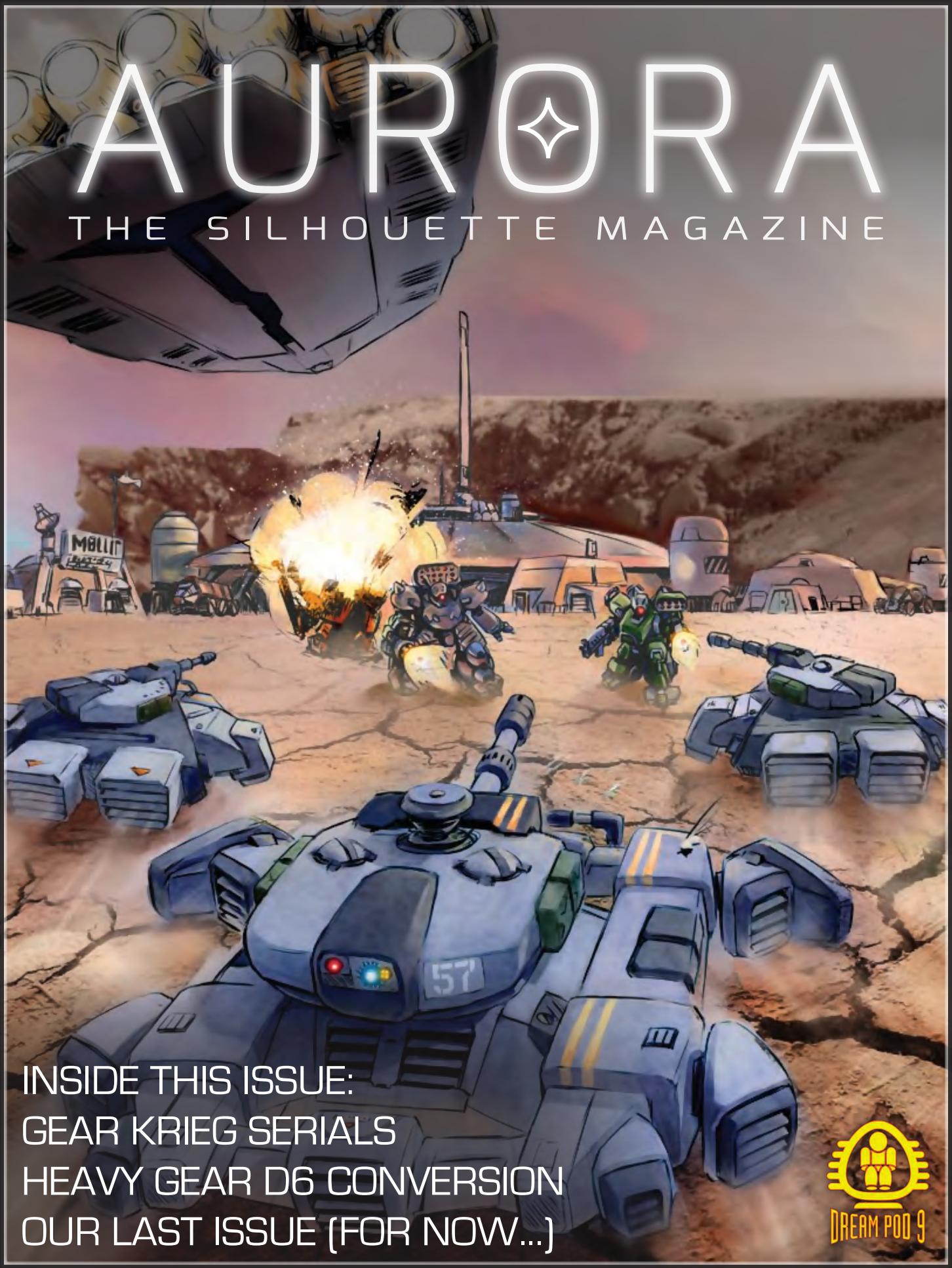
AURORA

THE SILHOUETTE MAGAZINE



INSIDE THIS ISSUE:
GEAR KRIEG SERIALS
HEAVY GEAR D6 CONVERSION
OUR LAST ISSUE (FOR NOW...)

DREAM POD 9

ISSUE 10.4

AURORA: THE SILHOUETTE MAGAZINE

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From the Editor...

"True love stories never have endings"
– Richard Bach

10 years. A lot happens in 10 years. 10 years ago, YouTube was in its infancy, the last Star Wars prequel film was out, the Kyoto protocol came into effect, and the smartphone revolution hadn't yet begun. You couldn't be reading this on your phone (let alone a tablet).

This, of course, is Aurora Magazine, and it too began 10 years ago. For me, it is both amazing and astounding that we have published for a decade. I am humbled and still excited to be the editor of this magazine, and my love for DP9 games has never abated. Right now, two full kits from the Kickstarter lie near me, ready for assembly, the first minis I'll be assembling in nearly three decades.

I remember when the Heavy Gear RPG book was released into the gaming scene. To say the book landed with a bang would not be an understatement. The graphic layout was light years ahead of just about everything out there. There were RPG and tactical rules in one volume. The industrial design felt just right. And the main story, of two warring sides, managed to not devolve into good guys vs bad guys, white vs black. North or South, and the individual states within, each were rich with flaws and strengths. That was remarkable.

Jovian Chronicles, Tribe 8, and Gear Krieg all followed, building more and more full and rich worlds. Today, most lie dormant, yet Heavy Gear is making a new push to grow with plastic minis, and both a new RPG and new large-scale landship/naval games are also in the works.

Aurora was launched to give a home for everyone who loved those worlds, loved that complexity, loved the Silhouette game engine, and loved the art, a place to share, to get more, and to revel in our excitement for these stories and games.

All this has been wonderful. And has not made the choice any easier. As noted on the cover, Aurora is going on hiatus. This will be our last issue, perhaps for now, perhaps for good. We have had a great run. We're going to leave on a high note. As DP9s fortunes continue to grow, we may find ourselves irresistibly pulled back to publish once more. As we noted in our ten year look back, the future is always uncertain in surprising ways.

I want to thank you, dear reader, for being with us, whether it was for one issue or for the full ten years. Thank you for being part of our community and thank you for sharing our excitement for DP9 games.

I also thank with huge high fives all our contributors over the years. Cover paintings, fiction, game reports, new rules, new designs, maps, art, and great related tangents, all of these were only possible in our pages because of our contributors. A special double high five to John Bell for his amazing and long running work with his Gear Kreig serials. 178 strips. That's amazing.

Lastly, a thank you to John Buckmaster, former Heavy Gear line editor, for his support in getting Aurora rolling. Thank you to Robert Dubois, DP9 president, for letting us use the amazing DP9 art and for giving us shout outs.

Good night everyone.

Welcome to the final issue of your Silhouette magazine.

Game on,

Oliver Bollmann
Aurora Magazine Editor

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ABOUT THE AUTHORS

Ghislain Barbe (http://qosmiq.com/) -- *Big Times, Big Gear*

[Editor: Say "Dream Pod 9" to most gamers, and the imagery that will come to mind will be the work of Ghislain. Talented and fabulous and sketching Heavy Gear once more! I'm excited to feature his newest work here in Aurora.]

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

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

Aaron Bertrand (thisnewjoe@gmail.com) -- *The Journal Part 9: History Repeating*

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

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

It all started in a hobby store one day thirty 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 began numerous years ago. He also runs a gaming imprint *Kannik Studios at rpgnow:*
http://rpg.drivethrustuff.com/index.php?manufacturers_id=291

Jason English (Banzai on the Forums) -- Battlelogs: Tanks of the Port Arthur Korps

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

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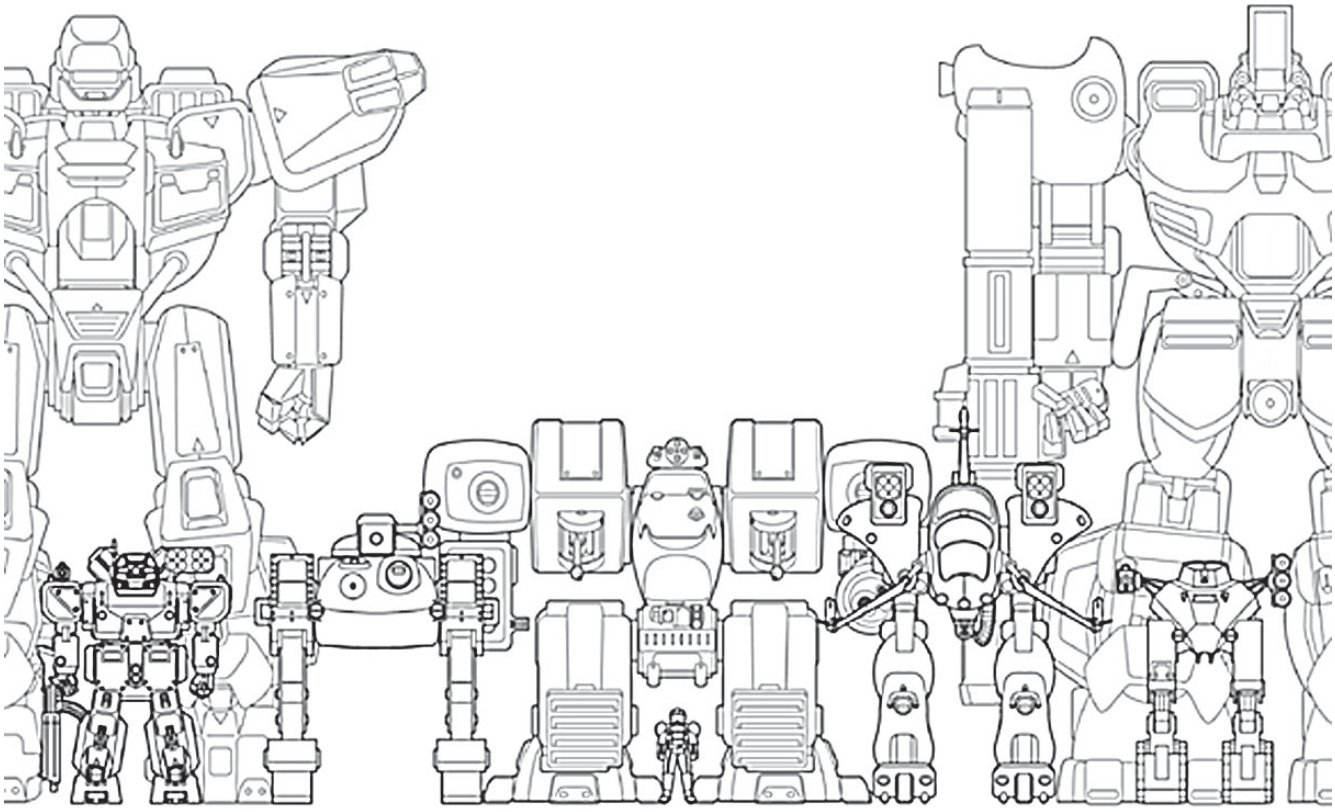

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Aurora Magazine, Volume 10, Issue 4, Published October 1st, 2016

KRAUT PATROL

JOHN BELL

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KRAUT PATROL

NEXT: THE PATROL HEADS OUT TO MEET UNEXPECTED COMPANY ON THE REVENGE ROAD

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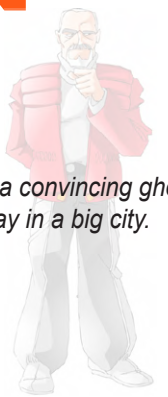
THE JOURNAL, PART 10: GHOSTS

AARON BERTRAND



It would be difficult to write a convincing ghost story set on a sunny day in a big city.

— Susan Hill

ARCHIVIST'S NOTE

When we began releasing journal entries made by Dr. Alastair Anima, we did not anticipate the extraordinary outpouring of support by our readers across the solar system. We did expect the political complaining and threats, but justice seems to be more accepting of revealing truth instead of hiding it.

We recognize our coverage is incomplete. There is no method by which any story about history, whether written by the most brilliant writers of an age or by the logs of a hundred million computers trying to track every bit of data. No words can adequately describe the whole experience of things as they really were in a moment of time.

As human beings, we are constantly filtering, assessing, judging, finding patterns and figuring out what to do next. We deal with a onslaught of niggling little concerns and considerations, and sometimes we manage to find ourselves free of that in some oasis of possibility and beauty for all that life has to offer. We can push ourselves to exceed what we thought was possible in life and to experience miracles together.

There is much value in sharing stories. This journal set includes the judgments, filters, and ideas of a crew working in extreme circumstances without a lot of help for their situation. This adventure started on Earth, with a university lab team enjoying the view beamed to them from a celebration on Mars. They found themselves delivered from their homes to a new and entirely uncertain destiny. The fates that guide them are too secretive for comfort, but have been reliable so far.

Like much of life, the things that come are somewhat surprising.

TUESDAY 10/16/2210 10:03 TARDIFREY TIME

My last entry was a little rushed. I'm trying to capture things realtime, as often as possible. Not everything, just the major points. Now that we've finished the all-staff meeting, I want to record a few details.

First, Duncan gave an effective summary of the detailed findings Olivia gave to the bridge crew regarding the signaling artifact someone snuck into the navigation system. Jaems followed him, describing how he tracked one of the ships on a likely trajectory from Venus, and then others from the space stations in CEGA territory. There was also a concerning blip on our side of the asteroid belt that nobody knows what to make of.

Olivia kept us from getting too deep into fearful speculation and curiosity about this whole adventure. reviewed supplies manifests, including some potentially useful weaponry that had been stored away. While we have some close-range stuff for onboard fighting, there wasn't a lot in the way of reliable hardware for ship-to-ship battles.

When asked why we keep doing such particularly risky and Duncan laid-out a frank and delightfully fictional story to the crew about what we're all doing here. It pulls a bit at the heartstrings, and it's truthy enough that we newcomers can answer questions vaguely and everyone who doesn't know the truth willingly fills in the blanks without much prompting. It is being sold as a sort of betrayal of the wrong person sort of thing; we'd discovered some high tech that can help colonies and poorer families make better use of their available resources, but it's all very technical and somebody tried forcing us to sell it or whatnot.

Gotta go; I'm being paged for a strategy meeting with the bridge crew.

TUESDAY 10/16/2210 20:42 TARDIFREY TIME

We've managed to be in communication with our contact at Jupiter. We've been warned that there are other forces at work that we haven't encountered yet and told to do the best we can until help arrives.

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THE JOURNAL, PART 10: GHOSTS

That will take a miracle that I'm not sure I believe in. Even with everything else, space travel is still slow, vast, and if you miss your target, things could get bad and stay that way until some quiet, cold end far off from where you wanted to be.

We did get a map of traffic heading our way or along our route, both the regular commercial and industrial flights and those that we think are CEGA or Venutian in origin. A few ships and regions ahead of us are marked as dangerous. Duncan and Olivia immediately suggested pirates. There are plenty out here, both as independent warlords and as contractors for politicians or corporations who cannot be directly connected to any of many "unfortunate" incidents that happen on a somewhat frequent basis.

Our contact also expressed frustration about the device that was found. It was the first break in her calm that has been communicated to us so far, and she gave a run-down of the likely candidates. Though unlikely to be anyone onboard now, there was definitely someone who had planted it on this ship for a previous purpose, and the same someone didn't remove it when their operation was done. Our pursuers have found us largely by the peculiarities of history. We could have gotten all the way out of the inner planets without being discovered had that not gone off.

We've been given a suggested course of travel, a sort of cone of space to move through as we deal with the most nearby and threatening aggressors. The enemies trailing us are being monitored and we're expecting more information soon.

On a separate thread, I want to state for the record that Duncan is simultaneously brilliant, weird, and his subtlety is powerful and surprising.

I was staring out into space. I forget what I was thinking about, but after some minutes there, Duncan had up and stood beside me, and a little back, so he was looking outside and at me. When I finally noticed him there, I blinked and found my eyes were blurry. I had been crying. I wasn't aware of it, then I was suddenly very self-conscious, trying to wipe my face only to find my cheeks were covered with cooling tears.

I glanced over to him and opened my mouth to apologize. He held his hand out, and a little square of fabric sat in it. I took it, wiped my face, and in the next couple seconds he was gone again. A ghost, almost.

I hope none of us end up out here, forever traveling as ghosts with only each other to keep company and millions of years to drift off course.

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HEAVY GEAR D6

BATTLELOGS: TANKS OF THE PORT ARTHUR KORPS

Written by Jason English
Based on the **Heavy Gear D6 Conversion** by Evan Anhorn and **Heavy Gear** by Dream Pod 9.
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CONTENTS

Battlelogs: Tanks of the Port Arthur Korps is a supplement for **Heavy Gear D6**, detailing the combat vehicles that made the Colonial Expeditionary Force so terrifying during the War of the Aliiance. Hovertanks are included from both the original **Heavy Gear** roleplaying game, the **Heavy Gear Tactical Rules** and the current **Heavy Gear: Blitz!** miniatures game. New entries for Auxiliary Systems and Features (both positive and negative) are also include to expand the vehicle options available in **Heavy Gear D6**.

NEW AUXILIARY SYSTEMS AND FEATURES

Airdroppable: The vehicle has been built with reinforced shock absorbers and parachute attachments, which allow it to be thrown out of a perfectly good airplane without special preparation. An Airdroppable vehicle is ready to fight 1D rounds after landing. Vehicles and Gears without this feature can also be airdropped, but they need require special equipment and preparation before flight, and take 3D minutes after landing to get ready to fight.

Counter-Battery Sensors (CBS): The vehicle is equipped with specialized tracking sensors which are sensitive enough to detect incoming artillery rounds, and computers that can backtrack the rounds' path to where they were fired. The crew of a CBS-equipped vehicle can plot the origin point of any incoming artilery or mortar attack by making a successful Sensors roll. This roll, of course, has nothing to do with the crew's ability to avoid - or survive - the rounds being fired at them.

Life Support: The vehicle is completely sealed from the outside enivronment, and carries enough air and supplies for its crew to survive for some time. The Limited version of the system allows survival for up to a week.

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

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

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

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

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

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

NEW AUXILIARY SYSTEMS AND FEATURES (CONTINUED)

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

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

Vulnerable to Haywire: The vehicle's electrical systems are poorly grounded, or a sensor dish or antenna is mounted well outside the vehicle. If using a Haywire weapon, any attack is allowed two rolls on the System Damage table instead of one.

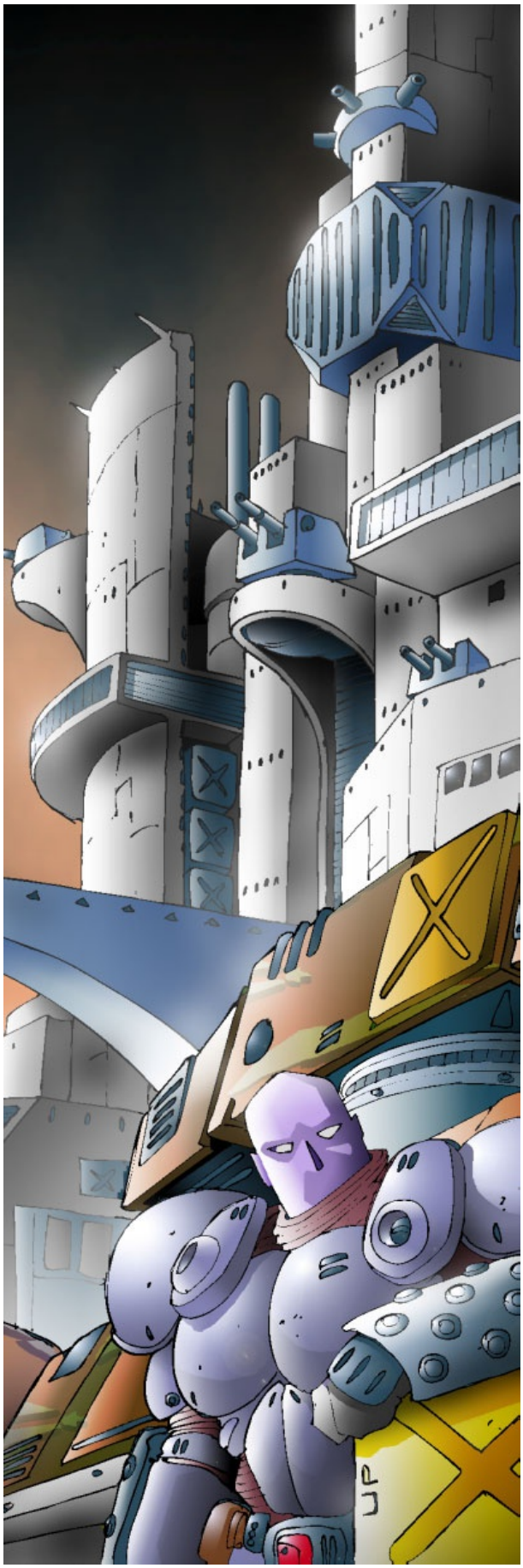
Damage Reduction (-X/RB): The weapon loses energy at longer ranges, causing less damage. Reduced the damage roll by X points at long range, or twice X points at extreme range.

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

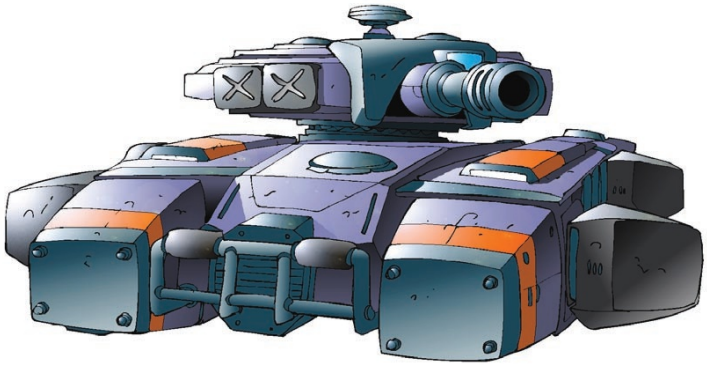
Haywire (Weapon): The weapon causes an electrical attack that shorts out radios, sensors and controls. If a damage roll with a Haywire weapon matches or exceeds an armor roll, in addition to any other result, the Gear takes a -2D penalty to all future Sensors, Commo and Maneuver rolls, not just -1D.

Indirect Fire (Weapon): The weapon can be fired over terrain or obstacles to attack a target from above.

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



HT-68 HOVERTANK



The HT-68 is the "light" partner of the PAK armor operations pair. It can hold its own against light armor and most Gear units, it is usually employed as a screening unit for the heavier HT-72s. Many HT-68s have had their particle accelerators swapped for autocannons to reduce maintenance costs.

Weapons Payload	Eff Range	ROF	Ammo
Hvy Particle Accelrtr	200m	0	1/60
(Junglemower-10	300m	1	300/300)
Anti-Gear Missile	300m / 5m	0	1/4
Anti-Tank Missile	300m / 8m	0	1/4

Crew: 3
Maneuver: 1D
Sensors: 2D (4 km)
Commo: 2D (20 km)
Speed: 6D+2 (Hover, 100m jump)
Armor: 6D+1 (7D+1 vs HEAT)
(Front: 7D, 7D+2 vs HEAT)
(Belly: 3D+1, 3D+2 vs HEAT)

Armaments:
Heavy Particle Accelerator
(FC: 4D, Dam: 3D+1, Haywire, HEAT, Sniper System)
or Junglemower Autoconnon
(FC: 3D, Damage: 4D, Sniper System)
Anti-Gear Missile Launcher
(FC: 4D, Damage: 5D, Guided, HEAT, Ind Fire)
Anti-Tank Missile Launcher
(FC: 4D, Damage: 8D+1, Guided, HEAT, Ind Fire)

Auxiliary Systems and Features:
Airdroppable, Advanced Computer, Autopilot, Backup Sensors, Hostile Environment Protection (Desert, Extreme Cold), Life Support (Limited), Ram Plate (Forward), Target Designator (2D), Exposed Movement System, Large Sensor Profile (3D), Sensor Dependent

HRT-68 HOVER ARTILLERY VEHICLE

The HRT-68 is the primary self-propelled gun in use by the Korps. Able to keep up with the tanks it supports, the "shoot and scoot" tactics employed by HRT-68 crews frustrated Terranovan counter-battery units throughout the War of the Alliance.

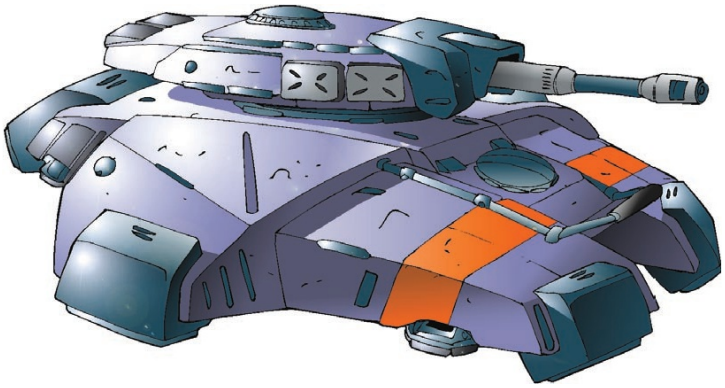
Crew: 3
Maneuver: 1D
Sensors: 2D (4 km)
Commo: 2D (20 km)
Speed: 6D+2 (Hover, 100m jump)
Armor: 6D+1 (7D+1 vs HEAT)
(Front: 7D, 7D+2 vs HEAT)
(Belly: 3D+1, 3D+2 vs HEAT)

Armaments:
90mm Massdriver Artillery Gun
(FC: 2D, Damage: 4D, Indirect Fire,
Sniper System, Min Rng: 500m)

Auxiliary Systems and Features:
Airdroppable, Advanced Computer, Autopilot, Backup Sensors, Counter-Battery Sensors, Hostile Environment Protection (Desert, Extreme Cold), Life Support (Limited), Ram Plate (Forward), Exposed Movement System, Large Sensor Profile (3D), Sensor Dependent

Weapons Payload	Eff Range	ROF	Ammo
90mm MD Arty Gun	2500m / 8m	2	50/50

HT-72 HOVERTANK



The HT-72 is the pride of the Port Arthur Korps. Even after so many cycles of service, few conventional vehicles can match the '72's combination of armor, firepower and agility.

Crew: 3
Maneuver: 1D
Sensors: 2D (4 km)
Commo: 2D (20 km)
Speed: 7D (Hover, 100m jump)
Armor: 6D+2 (7D+2 vs HEAT)
(Front: 7D+1, 8D+1 vs HEAT)
(Belly: 3D+1, 3D+2 vs HEAT)

Armaments:

Heavy Particle Accelerator
(FC: 4D, Dam: 5D, Haywire, HEAT, Sniper System)
or Junglemower Autoconnon
(FC: 3D, Damage: 4D, Sniper System)
Airburst Missile Launcher
(FC: 4D, Damage: 3D+1)
Anti-Gear Missile Launcher
(FC: 4D, Damage: 5D, Guided, HEAT, Ind Fire)
Anti-Tank Missile Launcher
(FC: 4D, Damage: 8D+1, Guided, HEAT, Ind Fire)

Weapons Payload	Eff Range	ROF	Ammo
Hvy Particle Accelrtr	300m	0	1/60
(Junglemower-10	300m	1	300/300)
Airburst Missile	300m / 6m	0	1/2
Anti-Gear Missile	300m / 5m	0	1/4
Anti-Tank Missile	300m / 8m	0	1/4

Auxiliary Systems and Features:

Airdroppable, Advanced Computer, Autopilot, Backup Sensors, Hostile Environment Protection (Desert, Extreme Cold), Life Support (Limited), Ram Plate (Forward), Target Designator (2D), Exposed Movement System, Large Sensor Profile (3D), Sensor Dependent

HRT-72 HOVER ARTILLERY VEHICLE

The HRT-72 provides much heavier fire support than the HRT-68s, but there are so few of them available that they are usually held in reserve around Port Arthur itself.

Crew: 3
Maneuver: 1D
Sensors: 2D (4 km)
Commo: 2D (20 km)
Speed: 7D (Hover, 100m jump)
Armor: 6D+2 (7D+2 vs HEAT)
(Front: 7D+1, 8D+1 vs HEAT)
(Belly: 3D+1, 3D+2 vs HEAT)

Armaments:

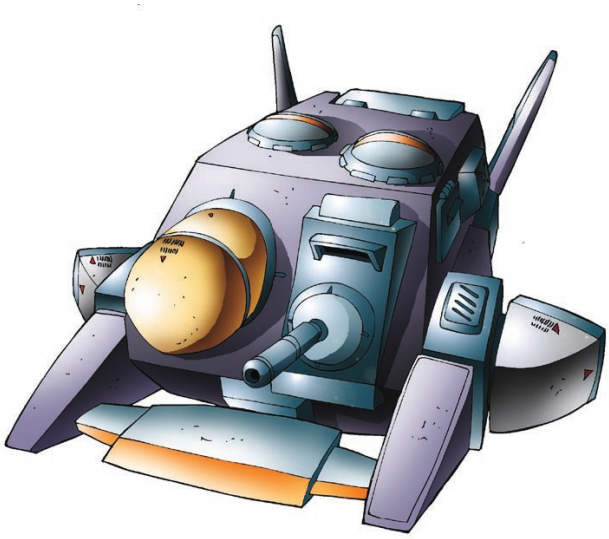
152mm Massdriver Artillery Gun
(FC: 1D, Damage: 6D, Indirect Fire,
Sniper System, Min Rng: 750m)

Auxiliary Systems and Features:

Airdroppable, Advanced Computer, Autopilot, Backup Communcations, Backup Sensors, Counter-Battery Sensors, Hostile Environment Protection (Desert, Extreme Cold), Life Support (Limited), Ram Plate (Forward), Difficult to Modify, Exposed Movement System, Large Sensor Profile (3D), Sensor Dependent

Weapons Payload	Eff Range	ROF	Ammo
152mm MD Arty Gun	3000 m / 12m	1	50/50

HC-3 COMMAND / RECON VEHICLE



The "stock" HC-3 is used as a flying electronic warfare and forward observation platform. Its ECM equipment is mounted in a distictive rooftop pod, which can be replaced by other equipment or weapons.

Crew: 2
Maneuver: 4D
Sensors: 2D (6 km)
Speed: 8D+1 (Hover, 50m jump)
Armor: 1D+2
Commo: 3D (30 km)

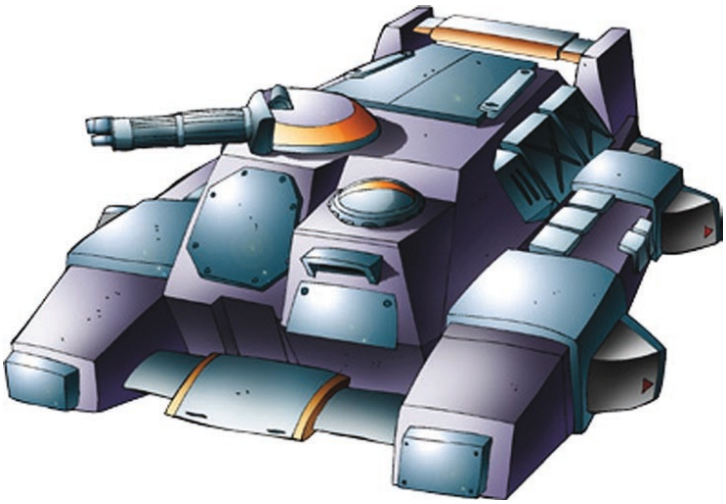
Armaments:
Defensive Laser Cannon
(FC: 3D, Damage: 4D, HEAT, -1/RB)

Auxiliary Systems and Features:
Airdroppable, ECM (3D), ECCM (3D), Hostile Environment Protection (Desert), Life Support (Limited), Satellite Uplink, Exposed Auxiliaries, Exposed Movement System, Vulnerable to Haywire

(**Recon Vehicles:** Remove ECM and ECCM, add:
Anti-Gear Missile Launcher
(FC: 4D, Damage: 5D, Guided, HEAT, Ind Fire))

Weapons Payload	Eff Range	ROF	Ammo
Def Laser Cannon	500m	0	100/100
(Anti-Gear Missile	300m / 5m	0	1/4)

HPC-64 HOVER ARMORED PERSONNEL CARRIER



The HPC-64 is a jack-of-all-trades, as ubiquitous in the Korps as any utility helicopter in Northern or Southern service. Its large internal volume and rugged frame offer considerable protection and relative comfort for its occupants. Many '64's have been modified to fill other support roles, including mobile command post, medical evacuation vehicle and heavy weapons carrier.

Crew: 3,
10 passengers
Maneuver: 1D
Sensors: 2D (4 km)
Commo: 2D (20 km)
Speed: 6D+2 (Hover, 50m jump)
Armor: 6D+1 (7D+1 vs HEAT)
(Front: 7D, 8D+2 vs HEAT)
(Belly: 3D+1, 3D+2 vs HEAT)

Armaments:
Gatling Laser Turret
(FC: 3D, Damage: 5D+1, HEAT, -3/RB)

Auxiliary Systems and Features:
Airdroppable, Hostile Environment Protection (Desert, Extreme Cold), Life Support (Limited), Reinforced Crew Compartment, Exposed Auxiliaries, Exposed Movement System, Large Sensor Profile (1D)

Weapons Payload	Eff Range	ROF	Ammo
Gatling Laser Turret	200m 1	150/150	

APPENDIX A: BLITZ! SLEDS

The following stats are presented for players who use the light hovertanks introduced in **Heavy Gear Blitz!**.

LHT-67 HOVERTANK

Crew: 3
Maneuver: 2D
Sensors: 2D (4 km)
Commo: 2D (20 km)
Speed: 8D+2 (Hover, 100m jump)
Armor: 4D+1 (5D vs HEAT)
(Front: 5D, 5D+2 vs HEAT)
(Belly: 2D+1, 2D+2 vs HEAT)

Armaments:

Light Particle Accelerator
(FC: 3D, Damage: 3D+1, -1/RB, Haywire, HEAT)
or Heavy Autocannon
(FC: 2D, Damage: 4D)
Medium Rocket Pod
(FC: 1D, Damage: 6D, Indirect Fire)

Auxiliary Systems and Features:

Airdroppable, Autopilot, Hostile Environment Protection (Desert, Extreme Cold), Ram Plate, Target Designator (3D), Exposed Movement System, Large Sensor Profile (2D), Sensor Dependent

Weapons Payload	Eff Range	ROF	Ammo
Lt Part Accelerator	200m	0	40/40
(Hvy Autocannon	300m	1	250/250)
Medium Rocket Pod	200 m / 6m	1	9/18

LHT-71 HOVERTANK

Crew: 3
Maneuver: 2D
Sensors: 3D (4 km)
Commo: 2D (20 km)
Speed: 9D (Hover, 100m jump)
Armor: 4D+2 (5D+1 vs HEAT)
(Front: 4D+1, 5D vs HEAT)
(Belly: 2D+1, 2D+2 vs HEAT)

Armaments:

Light Particle Accelerator
(FC: 3D, Damage: 3D+1, -1/RB, Haywire, HEAT)
or Heavy Autocannon
(FC: 2D, Damage: 4D)
Medium Rocket Pod
(FC: 1D, Damage: 6D, Indirect Fire)

Auxiliary Systems and Features:

Airdroppable, Autopilot, Hostile Environment Protection (Desert, Extreme Cold), Ram Plate, Target Designator (3D), Exposed Movement System, Large Sensor Profile (3D), Sensor Dependent

Weapons Payload	Eff Range	ROF	Ammo
Lt Part Accelerator	200m	0	40/40
(Hvy Autocannon	300m	1	250/250)
Medium Rocket Pod	200 m / 6m	1	9/18

APPENDIX B: CLASSIC SLEDS

Long-time players of **Heavy Gear** will recall the original miniatures of the HT-68 and HT-72, which were released for **Heavy Gear Second Edition** and its companion **Tactical Miniatures Rules**. When **Heavy Gear: Blitz!** was released, the HT-68 and HT-72 miniatures were substantially redesigned, so the old models were reclassified as "light" hovertanks and renamed the LHT-67 and LHT-71, respectively. Later, as new models of the LHT-67 and LHT-71 appeared, the original models were removed from the game entirely.

There's no reason to let perfectly good models go to waste, so the stats below "backdate" the original HT-68 and HT-72 to represent obsolescent hovertanks used by second-line units.

HT-55 HOVERTANK

Crew: 3
Maneuver: 3D
Sensors: 2D (4 km)
Commo: 2D (20 km)
Speed: 7D+2 (Hover, 100m jump)
Armor: 3D+2 (4D+1 vs HEAT)
(Front: 4D+1, 5D vs HEAT)
(Belly: 2D, 2D+1 vs HEAT)

Armaments:
Light Particle Accelerator
(FC: 3D, Damage: 3D+1, -1/RB, Haywire, HEAT)
Anti-Gear Missile Launcher
(FC: 3D, Damage: 5D, Guided, HEAT, Indirect Fire)

Auxiliary Systems and Features:
Airdroppable, Autopilot, Hostile Environment Protection (Desert, Extreme Cold), Ram Plate, Target Designator (2D), Exposed Movement System, Large Sensor Profile (1D), Sensor Dependent

Weapons Payload	Eff Range	ROF	Ammo
Lt Particle Accelerator	200m	0	1/40
Anti-Gear Msl Lnchr	300m / 5m	0	1/8

The HT-55 was the screen to the hammer of the HT-62, perfecting the fast assault techniques that the HT-68 would use to great effect on Caprice and Terra Nova. HT-55s were shipped to Korps forces to replace combat losses in the later years of the War of the Alliance, and in Korps service is often paired with HC-3s as a heavy scout.

HT-62 HOVERTANK

Crew: 3
Maneuver: 3D
Sensors: 3D (4 km)
Commo: 2D (20 km)
Speed: 7D+1 (Hover, 100m jump)
Armor: 4D+1 (4D+2 vs HEAT)
(Front: 4D+2, 5D+1 vs HEAT)
(Belly: 2D, 2D+1 vs HEAT)

Armaments:
Light Particle Accelerator
(FC: 3D, Damage: 3D+1, -1/RB, Haywire, HEAT)
Antitank Missile Launcher
(FC: 3D, Damage: 8D+1, Guided, HEAT, Indirect Fire)

Auxiliary Systems and Features:
Airdroppable, Autopilot, Hostile Environment Protection (Desert, Extreme Cold), Ram Plate, Target Designator (3D), Exposed Movement System, Large Sensor Profile (2D), Sensor Dependent

Weapons Payload	Eff Range	ROF	Ammo
Lt Particle Accelerator	200m	0	1/40
Antitank Msl Lnchr	300m / 5m	0	1/4

The HT-62 was the "heavy" of the '55/'62 team: slower, but able to absorb and deal out more punishment than its partner. In current Korps service, however, it doesn't have much of a place - the '68s and '72s are much preferred by their crews, and the '55 has already earned a place as a fast heavy scout.
The '62s are mostly kept in ready reserve, but some are used as testbeds and technology demonstrators. It is rumored that a few '62s have also made their way to the Humanist Alliance, to test upgrades to their Hentaroi hovertanks.

GRIZZLY

GHISLAIN BARBE

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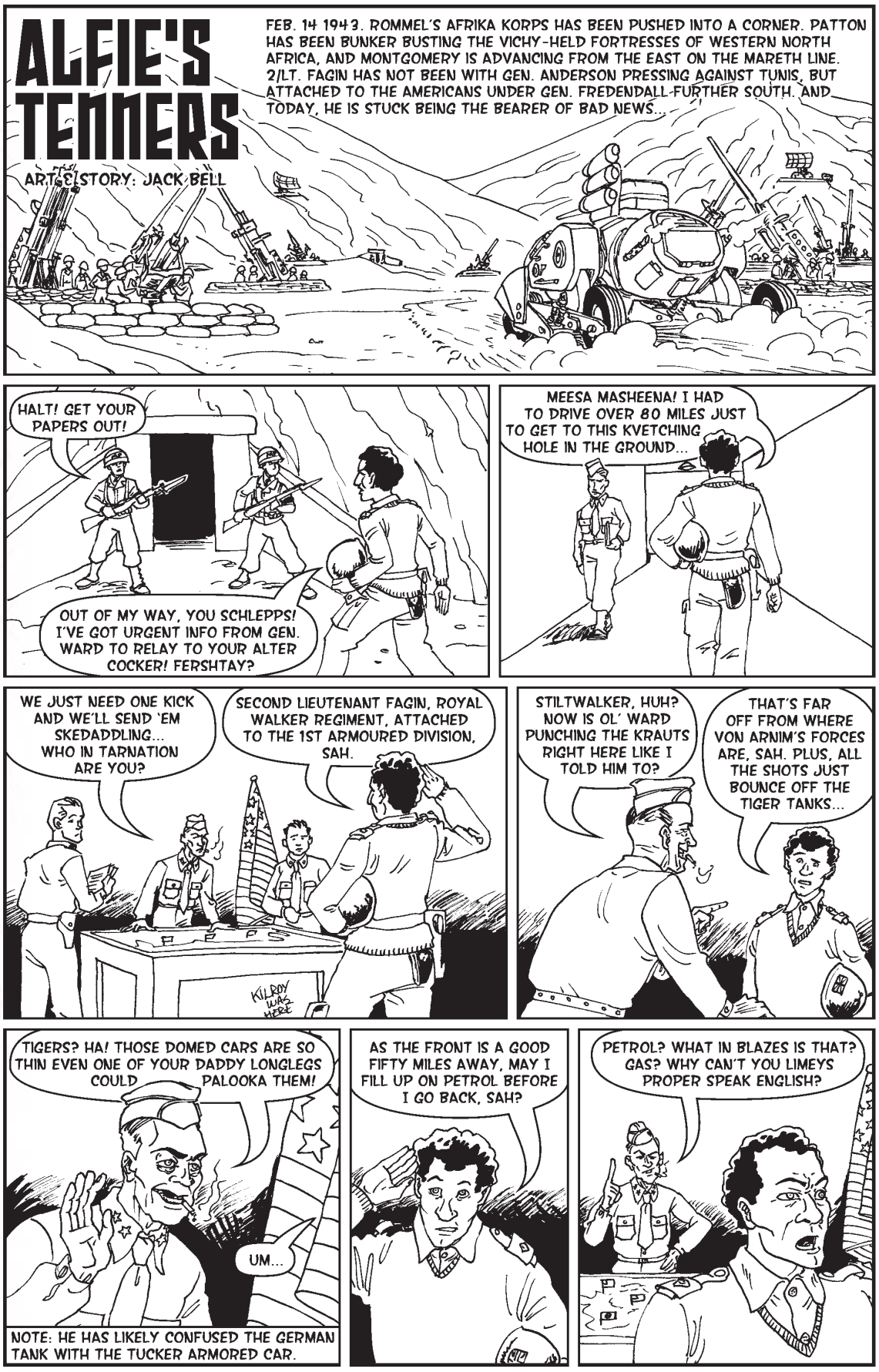
ALFIE'S TENNERS

JOHN BELL



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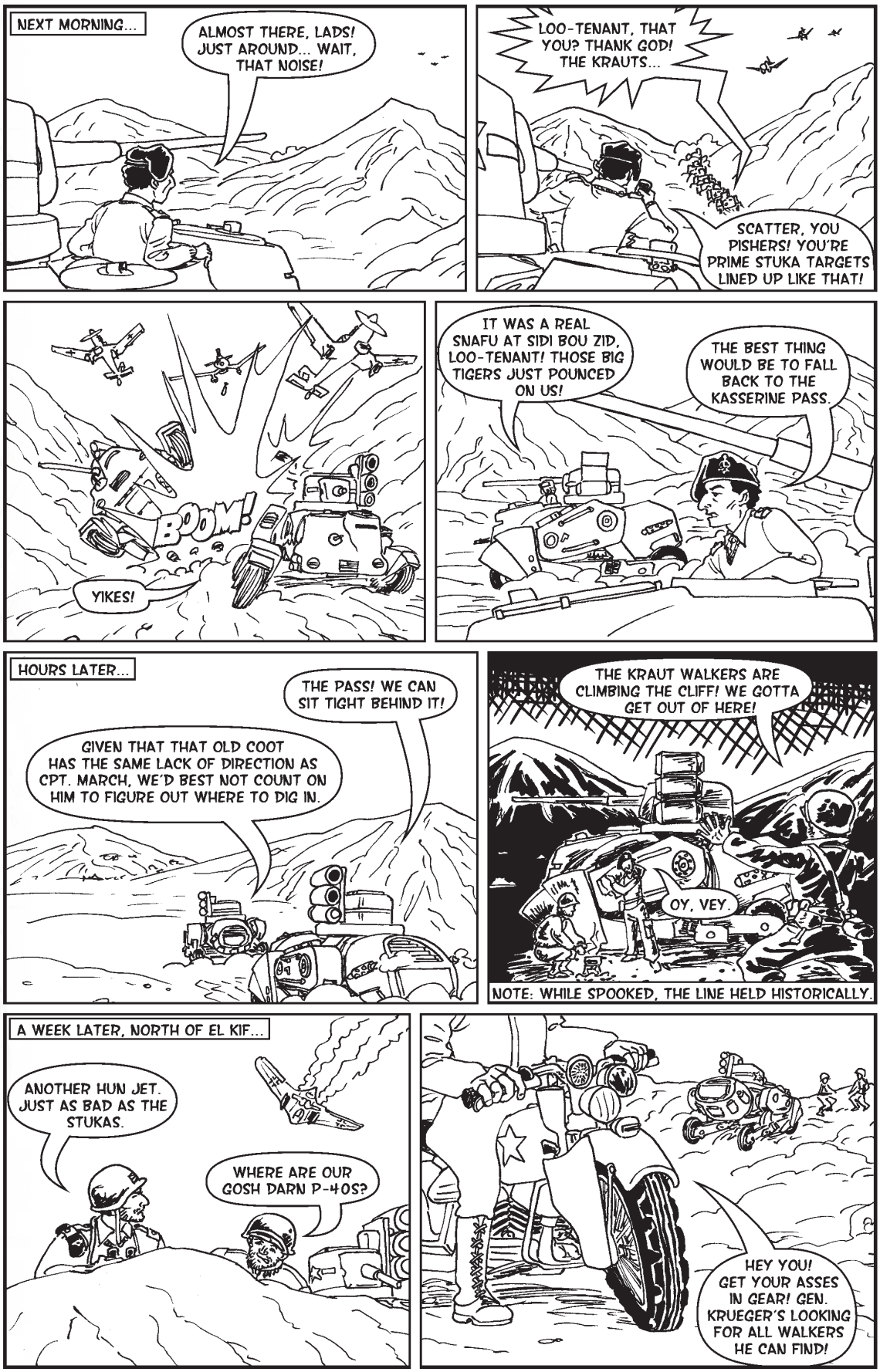

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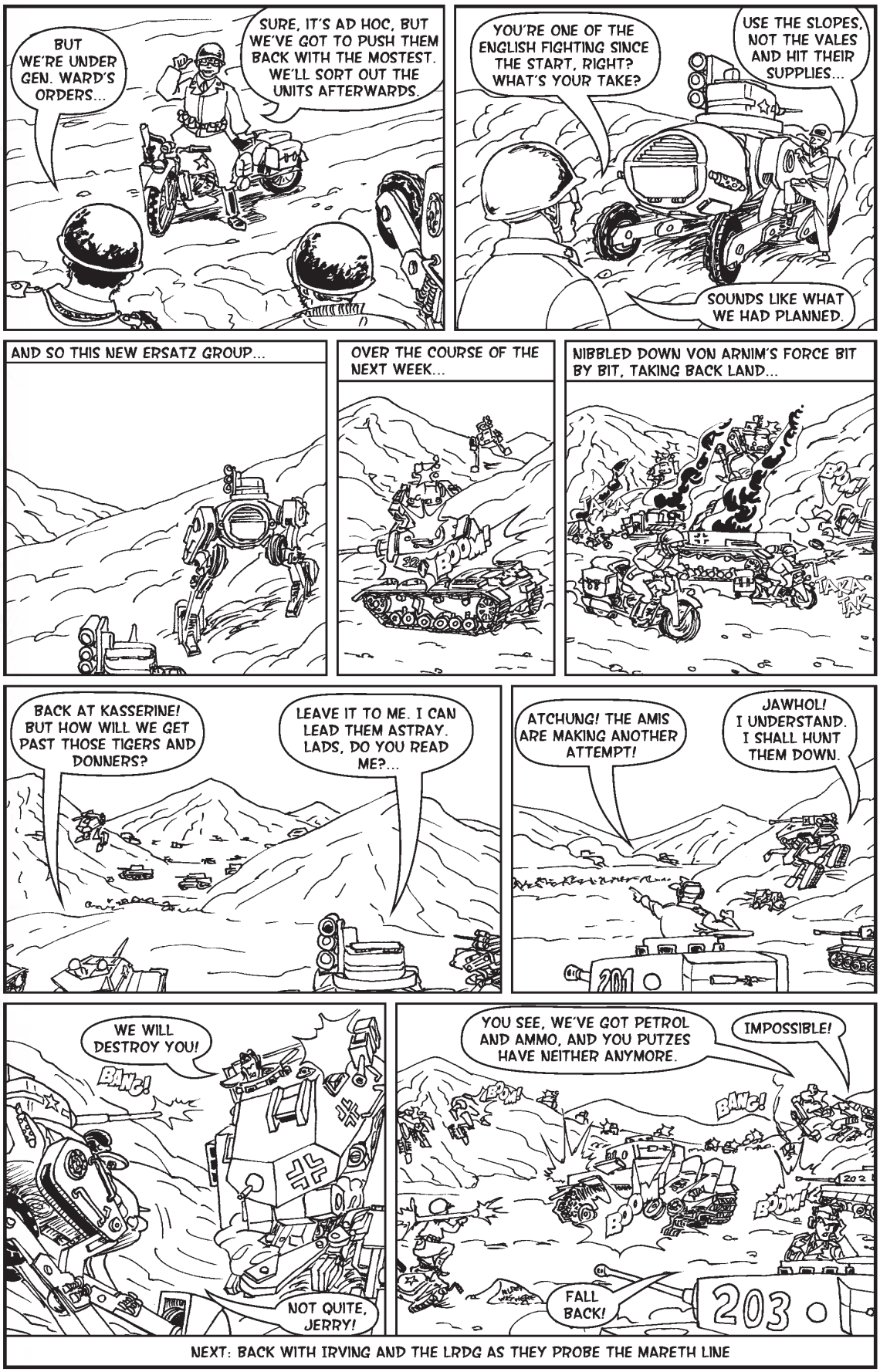

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SUBMISSION GUIDELINES

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 200dpi for greyscale or colour images, 600dpi for black & white images (1-bit). Given the size of a page, images should be no larger than 7 by 10 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.

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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!

Thank you for your interest!
Aurora Magazine is going on Hiatus
You may continue to email submissions if you like
If Aurora returns, we will contact you!

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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 contribue that's not listed here, please submit it!

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