

AURORA

THE SILHOUETTE MAGAZINE

INSIDE THIS ISSUE:
GEAR KRIEG FICTION
GREAT MACHINE DECANDER!



ISSUE 8.1

AURORA: THE SILHOUETTE MAGAZINE
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AURORA: THE SILHOUETTE MAGAZINE SHADES IN THE NIGHT

From the Editor...

Don't look now, but as you pick up this issue, 2014 has arrived, and with it, the first issue of Aurora's 8th year of publishing. We at Aurora HQ are back after a couple of weeks of excitement, including a massive ice storm that shut down our power (and heat, and water, and...) for nearly a week. But we never shy away from happens along our journey. Greeting things with a clear soul and ready for some creativity is our path to victory.

Like many a tribulation, the aftermath can be quite magnificent indeed. When the sun catches crystalline trees (encased in 3cm of ice) from behind, the world is afire in radiant glory. When snows come days later, the world is a white beauty. And when the cold and the ice storm has rendered a pool of water frozen... out come the nets, sticks, and skates.

A short and sweet issue for you this time 'round, with an excellent main event as John Bell takes us deep into the exciting realm of Great Machine Decander. We're gearing up here at Aurora HQ for another awesome year, so get your gears in, er, gear and send your submissions our way. Let's see if we can't break a few data caps this year with issues bursting at the e-seams.

Welcome to Volume 8 of your Silhouette magazine.

Game on,

Oliver Bollmann
Aurora Magazine Editor

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An Update...

Rolando Mejia would like to thank Samuli Aura, Alfred and Tamwulf for their editing of his reference sheets from issue 7.4 of Aurora. Their work was greatly helpful and is most appreciated!

ENLIST TODAY!



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

OFFICIAL-DP9

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

HOME BREW RULES

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

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ABOUT THE AUTHORS

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

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

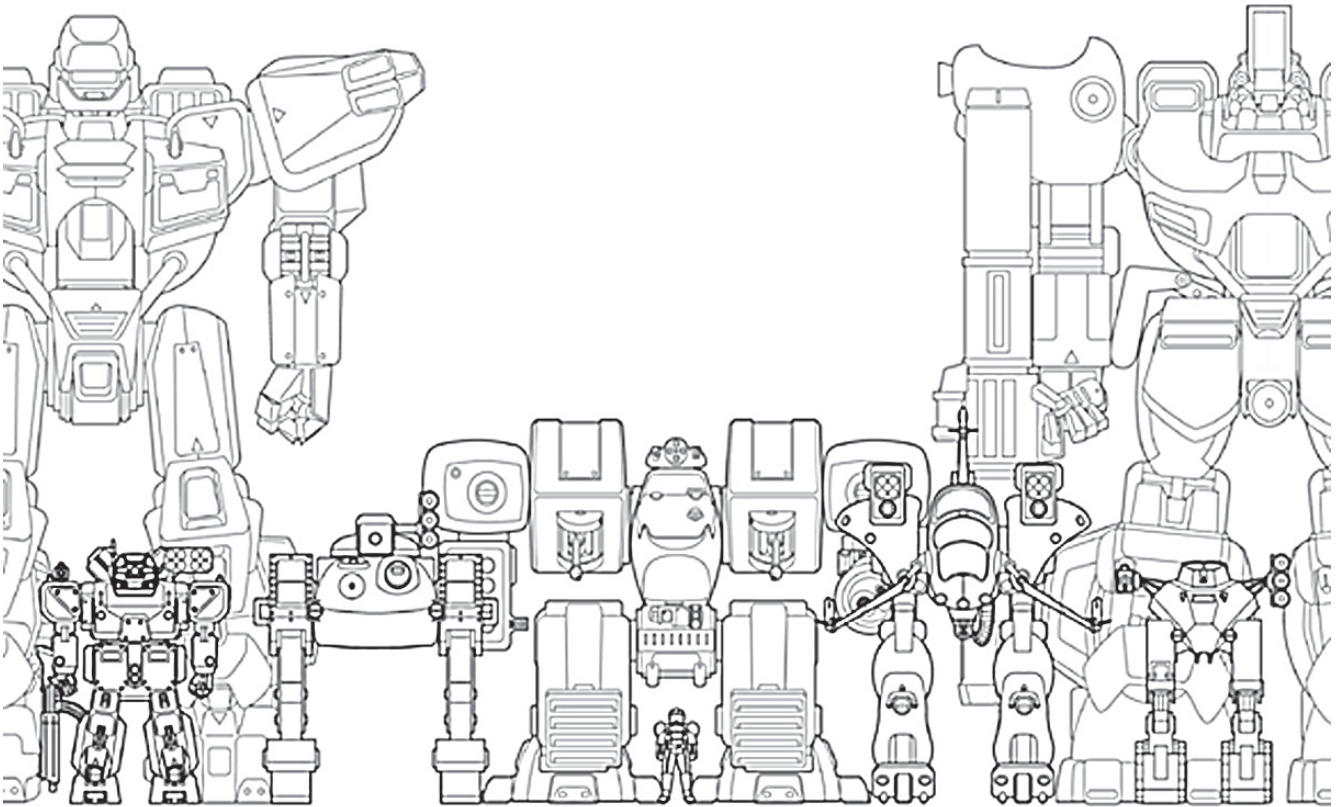
Oliver Bollmann (auroramag@gmail.com) -- *Editor & Desert Ambush*

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

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ABOUT THE AUTHORS



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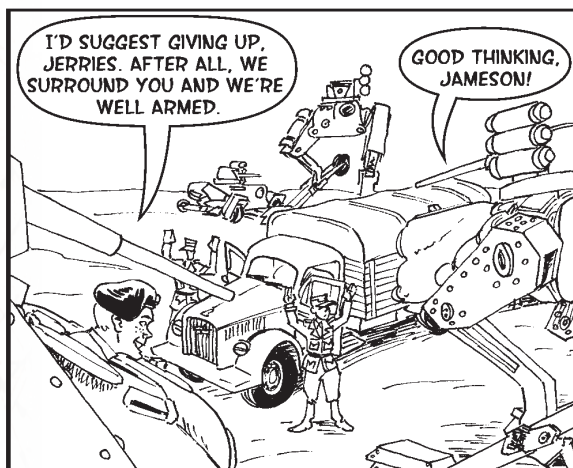
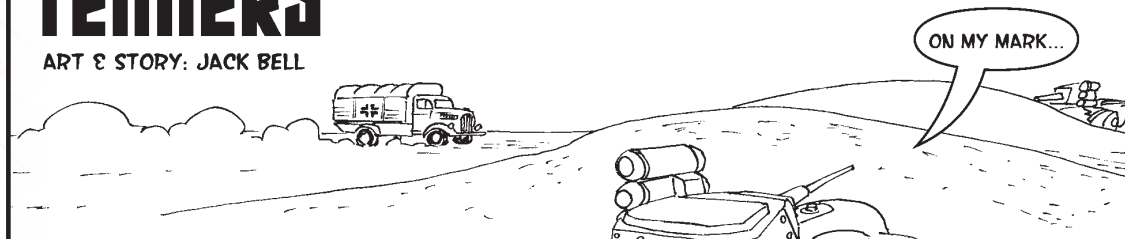
Aurora Magazine, Volume 8, Issue 1, Published January 1st, 2014

JOHN BELL

**ALFIE'S
TENNERS**

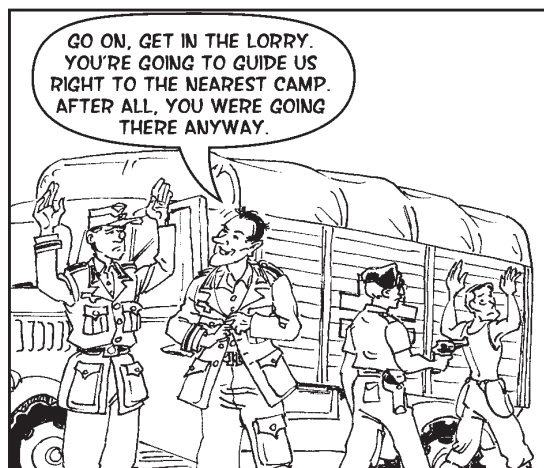
ART & STORY: JACK BELL

JUNE, 1941. SOMEWHERE, OUTSIDE OF TOBRUK, A TROOP OF BRITISH WALKERS LIES IN AMBUSH. UP UNTIL HE WAS LOST IN A SANDSTORM, THESE MEN WERE UNDER THE COMMAND OF LT. ALPHONSE MARCH. HIS WALKER WAS FOUND, BUT WITH NARY A SOUL IN SIGHT. NOW THEY BELIEVE THEY'VE FOUND A WAY TO LOCATE HIM.



I'D SUGGEST GIVING UP, JERRIES. AFTER ALL, WE SURROUND YOU AND WE'RE WELL ARMED.

GOOD THINKING, JAMESON!



GO ON, GET IN THE LORRY. YOU'RE GOING TO GUIDE US RIGHT TO THE NEAREST CAMP. AFTER ALL, YOU WERE GOING THERE ANYWAY.



AND IN A NEARBY GERMAN CAMP...

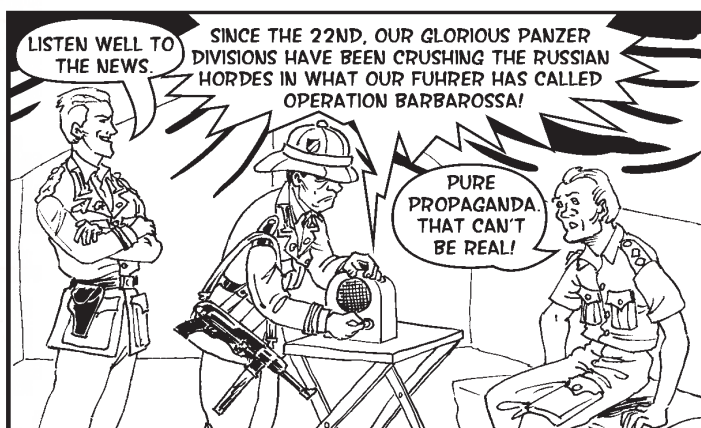
IT'S NOT THE TIME TO GLOOM, SAH. AS PRISONERS OF WAR, WE SHOULD DO OUR DUTY AND TRY TO ESCAPE.

WELL, SAR'NT BOYD. HERE WE ARE, PRISONERS OF THE DEUTSCHES AFRIKAKORP.



GUTEN TAG, HERR MARCH. SINCE I DOUBT THAT YOU WILL TELL ME MORE THAN NAME, RANK AND NUMBER, WORRY NOT. I HAVE ALREADY DEDUCED THAT YOU CAME FROM TOBRUK.

GEHER!



LISTEN WELL TO THE NEWS.

SINCE THE 22ND, OUR GLORIOUS PANZER DIVISIONS HAVE BEEN CRUSHING THE RUSSIAN HORDES IN WHAT OUR FUHRER HAS CALLED OPERATION BARBAROSSA!

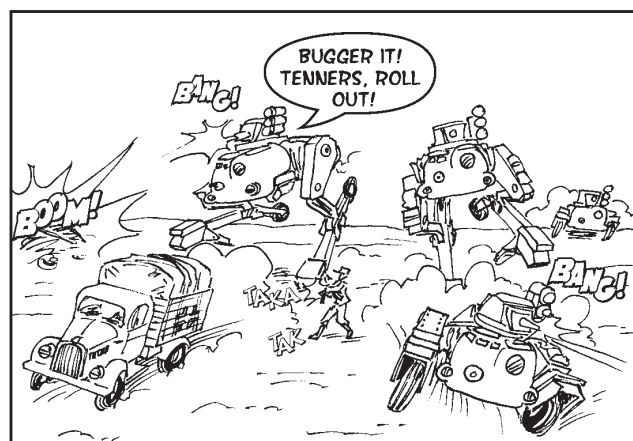
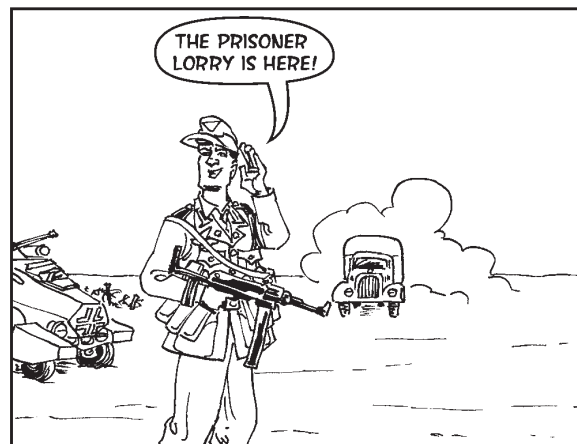
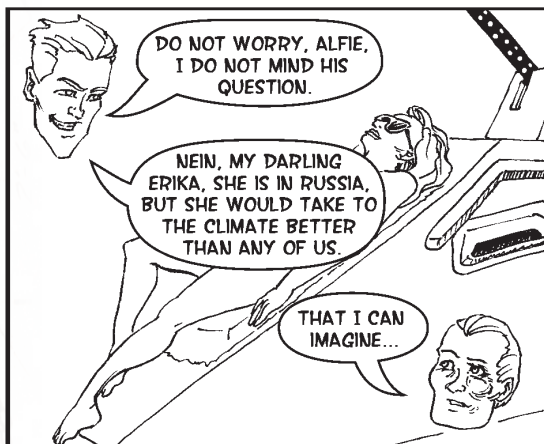
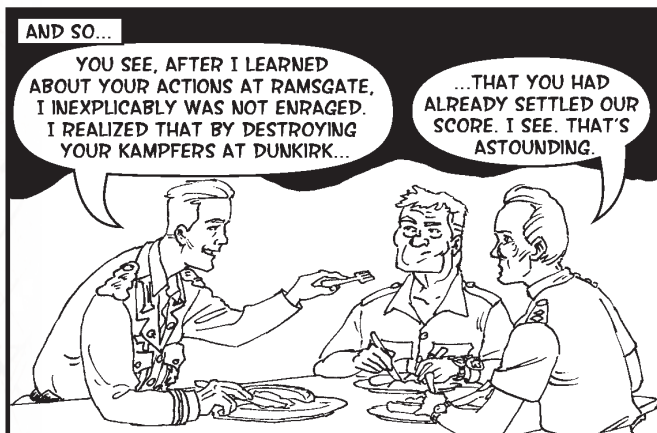
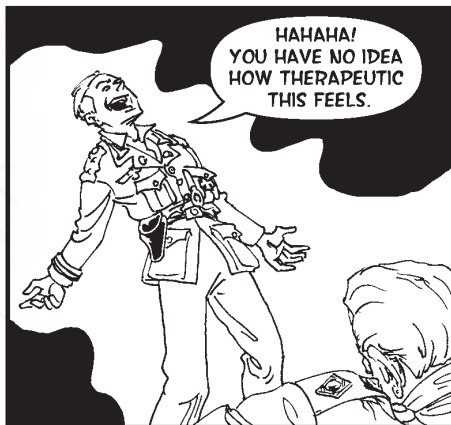
PURE PROPAGANDA. THAT CAN'T BE REAL!



OH, IT IS. AS REAL AS STRIKING AWAY ALL THE HUMILIATIONS YOU CAUSED ME!

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ALFIE'S TENNERS



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ALFIE'S TENNERS

Panel 1: I WILL DEAL WITH THE INTRUDERS. DO NOT LET THE PRISONERS OUT OF YOUR SIGHT! JAWHOL, MEIN HAUPTMANN!

Panel 2: WHY, IT'S THAT WOLFIE OFFICER FROM FRANCE! I CAN'T JOLLY WELL LET HIM GET NEAR HIS WALKERS!

Panel 3: URK! TWO CAN PLAY AT THAT GAME! TASTE MY LUGER! BANG! BOOM! BANG! BANG! BANG! ARRRGH!

Panel 4: THERE YOU ARE, SAH! KEEP UP THE COVERING FIRE, JAMESON. WE'LL FIND SOME WHEELS OUT OF HERE.

Panel 5: DON'T WORRY, HARKER. I'VE GOT YOU. PWANG! BOOM! WHO? I'M DONE FOR, SAH. I'LL BE JOINING UNCLE STANLEY. YOU READERS WILL, URK, FIGURE OUT WHERE TO FIND, COUGH, HIM IN THIRTY YEARS, HOCK...

Panel 6: DALY WILL HAVE A FIT WHEN HE HEARS THIS. WAS IT WORTH IT? HE DID HIS DUTY, AND AS P.O.W.S, WE ARE DOING OURS, SAH.

Panel 7 (EPILOGUE): WHAT HAVE I TO FEAR? ONLY MAD DOGS AND ENGLISHMEN WOULD GO OUT IN THIS HEAT.

Panel 8: DEAD RIGHT, FRITZ! AND I'VE GOT AN APPOINTMENT WITH A SHIPMENT OF BEER IN TOBRUK. SO YOU'RE GOING TO LEAD ME THERE. NOT AGAIN... HEH HEH HEH!

Panel 9: NEXT EPISODE: FOLLOW ALFIE AND THE TENNERS AS THEY OPERATE IN A CRUSADE

Цена 6 р. 75 к.
1981
68.
GREAT MACHINE

DECAIDER



CHECK YOUR LOCAL LISTINGS!

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GREAT MACHINE DECANDER

JOHN BELL

*Seiginotameni tatakai tsudzukeru,
Gureato,
Gureato,
Gureato Mashinu
De-Can-Daaaaar!*

There were many Super Robot cartoons to come out of Japan in the 1970s, but who can forget the 65 half-hour episode epic that was Great Machine Decander?

Great Machine Decander started off as a two-volume manga by Kakari Hosho in 1968. It was turned into an anime by director Ringoku Hachiman and the animation studio Kyu Yume no Saya. The anime was aimed for an early afternoon slot, and so was obviously lighter in tone than the manga, with elements added like new characters, gimmicks, and supernatural enemies. Jorge was older and didn't have a secret identity, nor did he have a backstory. In fact, most of the stories were based upon industrial espionage and sabotage, where REVENANT was a secret police force trying to make sure that criminals wouldn't get their hands on Olmonian technology. The series was a run-of-the-mill monster of the week show which soared to popularity among the Japanese youth of 1970.

In 1973, Hong Kong entrepreneur Gok Hung formed Janus Entertainment and got ahold of the English rights for Decander and attempted to localize it for the American public. As per the norms of the day, characters were renamed. Jorge became Scott, Doctor Soong became Doctor Charles, Miguel became Warren, Liliana became Jean, Pedro and Fransisco became Bobby and Hank, and Decander itself was renamed Sentinel X. The show was pulled off the air three episodes in after Marvel Comics sued Janus Ent. for plagiarism. The case lasted for years, but was eventually settled and all English-language prints were destroyed. English-speaking audiences would have to wait until the 2003 OVA (Original Video Animation) before they would get to watch any version of the Decander saga.

SYNOPSIS

Our story starts off as Jorge Cantilina returns from school one day. He turns on the television to hear about the latest invention by the Global Harbringer of Olmonian SuperTechnology Corporation (abbreviated as GHOST). Doctor Soong and Jorge's parents are holding this conference when suddenly they are attacked by gangsters and a giant robot, Cruel Venom. Dr. Soong escapes, but Paul Tergheist, the ringleader, kidnaps them so that he can get access to some super-technology. Jorge rushes over to save them and beats up a few crooks, but is helpless to save his parents. To avenge them, Jorge becomes the masked vigilante El Justicar and goes after the criminals. But while attacking them, he stumbles upon a REVENANT sting operation, led by Dr. Soong. In the ensuing melee, Dr. Soong is injured and Tergheist rushes to Cruel Venom. REVENANT then reveals their own giant robot, the titular Great Machine



Decander, but Dr. Soong is now unable to pilot it. So El Justicar decides to take the controls while Dr. Soong relays the instructions to him via radio. Thanks to their combined efforts, Cruel Venom is stopped, but Jorge's parents are still missing, held by Tergheist's organization: the Sanguine Cartel.

Next episode, Dr. Soong takes Jorge into his care and sets him up as a student at the GHOST-funded Vision High School, near GHOST/REVENANT HQ. Here he meets the brilliant Liliana Flores, their rather ditzy teacher Ms. Enganada, and the two school janitors Pedro and Fransisco. These last two are secretly REVENANT agents, but they reveal their identities to Jorge and Liliana through a series of hilarious mishaps. Throughout the rest of the series, Vision organizes a lot of field trip around the world for its students (which actually act as a cover for REVENANT operations).

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GREAT MACHINE DECANDER

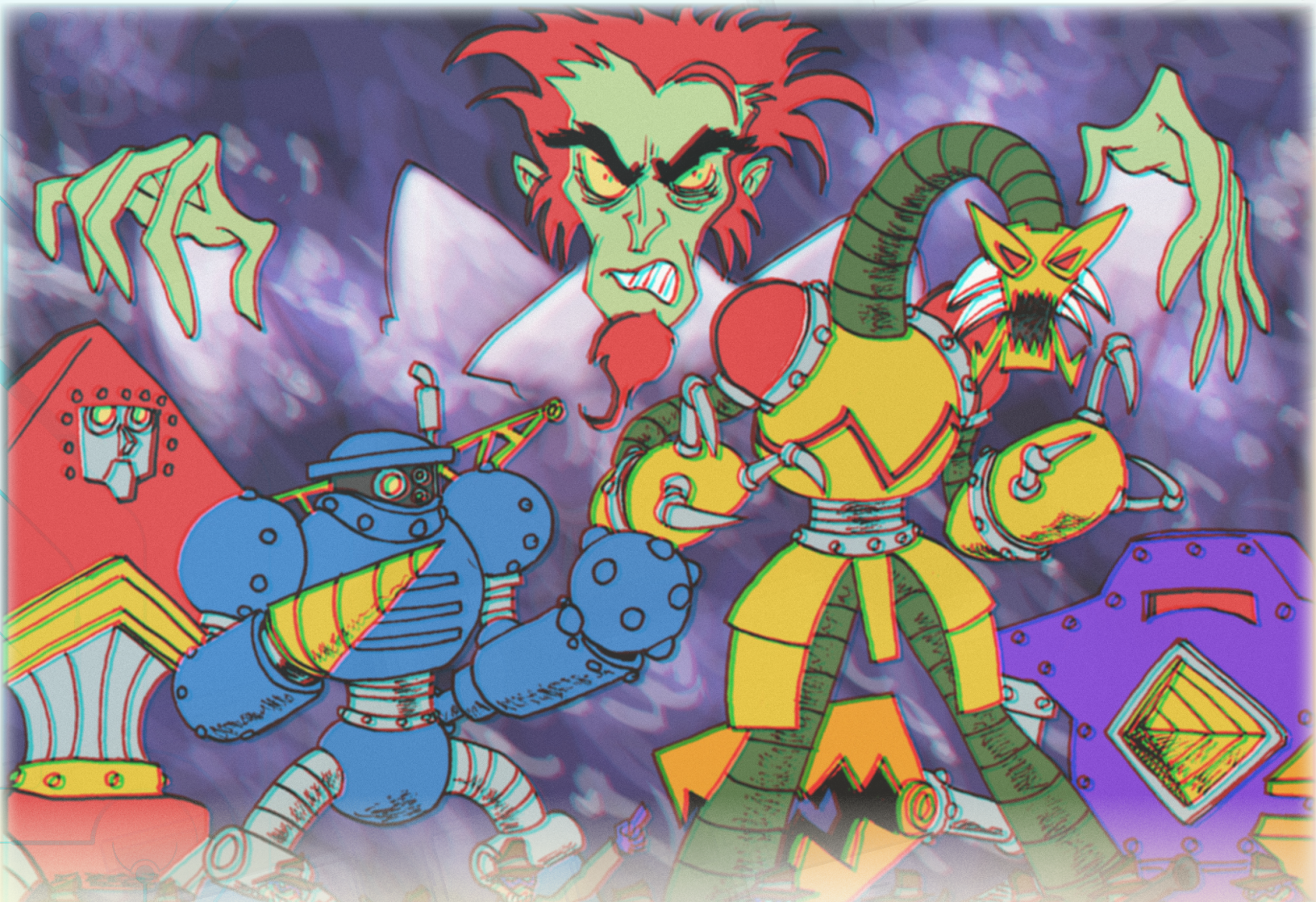
While Jorge attends classes, he would often be summoned by Dr. Soong to stop criminals in his guise as El Justicar. These criminals would belong either to the Sanguine Cartel or to some of the other opposing crime syndicate. Most of the antagonists early episodes had smallish objectives, like Capo Boggarta's diamond heist in episode three, or Penny-Anne Galan's kidnapping all the entrants of a beauty pageant in episode eight. Despite the masked agent of REVENANT's skills in combat, the gangsters would fall back on using a giant robot to attempt to complete their task. Jorge would then have to summon Decander, and would be backed on the sidelines by its support crew, Pedro and Fransisco.

In the fifth episode, "Rival appears! A battle to determine fate!", a new student joins the class, the ever rebellious Miguel Reiyas. He immediately clashes with Jorge about every aspect of school

life, from seating arrangement to coveting Liliana's attention. This all leads up to a clash between the two, as the title predicted. But it turns out that Miguel has been chosen by Dr. Soong to be a REVENANT agent and the pilot for Decander's flying booster, Great Wing Pelonar. Their heated clashes would eventually turn into a friendly rivalry later on in the series.

Miguel would adopt the identity of El Condor Brillante and fight alongside Jorge. Eventually, Liliana would join them as La Pescadora.

Episode 11 offered a variant of the now-established formula, when Paul Tergeist goes after Capo Boggarta's syndicate, leading to a villain on villain robot fight in the middle of an unnamed city. With two robots on a rampage, Jorge and Decander must limit the damage caused.



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GREAT MACHINE DECANDER

THE REAPER SYNDICATE'S DOMINANCE (EPISODES 13-40)

The thirteenth episode starts off with Paul Tergheist being hunted down by the creator of the Cruel Venom, Professor Saltus. Saltus forces not only Tergheist, but all of the syndicate leaders to join his own organization: the Reaper Syndicate. He is accompanied by his right-hand men, Mr. Draurg and Lieutenant Jeudi.

Once Saltus and the Reaper come into play, the episodes focus more on conquering the world, though most schemes do work toward that goal.

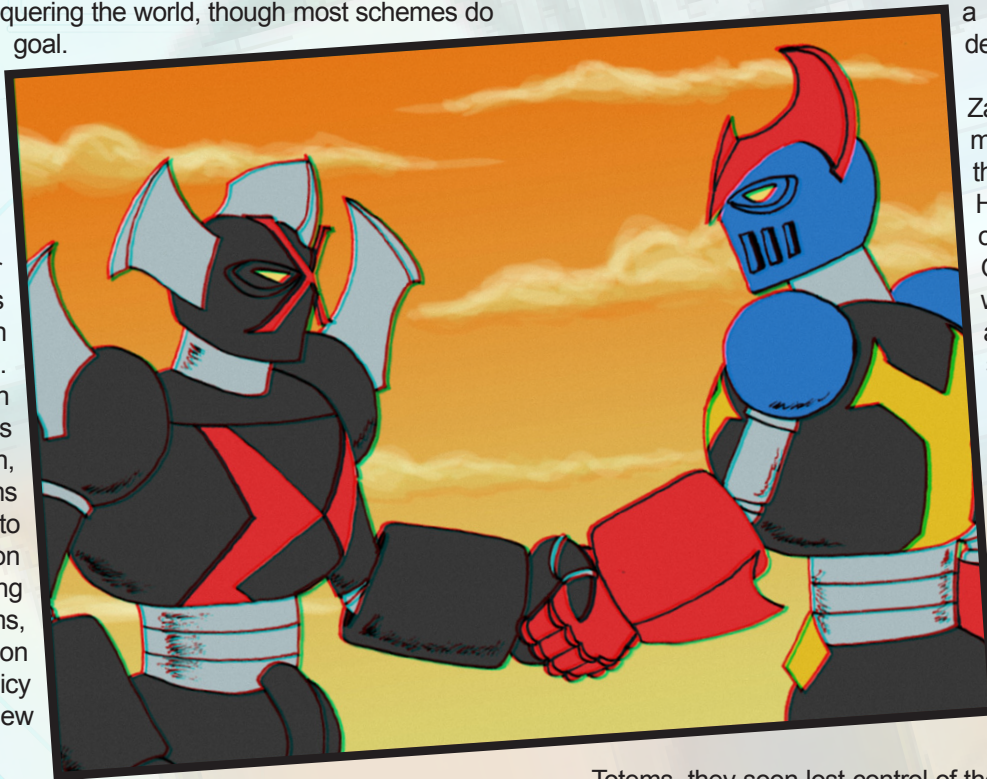
Professor Saltus would often come up with plans more complicated than needed, and tended to embellish his vocabulary far beyond the needs of his henchmen and opponents. Such plans, when trimmed of his excess flourish, included such gems as using robots to hunt wild animals on illegal safaris, stealing entire art museums, or trying to collect on an insurance policy by destroying a new skyscraper.

In episode 25 "Decander vs Danrezor! A rematch fated to happen!", Saltus kidnaps El Justicar and brainwashes him into believing that GHOST, REVENANT and Dr. Soong want to usher in an evil empire to dominate the world. Miguel and Liliana, Dr. Soong, Pedro and Francisco each try their own way to break the Professor's grasp on Jorge, but ultimately the only way to stop Decander from going on a rampage is to use REVENANT's newest tool, the Great Machine Danrezor...

In episode 30 "The Secrets of Olmonus! Great Totems come to life!" Professor Saltus discovers the first of the Olmonian robot, which are referred to as Great Totems, inside of a ruin, and proceeds to terrorize a nearby tourist resort with it. It is around the same strength as Cruel Viper, but later Great Totems would outstrip its power.

THE COMING OF THE OLMONIANS! (EPISODES 41-42)

While this two-parter starts off similarly to other episodes where Saltus travels to ruins of the Olmonian Temple of the Five Suns and unleashes a Great Totem, the ruin also contains the sarcophagi of the Olmonian despot Zakalor and his retinue. They immediately enslave Saltus, destroy his getaway helicopter and rip Decander in two while declaring their objective to take over the world. The second part has Danrezor attempt to contain the Great Totem until Decander can be repaired and the two use a double hell punch to defeat it.



Zakalor becomes the main antagonist for the rest of the series. Hundreds of thousands of years ago, Olmonian civilization was a peaceful and harmonious society dedicated to advancing the world. But a militant faction, the Pandemonium, arose with Zakalor at its head, wanting to use the technological advances to rule over the world as gods. While their coup proved fruitful at first and they built mighty Great

Totems, they soon lost control of their power and caused a world-wide cataclysm that plunged the planet into millennia of barbarism.

The Olmonian Pandemonium, eager to reconquer the world, would send out each episode units of their elite army, the jaguarmen. The army is led by Zakalor's subordinates, the blood-thirsty Andujac, the wily Samuston, the craven Wibide (and to a certain extent, Professor Saltus.) They invaded cities and raided lost Olmonian ruins, requiring the intervention of REVENANT. The three Olmonian generals would in theory work together, but in reality kept trying to backstab each other to be Zakalor's true successor. As this often proved to be a hindrance to their objectives, Zakalor would have to intervene through his mirror of smoke, ordering the launch of the Great Totem of the week.

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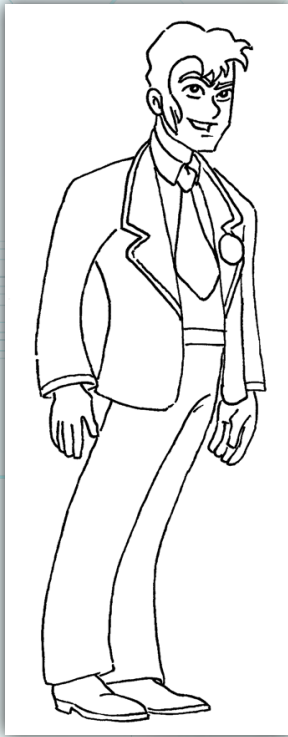
GREAT MACHINE DECANDER

In the final episode, Zakalor attempts to bring around another great cataclysm, but the combined force of Decander and Danrezor, calling upon all the power that the REVENANT facilities can harness, manage to banish all of the Pandemonium into another dimension. The day is saved, and the love triangle looks like it is resolved, until the events of the 1972 movie Great Machine Decander vs The Rulers of The Sixth Sun...



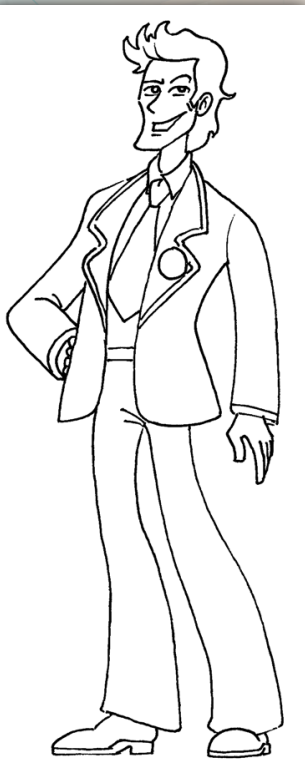
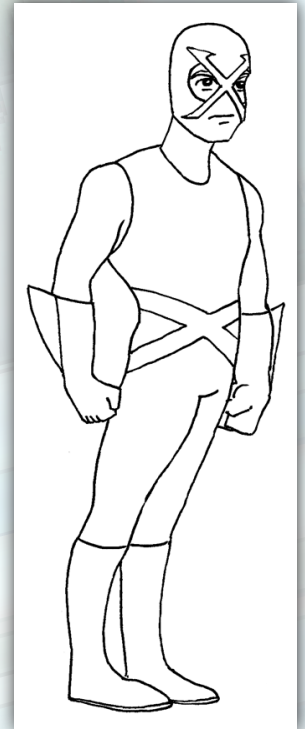
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GREAT MACHINE DECANDER



Jorge Cantilina -- REVENANT

The brash young man who fights for justice under the masked identity of El Juwsticar. He must somehow find time to juggle the pursuit of his parents' killer with being Decander's pilot and making his way through High School!



Miguel Reiyas -- REVENANT

A dark, rebellious youth who makes Jorge look like a choir boy. When he isn't clashing with Jorge over Liliana, he handles the commands of Decander's winged unit, Great Wing Pelonar and goes by the masked identity of El Condor Brillante. Later on he gets his own robot, Great Machine Danrezor.



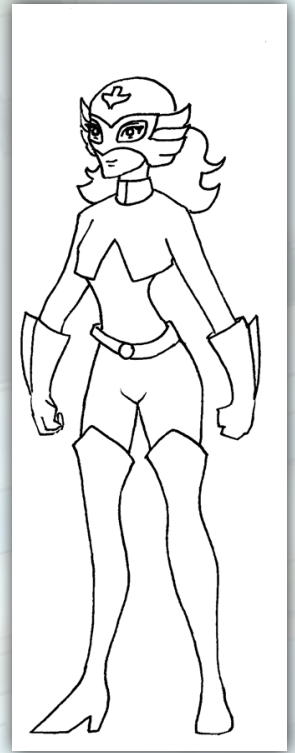
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GREAT MACHINE DECANDER



Liliana Flores -- REVENANT

A classmate of Jorge and Miguel with a passion for archeology. She ends up getting drawn into action as the masked vigilante La Pescadora, and becomes Pelonar's pilot after Miguel receives Danrezor.



Dr. Marcus Soong -- REVENANT

Discoverer of Olmonian civilization, founder of GHOST and REVENANT, inventor of Great Machine Decander, principal of Vision High School. He has so many accolades that they'd take up as much space as this paragraph.

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GREAT MACHINE DECANDER

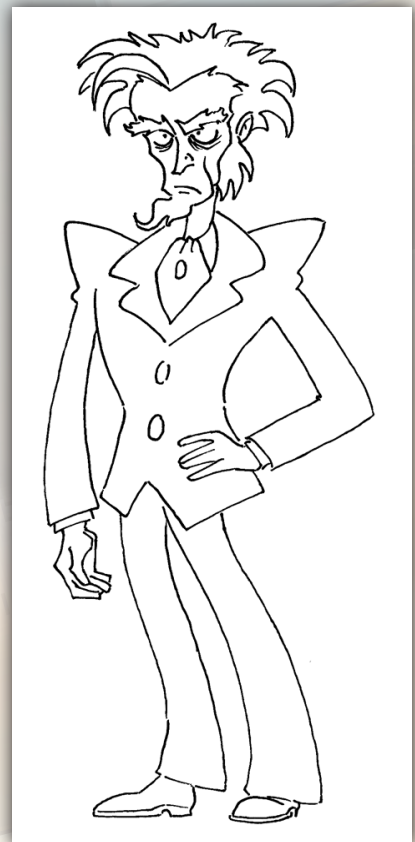


Pedro & Fransisco -- REVENANT

These two may be geniuses when it comes to being Decander's maintenance crew, but when it comes to everything else, they might as well find a third member and call themselves stooges. Still, no one can deny their loyalty to REVENANT or to the ideals of justice.

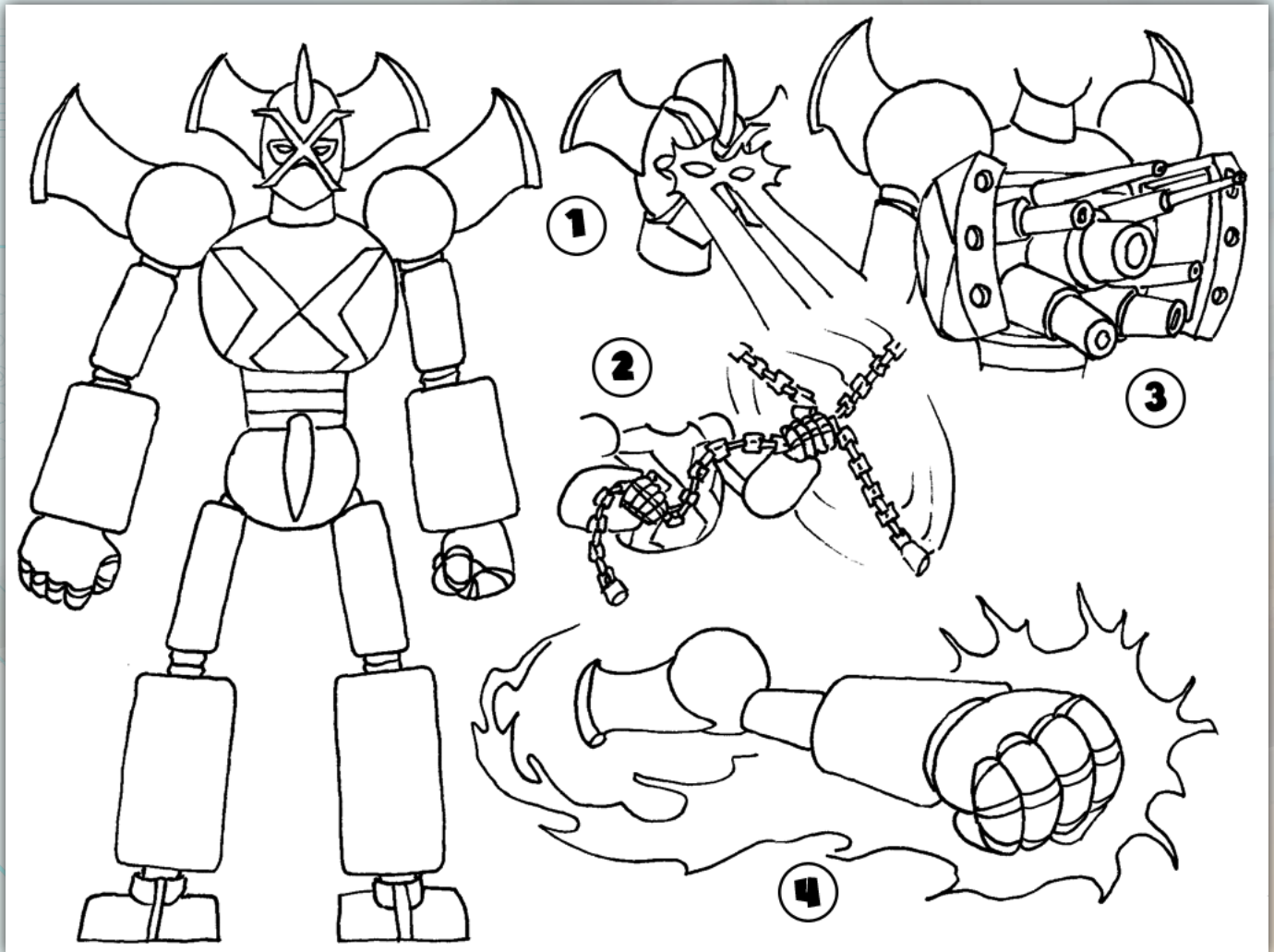
Professor Saltus -- Reaper Crime Syndicate

A former colleague of Dr. Soong, who helped build the first generation of robots. Despite his achievements, he became jealous of Soong's success and thus started an organization, the Reaper Crime Syndicate, to discredit the doctor. The most famous of his robots are the Cruel Venom series.



DECANDER

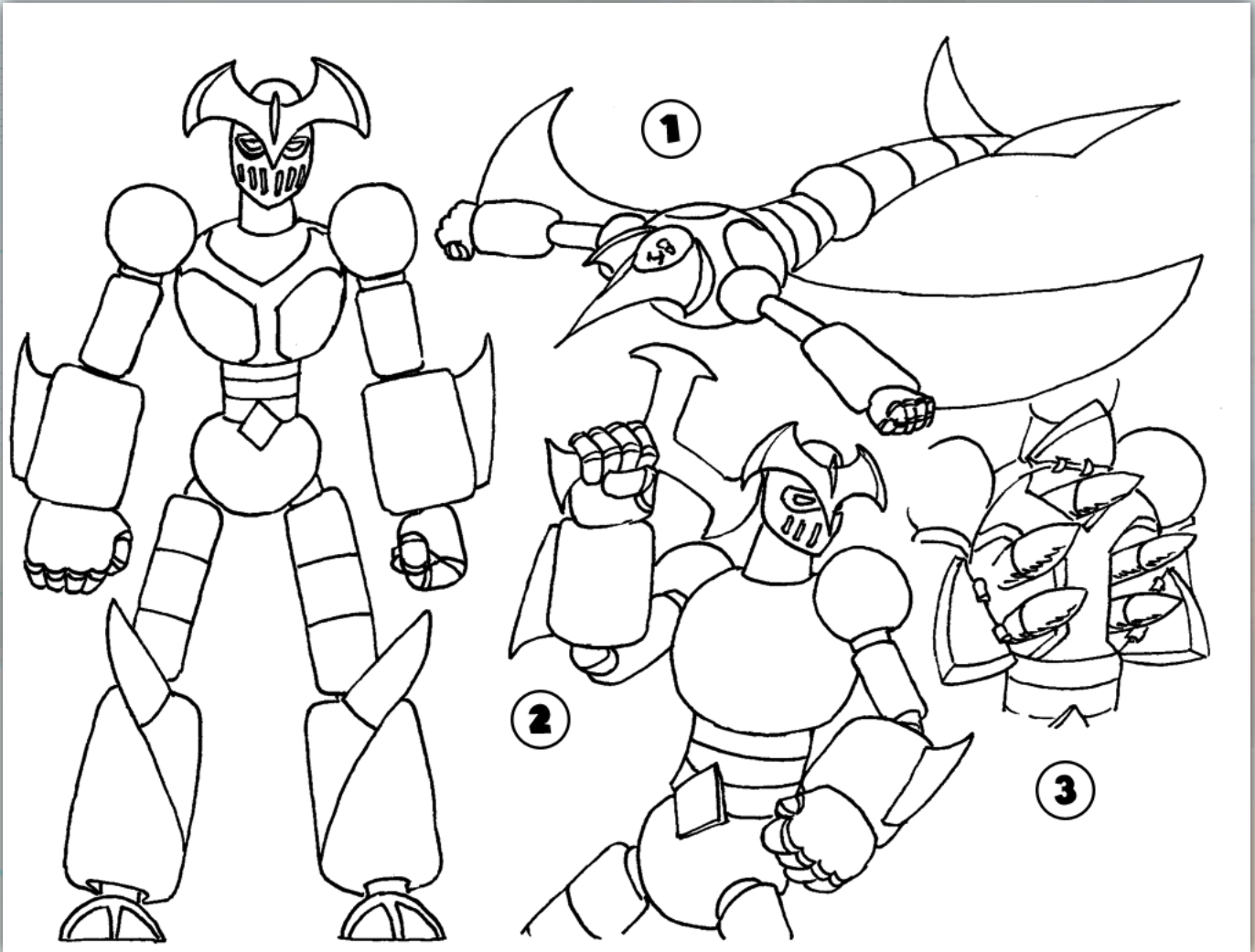
This 20 metre tall robot powered by an advanced mass reactor and made from an ultrahard Olmonian alloy is REVENANT's ultimate enforcement tool and is armed with a number of powerful weapons.



1 Eye Beams -- 2 Decander Chain -- 3 Decander Cannon -- 4 Hell Punch

DANREZOR

Built as the next model in REVENANT's Great Machine series, Danrezor boasts a number of improvements, most notably its ability to change into the Jetrezor flying machine and its boomerang attack called Danrezor Gear. It shares most of Decander's arsenal, but replaces the mass of chest artillery with salvos of missiles.



1 Jetrezor mode -- 2 Danrezor Gear -- 3 Danrezor Missiles

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GREAT MACHINE DECANDER

Notes: This all started as a throwaway joke, as I was watching the Getter Robo OVAs. "Why not make a reference to DP9's old school Super Robot?" It is a pastiche of early runners such as Mazinger Z and Giant Robo after all. As I was running out of Jovian Chronicles jokes, why not go all Super Robot Wars (in case that you've never heard about this, it's a video game series that's one giant crossover with all the big names in Japanese mecha) and have characters punch into the dimensional fourth wall to goof around with Heavy Gear personalities, or Tribe 8 or, well, sky's the limit... So I figured I'd bring back the Decander, or rather its pilot. Wait, what pilot? That's some player's character in a D20 game. Got to make something up. A crazy, distinctive costume. Well, the whole story started in Mexico, right? They do Lucha Libre, wrestling superheroes! I've never seen that in an mecha anime! (I still haven't gotten around to watching Tiger & Bunny) The costume & mask were pretty straight forward, but I had to make sure that he didn't look like Racer X from Speed Racer...

You know that DP9 tries to break away from the teen protagonist that falls into the mech and is an instant virtuoso. But this is a perfect place to insert one and play it straight. A TV series based off of the manga (or the D20 setting, if you want to be pedantic) He's a teenager out to avenge his parents' death by becoming a masked vigilante and he's picked up by Revenant. And of course Pelonar has to be piloted by his rival who is even more delinquent than the main character, and he's got a bird motif. Oh, and we need a love interest that they can fight over, but she's also capable of

piloting these mechs. Which means that the rival should get a machine just as capable as Decander half way through the series. Or a bit more powerful, and more colourful as well, just like every Super Robot that followed Mazinger Z. So they work for Doctor Soong and REVENANT, but they have to go to school as well. Issues and episodic morals! The school is actually run by REVENANT, and they go on field trips all over the world as a cover for their secret missions! And there needs to be colourful enemies. But the only one mentioned is Professor Saltus, and we need to stretch this series out as long as possible. Actual Olmonian villains once Saltus gets boring!



You can see the rest just fall into place here.

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DESERT AMBUSH
OLIVER BOLLMANN



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

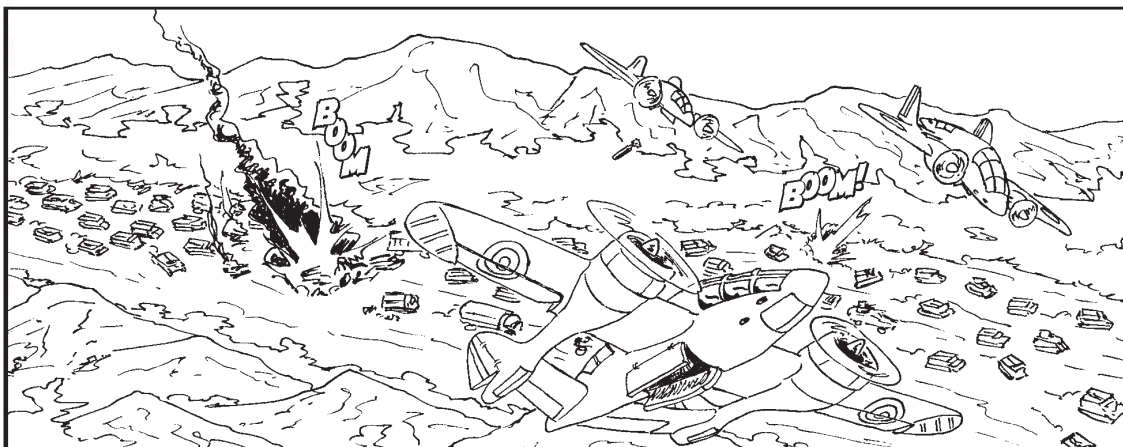
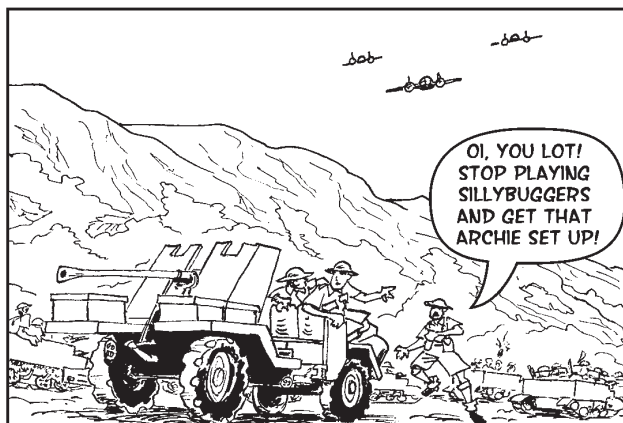
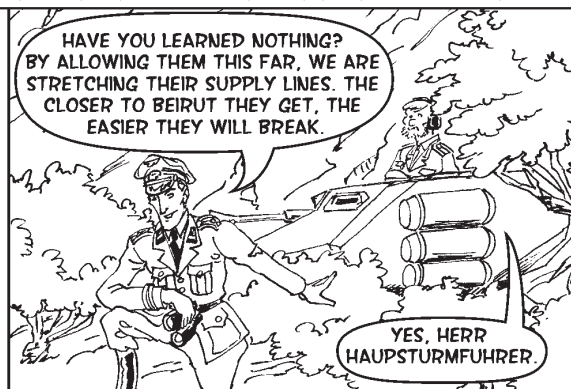
Kraut PATROL

ART & STORY BY JACK BELL

JULY, 1941. THE AUSTRALIAN 7TH DIVISION HAS BEEN SENT TO EXPEL THE ORIENTKORP OUT OF THE LEVANT. THE ARMoured COLUMN HAS CROSSED THE LITANI RIVER, AIMING FOR BEIRUT.

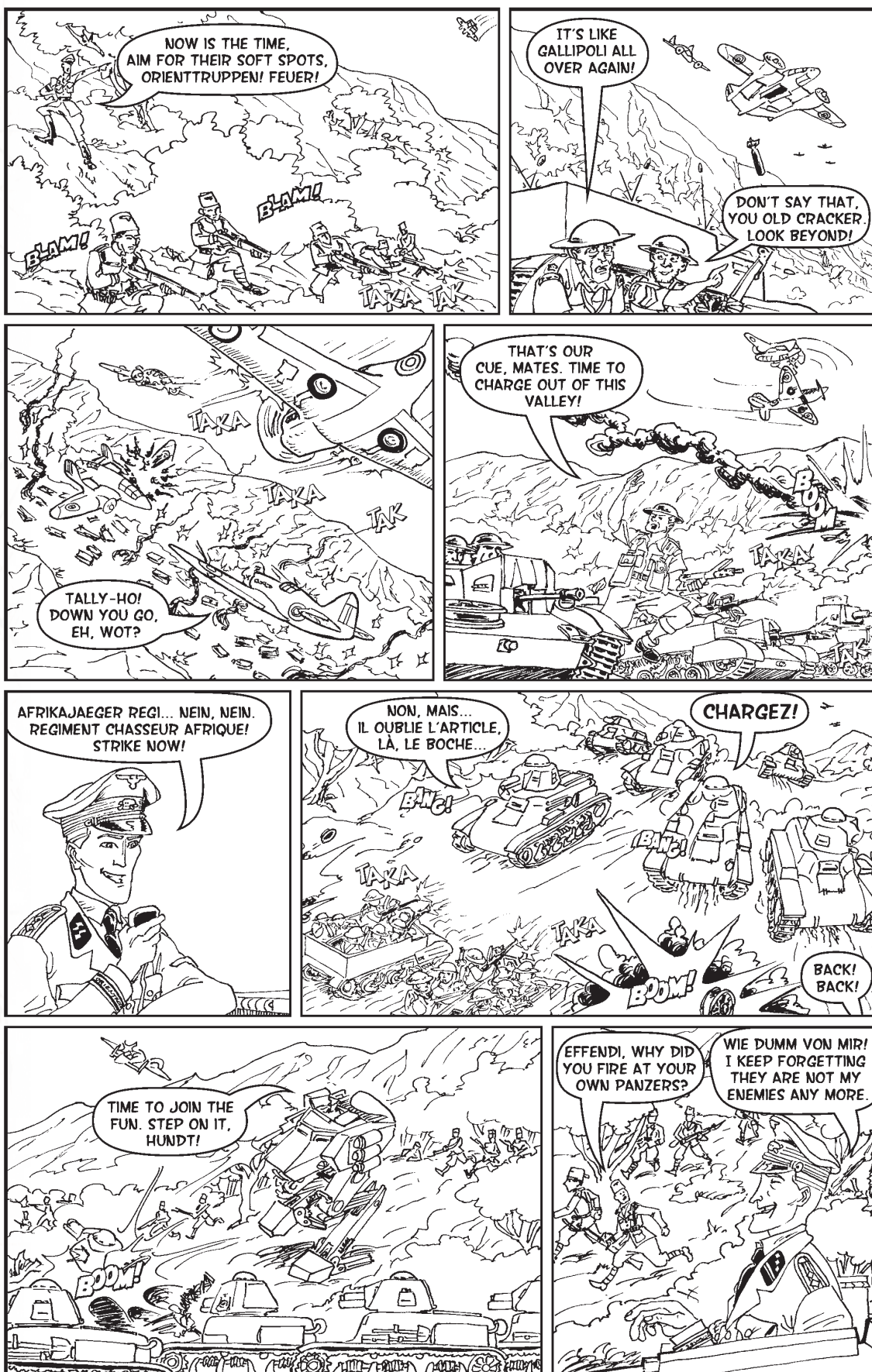


NOTE: IN REAL LIFE, OPERATION EXPORTER LASTED FROM JUNE TO JULY 1941 AFTER THE ANGLO-IRAQI WAR WAS ALL WRAPPED UP...



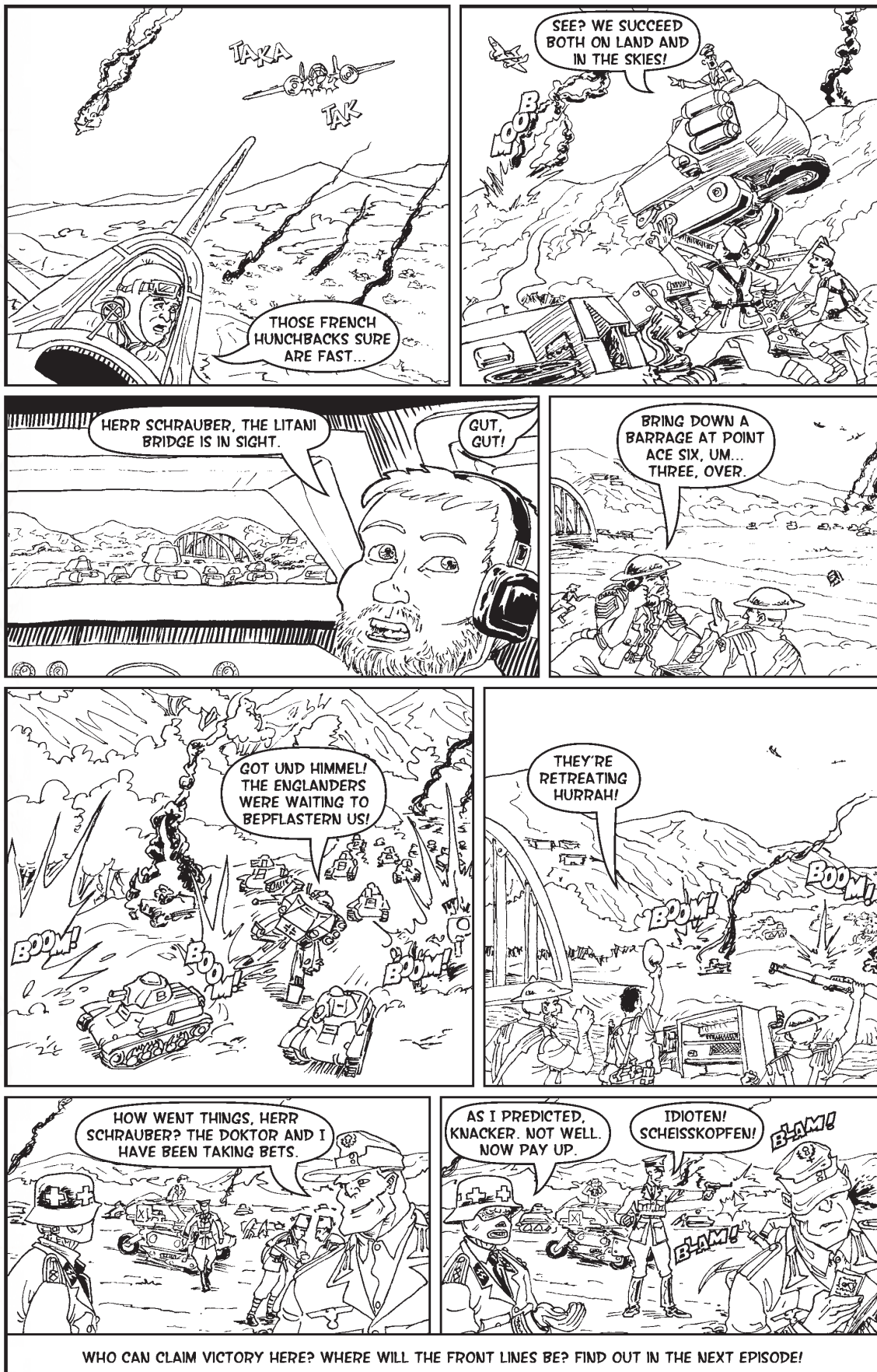
AURORA: THE SILHOUETTE MAGAZINE

KRAUT PATROL



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SUBMISSION GUIDELINES

Article Guidelines

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

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

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

Fiction may be a one-off or serial based, as desired. Please note that long works of fiction may be split into multiple pieces over multiple issues for length reasons; if you are writing a long story it is best to indicate breaks in the story (chapters, for example) that allow us to chose the best point to split the story, if necessary. Stories are encouraged to be accompanied by Silhouette CORE or Blitz! rules detail of some kind, be it stats for characters or equipment in the story, game scenarios, mechanized designs, new rules or explanations of how to simulate aspects of the story using the Silhouette/Blitz rules. This is not a hard requirement however, and stand-alone pieces will be considered and published.

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

Submission Guidelines

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

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

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

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

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

Photos, drawings or images should be accompanied by photo credits as well as a brief description/caption for each photo (optional). Indicate within your article where the images are to be included like so: <<<Image_Filename.ext>>>. Images should be sent at a maximum of 150dpi for greyscale or colour images, 300dpi for black & white images (1-bit). Given the size of a page, images should be no larger than 7 by 7 inches (18 by 18 cm). If we need a higher resolution image, we will contact you. Images should be compressed with an appropriate method; please check the quality of your images before sending.

Copyright Guidelines

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

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

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

The End Print

Please send all submissions to the following email address:

auroramag@gmail.com

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

Deadline for Submissions for Issue #8.2: March 20th 2014

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ARTICLE SUGGESTIONS

Historical Articles

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

Fiction

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

Modules

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

Scenarios

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

Note: Historical Accuracy

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

Designs

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

Artwork

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

House Rules

Original rules for the Silhouette/Blitz! system and modifications to existing rules. All rules submittals must include an explanation of the rule's purpose, the rules themselves clearly written, and an example of the rule in play. If you are tweaking rules that exist within the game already, please clearly denote those as well as the reference to where the original rules reside. Do not copy any existing game rules text, only note what is changed from the existing rules.

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

Tactics

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

Miniatures/Modeling

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

Something Else!

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