wounded in the effort and is currently recuperating."

Sanz cut the announcer off by muting the set. "I reviewed some of your matches. Even if you weren't a hero I think you deserve a promotion, you've got command potential."

Cass shook her head. "You were watching the wrong matches. You heard him, 'a relative unknown.' I'm a sub-par marksman, can barely hold my own with a Vibrorapier, and usually was one of the first to go in any kind of team match."

Sanz shook her head. "You've got some self-confidence problems it sounds like, but none of what you just mentioned means anything to a commander. You're excellent at the skills a commander really needs."

AURORA: THE SILHOUETTE MAGAZINE WORKING THE CROWD

Cass cocked her head, looking to Brent and Damen who seemed just as perplexed. "I don't understand, what other skills would a commander need?"

Sanz sat down and put her feet up on the corner of Cass' bed. "You know how to work the crowd. What to say and do to get people on your side, cheering for you, or following your directions. 'A hell of a face' as Jahmoon would say." She smiled wistfully for a second. "We'll have some kinks to work out of you, but we've got sponsors lining up to pay for your new foot," Cass looked down and paled as she remembered the loss of her limb, frowning at the odd lay of the blanket over the missing appendage, "and NorthCo has even suggested they might be able to get you one of their snazzy new XMGs, or at least a decent Headhunter."

"Well, that'll be nice, I don't know if I'd want to get promoted away from these knuckleheads though." Cass gestured towards her teammates as he eyes were drawn back to the Trideo where they were again playing footage of her foolhardy charge towards the monstrous Earth tank. "Damn." she said, softly. All three of her visitors looked at her, confused.

Brent finally spoke up "What's wrong?"

The young woman pointed at the Trideo where the footage had been zoomed in on her gear. "You can see where Damen tackled me. Cascade's going to have my hide." The army commander looked perplex as the three team mates shared a much needed laugh..





AURORA: THE SILHOUETTE MAGAZINE SIMPLIFIED MULTIPLE MOVEMENT SYSTEM

CRAIG ENGLE & GERRIT KITTS

Tired of fiddling with a movement die every time you touch a model? Do you wish that Gears worked like in anime, jumping back and forth from skating and running seeming effortlessly? Want to make your life even simpler?

Presented here is a streamlined movement system for models with multiple movement modes. The current movement system has a separate stat line for each movement mode and requires 6 different tokens to represent movement mode and speed (Primary Stopped/Combat/Top and Secondary Stopped/Combat/Top). **SMMS** combines both movement modes to a single stat, and assumes Combat Speed is the norm for every model. The only tokens necessary are to represent Stopped and Top speeds; a model without a token is always assumed to be at Combat Speed.

At its core, the Simplified Multiple Movement System assumes the model can alternate between either of its movement modes at will, and does not slow down game play with picking the 'best' mode for the situation or fumbling with tokens.

THE SYSTEM

Now to the grit of the system. First, each model's Combat and Top speeds are equal to the largest value of every listed mode. Generally this means you use each unit's Secondary speed under **SMMS**. Take each Movement Mode from the model, an note it before the speeds.

Example: A Hunter's speed is normally Walker 4/7 and Ground 6/12. Ground has the largest speed values, so the SMMS speed is 6/12. We add the abbreviation for both modes (W and G respectively) to the end. This gives the Hunter a SMMS movement of [WG] 6/12.

Next, for DEF modifiers at Combat or Stop Speed, the model uses the highest DEF modifier for each Speed band as it's combined DEF modifier. When at Top Speed, the Model uses the DEF modifier of its fastest movement rate:

Example: A Hunter normally has DEF modifiers of -1/+0/+1 (Walker) and -2/+0/+1 (Ground), so it's SMMS DEF modifier is -1/+0/+1. A Pit Bull normally has DEF modifier of 0/+1/+2 (Walker) and -2/+0/+1 (Ground), so it's SMMS DEF modifier is 0/+1/+1.

When at Combat or Stop Speed, the Model always uses the most advantageous Mode for determining turns and moving through terrain. Simply choose whichever most is most advantageous, and apply that one in all situations. Commonly this will mean you use Walker mode to turn freely, and can switch between Walker and Ground based upon the type of terrain you are dealing with.

Example: A Hunter in Rough terrain pays 2 MP per inch of movement in Walker mode, or 3 MP per inch in Ground Mode. At Combat or Stop Speed, the Hunter will always use the Walker mode of movement, since it costs less MP. A Hunter on a Road would double its movement, because in this case Ground mode is more advantageous. Finally, the Hunter always benefits from the Walker mode's ability to turn freely when traveling at Combat or Stop speeds.

When at Top Speed, the Model must use the Mode associated with its fastest movement rate, which will be Ground mode for most Gears. This applies to turning as well as terrain costs.

Example: A Hunter at Top Speed in Rough terrain must pay 3 MP per inch of movement, as its Ground mode is the faster of its two movement modes. It would still double its movement rate on a Road, and has to apply the Ground mode requirements for turns.

Finally, Perks and Flaws based upon a Movement Mode are applied based upon the speed of the Model. At Top Speed, only apply Perks and Flaws associated with the fastest Mode that the Model has. At Combat or Stop speeds, apply the Perks and Flaws in the way that is most advantageous to the Models; Flaws that are Mode specific are ignored, while Perks are always applied.

Example: A Ferret's Low Profile Perk is Ground only. This Perk applies at Top speed, because it's associated with the Ferrets fastest Mode, but also applies at Combat and Stop speeds as well. If the Low Profile Perk was Walker only, then it would apply at Combat or Stop but not at Top.

To bring it all together, an **SMMS** stat line is presented in the box below.

Example: Hunter [WG] 6/12 : -1/0/1

SMMS STAT LINE

Model Name [**Movement Modes**] Speed at Combat/Top : DEF Modifiers at Stopped/Combat/Top

**HOME
BREW
RULES**

AURORA: THE SILHOUETTE MAGAZINE

SIMPLIFIED MULTIPLE MOVEMENT SYSTEM

WHAT WERE WE THINKING?

The separate movement statistics are a hold-over from the tactical role-playing game. While this depth of detail is great in a role-playing system, we feel it is a bit cumbersome for a streamlined wargame such as Heavy Gear Blitz!. Under the current rules, units with multiple movement types have six (6) different speed/mode combinations; Primary Stopped, Primary Combat, Primary Top, Secondary Stopped, Secondary Combat and Secondary Top.

The first practical effect of these combinations is to create "analysis paralysis"; game-play stoppages as a player debates which would be the best movement choice that turn. Over the course of play we have observed that players tend only to use three of the six possible combinations. When Stopped, players typically choose Primary (Walker) for the freedom of movement. When at Top speed, players typically choose Secondary (Ground) for the increased movement range. So long as the terrain allows for sweeping turns players tend to use Secondary (Ground) at Combat speed - again for the greater distance - and only default to Primary (Walker) if the terrain is heavily cluttered. The Primary mode is almost never used for Top Speed, since the difference between Primary and Secondary is typically quite large. And finally, Secondary movement is rarely used at Stopped due to usually worse DEF modifiers.

All of these tendencies mean that there are two unnecessary combinations (Secondary Stopped and Primary Top), and an large overlap at Combat Speed. By merging the overlapped Combat speeds we reduce the data to a single stat line, as well as removing the need for most movement tokens. In effect the new Combat speed represents the model's ability to use its legs when needed and its secondary type when wanted - this more accurately represents the anime materials where they switch between skating and walking at will.

CLOSING

We hope you enjoy these house rules - they greatly simplify the game and let you get back to the business of shattering your foe's carefully constructed battle plans. Please let us know what you think if you try them out - we love feedback, both good and bad!

**HOME
BREW
RULES**

GLOSSARY

Below is a complete listing of existing models with multiple movement modes and their new SMMS stat lines.

NORTH

Bear [WG] 5/10 : -2/-1/0
Black Cat [WG] 8/15 : 1/2/3
Bobcat [WG] 7/13 : 0/1/2
Cheetah [WG] 8/15 : 1/2/3
Cheetah Paratrooper [WG] 8/15 : 1/2/3
Den Mother [WG] 5/10 : -2/-1/0
Dingo [WG] 6/12 : -1/0/1
Engineering Grizzly [WG] 6/11 : -2/-1/0
Ferret [WG] 7/13 : -1/1/2
Ferret MKII [WG] 8/16 : -1/1/2
Grizzly [WG] 6/11 : -2/-1/0
Hunter [WG] 6/12 : -1/0/1
Hunter Commando [WG] 7/13 : -1/0/1
Hunter Paratrooper [WG] 6/12 : -1/0/1
Jaguar [WG] 7/13 : 0/1/2
Koala [WG] 6/12 : -1/0/1
Killer Koala [WG] 6/12 : -1/0/1
Kodiak [WG] 6/11 : -2/-1/0
Mad Dog R [WG] 5/10 : -2/-1/0
Panther [WG] 7/13 : 0/1/2
Rabid Grizzly [WG] 6/11 : -2/-1/0
Razorback [WG] 5/10 : -2/-1/0
Strike Cheetah [WG] 8/15 : 1/2/3
Stripped Down Hunter [WG] 7/13 : -1/0/1
Tiger [WG] 6/12 : -1/0/1
Weasel [WG] 7/13 : -1/0/1
White Cat [WG] 8/15 : 1/2/3
Wildcat [WG] 7/13 : -1/0/1

SOUTH

Anolis R [WG] 7/13 : 0/1/2
Asp [WG] 6/12 : -1/0/1
Basilisk [WG] 7/13 : -1/0/1
Black Adder [WG] 6/12 : -1/0/1
Black Mamba [WG] 7/14 : 0/1/2
Black Mamba MP [WG] 7/14 : 0/1/2
Boa [WG] 5/10 : -2/-1/0
Chameleon [WG] 7/14 : 0/1/2
Cobra MP [WG] 5/10 : -2/-1/0
Copperhead [WG] 6/12 : -1/0/1
Dart Jager [WG] 7/14 : -1/0/1
Engineering Cobra [WG] 5/10 : -2/-1/0
Green Mamba [WG] 7/13 : 0/1/2
Iguana [WG] 7/14 : 0/1/2
Iguana Commando [WG] 7/14 : 0/1/2
Iguana MP [WG] 7/14 : 0/1/2

AURORA: THE SILHOUETTE MAGAZINE

SIMPLIFIED MULTIPLE MOVEMENT SYSTEM

Iguana Paratrooper [WG] 7/14 : 0/1/2
Jager [WG] 6/12 : -1/0/1
Jager Paratrooper [WG] 6/12 : -1/0/1
King Cobra [WG] 6/11 : -2/-1/0
Python [WG] 5/10 : -2/-1/0
Rattlesnake [WG] 6/11 : -1/0/1
Sidewinder [WG] 7/13 : -1/0/1
Silerscale [WG] 7/13 : -1/0/1
Snakeeye Black Mamba [WG] 7/14 : 0/1/2
Spitting Cobra [WG] 5/10 : -2/-1/0
Stripped Down Jager [WG] 7/13 : -1/0/1
Fire Dragon [WG] 5/9 : -3/-2/-1
Naga [WG] 6/12 : -3/-2/-1

PEACE RIVER

Cataphract [WG] 6/12 : -2/-1/0
Crusader IV [WG] 5/10 : -2/-1/0
Gladiator [WG] 6/12 : 0/1/2
Pit Bull [WG] 8/15 : 0/1/1
Shinobi [WG] 8/15 : 0/1/2
Skirmisher [WG] 8/15 : 0/1/2
Warrior [WG] 6/12 : -1/0/1
Warrior IV [WG] 7/14 : -1/0/1
Coyote [WG] 6/11 : -1/0/1
Red Bull [WG] 5/9 : -3/-2/-1

LEAGUELESS

Badlands Python [WG] 5/10 : -2/-1/0

CEF

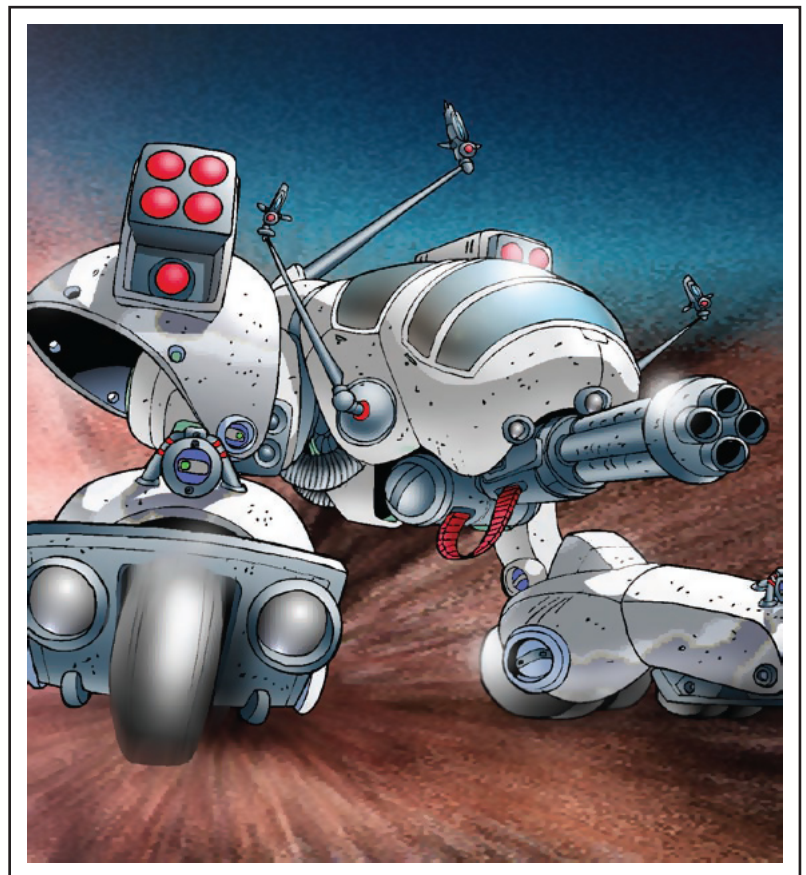
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F6-16 Frame [WH] 9/18 : -1/0/1
SF6-16 Frame [WH] 9/18 : -1/0/1

BLACK TALONS

Dark Cheetah [WG] 8/15 : 1/2/3
Dark Cobra [WG] 5/10 : -1/0/1
Dark Jaguar [WG] 7/13 : 0/1/2
Dark Kodiak [WG] 6/11 : -1/0/1
Dark Mamba [WG] 7/14 : 0/1/2
Dark Skirmisher [WG] 8/15 : 0/1/2
Eagle [WG] 7/13 : 0/1/2
Owl [WG] 8/15 : 0/1/2
Raptor [WG] 6/12 : 0/1/2
Raven [WG] 8/16 : 1/2/3
Vulture [WG] 6/11 : -1/0/1
Dark Coyote [WG] 6/11 : -1/0/1
Dark Naga [WG] 6/12 : -2/-1/0

NUCOAL

Chasseur (all variants) [WH] 8/16 : -1/0/1
Chasseur MKII (all variants) [WH] 9/18 : -1/0/1
Chevalier (all variants) [WG] 6/10 : -2/-1/0
Curassier (all variants) [WG] 7/14 : 0/1/2
Engineering Charger [WG] 6/12 : -1/0/1
Engineering Prairie Dog [WG] 6/12 : -1/0/1
Engineering Sapeur [WG] 6/11 : -2/-1/0
Espion (all variants) [WG] 7/14 : 0/1/2
Hussar (all variants) [WG] 6/12 : -2/-1/0
Jerboa (all variants) [WG] 8/16 : -1/1/2
Lancier (all variants) [WG] 7/13 : 0/1/2



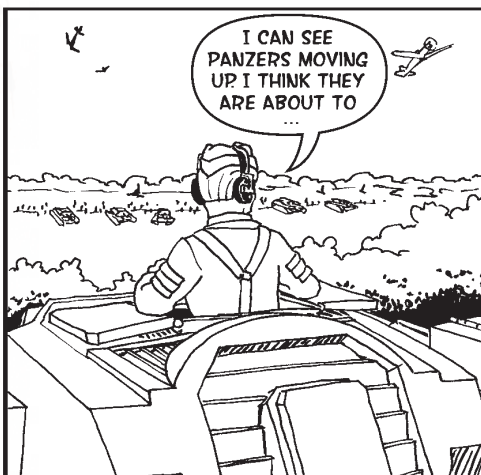
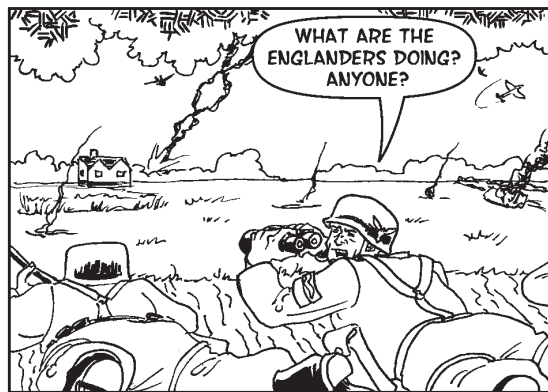
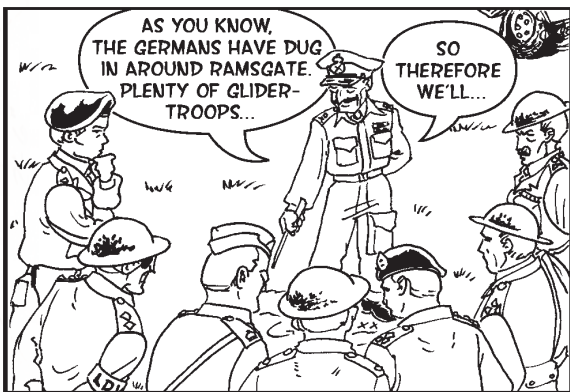
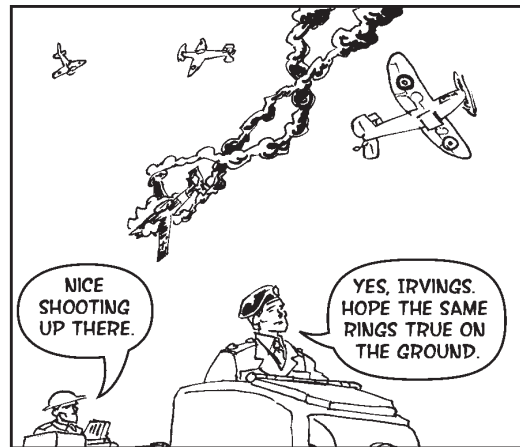
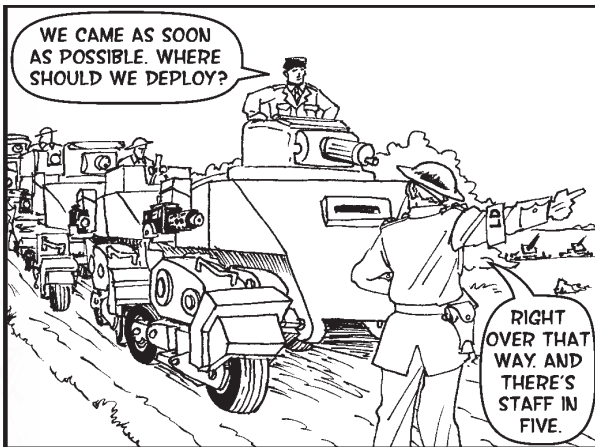
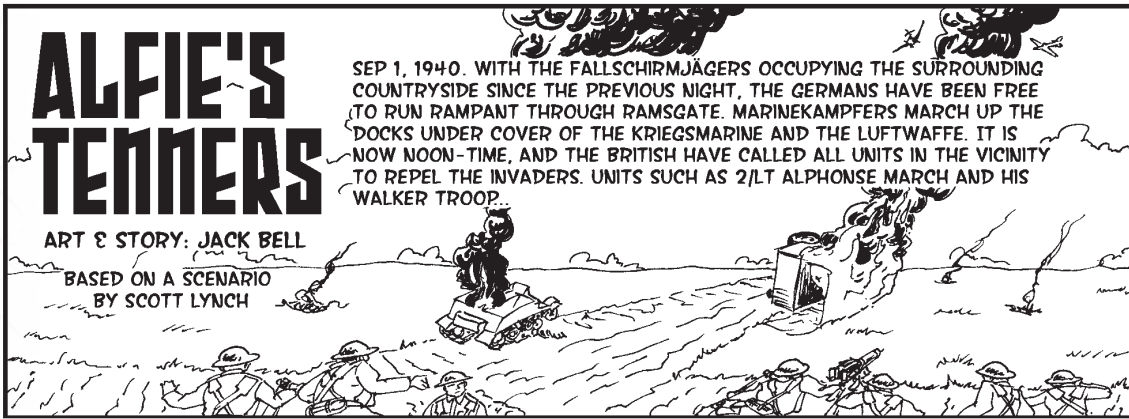
Naga in Action: ROLL OUT!

ALFIE'S TENNERS

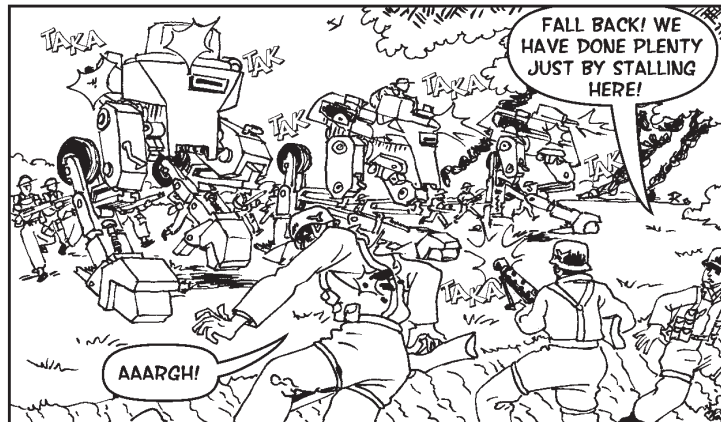
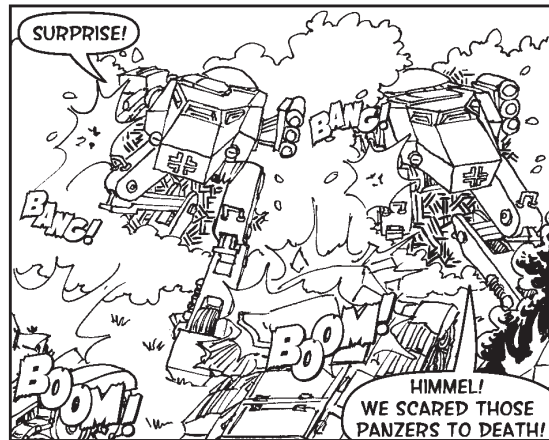
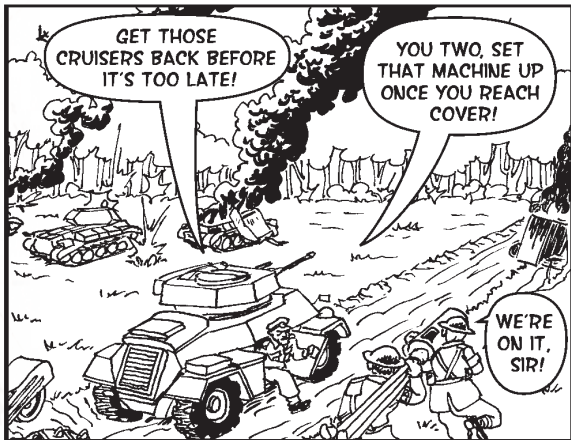
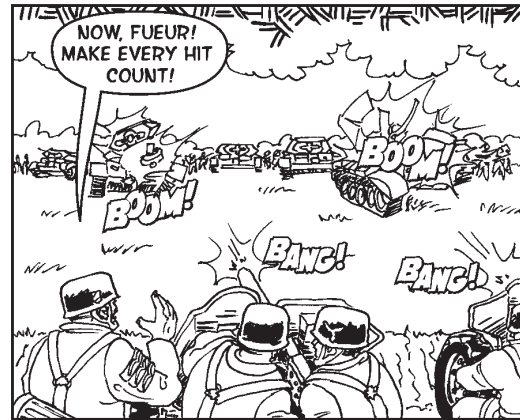
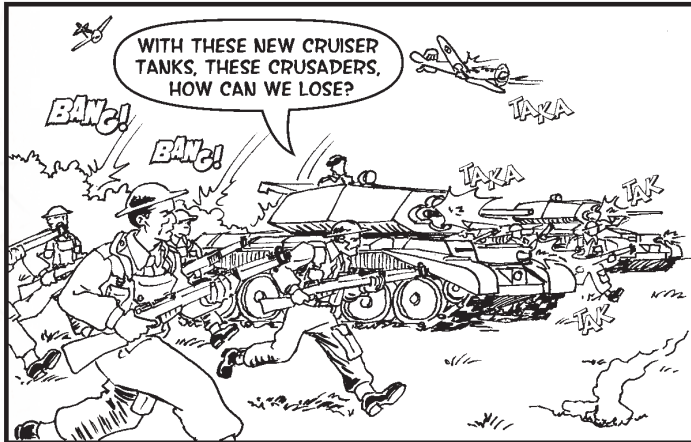
ART & STORY: JACK BELL

BASED ON A SCENARIO BY SCOTT LYNCH

SEP 1, 1940. WITH THE FALLSCHIRMJÄGER occupying the surrounding countryside since the previous night, the Germans have been free to run rampant through Ramsgate. Marinekämpfers march up the docks under cover of the Kriegsmarine and the Luftwaffe. It is now noon-time, and the British have called all units in the vicinity to repel the invaders. Units such as 2/Lt Alphonse March and his Walker Troop.

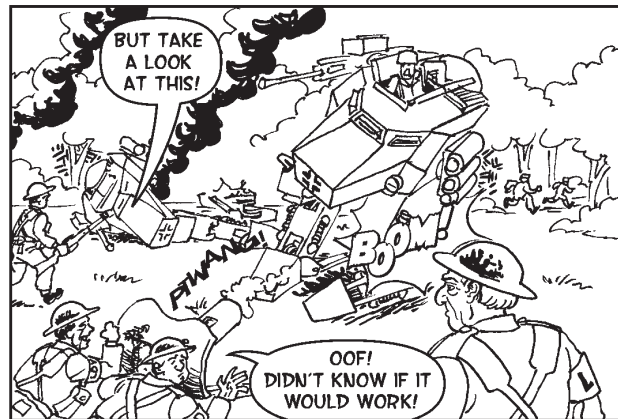
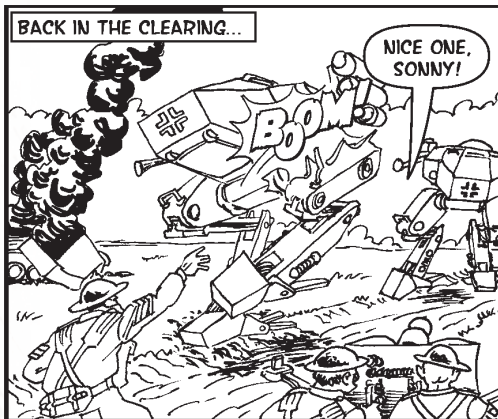
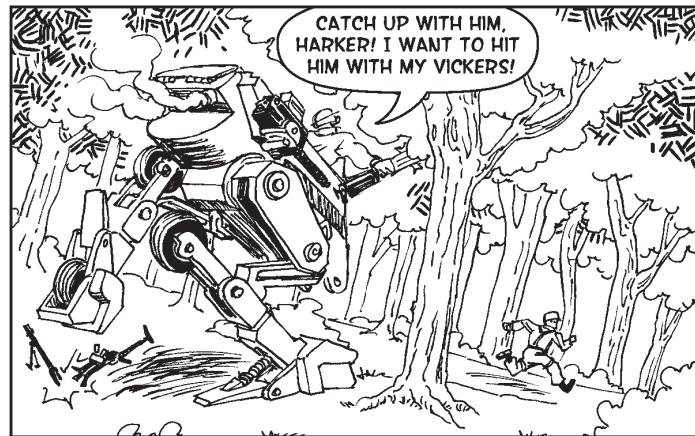
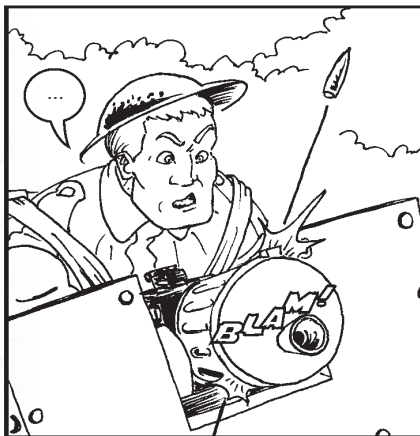
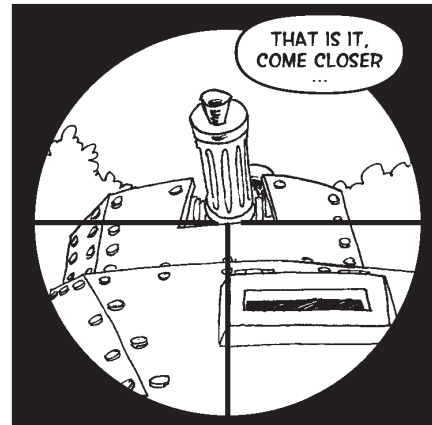
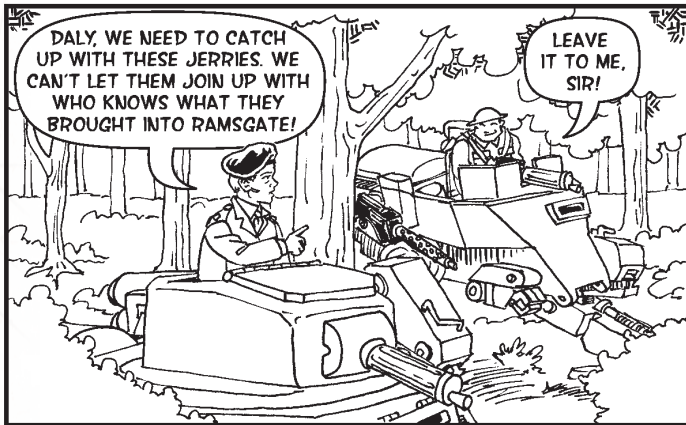


AURORA: THE SILHOUETTE MAGAZINE
ALFIE'S TENNERS



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ALFIE'S TENNERS



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AURORA: THE SILHOUETTE MAGAZINE

SUBMISSION GUIDELINES

Article Guidelines

The Aurora Magazine focuses on the worlds created by Dream Pod 9. As such, we are primarily interested in, but not limited to, articles dealing with SilCore and Blitz rules (variants, additions, explorations of the rules) and on fiction, mechanized designs, equipment and the like that draw on established DP9 universes. This does not mean, however, that articles that are generic in nature or that do not deal with unique or original material, only that the focus is on exploring Silhouette and its 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 choose the best point to split the story, if necessary. In keeping with the nature of the magazine we ask that fiction be accompanied by Silhouette CORE or Blitz! rules detail of some kind, be it stats for characters or equipment in the story, game scenarios, mechanized designs, new rules or explanations of how to simulate aspects of the story using the Silhouette/Blitz rules. This is not a hard requirement, and you may request that another contributor be asked to create the rules support based on your story.

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

Submission Guidelines

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

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

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

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

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

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

Copyright Guidelines

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

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

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

The End Print

Please send all submissions to the following email address:

auroramag@gmail.com

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

Deadline for Submissions for Issue #6.3: June 15th 2012

AURORA: THE SILHOUETTE MAGAZINE

ARTICLE SUGGESTIONS

Historical Articles

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

Fiction

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

Modules

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

Scenarios

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

Note: Historical Accuracy

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

Designs

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

Artwork

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

House Rules

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

Note: Blitz! Rules

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

Tactics

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

Miniatures/Modeling

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