

AURORA

THE SILHOUETTE MAGAZINE

INSIDE THIS ISSUE:
URBAN METTLE: IT'S ALL ABOUT THE ASP!
GEAR KRIEG FICTION
VARIANT RULES FOR SILCORE
OFFICIAL UPDATES AND MORE!



AURORA: THE SILHOUETTE MAGAZINE
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AURORA: THE SILHOUETTE MAGAZINE

SHADES IN THE NIGHT

From the Editor...

Wow. It's 2008, and Aurora begins its second year of publishing. We laid down six smokin' issues in 2007, and are already rearing to go here in the new year. During our first year we touched on nearly every DP9 game world, ran nearly every kind of article from rules to fiction to modelling to history, and we had way to much fun doing it. Oh, and DP9 got nominated for an Origin Award! Certainly we cannot forget that.

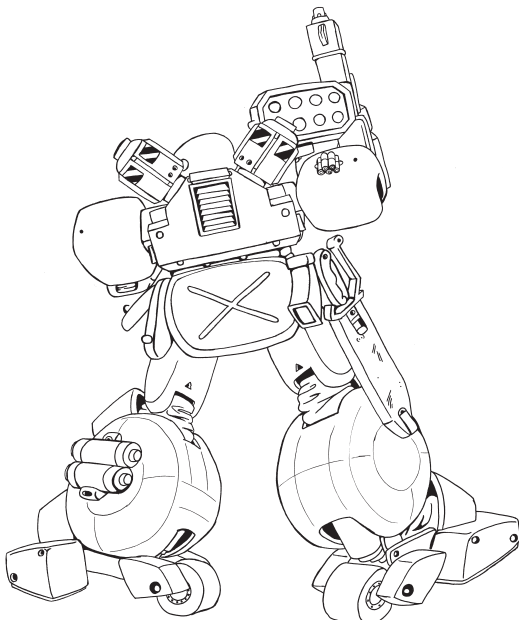
With the new year comes, of course, new gaming, new content, and new avenues. We continue to grow and exist by you, our players. As I wrote a year ago, it's the familiar adage: by the players, for the players. As our hobby grows, so too does this magazine. It has been great for me as I sit at the helm, observing the passion poured into the submissions that cross my virtual desk. Even better is knowing that this passion is not yet tapped, and I anticipate eagerly what this new year will bring...

And check out the cover of this issue, and you just know this year is in for goodness when we get submissions like that! Game on!

We here at Aurora wish everyone a prosperous and adventurous new year, and may the only combat that sees the light of day occur on the gaming table and not in the world proper.

Welcome to the first issue of Volume 2 of Aurora.

Oliver Bollmann
Aurora Magazine Editor



Aurora Errata/Updates

Jason Jarvis sent us the following update/change for his Manhunt article from Issue 1.6, for the Group Prey table:

Size	Modifier
1	0
2	1
4	2
9	3
16	4
25	5
...	...

OFFICIAL-DP9

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

TEST DRIVE

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

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

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ABOUT THE AUTHORS

Beth Porter (thelieutenant@gmail.com) -- *Illustration: p2, p14*

Beth Porter is an artist. She's done a lot of Heavy Gear fan art, and has pieces in the Hammers of Faith, Shields of Freedom and Swords of Pride books. She has an unnatural fondness for Ferrets.

Gareth Lazelle (gareth@cyanlion.com) -- *OACS-04GD/SU Asp*

Gareth is an obsessive role-player/war gamer who became fascinated by Heavy Gear around ten years ago. He spends his time on all sorts of geeky little projects when not otherwise distracted by work, life at home or cats.

Greg Perkins (gregoryperkins@gmail.com) -- *Illustration: p8*

Greg Perkins is a graduate student at the University of Waterloo School of Architecture. His spare time is generally occupied with graphic design or Heavy Gear related creative projects. You can see some of these projects at the following address: www.coolminiornot.com/artist/mason. NOTE the illustration is an homage/parody to the Patlabor TV series, this is the typical screen that would come before and after a commercial break: http://farm3.static.flickr.com/2013/2130168604_33d1907c5d_o.gif

Jake Staines (jake.staines@gmail.com) -- *Cover Illustration*

Jason Dickerson (JDDWolf@yahoo.com) -- *OACS-04GD/SU Asp, Urban Games, The Asp End of the Stick*

Founder and President of the Save the Asp Society, Jason has been an advocate of all things Heavy Gear since the first edition came out.

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

John Buckmaster (dp9.rules.support@gmail.com) -- *Messages from the Pod*

John Buckmaster is DP9's head rules monkey and line developer. He's one of the masterminds behind the whole Blitz thing, and has been a Heavy Gear fan forever.

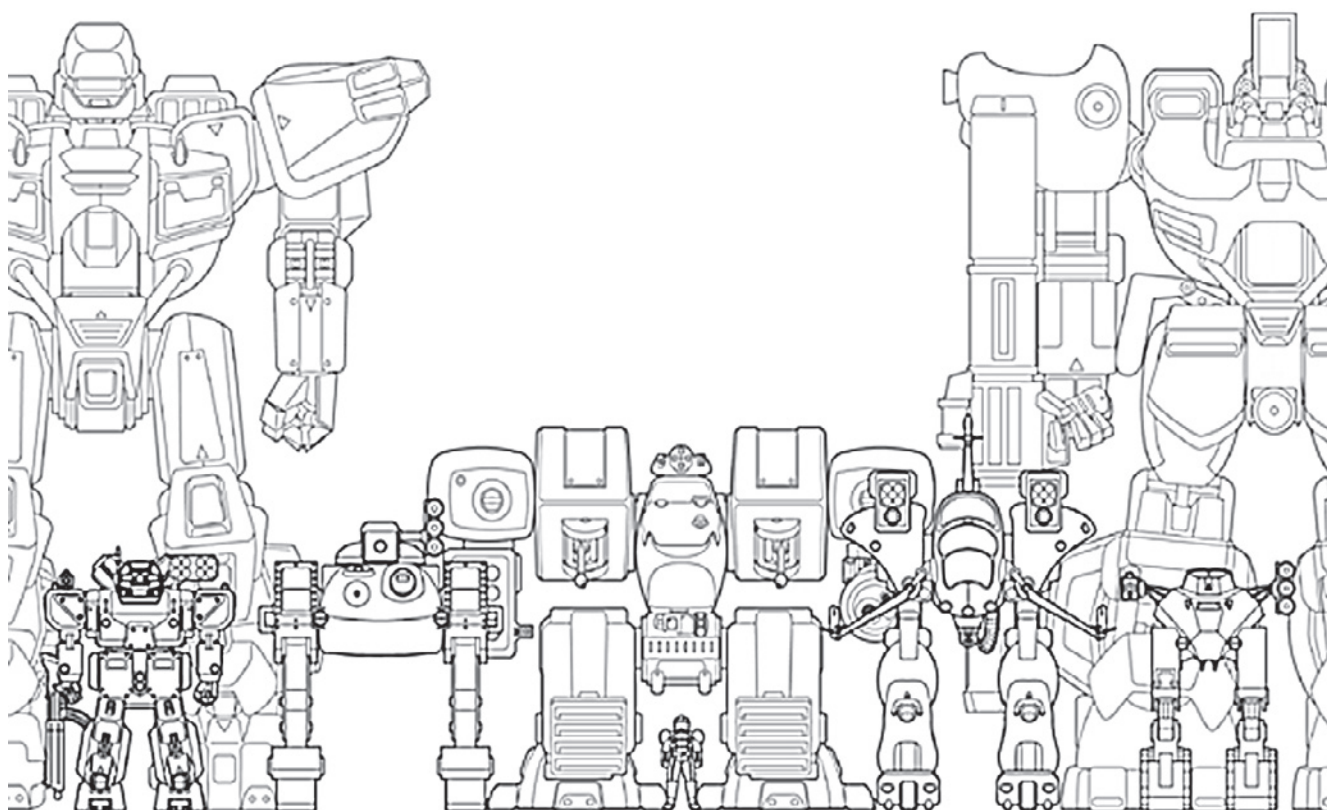
Jonathan "Thu'Ook" Bigonnesse (jbigonnesse@yahoo.ca) -- *The 78th MILICIA Gear Regiment*

Oliver Bollmann (kannikcat@hotmail.com) -- *Core Injection: Variant RPG Rules*

It all started in a hobby store one day twenty odd years ago with an odd box containing something called Top Secret. Almost as soon as he began gaming he began writing, tinkering and adding for and to them, which led to self-publishing and e-publishing several supplements. In the times he's not playing games, practicing traditional Chinese martial arts, designing buildings, or being a stand for the world he continues to write and create for all manner of things. 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.

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ABOUT THE AUTHORS



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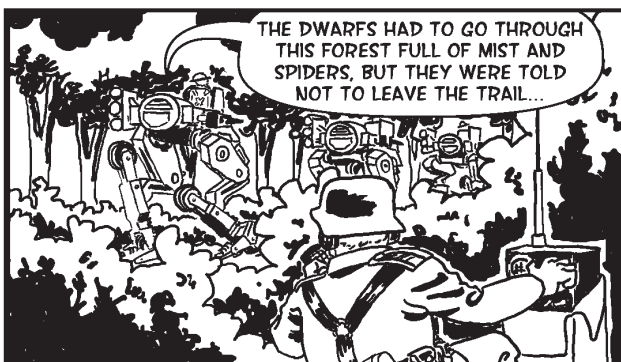
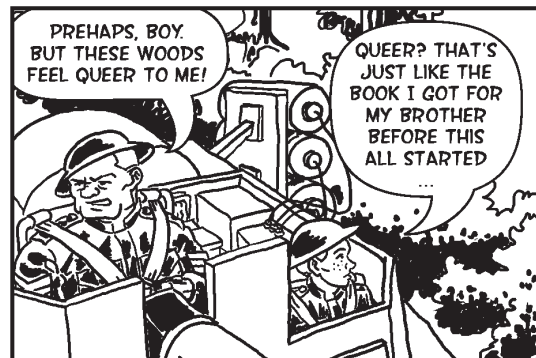
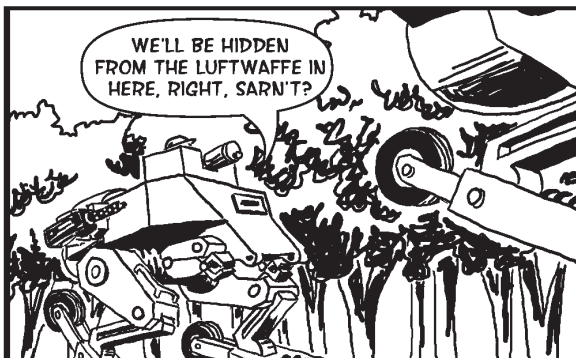
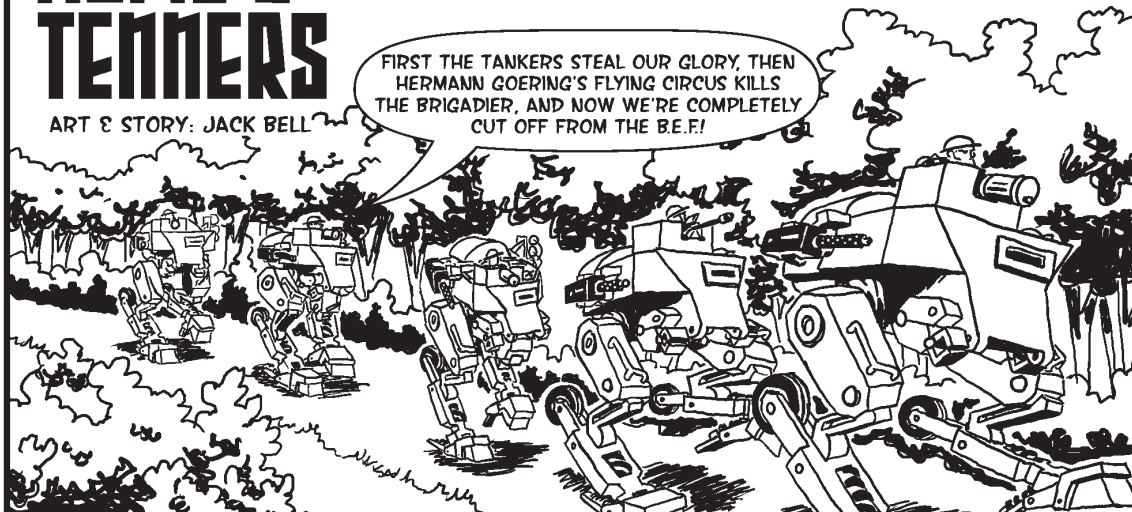
JOHN BELL

**ALFIE'S
TENNERS**

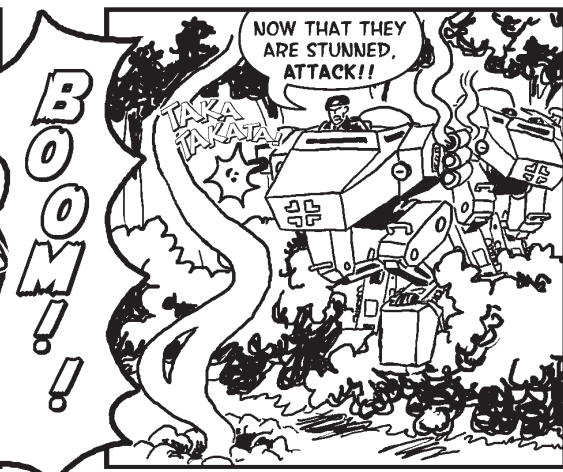
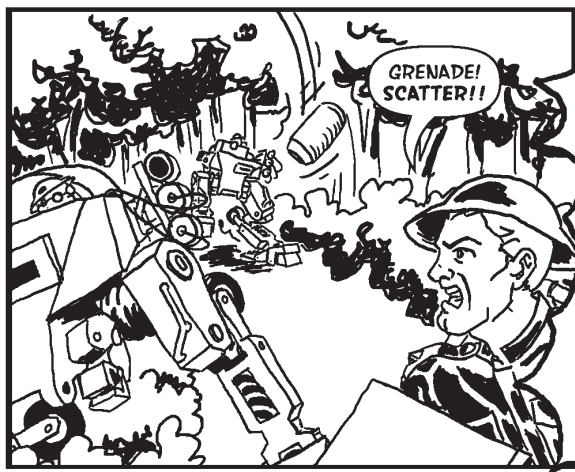
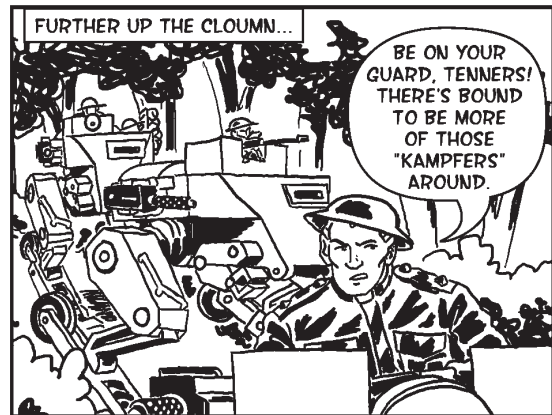
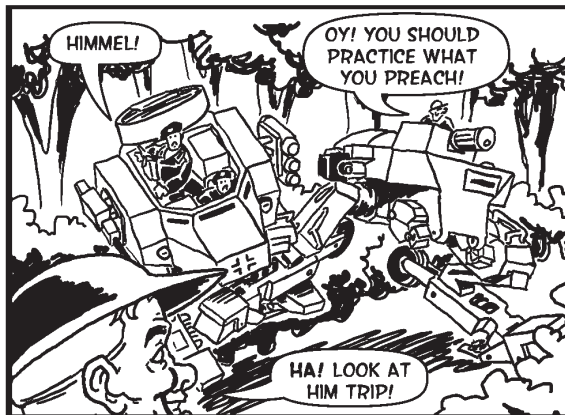
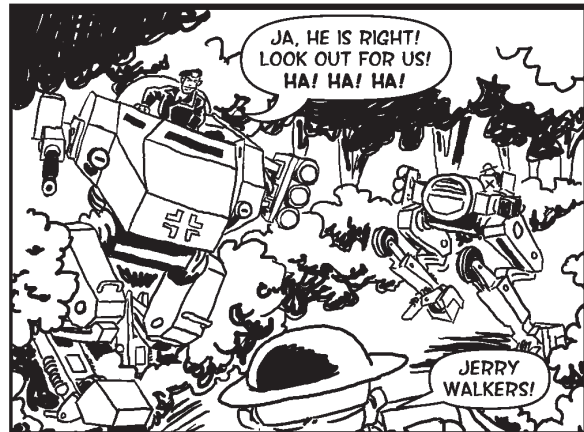
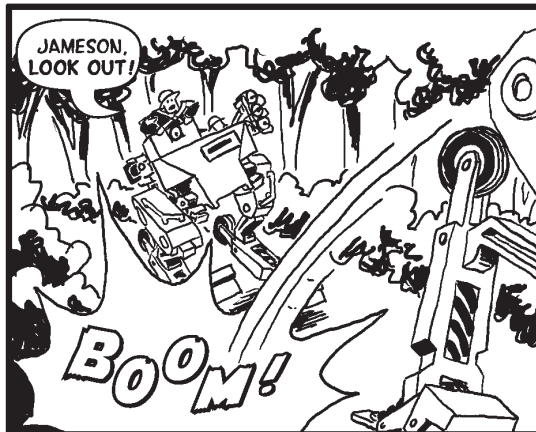
ART & STORY: JACK BELL

FRANCE, MAY 1940. 2/LT. ALPHONSE MARCH AND HIS WALKER TROOP
HAVE FOUND THEMSELVES IN A DIFFICULT SITUATION:

FIRST THE TANKERS STEAL OUR GLORY, THEN
HERMANN GOERING'S FLYING CIRCUS KILLS
THE BRIGADIER, AND NOW WE'RE COMPLETELY
CUT OFF FROM THE B.E.F!

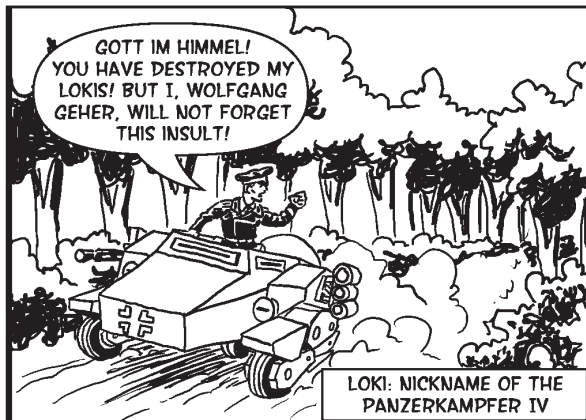
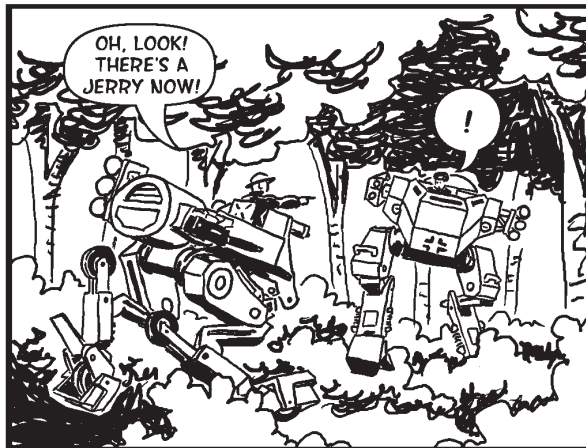
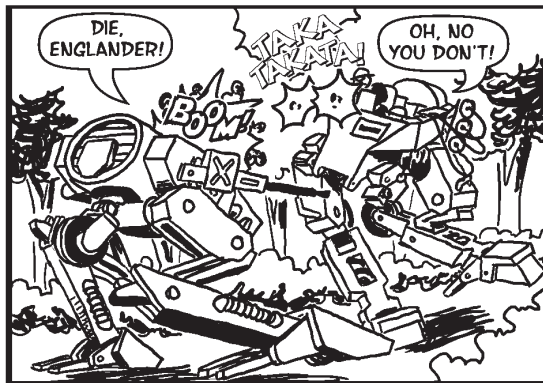
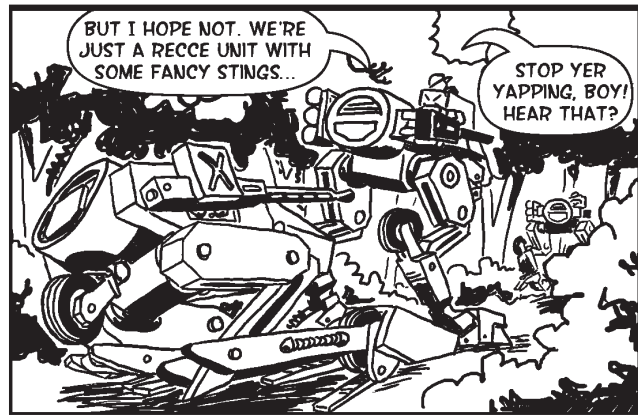


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ALFIE'S TENNNERS



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ALFIE'S TENNNERS

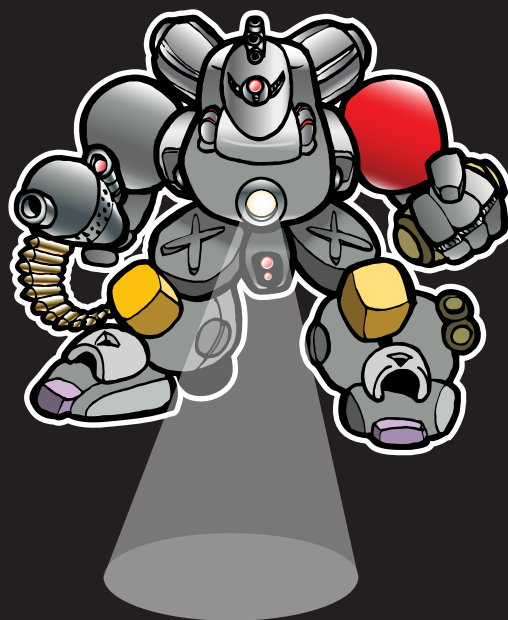


NEXT: THE TENNNERS FIND A WELCOMING SHELTER, BUT FOR HOW LONG?

AUROLA

THE SILHOUETTE MAGAZINE

ASP
OACS-04GD/SU



"They're coming in at Maven and Blossom Streets. Looks like the crowd has grown. I sight about two hundred peds, along with four vehicles and at least two slapdash gears. Requesting backup and instructions..."


Developed in the aftermath of the War of the Alliance, the gear codenamed the Asp was designed to fill in a much needed spot in city defense. After the war, southern commanders were desperate to replace units lost to the invading Colonial Expedition Force. Factories couldn't keep up with the demand for the complex war machines, and an alternative was proposed by Territorial Arms. The idea was a radical one. Strip the city states of their gears to replenish the army until viable replacements could be fulfilled by the factories. The idea was good for the army, but left the cities virtually undefended against insurgents, rioters, or even foreign invaders.

Territorial Arms solution was the Asp, a simple and cheap unit designed specifically with city defense applications in mind. Cycles before, TA had designed a recon gear designated as the Anolis. The numerous issues with the gear resulted in an utter failure for the company, and as a result the manufacturing line was shut down and unused. Designers of the Asp incorporated elements of the Anolis and the tried and true Jager to create a unit that costs less than ninety thousand dinars. The low cost and the dual usage of it as a SWAT gear makes this unit a popular choice for budget conscious city administrators wanting to protect their city. Another factor for the success of the Asp was Territorial Arms capability to churn out hundreds of these units in a matter of days.

Over the cycles, the Asp has been derided as a poor man's gear and other less than savory appellations have been used to describe the spunky gear with an APGL Mohawk and underpowered weaponry, but many of its city pilots love the comfortable interior and utility of function in the urban setting. As an anti-infantry unit, the Asp is more than up to the task of putting down riots, hunting rebels, or providing SWAT teams with an extra level of power. For city defense, the gear is good at taking out lightly armored units like technicals and infantry, but in a pinch, the unit has heavy hand grenades to compensate with its relatively underpowered heavy machinegun. Fielded en masse, the Asp is capable of taking out much heavier units. To help in these circumstances, the Asp has reinforced frontal armor. From that arc, the unit is better armored than a Jager. Unfortunately to cut down on the costs of armor, the Asp does have inferior rear armor.

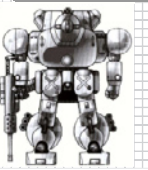
In recent cycles, MILICIA and Peacekeeper forces have started to add the unit to their base garrison units. Even private companies, such as Basin Cartage, a Mekong caravan company, have begun using the cheap gear for security. The economical factor also makes this gear a favorite of mercenaries. Territorial Arms is hoping for further sells in the private market, but the profits from the Asp have been substantial already.

HG BLITZ! STATS



Asp

ATT DEF EW LD



ACTIONS 1
SIZE 6
DETECT: 1
SENSORS: 0
AUTO COMM: 3
COMM: 0

	M	SPEED	STOP	CBT	TOP
DEFENSE W	4/7	-3	-1	+1	
DEFENSE G	6/12	-3	+0	+2	
ATTACK		+2	+0	-3	

ARMOUR AND DAMAGE

ARMOUR: 13

DAMAGE:

rF3, Weak Facing (R), Exposed Aux.

PERKS/FLAWS: None

AUX SYSTEMS: Searchlight (30", FF)

NAME	ARC	ACC	RANGE	DAM	SPECIAL
HMG	F	+0	1/3/6/12/24	x4	ROF 3, AI, R
APGL	FF	-1	1/3/6/12/24	x4	AI, IF, AE3
HHG	F	-1	0/2/3/6/12	x25	TH, AE2
PHYSICAL ATTACK (PUNCH/KICK/RAM)				x6	M

There's open field combat. There's combat in difficult terrain. And then there's Urban Combat. This is the domain of special police forces, city-states militia, and sometimes the simply hard-pressed. Welcome to the city!

OPTIONAL MP (MILITARY POLICE) RULES

Not all MP units have the funds to have top of the line MP Gears. Some units scrounge for whatever they can get. This is particularly true in the MILICIA and price conscious Mekong regiments. The Asp makes a good filler gear in MP cadres that can't afford the high end models. They are generally fielded next to some high end MP models. Even with funding issues, MP units are still the most loyal troops. Asps just don't have the glory associated with top of the line Iguanas, Mambas, and Cobras.

Asps may be included in MILICIA and Peacekeeper MP units. Switch an Iguana MP for an Asp -25 points or a Mamba MP for -30points. An Asp may upgrade its HMG for VLAC and two MPZ +5pts. An Asp may add three additional HG for +5pts. An Asp may add a Shield (Sturdy Box) for +10 pts.

OPTIONAL CONVICT INFANTRY RULES

Convict infantry platoons can be difficult to manage in a battle sometimes. To ensure proper discipline and enthusiasm, an MP will sometimes be assigned an Asp to perform those duties. The low cost (some say low quality) gear and high danger factor makes this an ideal vehicle to protect the MP.

An Asp maybe added to a convict infantry platoon for 15 Points. An Asp may upgrade its HMG for MFL +5pts. An Asp may add a APM for +5pts. An Asp may add a Shield (Sturdy Box) for +10 pts. The Asp is [u]not[u] a convict, but rather a MP assigned to keep order and to "motivate" the units into action. Per Convict rules, the Asp is designated as a MP unit. As such it does not generate any CP's upon destruction, but the platoon however does benefit from being able to receive command points from the Asp if it is in the range of a convict unit.

OPTIONAL CITY MILITIA RULES

City Militias are the last line of defense for many Southern city states. In most cases, militias are volunteers from the city that get together one weekend a month to do drills, but some are retired soldiers still wanting to contribute to the defense of their homes. The mix of inexperienced soldiers and veterans makes for extreme dynamics in the ranks. In addition to the disparities of the troop training, the city state militias are notoriously ill equipped. The Asp was developed as a low cost alternative to

more expensive units. As such a large number of those units are found in city militias. To field a city militia unit use the following rules.

The core city militia is based off of the MILICIA army list with the following modifications:

CITY MILITIA

May not use Convicts.

May use GP Cadres, MP Cadres, Fire Support Cadres, Strider Cadres, Cavalry Patrols, Infantry Platoons, Sniper Squads and Air Strikes only.

Must Use Limited Resources on at least 1/3 of the units.

Must use Fresh Meat on at least 1/3 of the units that qualify for the rule.

May swap the Jager for an Asp using the Limited Resources rules. -20 cost. An Asp may upgrade its HMG for VLAC and two MPZ +5pts. An Asp may add three additional HG for +5pts. The VLAC may not be upgraded any further.

OPTIONAL THE LEAGUELESS ASP ADD-ON RULES

The Leagueless love to use inexpensive and replaceable options in their gears. The Asp is a great anti-infantry platform with some heavy hitting power in its grenades. Use the following rules to add the Asp to your Leagueless army.

The Asp is considered a Trooper Unit. The base cost is 15 points. An Asp may upgrade its HMG for a MFL +5. An Asp may add three HG for +5pts.

The Asp may not benefit from the ill-equipped rule.

Thank you to Spiffy and Gambit for help on these rules.

"Negotiations are clogged! The city is in a stink! Forget the drain until they year our claim! We're out here rather than down there, looking for our share! Would you like to work where the sun doesn't shine, and not get your dime? Hear us!"

I really hate unions, especially ones that strike. Take these yahoos today. The Fraternal Order of Pipe and Sewage Workers. What a joke. My toilet and sink are backed up because of these jerks. And if that wasn't bad enough, my cadre and I are out here babysitting a bunch of these punks. Another summer scorcher just added to my misery. Looking out at the crowd, I counted at least a hundred and fifty people milling about with signs. Nothing interesting though. At least the carpenters had some witty signs to tell my boyfriend about. 'No more nailing till we get paid.' I think the brothels used that sign too.

.....

As it was, my unit was supporting the local constabulary's SWAT unit because of rumors that the union was equipping some Stonemason gears with machineguns and some of the more violent elements in this glorified bunch of plumbers were planning on hitting the civic administration building, the building that this bunch was currently picketing. I couldn't imagine someone going to war over something so lame as a pay increase. So far all I'd observed was an argument between a bureaucrat and some union leader over zoning regulations on protesting. As far as I was concerned it was zero yards and a trip to the jail, but I was politely informed by my commander that in this situation I was wrong. Why? Because the head of the union apparently is a big time donor to the Mayor's political party. I really wish they'd sugarcoat the corruption at least a little bit. I might be able to stomach it a little better. Not that I care about politics, but when I have to put down a riot and blood gets shed, I'd like to know I did it with at least some of my honor intact.

Oh joy, I thought to myself, here comes Officer Gant, that stuck up SRA reject. I wondered what he wanted. "Volof. What's your unit doing with their hatches open? And for that matter what are you doing?" Great! Just what I need some by the book constable telling me what to do. I replied back with apathy, "Nothing, Gant. Just keeping myself from passing out in this heat. We won't be doing you any good if we're all out in our gears because of heatstroke."

Gant's nostrils flared and that vein above his left eye bulged from his high blood pressure. The man needed a new job. The stress was going to kill him if he wasn't careful. "Your Asps have air conditioning and you're leaving yourself exposed to fire."

Asps are a popular gear in the city states of the South. They're not a bad little ride, and my custom Asp, Killer, was my pride and joy, but generally speaking the unit was derided by serious military types as useless. It doesn't keep city states like Siwa Oasis from equipping my regiment with them though. My boss explained to me once that the city can buy almost three Asps for the price of one Jager, the most common unit found in Southern military forces. No wonder, they're popular. It means that some administrator is probably pocketing the extra funding. Am I cynical. Yeah. I could be back with the Rapiers or serving in the Legion Noire Auxiliaries right now, but instead I'm here babysitting a bunch of middle aged troublemakers wanting a ten percent raise in their paycheck.

Oh, can't forget guys like Gant. "You're right, Gant." I used his name as a punctuation for all of my frustration. "Asps are supposed to have air conditioning. Our units fried out last week. This god awful weather overloaded them and our tech crews tell us that there's no more funding for our units this cycle." In truth, Killer's AC was working fine, but most of my guys didn't have theirs working. So I didn't want to let them suffer alone. Too much more of this prattle from Gant and I would have closed my hatch just to keep from hearing him.

He looked up at me and muttered. "Fine. Get your head blown off." My console's radar beeped suddenly as two units ID'ed as Stonemasons were incoming. "Gant, looks like you might have your wish. We've got two incoming." I slid back into my unit's cockpit and threw my helmet back on. My men were already doing the same in their units, but just in case, I radioed back to them. "Look lively, boys. We've got two incoming. Tasker, take point and ID them as hostiles or not."

.....

Tasker replied affirmative and darted up the street then hugged the wall. The gear went to a kneeling position and he swept his gun around to get a view through its targeting camera. Quickly pulling it back, he looked at the data and reported back. "Ma'am, they're definitely packing some heavy firepower. I've got one with a DPG and the other looks like it's got a snub cannon."

A snub cannon?! Where the hell did they get a snub cannon?! I wondered. Snub cannons were anti-tank weapons, but they were equally effective at taking out gears. Great. "All right, Tasker, pull back. All of you pull back. We're going to keep our distance and try to flank them." Keying up Gant, I told him, "Thought you should know we're pulling back and flanking these guys. Might want to lay low for a few minutes." Something else was going on here. Strikers didn't pull this kind of crap. I'd report my suspicions to my superior, but now wasn't the time.

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THE ASP END OF THE STICK

Gant tried to reply with a string of curses, but I shut him off and concentrated on the task at hand. Looking at the city plans displayed on my VR. I noted a couple of options. "Mendez and Long, I want you two to go down Depree and sweep around back to Vaught. Tasker, in that alley way right now." I indicated with Killer's hand. That just left me with Moyez. Mendez and Long zipped down the road like I had instructed and Tasker did as I told him as well. Creeping around the corner, the two Stonemasons hesitated when they saw the two remaining Asps. The strikers had welded sheets of metal over the normally exposed cockpit. I sighed. Well this would be more difficult than I originally planned. The Asps main weaponry wasn't particularly suited in taking out gears. Even a labor gear like the Stonemason was going to present some challenges. Of course if they hadn't bulked up the cockpit's armor, I could have just shot the pilot and have been done with the whole bloody mess. I had to give the strikers some credit. They had some brains.

Some of the strikers in the crowd pulled their weapons and began firing at Moyez and I. I cursed loudly. I had just gotten new art done up on Killer's head. Bastards were scratching the paint! Waving to Moyez, we spread out using the crowd as a shield. I figured that the Stonemason pilots wouldn't shoot on their comrades. I thought wrong.

Autocannon fire from the DPG clipped Moyez's gear in the shoulder blowing chunks of ceramic composite armor off. Crouching down, Moyez returned fire with the machine gun with no real effect other than the ricocheting bullets hitting some of the strikers. "Hey boss! This ain't working out so well. What's the plan?"

Gritting my teeth, I looked at my options. I ordered Tasker to throw one of his grenades. Commandant Beaupre was going to love me for this one. I could already see the stack of paperwork I'd be filing out for the next season. A gear's grenades in and of themselves are powerful explosives. Imagine if you will a fifty gallon drum full of explosives and you might get an idea of what we're talking about. The Asp however comes equipped with a more potent variation of the standard grenade and the explosion from Tasker's grenade was enough to take out the Stonemason with the DPG and damage the other unit severely. I took the opportunity to finish off the other unit. Engaging my units secondary movement system, Killer zoomed through the street and rammed the Stonemason. The bone jarring impact sent the enemy gear crashing onto the pavement, kicking up dust and asphalt from the debris of the grenade attack.

Recovering my wits quickly, I grappled with the Stonemason to free it of its snub cannon. The enemy pilot didn't struggle as much as I thought he would and Killer suddenly had the large weapon in his hand. Dropping the machinegun from, my gear's hand, I had Killer grasp the handle of the cannon and pointed it at the Stonemason. Well at least there would be one prisoner. The crowd continued to fire at my Asp, much to my annoyance. I called Gant, "Hey a little help here? I'd rather not fire off my APGL at this bunch." Tempting as it was. Gant's men moved into the crowd and started detaining or taking down the armed strikers and I didn't have to engage the antipersonnel grenades on Killer's head. I sighed realizing that the painting of a bulldog chomping on a cigar probably looked like garbage now.

.....

Well, at least it was over. I thought. Long called in, "Two more contacts on Dupree'. Mendez has been hit." Hefting the cannon back up, I stomped Killer's foot down onto the cockpit of the downed Stonemason. Ejecting the dangling machinegun off of my Asp, I darted down the street. Just then Killer's air conditioning cut off, sending a blast of hot air into the cockpit. I cursed at the top of my lungs and made a note to myself. If I survived this, I was going to have to contact my union rep on getting my units fixed.



Crime and Paperwork

"Why aren't we using camo schemes? HA! Those are for regiments with soldiers that deserve to survive as long as possible on the field. Bienvenue dans Les Âmes de Fer!"
 – Commander Acies, 78th MILICIA Gear Regiment

The 78th MILICIA Gear Regiment – Les Âmes de fer

The Earth invasion left in its wake thousands of damaged or destroyed infrastructures in the southern territories. In order for the AST to keep control of their territories, many of those infrastructures needed to be quickly repaired or rebuilt. Even though many companies offered their services for the after war reconstruction efforts, most of those companies started refusing to send their workers and equipment in certain areas, especially close to the Badlands border. Rovers were attacking those workers and stealing the equipment. The AST placed the MILICIA in charge of dealing with the Rovers to protect all those workers and their precious equipment. The 78th MILICIA Gear Regiment was then created.

The 78th Gear Regiment, also known as Les Âmes de Fer, is a convict heavy regiment. The Military Police was given the command of Les Âmes de Fer with Commander Acies at its head. During the reconstruction efforts, Commander Acies always made sure that his regiment was always in the hottest spots so those convicts under his command would have little rest. "C'est un modeste prix à payer pour leurs crimes!" as he often said and still says. Although being quite stubborn toward convicts, Commander Acies knows when to promote skilled convicts, but only when their crimes aren't severe ones. Those are then trained with better Gears (when available) and will join more respectable cadres as Recon, Strike or Fire Support for example.

Les Âmes de Fer proved that they were more useful then expected when they were created. The 78th Gear Regiment was merged with a newly formed Engineering Regiment, mostly composed of non-combat vehicle. Les Âmes de Fer are now a larger regiment, using the combat Gears and vehicles to scout ahead the area where the engineering vehicles of the regiment are required for heavy works as trenches or any other infrastructure required. At some occasions, the whole regiment will be seen at work in a warzone while bullets whistling close to the Gears and shells raining on them. In those time, some engineering Gears turns into combat one using beams or anything available to club the enemy down while some combat Gear help by holding structures with one hand and shooting with the other one. It is even rumoured that some SRA regiments favour the 78th Gear Regiment to join them to war. But none of those pride SRA regiments ever confirmed those rumours.

Colour scheme:

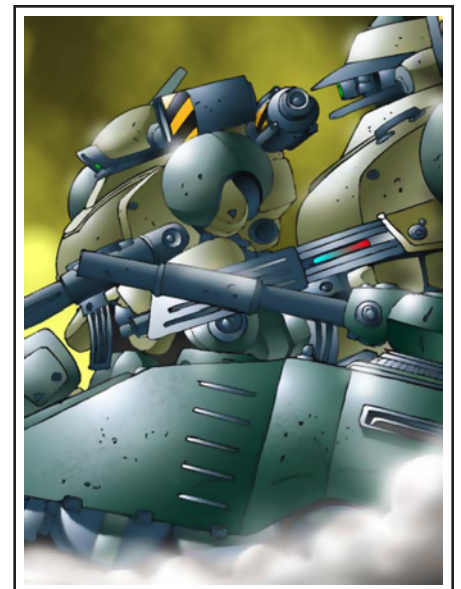
Les Âmes de Fer never use camo scheme. Commander Acies wanted the scheme to make the regiment stands as a pioneer, penal and for many, a *death sentence* one. Therefore, all Gears, infantry and vehicles use an orange and black scheme with cog patterns where both colours meet.

Regimental Organization:

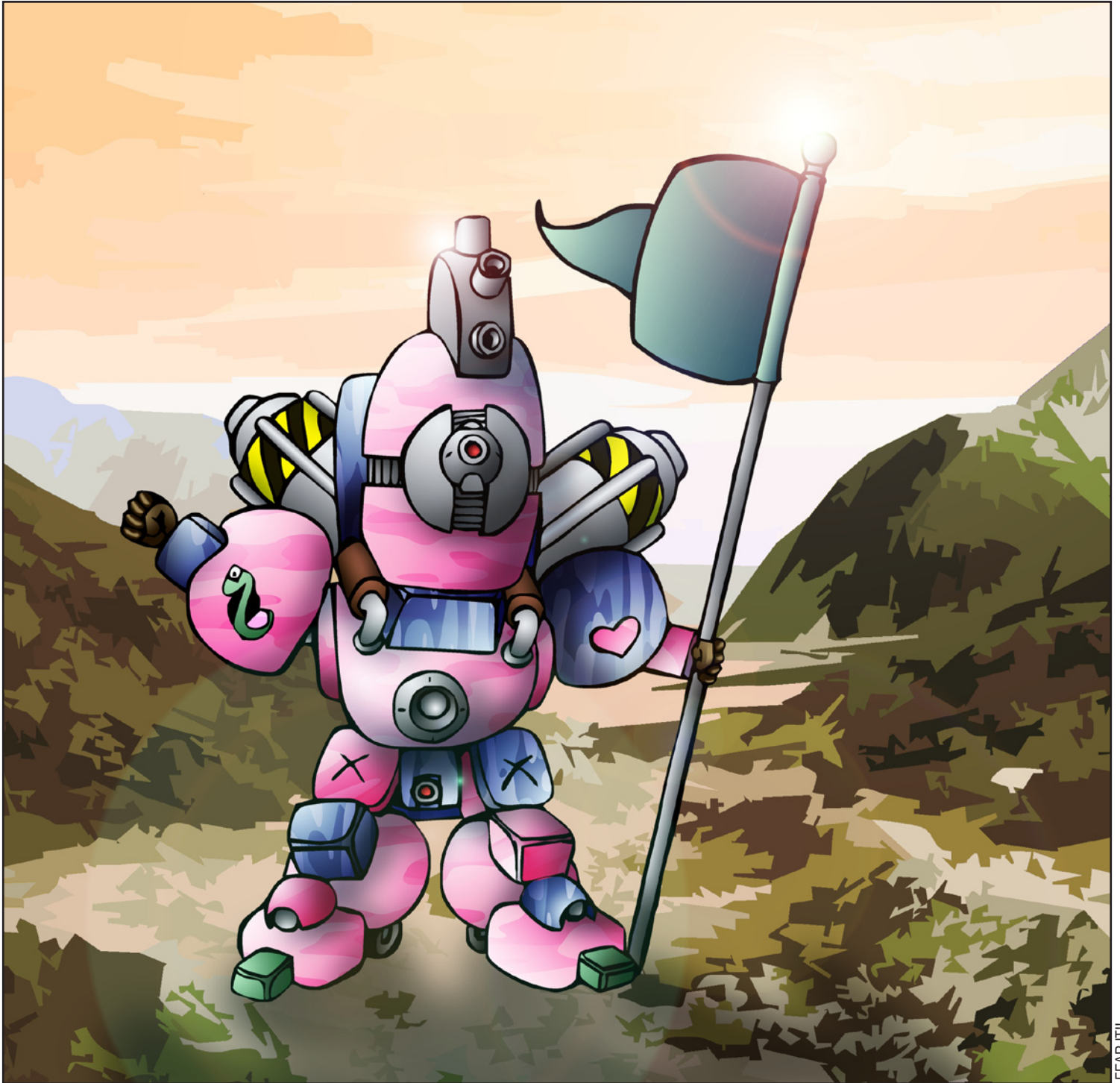
The 78th Gear Regiment is built as a standard MILICIA Gear Regiment with the following changes: All General Purpose Cadre and Infantry Platoon must be Convicts. The MP Cadre Gear Regiment Organisation entry is changed to 1-2V / 2+V / 3+V / 4+V.

The Commander must be in a MP Cadre even if Convicts Units aren't 1/3 of all the Units in your force. The Command Cadre have access to Veteran options and counts toward the Veteran limits.

The 78th Gear Regiment always starts with -1 CP due to having several Convict Cadres. If the Commander is killed, Convicts Cadre and Platoon will be chosen last as new commanding unit, regardless of Leadership skills.



"Get Out There, NOW!"



FEAR IT!!



AURORA: THE SILHOUETTE MAGAZINE

CORE INJECTION: VARIANT RPG RULES

OLIVER BOLLMANN

Core Injections are meant as supplements to the existing set of rules and expansions; an addition of material to enhance game play. For the most part, these rules can be used piecemeal at will; that is, one does not depend on the other in order to function correctly. What rules to include also greatly depends on what RDL level being used, and also the tone of the campaign. Whether you call it variant rules, alternate rules or house rules, lay some down and expand your campaign to its fullest.

Skills

SKILL: INFLUENCE

Attributes: APP (flirt, seduce), BUI (physical intimidation), INF (wits, befriend), WIL (domination), CRE (logic, law), KNO (information), PSY (mental games)

Influence measures a character's ability to compel another to perform certain actions. This can be used for interrogation, to sweet talk or bribe, to coerce, to seduce, to choose a particular item or course of action, etc. These exchanges can be roleplayed and, at GM option, bonuses or penalties awarded to the character's roll based on the roleplay. Opposed action tests are made between the participants, using Influence or WIL to defend. On an MoS of 4+, the defender may not even realize they've been influenced.

(This skill replaces the Interrogation and Seduction skills in the CORE ruleset)

SKILL USE: ZERO-G MANEUVER (MELEE)

Combat in micro-gravity situations has often been compared to an intricate dance. With Newton fully at the helm, each strike and counter-strike sends the participants moving towards distant bulkheads where they turn to regain the dance, or quick reactions keep the opponents near each other, tumbling about their centre of gravity as they seek an advantage.

A successful attack normally forces the opponents away from each other; if one of the opponents wishes to keep the other from flying out of reach, they can make a Zero-G skill test, with a threshold equal to the MoS of the successful attack, to successfully stay with their opponent.

SKILL USE: ATHLETICS (CLIMBING)

Rock climbing is an application of the Athletics skill. While avid rock climbers will take a Climbing specialization in the athletics skill, most all-around athletics programs (be it military or sheer adventuring) will teach climbing techniques.

CLIMBING THRESHOLDS AND COMPLEXITY

THRESHOLD	SITUATION
-----------	-----------

2	Req hands, aka scrambling, YDS 3.0-4.0
3	YDS rating: 5.0
4	YDS rating: 5.4
5	YDS rating: 5.9
6	YDS rating: 5.10
7	YDS rating: 5.11
8	YDS rating: 5.12
9	YDS rating: 5.14

-2	Chimney
-1	Stemming
+1 to +2	Climbing Shoes/Chalk

CPX	REQUIRED FOR
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1	Top-roping on 'normal' rock, bouldering
2	Top-rope crack, Trad climbing on normal rock, set top-rope
3	Trad Crack, Aid Climbing*
4	Ice Climbing*

YDS = Yosemite Decimal System (climbing rating)
* = Requires Specialized Equipment

SKILL USE: ATHLETICS (SWIMMING)

Swimming to the end of the pool is easy. Swimming into the depths is not, and takes training to know what you are doing, unless you like decompression sickness...

SWIMMING AND COMPLEXITY

CPX	REQUIRED FOR
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1	You can swim
2	SCUBA
3	Aqualung/Specialized Breathing Apparatus/Deep-Sea Diving

AURORA: THE SILHOUETTE MAGAZINE

CORE INJECTION: VARIANT RPG RULES

SKILL: LANGUAGE

Speaking a language is one thing; speaking a language well (and not drawing attention) is another. A few key cards and a weekend class is not going to cut it...

A character's Skill rating in a language denotes how well one can understand the language and follow grammatical rules, both in print and in speech. But that does not describe the fluency of the character, especially in speech (though one can easily write something that is grammatically correct it may be awkward in local-speak); this is represented instead by Complexity. Complexity is also a measure of how well of a grasp a character has on the language as a whole, including understanding satire, subtle tonal qualities, etc.

LANGUAGE AND COMPLEXITY

CPX	REQUIRED FOR
1	Basic fluency, speaks with accent
2	Fluent, can pass as a native
3	Knows idiomatics and colloquialisms
4	Obscure Dialects and Regionalisms

Language Relationships

Additionally, by virtue of being more familiar with the language's structure, high Complexity can allow one to speak closely related languages (without the appropriate language skill). Using the relatedness chart, compare the closeness and apply the modifier listed below to the character's CPX in that language skill when speaking the related language.

COMPLEXITY AND RELATION

CPX	LANGUAGE IS...
-1	Closely Related (no bullet)
-2	Similar (▪)
-3	Related (○)
N/A	Unrelated (•)

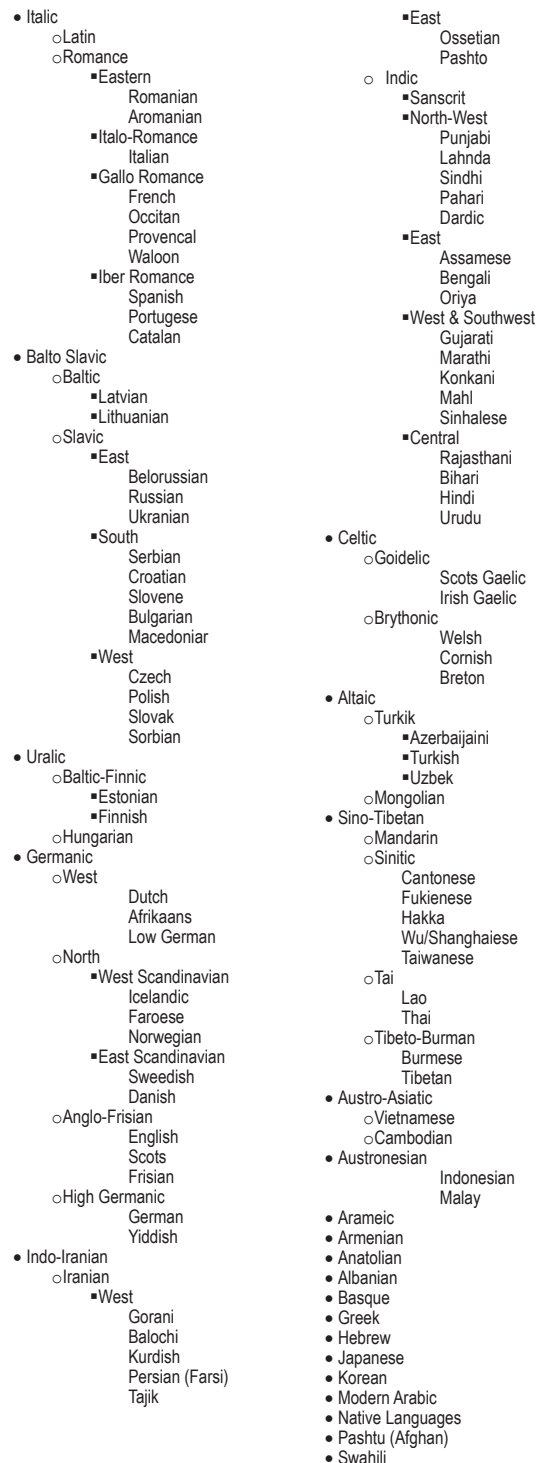
Unrelated languages cannot be spoken without the proper skill.

Characters who wish to speak many languages can purchase a special application of a Skill Specialization for related languages. Each Specialization allows the character to speak a closely related language at the same skill/complexity level as the primary language. For example, a character who possesses a 3/2 language in French could purchase this special type of

Specialization in Italian; this would effectively give the character a 3/2 skill in French and a 3/2 skill in Italian.

All characters receive a skill of 2/2 in their native language without any cost in points.

LANGUAGE RELATIONSHIPS



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CORE INJECTION: VARIANT RPG RULES

Combat

FIXED RANGE TARGET THRESHOLDS

In the art of the up close and personal, every move you make counts. Even a few degrees of movement can mean the difference of a cool breeze or expensive dental work. When the distance opens up, however, sometimes your antics don't really help all that much...

Even though you are never dodging bullets, but rather your opponent's aim, in certain genres an opposed roll on a ranged attack does not fit with the theme. Past a certain distance there is little difference between a person dancing about and a silhouette painted onto a cardboard box (and if the person is just dancing about, they're not doing much of anything else in return!). This rule is meant for those types of games, replacing the opposed attack roll for any attack except at point blank range with a straight Threshold.

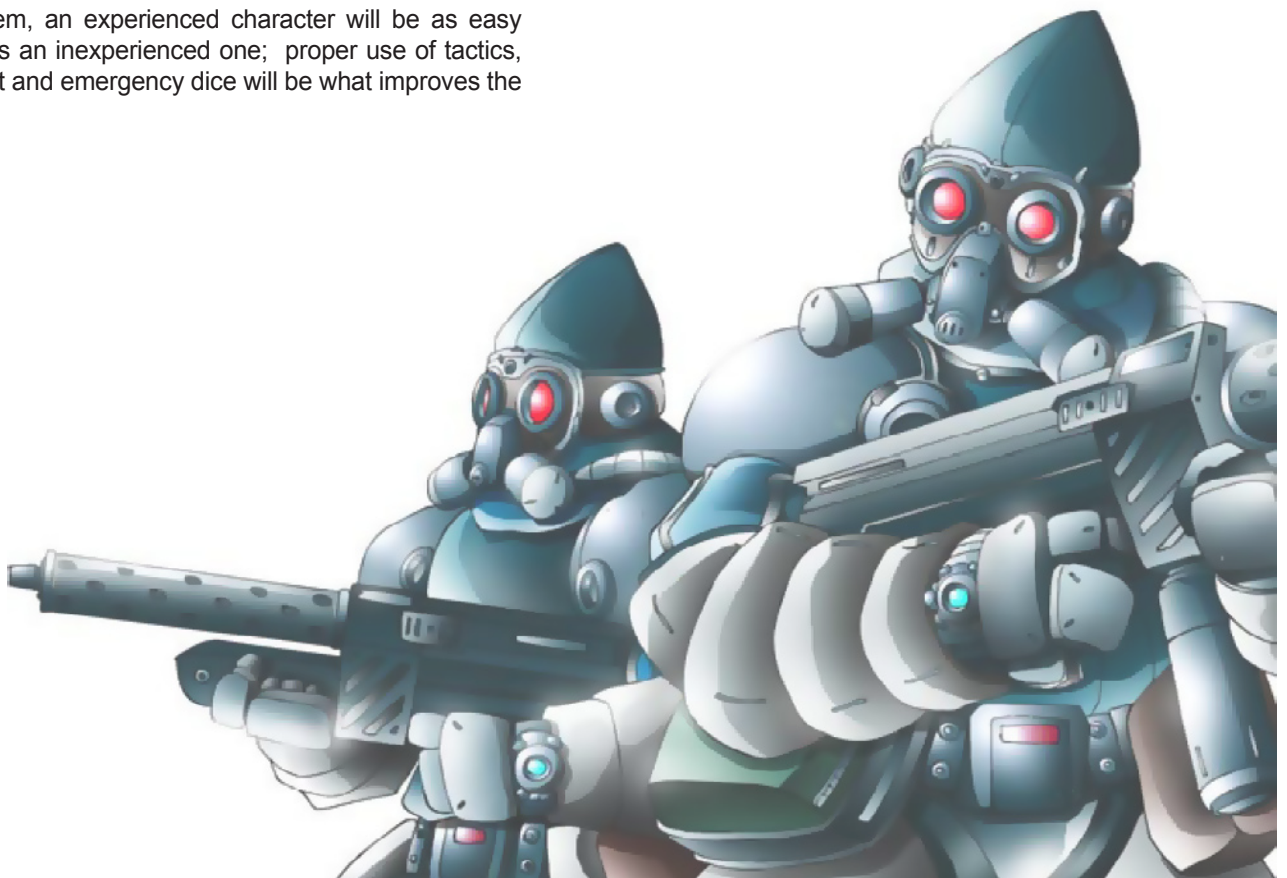
Base Ranged Attack Threshold: 5

Continue to apply all other modifiers as per standard SilCore. Note that this rule generally removes the need for the Defence skill in the game (but see below).

Under this system, an experienced character will be as easy to hit at range as an inexperienced one; proper use of tactics, better equipment and emergency dice will be what improves the odds.

There are some options that can be added to this rule:

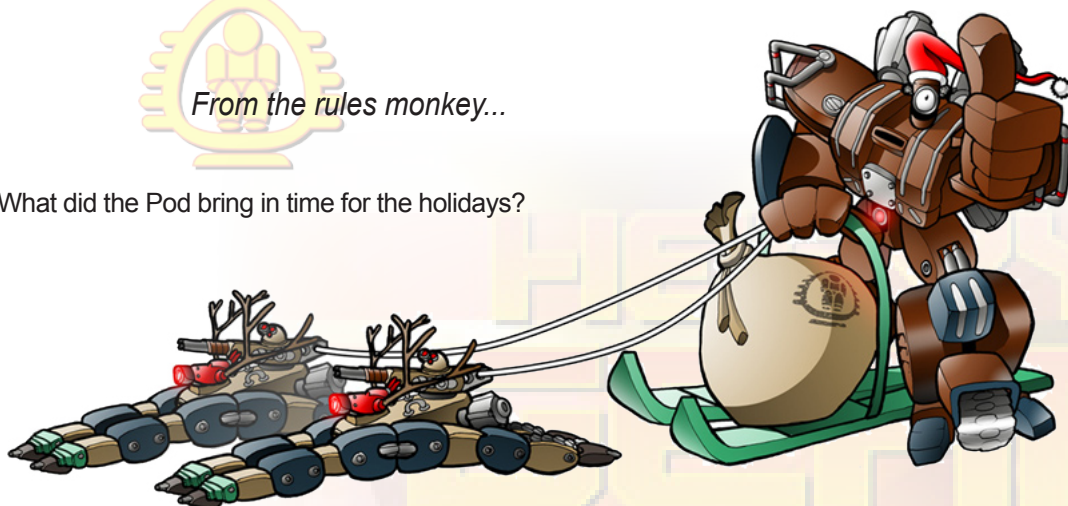
- A GM can allow a character's AGI score (or RCV score, if using this optional rule, see Aurora Issue 1.1) to modify the ranged attack Threshold. Given that the same modifies the attacker's test, this can balance things out somewhat; however if the campaign is gritty and the characters are often using cover and obscurement then the modifiers from these alone may be enough to keep character's alive.
- Another style of play would allow a character to make a Defence skill roll if they chose, however doing so counts as an action for the defending character. This gives them the option to take some manner of defence at the cost of their own effectiveness in return, or concentrate on their actions and let range be their saving grace.
- As an addition to the Defence option, GMs may choose to restrict characters' ability to make defence rolls only when there is some form of cover or obscurement nearby to take advantage of.





From the rules monkey...

What did the Pod bring in time for the holidays?



In the vast Badlands of Terra Nova, people are caught between two superpowers bent on dominating the planet. Peace River, Port Arthur and various smaller settlements are fighting for freedom, survival, and sometimes even money. Brought together by a common need, the peoples of the Badlands stand wary, ready to defend themselves and fight for what little they have. But it remains to be seen if these Badlanders will remain free or if the superpowers will crush these people between them in the madness of war...

Shields of Freedom contains everything you need to know about the forces of the Badlands including:

- Overviews of the major Badlands Factions of Peace river and Port Arthur.
- Backgrounds on all the major war machines.
- In-depth field guides for the Peace River Defense Force, Port Arthur Korps, and the Leagueless.
- New squads, including many new, never-seen-before vehicles for the PRDF, and the Hovertanks used by the Port Arthur Korps.
- 20+ Databooks covering all major Badlands-use designs for easy Reference.

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 it's attendant universes.

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

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

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

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

Submission Guidelines

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

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

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

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

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

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

Copyright Guidelines

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

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

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

The End Print

Please send all submissions to the following email address:

auroramag@gmail.com

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

Deadline for Submissions for Issue #2.2: February 15th 2007

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.