

AURORA

THE SILHOUETTE MAGAZINE

INSIDE THIS ISSUE:
GEAR KRIEG AND HEAVY GEAR FICTION
CANGAMES 2008 BATTLE REPORT
VARIANT RULES FOR SILCORE
OFFICIAL UPDATES AND MORE!



AURORA: THE SILHOUETTE MAGAZINE
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SHADES IN THE NIGHT

From the Editor...

No battle plan survives contact with the enemy

-- Law of Combat #43

Strategy. Tactics. Game plans. Crazy frantic redeployment after a lucky shot takes out your point gear on the first turn of combat.

That last one was always my specialty, really... I had dice that loved me and the number of 'head shots' I inflicted from maximum range (there may have only been two ever, honestly, but even that was enough to gain a reputation) became something of a legend. And then it was time for my opponent to scramble.

Not counting luck (as fate can be fickle) there are several ways to approach the tactical map of striding Gears or lighting Exos. For some players it is akin to the gambits of the chess masters, with a sequence of moves planned down to entice and trap the opponent. The other end of the spectrum is the turn-by-turn thinker, who examines the board, and moves their pieces based on what they see at that moment, thinking only of maximum impact for their units for this turn, or at most, a few turns ahead.

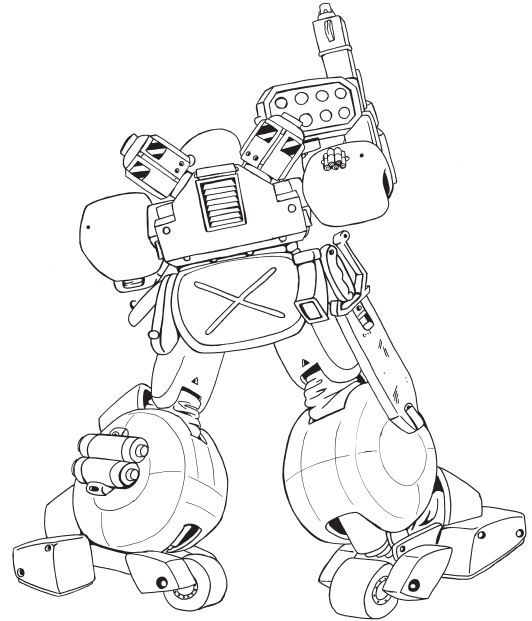
And then there are those who have no long-term plan but take as long as a chess master -- again, that would be my specialty. Not such a great reputation compared to the head shot one, though.

Over time players tend to gravitate towards a few strategies, using certain units or weapon types, learning how to do that thing very well. *Law of Combat #17: Professionals are predictable, it's the amateurs that are dangerous.* For they will try things that you never would expect. Of course, the grizzled veteran who has had time to master every unit and every tactic in the book can be quite the challenge as well (and darned adaptable too!).

It's great here at Aurora to hear of games played. Of the feints and counters, and even better of the strategies and the thoughts and the intents behind each move, each unit choice, and each deployment. We have an extensive report from CanGames 2008 in this issue that does just that, a fireside chat and battle story with the commander sharing his insights. (And an honest commander too, seeing that some of their maneuvers were glitches in the ruleset of the time).

So pull up a chair in the officer's mess and have a listen-in. Welcome to Issue 2.4.

Oliver Bollmann
Aurora Magazine Editor



OFFICIAL-DP9

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

TEST DRIVE

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

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

Brad Bellows (bradley.bellows@3web.net) -- *Victory at CanGames 2008*

A former nuclear engineer who now works with sewage; Brad lives in Ottawa, Ontario, Canada with his wife, three kids, mortgage and car loan. A fan of Heavy Gear and Jovian Chronicles since the days of Mekton and Mecha Press, he currently spends his spare time playtesting new tactics and building new and improved army lists for Heavy Gear Blitz!

Gareth Lazelle (gareth@cyanlion.com) -- *Support on the Way*

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.

Heilemann -- *SilCORE Character Sheet*

John Bell (jakarnilson@magma.ca) -- *Alfie's Tenners and Manitoba Smith*

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

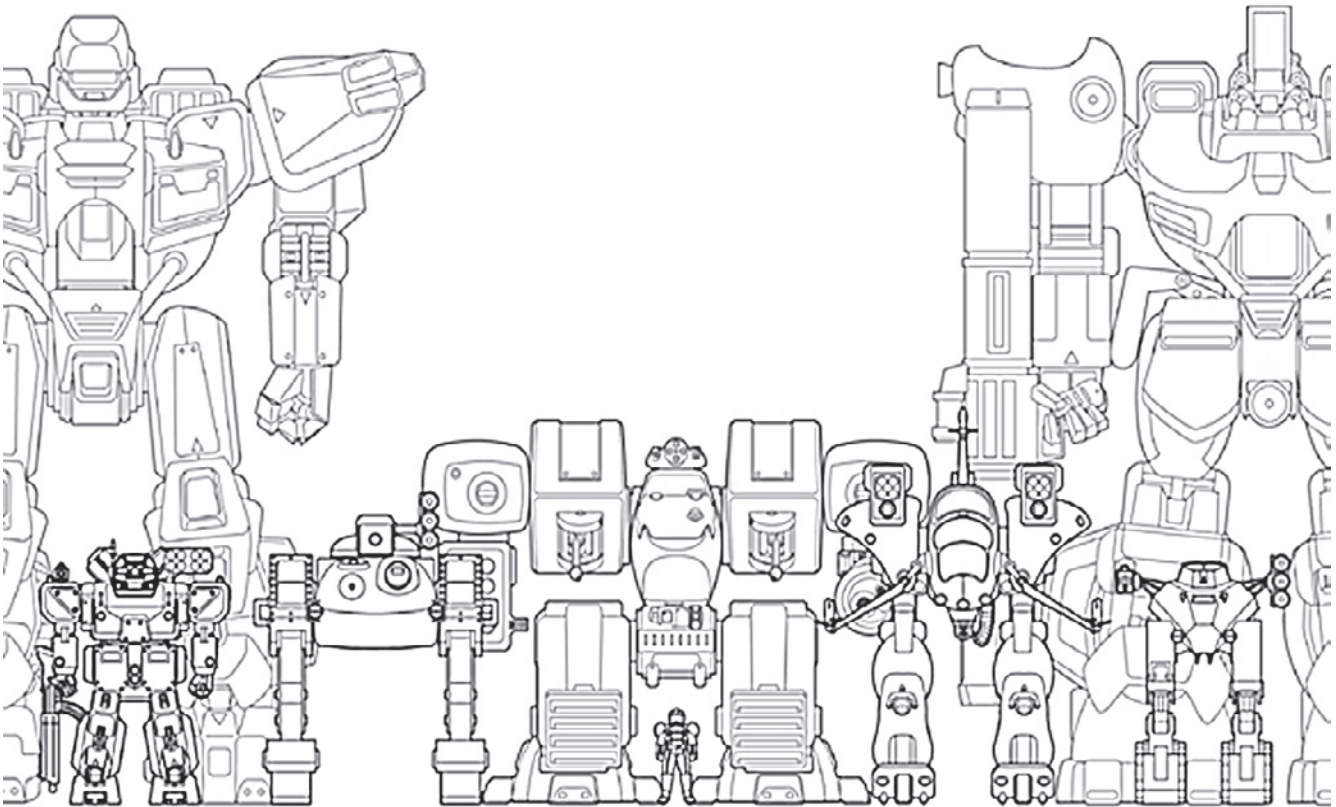
John Buckmaster is DP9's head rules monkey and line developer. He's one of the masterminds behind the whole Blitz thing, and has been a Heavy Gear fan forever.

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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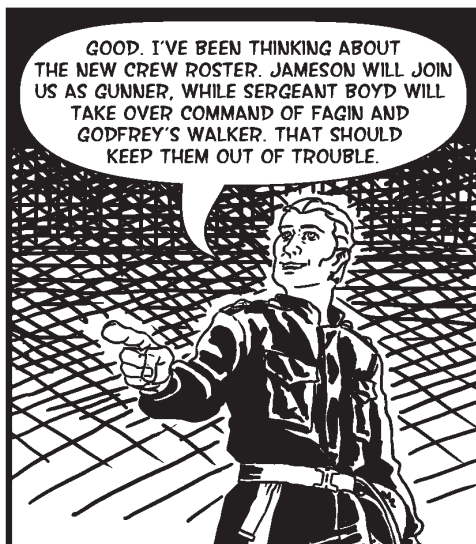
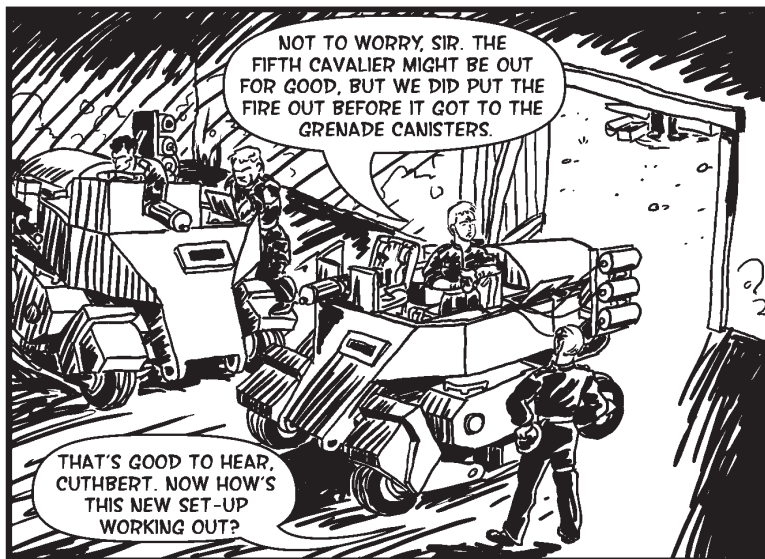
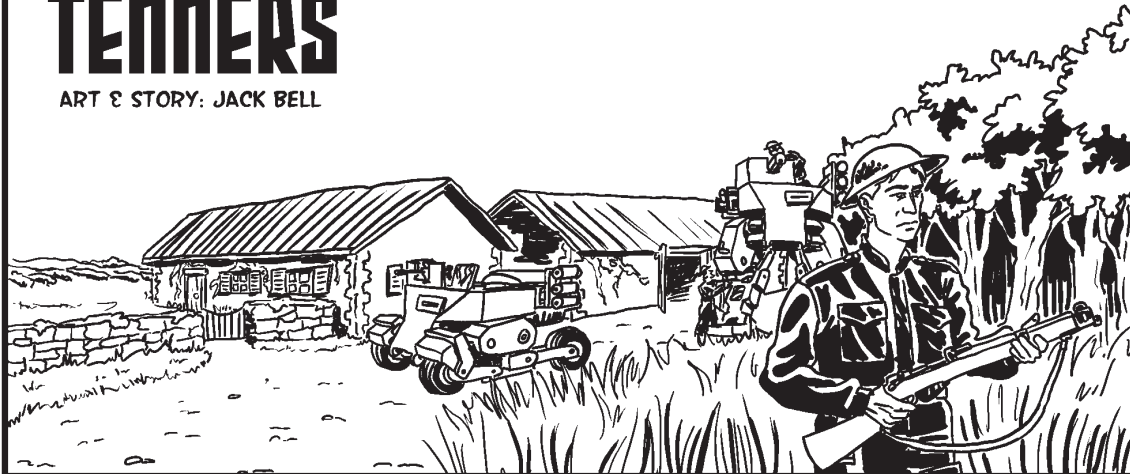
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JOHN BELL

ALFIE'S TENNERS

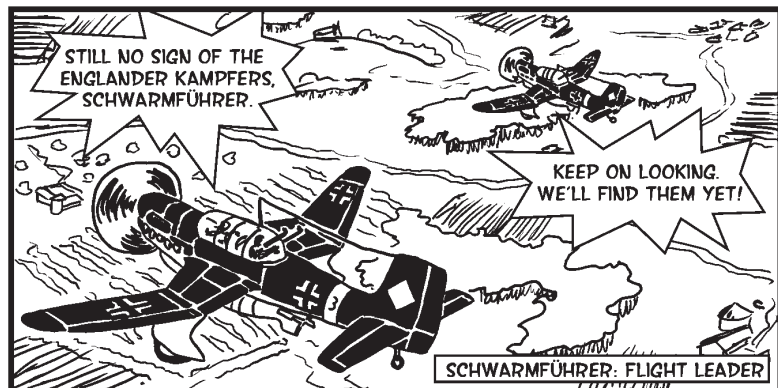
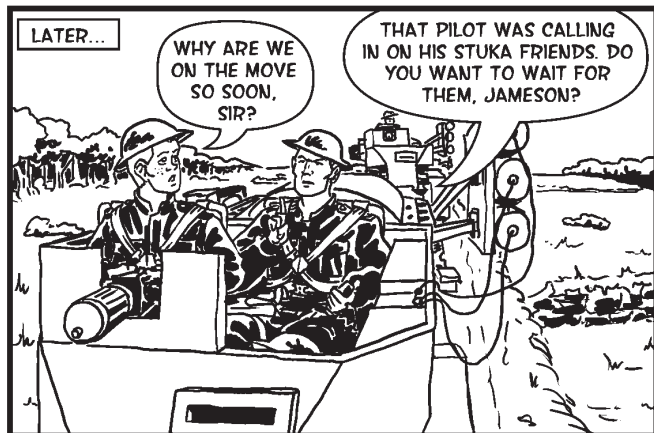
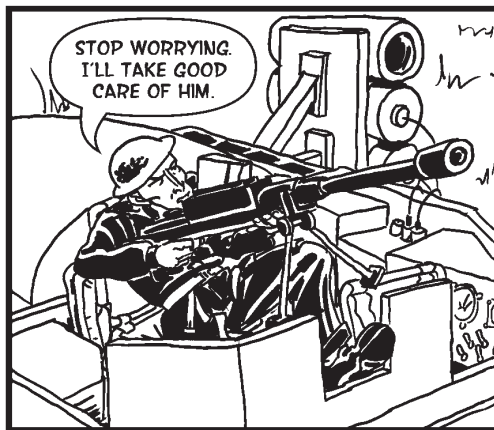
ART & STORY: JACK BELL

FRANCE, MAY 1940. 2/LT. ALPHONSE MARCH'S WALKER TROOP HAS BEEN ON THE RUN EVER SINCE THEY WERE CUT OFF FROM THE B.E.F. AFTER A RECENT (DISASTROUS) ENCOUNTER WITH GERMAN SPIES, THE TENNERS HAVE BEEN FORCED TO LICK THEIR WOUNDS...



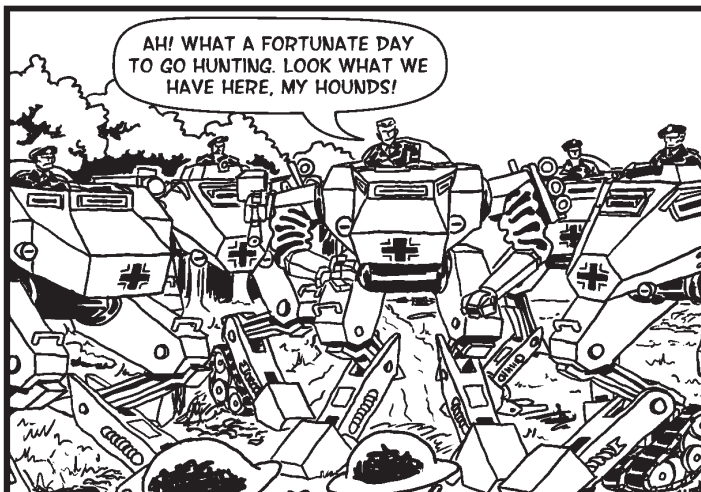
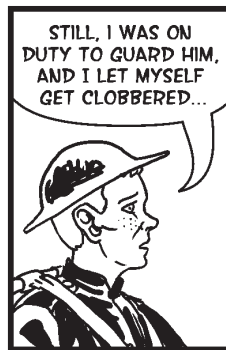
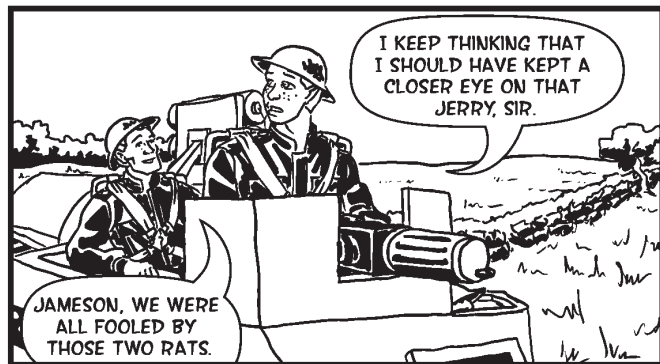
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ALFIE'S TENNERS



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ALFIE'S TENNERS



NEXT TIME: THE WOLF HUNTS AGAIN! WHO WILL SURVIVE THIS CAT AND MOUSE GAME?

While there is a fair selection of support options in Heavy Gear Locked and Loaded, there is plenty of scope for additional options given the broad field. Practically any type of combat support equipment or personnel can be considered to be a "Support" option with a little effort, as can Local Support, Intel or any of a plethora of other ideas.

Given that premise here are a few possibilities.

Airstrike Bomb Payload

+0 SP

(Must be selected at the same time as the strike it is attached to).

Rather than carrying precision-guided weapons, a bomber may swap its Anti-Tank Missiles for a payload of Light, Medium or Heavy bombs.

Bombs use the attributes listed below. When attacking with bombs they land directly along the bombers flight-path a number of inches ahead equal to the distance that the bomber moves this activation. If there is a Designated target within the TD rating in inches from the centre of the bombs target point, then the bomb may be moved onto this point, and can benefit from the its Guided trait when rolling for scatter. Once the target position is determined treat the attack exactly as if it were fired Indirectly (including rolling for scatter, etc).

If the bomber wishes to drop a bomb prior to the end of movement then the player should indicate how far he wishes to move this turn when he drops any bombs. This value is then used to determine the initial impact point.

A bomb payload may take one Artillery enhancement (such as Incendiary Bombs).

Bomb Type	ACC	DAM	Traits
Light	-2	X12	Blast (2), Guided, Limited Ammo (3)
Medium	-2	X18	Blast (3), Guided, Limited Ammo (2)
Heavy	-2	X22	Blast (4), Guided, Limited Ammo (1)

Artillery Incendiary Rounds:

+1SP

(Must be selected at the same time as the strike it is attached to).

A modification to a group of Artillery strikes. One or more of the strikes may be replaced with incendiary shells. The strike gains the SB and AI traits, and may not be given any other artillery modification.

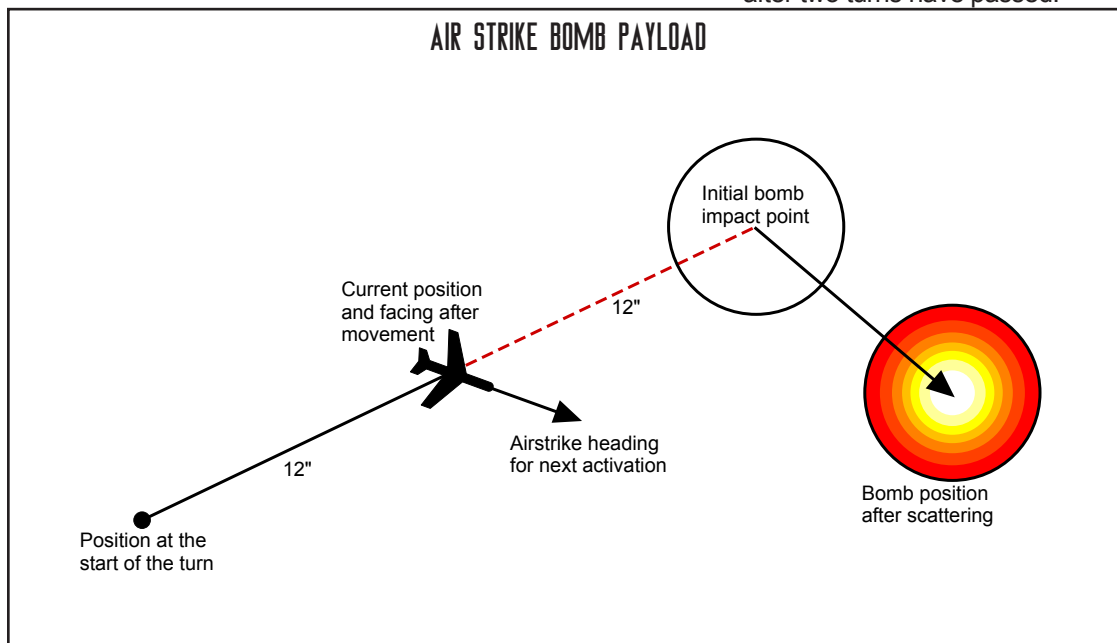
Artillery Illumination Rounds:

+0SP

(Must be selected at the same time as the strike it is attached to).

A modification to a group of Artillery strikes, typically taken for light artillery. One or more of the strikes may be replaced with Illuminating shells. Use it in the normal way, however, when it has "landed", instead of dealing any damage, place a marker or small die onto the table at the landing position. The shell is floating above the table here, and illuminates everything within 12" (just as if it were targeted by a searchlight).

The illumination will end in the Miscellaneous Events phase after two turns have passed.



Illumination shells may not be given any other artillery modification.

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SUPPORT ON THE WAY

Artillery Launched Minefield:

+1SP

(Must be selected at the same time as the strike it is attached to).

A modification to a group of artillery strikes. One or more of the strikes in a single SP group is designed to deploy a minefield upon landing. Use it in the normal way, however, when it has "landed", instead of dealing any damage, place a circular minefield of size equal to the strikes normal AE.

The minefield works exactly as described below, however, a mine is avoided on a 4+ as artillery launched mines are much more random (and less maliciously placed) than placed mines.

Artillery launched minefields may not be given any other artillery modification.

Artillery Launched Smoke:

+0SP

(Must be selected at the same time as the strike it is attached to).

A modification to a group of Artillery strikes. One or more of the strikes may be replaced with smoke shells. Use it in the normal way; however, when it has "landed", instead of dealing any damage, place a smoke cloud with double the shells normal AE over the target point (the smoke cloud behaves just like the smoke launchers perk).

The smoke cloud is longer lived than a normal smoke launcher shell however. The smoke will dissipate in the Miscellaneous Events phase after two turns have passed.

Smoke shells may not be given any other artillery modification.

Delaying Tactics:

2SP

(You may not select this option more than once).

Your opponents reserve troops are being delayed by friendly operations.

Instead of rolling 1D the first time he attempts to bring a reserve group on, he instead rolls as if unskilled (place no dice next to the squad, but note that the attempt has been made). The second attempt will be on 1D and so on.

Last Minute Change of Orders:

1SP

(You may not select this option more than once).

Now that you have seen your opponent's objectives you may either change one of your objectives to another objective which you could legally have taken, or reroll the die used to determine the target of an objective (the latter may be used on any players' objective).

You may increase the cost of this option by one to use this ability after the end of the first turn.

Minefield:

1SP

Combat engineers have deployed a minefield ahead of your battle around key strategic points on the table. Historically minefields were hidden weapons, but satellite reconnaissance and advanced sensors have rendered this unlikely on the modern battlefield.

You may deploy one mined region of 2" x 4" on the table just like any other squad. It may also be infiltrated onto the table by purchasing the necessary support option. If it is, then ignore the usual Combat-Lock considerations when placing it but otherwise use the infiltration rules as normal.

You may not use minefields to narrow the width of the battlefield to less than $\frac{1}{3}$ of its total (so as to prevent your opponent from leaving their deployment zone for example!), or deploy one within 6" of the enemy deployment zone. Additionally you may not completely enclose any part of the battlefield with mines (especially an objective!) – there must be a route into any mined region one or more inches wide.

MASH Support: 1SP per Five Squads or Portion Thereof

Your battle-group has been deployed near a MASH Field Hospital, has ready access to CasEvac units or some other friendly medical support. While this has no real impact on the ability of your force to fight, it does have a beneficial effect on morale, as your soldiers know that their fallen comrades are likely to receive prompt and professional medical treatment. As such your Demoralised and Broken thresholds for each of your squads are each one point higher than usual.

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SUPPORT ON THE WAY

Pioneers:

1SP

Bridge one terrain piece (build a trail through jungle, clear a path through rubble, place a temporary bridge over a river, etc). The "bridge" should be apx. 2" wide and no more than 6" long (the bridge need not be straight, and it may be shorter or narrower than this if desired). Multiple bridges can be joined to build a longer path, and if this is done they are deployed and may be infiltrated as one unit (see below).

The "bridge" still provides normal cover and concealment for the terrain type, but is considered to be Clear ground for movement.

The bridge is deployed just like any other squad; and it may be infiltrated just like any other squad by purchasing the necessary support option. If it is, then ignore the usual Combat-Lock considerations when placing it but otherwise use the infiltration rules as normal.

Prepared Positions:

1SP

One of your squads (other than a reserve squad) may begin the game with each of its units either Hidden, Hull Down, with one "We're in trouble" counter or with one Standby action ready.

This effect may be purchased multiple times either to grant the ability to different squads, or to allow a squad to take multiple benefits. Each model in the squad may take a different effect if desired, but no model may select the same option more than once.

If a stand-by action is selected the model gains one free stand-by action which does not count against the models action limit, and which must be used before the models normal activation, or it is lost.

MINEFIELDS

Any model moving during its activation while within or when entering a minefield risks detonating a mine. Make a Defence Skill test vs. a Threshold of 5, but add your vehicles Attack modifier instead of its Defence modifier. If there is a MoF of 0+ halt movement after the first inch within the mined area and resolve an attack with an Attack Skill of 2 centred on the target model and with the following attributes:

	ACC	DAM	Notes
Minefield	+1	x15	AE (2), AI

The attack will hit the underside of the target vehicle which should use the Defence roll from above rather than rolling a new total. Any other models in the AE defend normally as if the attack originated from the model triggering the mine. If the mine fumbles its' Attack roll, then the field is "out of ammo" as normal and can be removed.

If a no mine is detonated, or after surviving a mine explosion the model may complete its move unhindered unless it enters another minefield, or leaves and re-enters this minefield.

Clearing minefields is extremely dangerous and time-consuming, and therefore beyond the scope of the game.

SPOTTER AIRCRAFT

Min / Max Move	6 / 18
Turns	3
Defence	+1
Armour	11
Damage	L H
Detect	4
Sensors	+1
Auto Comm	5
Comm	+1
Actions for Round	2
Weapons	None
Perks and Flaws	AMS, TD(3)

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SUPPORT ON THE WAY

Satellite Reconnaissance:

1SP

Your Commander has access to Command and Control facilities with detailed reconnaissance reports, allowing him to react to the local situation more efficiently when deploying his forces for battle.

Force your opponent to deploy one random squad (ignore reserve units) before normal deployment begins. Infiltrating units instead deploy before infiltrator deployment begins. If both players assign points to this then they will cancel until only one player has any points left

Ex.: If player A spends 3SP on Satellite Reconnaissance and Player B has 1SP, each player will drop one SP leaving only player A with 2SP.

Spotter Aircraft:

2SP

You have a spotter aircraft available to you. The Spotter aircraft is unarmed, but may be used to call in artillery strikes, or designate fire for units on the table with Standby Counters.

The aircraft has an Attack Skill of 1, and all other Skills at Level 2.

Veteran Ground-Attack Aircrew:

+1SP

(Must be selected at the same time as the strike it is attached to).

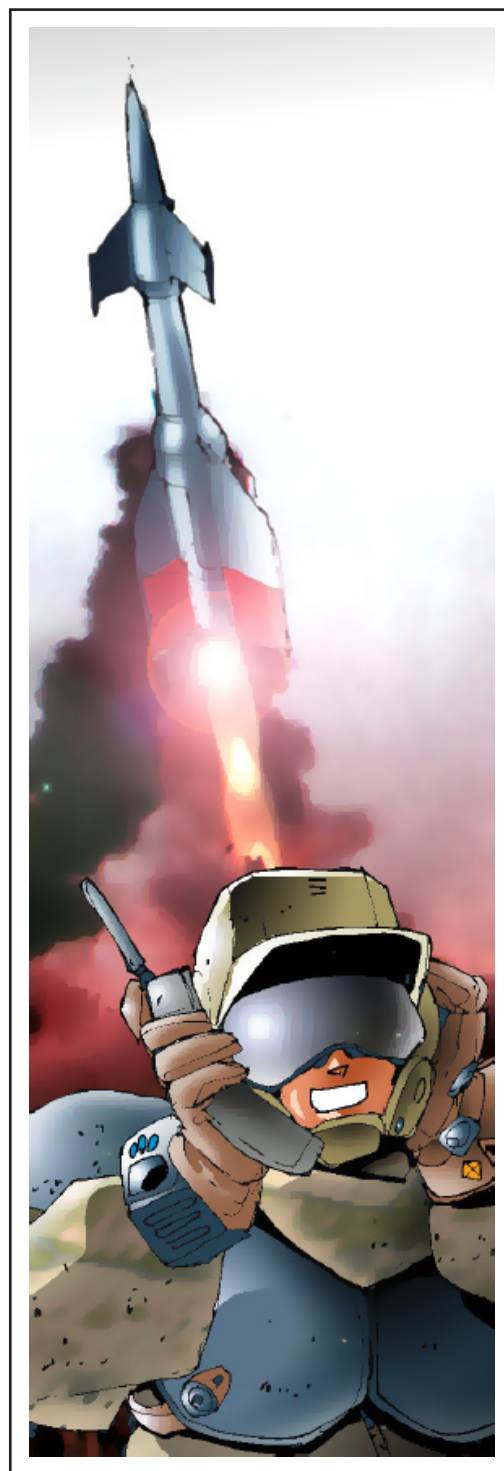
One of your aircraft has an Attack Skill at Level 3 when attacking targets on the ground, but suffers a -1 Attack penalty against any other targets.

Veteran Interceptor:

+0SP

(Must be selected at the same time as the strike it is attached to).

One of your fighters has an Attack Skill at Level 3 when attacking other airstrikes, but suffers a -1 Attack penalty against any other targets.



Your fire support is inbound!

PLAYER	GM	CAMPAIGN
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NAME	GENDER	AGE	OCCUPATION
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HEIGHT	WEIGHT	DATE OF BIRTH	PLACE OF BIRTH
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PERSONALITY

APPEARANCE

CLOTHES

AGI	APP	BLD	CRE	FIT	INF	KNO	PER	PSY	WIL	STR	HEA	STA	UD	AD	WALK	XP

INJURY	SCORE	ARMOR	#	1	2	3	4	5	6	7	8	9	10
FLESH WOUND	-1												
DEEP WOUND	-2												
INSTANT DEATH	DEAD												

INJURIES

SKILL	LVL	+/-	SKILL	LVL	+/-	SKILL	LVL	+/-

WEAPON NAME	ACCURACY	DAMAGE	RATE OF FIRE	SHORT / MED / LNG / EXTR	AMMO
				/ / /	
				/ / /	
				/ / /	
				/ / /	
				/ / /	

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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.

Force Fields

The classic energy protective barrier, a Force Field envelops a vehicle (or part of it) to protect it from incoming damage. Turning on or off a force field is a free action that must be announced at the start of a vehicle's turn. When activated, the Force Field adds its Rating to the Base Armour value of the vehicle, thus changing its Light, Heavy and Overkill values. Like vehicle armour, Force Fields degrade: if the vehicle takes Light Damage both the vehicle Armour and the Force Field degrade by one point; both degrade by two points if the vehicle takes Heavy Damage. Additionally, if the vehicle takes damage equivalent to either its base armour or force field value (but not enough to penetrate both the armour and the Force Field value together) the Force Field (only) degrades by one point.

The cost for a Force Field is included in the DTV:

$$(\text{Armour} + 0.8 \text{ Force Field}) \times (\text{Armour} + 0.8 \text{ Force Field})$$

The value of the Force Field is reduced compared to the standard armour rating due to its rapid degradation rate. In other words, as both the force field and the vehicle's armour degrade, there is a discount for the force field portion of the armour.

The Force Field can be modified in several ways:

- **Limited Usage** - The Force Field can be given limited use, working essentially like ammunition does for a weapon system. Multiply the value of the Force Field by the modifier on the Ammunition Chart before entering the value into the DTV formula.

- **Coverage** - By default a Force Field covers the entire vehicle. However, the cost can be lessened if the Force Field does not cover the entire vehicle. Coverage indicates the number of vehicle sides that can be covered. Fixed fields have set coverage: they always protect the same arc(s). Movable fields may face any direction, and as with the activation/deactivation of the field the arc covered must be announced at the start of a vehicle's turn. Multiply the Force Field value by the modifier shown on the chart below before entering the value into the DTV formula:

Coverage	Movable	Fixed
3 hexsides	0.8	0.7
2 hexsides	0.6	0.5
1 hexside	0.4	0.3

- **Rechargeable** - When turned off, a Force Field with this perk recharges, regenerating protection it lost through degradation. The standard rate of recovery is one point per minute (6 turns) and costs two perks in the MTV. This rate can be increased one point per minute per extra perk cost. If desired and approved by the GM, the total recharge rate can be spread out over time, meaning that a recovery of 3 points per minute can instead be represented as one point per two game rounds.

- **Transparency** - By default, a vehicle with a force field can fire their own weapons without penalty. If the field blocks outgoing attacks, halve the cost of the force field before entering it into the DTV formula.

- **Protection Types** - As with armour, Force Fields generally affect all incoming damage equally. If the field is limited in its absorption to one type (Energy, Physical, Exotic) reduce its cost by half before entering it into the DTV formula.

- **Flicker** - A Force Field may purchase the Flicker Flaw, dividing the field's cost by the value of the Flicker Flaw before entering it into the DTV formula. (See Aurora Issue 1.5 for an expanded Flicker Flaw.)

- **Reflective** - A Force Field may purchase the Reflective Perk for a cost of 4 perks in the MTV.

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CORE INJECTION: VARIANT RPG RULES

Motion Compensator

Movement is life on the battlefield; not moving is to turn one's self into the proverbial sitting duck. Unfortunately, movement makes return fire just as difficult as the bumps and shimmies from the terrain and the maneuvering plays havoc with aiming. Much like a GlideCam, by 'floating' the barrel within its mount, these disturbances can be smoothed out, increasing accuracy.

A weapon with a Motion Compensator benefits with reduced penalties for high-speed movement. Vehicles traveling between Combat Speed and Half Top Speed suffer no penalty; vehicles at Top Speed are at -2.

Perk Cost: System Cost x 1.33

Reflective Perk

Added to e-shields, the Reflective perk turns the shield from a mere absorptive tool to one that can bounce incoming energy attack back towards an opponent. Using the shield this way requires a parry roll, the same as to block the incoming attack. This same parry roll can then be used to bounce the energy (up to DM + MoS worth) towards an opponent, applying attack modifiers as normal except count the total range (range from the weapon origin point, to the shield and out to the eventual target) and apply the modifier.

Reflective shields can also be used to reflect friendly beams. In this case, count the range only from the reflection point – this represents the 'bonus' in being prepared for the bounce. However, the beam cannot exceed the weapon's maximum range this way (BR x 8) nor does it reduce the effect of AD.

Perk Cost: E-Shield +2

Damage Shield Perk

Damage Shield allows a system to affect any target that comes into contact with the vehicle. Any successful melee or ram attacks against the shielded vehicle suffers the effect of the Damage Shield system; use one-half (round normally, min 1) of the attacker's MoS to determine the effectiveness of the shield.

A vehicle can also use the Damage Shield to attack another vehicle (melee or ram attack), in which case the system behaves as any other melee weapon.

For two extra perks (total cost 3), the Damage Shield will affect the attacker even if their melee or ram attack missed; in this case, apply the effect at the base DM (MoS of 1).

Damage shield must purchase ammunition as with any other system. This may be purchased in number of uses (standard ammunition), unlimited ammunition or Limited Use. Damage Shield systems cannot take advantage of ROF.

Perk Cost: 1 or 3

Example: Unsheathing his vibroknife, a Viper powersuit attacks his foe. Alas, demon-mecha is covered in spikes (physical damage shield). The Viper scores big with an MoS of 3, inflicting damage, however in return he suffers damage (from impaling his arm on the spikes and being kneed as the demon-mecha dodges out of the way), to the tune of DM x (MoS/2 = 2).



Syreen Attack!

The Combat Team Commander brooded silently as he reviewed the tactical data on his console. The SRID had ordered his Compagnie to this godforsaken section of the front to bodyguard some secret mission. Based on intercepted data traffic, every faction on the planet was converging on their position. The console comm light blinked with an incoming call.

"Please be the bearer of good news, Lieutenant."

"Sorry sir, but it's a real dawg's breakfast out there. We have confirmed reports of North, Paxton, Rebel units and even a CEF battlegroup roaming around. Nobody knows how they managed to sneak past the orbital defenses. So what are your orders if we run into opposition?"

The Commander scowled, "Simple, mon ami. Eliminate any and all resistance that hinders our mission."

Having won the CanGames tournament last year, I knew I had a big target on my back as I prepared for this year's tournament. Figuring that everyone else would try to build an army that could defeat my entry from last year, I resolved to create a better army that could defeat my original army two out of three times.

Force Rationale

Although I spent most of the past year playtesting Locked and Loaded, I continued to refine the tactics I used in last year's tournament. I also analysed the results of my battles, trying to make sense of how and why I was victorious. In all the battles I fought, I had both an edge in combat groups and available actions that gave me flexibility to react to my opponent's moves. If having more combat groups and actions than your opponent were two of the keys to victory, then it made sense to maximize these factors. Following this line of reasoning, I tried to maximize both my number of combat groups and actions available to the army. Knowing time would be a factor I also tried to create an army that could eliminate opposition by the end of turn 2. After a marathon army design session, this was my final army composition:

SRA/MILICIA Force [Armor Regiment]

8 Combat Groups, 25 Units, 35 Actions, 8 CPs, **1000 TV**

SRA Tank Cadre (2 Black Mamba, Hun) **295 TV**

Options: Add Hun (+95)
Swap 2 Hun for Black Mamba (-60)
Add Airdroppable to Hun (+10)
Add +1 Leadership to Hun (+10)
Add Army Commander Upgrade to Hun (+50)
Hun is Army Commander

SRA Cavalry Patrol (3 Caiman) **90 TV**

Options: Add 1 Caiman (+15)
Swap MAC/LMG for HRP/48 (+15)
Add 3 x Airdroppable (+30)

SRA Cavalry Patrol (3 Caiman) **75 TV**

Options: Add 1 Caiman (+15)
Add 3 x Airdroppable (+30)

SRA 3 x Air Strike (Fighter) **45 TV**

MILICIA Tank Cadre (Basilisk, Hun) **85 TV**

Options: Swap Hun for Iguana for Basilisk (-65)
Swap all Hun Weapons for VLRP/128 [Reloads, Sniper System] (-45)
Add H-K drone (+5)

MILICIA Cavalry Patrol (Command Caiman, Recon Hun) **<Veteran> 100 TV**

Options: Add Command Option (+5)
Add +1 EW skill to Caiman (+10)
Swap Caiman for Recon Hun (+55)

MILICIA General Purpose Convict Cadre (2 Sidewinder, Basilisk, SD Jäger) **130 TV**

Options: Swap Jäger for Iguana for Basilisk (-10) <Cadre Leader>
Swap 2 Jäger for Sidewinder (+10)
Swap Jäger for SD Jäger (-15)
Swap 1 SD Jäger LAC for LBZK (+5)
Make all Units Convicts (-20)

MILICIA General Purpose Cadre (4 SD Jäger) **75 TV**

Options: Swap 4 Jäger for SD Jäger (-60)
Make 4 SD Jäger "Fresh Meat" (-40)
Swap 1 SD Jäger LAC for Paratroop Rifle (+10)
Swap 1 Fresh Meat SD Jäger LAC for MAC (+5)

MILICIA Infantry Platoon (4 Escouades) **105 TV**

Options: Add 4 Light Mortars (+60)
Add 1 H-K drone (+5)
Make all Escouades "Fresh Meat" (-20)

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Tactical Doctrine and Army Construction



One of my goals with this year's army was to maximize functions for a minimum cost. For EW, I replaced the Command Naga with a Command Caiman and attached Recon Hun, saving 10TV yet increasing my available actions. In my practice games, Multiple Attacker Penalties (MAP) repeatedly destroyed my Visigoth, so I saved 90TV by replacing it with an

air-droppable Tank Cadre with more units, providing me with more actions, flexibility, and unit redundancy. I also downgraded the entire GP Cadre to Fresh Meat, saving another 30TV.

Another goal of this army was to showcase more of the gear designs that are available from DP9. In addition to my SD Jägers from last year, I included Basilisks, Black Mambas, and Sidewinders to beef up the gear forces. I didn't expect to give the GP Cadre CPs since they were bait, so I saved 20TV by making them a Convict Cadre.

The tactical theme for my army was envelopment. The MILICIA elements would bait my opponent into a plan of attack, at which point the SRA elements and Fresh Meat GP Cadre would appear from reserves, attacking the weak points of the enemy formations after they had exhausted their actions and could not counterattack.

After deciding on my final force composition, I ordered some additional miniatures to complete my army and assembled and painted them

in the weeks leading up to CanGames using the same steps that I used last year. But this year I additionally used pliers to gently bend the legs, elbows and wrists of some of the units into different poses than I could achieve with just the unmodified cast pieces. I think my favourite new build was a charging Black Mamba poised to drive its vibroblade deep into the armour of an opponent. Originally, I could not twist the torso enough to get the pose I wanted, so I had to remove the top section of the hip-mounted magazines on the Mamba. That cleared enough room to twist the torso into the correct position. To raise the head module slightly, I cut a small rectangular piece of metal and glued it under the head to add the desired tilt.

T-Day – Saturday, May 17, 2008

I arrived at the convention 40 minutes before the tournament start, registered, and then walked over to the DP9 booth to admire all the new minis. As was the case last year, the atmosphere was relaxed as players assembled, showed off their minis, and reviewed the terrain. Only half the faces played in the tournament the previous year, so it was encouraging to see more new players getting involved in the game. Unfortunately, Paul Nemeth couldn't attend at the last minute, forcing Bryan Rombough to run the tournament instead of playing.

The organizers called everyone together and explained the scenarios before pairing us off with our first round opponents. All games were played as an Assault mission in daylight with no additional effects and an 80-minute time limit. The play area was the biggest change from last year – to encourage faster engagement; the play areas were 2 feet wide by 3 feet long. This had a huge impact on the effectiveness of airdropped units, since the board was too small to prevent airdropped reserves from reaching point-blank range upon their entry.



The winning army. All units to the left of the airstrikes started off-board in reserves.

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General Battle Plan

Based on my practice battles, I decided on the following event sequence for the first turn of every game and used it unvaryingly against each opponent I faced:

For deployment, the Fresh Meat GP Cadre, airdroppable Caimans and Tank Cadre would remain in reserve. The infantry would be stationary in cover and the remaining on-board units were placed at top speed touching cover where possible.

First, I would activate the Cavalry Patrol with the Command Caiman. The Command Caiman would set ECM and ECCM thresholds while the Recon Hun attacked targets of opportunity before popping off a smoke canister on top of the Command Caiman, providing additional concealment from any return fire or airstrikes.

Next, I would activate the Tank Cadre with the VLRP-equipped Hun to act as bait to draw fire from the enemy. The Hunter-Killer drone could either be used to forward observe or add to the group's MAP.

The order of the next two Combat Groups was interchangeable, but the Infantry would use its Hunter-Killer drone to forward observe a target for its light mortars to bombard and destroy. The Convict Cadre also worked as bait, but could still bloody the nose of any unit that took them lightly.

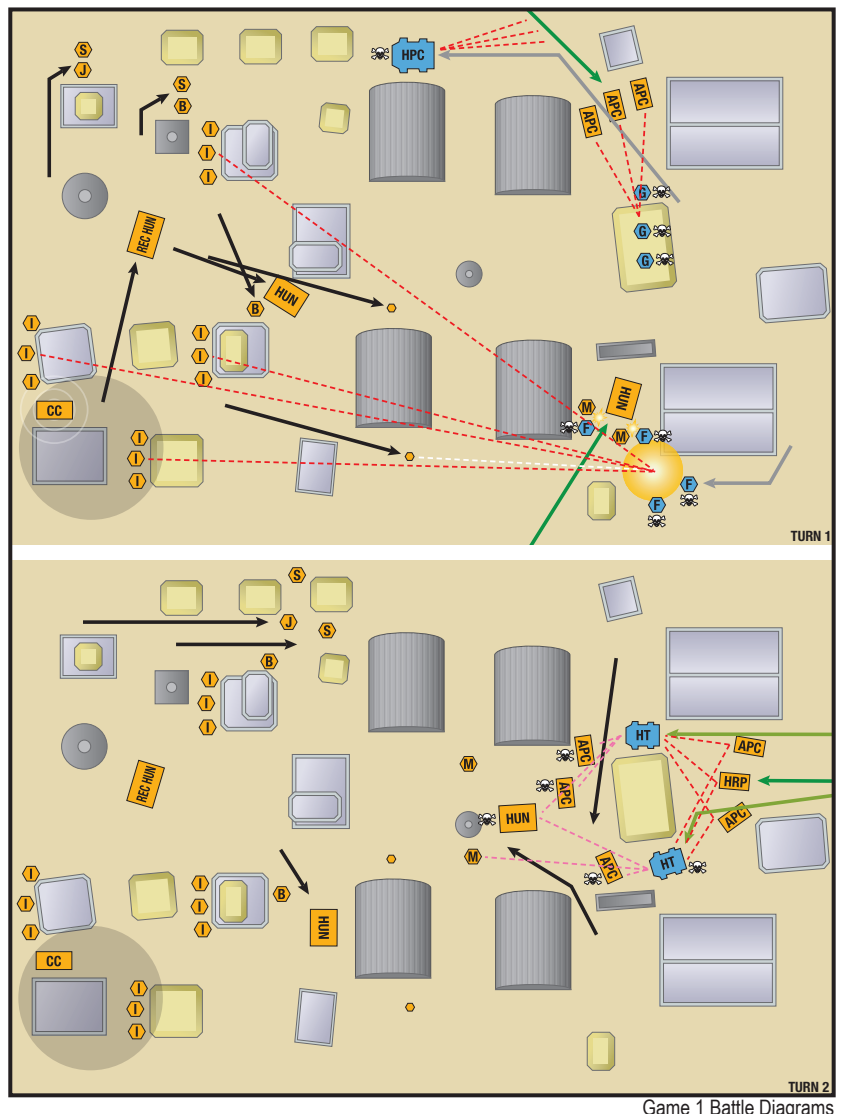
Then the Reserve units would start to activate. The Cavalry Patrol with the HRP would attack heavy tanks while the other Cavalry Patrol would attack lighter units with poor defensive modifiers. The airdropped Hun and Mambas would target whatever opponents remained while the Fresh Meat GP Cadre would turn the tables on any airdropped enemy combat groups that appeared from my edge of the board. The airstrikes would either intercept enemy airstrikes or mop up remaining enemy units.

Game One: Board 2, South Side, Neutral Stance, Deep Deployment

Opponent: Bob "Bayruun" Orth (CEF Hovertank Squad [2 HT-68], GREL Infantry Section [2 GREL Squad, HPC-64] and Strike Squad [4 Type 6-16 Frame], 2 Fighter Airstrikes), Neutral Stance

I initially feared this battle, since the HT-68s from the interim CEF Army List had 4 actions, rather than the 2 actions the PAK versions have. The playing area was covered in large and small buildings with some very long and narrow sightlines but with most visual ranges no more than 10 inches long. The South arranged their forces behind the buildings in their west deployment zone while the CEF did the same in their east deployment zone.

On turn 1, the Command Caiman set a high ECM/ECCM threshold while the Recon Hun popped smoke and moved into position to over-watch the central fire lane, firing its heavy rifle at the GRELs inside one of the buildings for no effect. The Frames skirted the south side of the map out of line of sight, but then the infantry platoon activated and its H-K drone streaked at top speed towards the Frames, Forward Observing a point between three of the units. Then the infantry indirectly launched four light



Game 1 Battle Diagrams

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mortar rounds, pulverizing two 6-16s and damaging a third. The GREL section activated next with the GRELS in the building staying put and the HPC containing the other squad zooming down the Northern edge of the board at top speed. The South Tank and Convict Cadres activated and moved to intercept but did no damage.

The tipping point occurred when the reserves showed up. The airdropped standard Caimans entered from the northern edge behind the HPC and killed it at point-blank range with a sleet of medium autocannon rounds. Pushing through the lines, they fired at the remaining GRELS, destroying one base. Next, the Hun and Black Mambas appeared at the southern edge and proceeded to dispatch the remaining Frames and GREL bases from short range, leaving the South in complete control of the play area. The CEF committed both its airstrikes to try and thin out the southern ranks, but the South diverted two of its own airstrikes to destroy one TAAF and bounce the other.

I felt uneasy during the first part of turn 2 as I moved my mobile units towards the center of the board and attempted to circle the wagons, preparing for the hovertank onslaught I knew was coming. Sure enough, the reserve HT-68s roared in from the east edge board and the Southern units frantically snap-fired at their approach, but to no avail. The CEF Heavy Particle Accelerators and Anti-Tank Missiles quickly exterminated all the Caimans, the Hun, and critically damaged one of the Mambas from short range. The South's remaining Cavalry Patrol turned the tables on the hovertanks, streaking in behind them with autocannons blazing, capping the attack with a short-ranged Heavy Rocket Pack in their rear. The HRP saturated the CEF positions with two salvos, wrecking one hovertank and lightly damaging the other. At this point the game was called on time.

Final Score: South – 410TV; CEF – 0TV (no negative scoring was used in this tournament)

Considering what I had destroyed, I thought I would have scored higher, but the hovertanks were over half the TV of the CEF and I failed to destroy both of them to reduce the squad below half-strength. Had I destroyed that last HT-68 I would have scored 1970, emphasizing the importance of keeping your most expensive combat groups at half strength or higher. After this game, I realized I would have to play faster if I hoped to complete all the rounds on time.

Game Two: Board 3, North Side, Neutral Stance, Skirmish Deployment

Opponent: Ryan "Henshini" Henshaw (SRA Skyhawks Tank Cadre [2 Airdroppable Hun, Black Mamba], Cavalry Patrol [Command Caiman, Caiman (both Airdroppable)], Paratroop Cadre [1 Black Mamba, 2 Iguana Paratrooper, Iguana Commando], General Purpose Cadre [Iguana, Sidewinder, 2 Jäger (w/ LBZK and Paratrooper Rifle)], Fighter Airstrike, Fighter-Bomber Air Strike), Aggressive Stance

Ryan was ensnared by Blitz at last year's CanGames when he saw several of the beautiful gears painted up by Greg "Mason" Perkins and bought a Strike Cadre Box on the spot. Having watched his Blitz tactical knowledge accumulate over the following months, I knew I was in for a tough fight.

This playing area was the most open out of all the tables, with large hills in the four corners and centre of the map and scattered rough ground that hampered mobility but not sight lines. Since the Skyhawks on board were all airdroppable units, the Southern units set up first. With the usual units placed in reserve, the south deployed all the infantry, tanks, and Command Caiman behind or beside the hills along the Northern edge of the map. The gears and drones were deployed where they could get a good view across the entire playing surface. This forced the Skyhawks to deploy outside of autodetection range behind the hills on the south side of the map. They kept the GP Cadre in reserve.

The South and Skyhawks each set ECM/ECCM thresholds that negated each other, while the on-map Tank Cadres exchanged fire at medium range, swapping sturdy hits. As the Skyhawks prowled the edges of the board the South moved cautiously towards the centre. The infantry used their drone to Forward Observe a point among the members of the Skyhawk Tank Cadre and rained down Light Mortar shells, lightly damaging one of the Huns and heavily damaging a Black Mamba by concussion. The Paratroop Cadre advanced along the eastern edge of the board and used their grenade launchers to vapourize the drones and one of the infantry squads. The South responded by using the Convict Cadre to angle towards the centre of the map at top and combat speeds and concentrate fire to damage a Para Iguana.

The reserves were responsible for the majority of the kills. The South's airdropped Caimans entered the board, devoured the Skyhawk Cavalry Patrol and further damaged one of the Huns from point blank range. In turn, the Skyhawk GP Cadre entered behind the airdropped Caimans and wiped them out. Then the Southern Tank Cadre entered from the eastern edge at point blank range behind the Paratroop Cadre. With the help of Command Points and an obscene amount of rocket fire,

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the Southern Mambas and Hun destroyed a GP Sidewinder, the Razor Fang Mamba and Iguana Commando, and heavily damaged both Iguana Paratroopers. The Jäger blew apart after taking a point-blank Light Laser Cannon to the chest and command was passed to the GP Cadre's Iguana.

Then the skies became the arena as a furious dogfight occurred overhead with both sides attempting to intercept each other's airstrikes. The Skyhawks shot down a strafing fighter and the South bounced the fighter-bomber.

After that orgy of destruction, action moved into Turn 2 with each side declaring that their Huns and Mambas would be engaging autopilots. The key point in the game occurred when the Skyhawks won initiative and activated their Tank Cadre. With a hill separating the two combat groups, the Huns wheeled about-face and attempted to close with the Southern Tank Cadre before

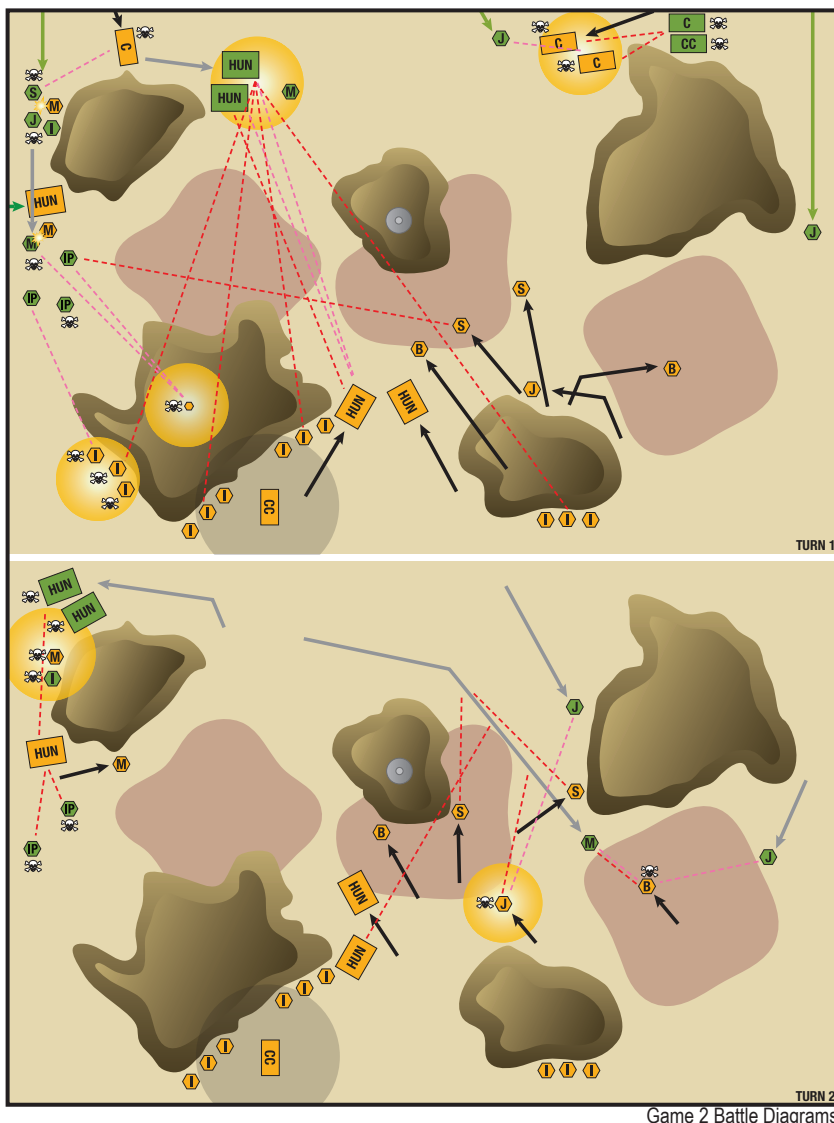
it could activate. But as the first Hun rounded the hill, the South used a Command Point to activate a Mamba out of sequence, which self detonated its grenade in a moment of insanity. The resulting blast shattered the Mamba, the approaching Hun, and the new Commander's Iguana. Command then passed to the remaining Hun, which was destroyed when the South's Command Hun activated out of sequence and sheared off the attacker's turret before it could fire. The Hun then executed the remaining Iguana Paratroopers by firing point-blank LLC shots through their V-engines. The loss of three army commanders in quick succession removed all remaining Skyhawk Command Points. As Ryan glumly noted afterwards, "My commanders were dying as soon as they were field promoted." Rather than rush headlong to destruction, the remaining Skyhawk Black Mamba ran west towards its surviving comrades.

Not much of note happened for the rest of turn 2 except that the South's bazooka-toting SD Jäger and a Basilisk died when they fumbled their defence rolls against LBZK and LGL shots from the remaining Skyhawk Jägers. They couldn't use CPs to reroll due to the fact they were convicts with no MP support. Again, the game was called on time before my remaining airstrike or reserves to come into play.

Final Score: South – 1305TV; Skyhawks – 0TV

The game could have gone differently if Ryan had chosen a Neutral stance to keep an additional Cadre in reserve and airdropped them somewhere on the board. The Skyhawk Paratroopers or Tank Cadre appearing in my rear would have been devastating. It didn't help that he thought army commanders could not use Command Points – that may have saved his last Hun from the return fire that killed it.

Up to this point, I was splitting the entry times for my reserve forces and airstrikes between turns 1 and 2. By the time the second game ended, I decided that I would just commit all my airstrikes and reserves, save the Fresh Meat GP Cadre, on the first turn since I wasn't even getting to the end of the second turn before time was called. This proved to be frighteningly effective.



Game 2 Battle Diagrams

AURORA: THE SILHOUETTE MAGAZINE VICTORY AT CANGAMES 2008

Game Three: Board 2, North Side, Neutral Stance, Skirmish Deployment

Opponent: Chris "Acy" Maheu (Northern Guard Fire Support Squad [2 Grizzly, 2 Hunter, Jaguar], General Purpose Squad 1 [Headhunter, Hunter, 2 Assault Hunter, Cheetah], General Purpose Squad 2 [Headhunter, Hunter w/MAC, 2 Hunter, Cheetah], Strider Squad [1 Mammoth]), Aggressive Stance

Like the first game, both sides set up their units behind buildings for maximum cover except for the Mammoth, which was set up in a stand-and-deliver pose. For the first half of the turn, both sides jockeyed for position with the Southern Cavalry and Tank Cadres trading fire with the Northern Fire Support and one of the GP Squads doing negligible damage. But then the infantry activated and the attached H-K drone wove around the buildings at top speed to Forward Observe a point equidistant from the Mammoth and several other gears. At that point, the light mortar storm erupted again, and the third mortar rolled boxcars on its placement. This, combined with MAP effects, had a high enough Margin of Success to overkill the Mammoth, a Grizzly, and a Hunter, as well as heavily damage a Hunter and a Cheetah. The remaining Northern GP Squad skirted along the eastern side of the board and took up defensive positions, combining fire to damage one of the Sidewinders. The Convicts moved to intercept that Squad and combined fire to take down one of the Hunters.

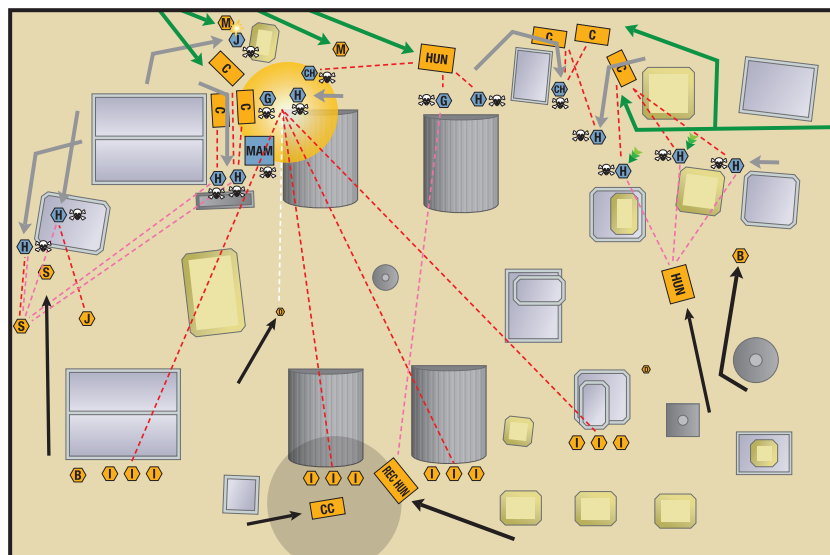
The arrival of the reserves routed the North. The first Caiman group entered from the southeast corner of the map and combined fire on the Jaguar (which deftly avoided their attacks) and followed through to backstab a pair of Hunters that had

taken refuge behind a line of containers, reducing them to burning hulks. The Mambas and Hun arrived along the southern edge. The Mambas overkilled the Army Commander's Jaguar with a prodigious amount of rocket fire into its rear from point blank range. The Hun finished off the damaged Cheetah with it's Light Laser Cannon and immolated the remaining Fire Support Hunter and Grizzly with a point-blank medium rocket assault to their rear. Then the remaining Caimans dashed in from the western edge and strafed the remaining Northern GP squad with autocannons and rockets, killing two Hunters and damaging two more. Finally, all three airstrikes converged on the beleaguered GP Squad 1, mowing down even more gears with the fighters' LACs. By the end of the turn, all that remained of the Northern force was a MAC-equipped Hunter, a Cheetah, and a critically damaged Assault Hunter

On Turn 2, the western Caiman group activated, put the Assault Hunter out of its misery, and combined the rest of its fire against the Cheetah, which inevitably made a poor defensive roll and was overkilled. The sole remaining Hunter climbed a building to attempt a valiant last stand, heavily damaging the previously hit Sidewinder. Unfortunately, a light bazooka shell fired from a stationary Jäger obliterated the lone gear.

Final Score: South – 2000TV; North – 0TV

I have to admit that both Chris and I were in a bit of shock over how quickly the Northern troops died in this game, which actually finished before time was called. Chris decided to chalk it up to experience while I decided to try that approach again to make sure the result wasn't a fluke



Game 3 Battle Diagram

AURORA: THE SILHOUETTE MAGAZINE VICTORY AT CANGAMES 2008

Game Four: Board 1, South Side, Neutral Stance, Skirmish Deployment

Opponent: Ben MacKinnon (Rebel SRA Strike Cadre [Black Mamba, 2 Brawler BM, Blitz Jäger, Jäger w/ LBZK], SRA General Purpose Cadre [Command Jäger w/ ParaRifle, Jäger w/ LBZK, 3 Jäger]), MILICIA General Purpose Cadre [Command Jäger w/ ParaRifle, Jäger w/ LBZK, Jäger, 2 SD Jäger]), Aggressive Stance

This map was the most unpleasant to play on; the entire map was hilly and covered in trees, with a few spots of rough clear-cut and a couple of parallel logging roads. There was almost always obscurement of some sort, making it difficult to hit things, and using ground combat speed made it very slow going. I played against Ben last year, and he was more than ready for a rematch. He played very aggressive, trying to ensure he always had initiative. The South and the Rebels concentrated their forces on the West side of the board, since that was where the forest was thinnest.

The Southern Recon Hun took some ineffective pot shots at the Brawler Mambas before popping smoke and the Command Caiman rolled high EW thresholds that ensured communications superiority. The Strike Cadre activated and the Blitz Jäger closed to point-blank range with my VLRP Hun, hitting it with an ATM. Fortunately, the Hun was at top speed so it only lost a sturdy box. The remaining Cadre members combined Rate-of-Fire (RoF) area effect fire on the Convict Cadre, damaging the Sidewinders and destroying an infantry base. The Convict Cadre returned fire, heavily damaging the Lead Mamba and destroying one of the Brawler Mambas after it rolled a defensive fumble twice. The SRA GP Cadre activated and trudged forward, combining fire to destroy one

of the damaged Sidewinders. The Tank Cadre drone Forward Observed a point near the remaining Strike Cadre units while the Hun and Basilisk attacked the Blitz Jäger for no effect. The MILICIA GP Cadre placed near the north edge also trudged forward and up its shielding hill, firing all its weapons at one of the Infantry escouades on top of an opposing hill. The Infantry hunkered down and weathered the assault.

The most devastating attacks didn't come from the reserves this game, but from the infantry. They activated and had their attached drone Forward Observe the SRA GP Command Jäger, which had bunched up his units to kill the Sidewinder. The infantry mortars decimated the rebels by splitting their mortar fire between the two forward observed points and rolling nothing but 6s and 7s. This overkilled all but one of the SRA GP Cadre Jägers and the Strike Cadre's LBZK-equipped Jäger.

Then the reserves crashed into the rear of the rebels like a tsunami, annihilating all the remaining gears save the Blitz Jäger with a combination of rear shots, RoF area effect, and MAP. The Mambas were especially vulnerable with their glass backs and the wooded terrain meant most units couldn't move far enough from their original placement to avoid point-blank range. With no other targets, the three airstrikes swooped down on the remaining Rebel gear, which miraculously evaded all attacks with a marvellous display of piloting.

Unfortunately, on Turn 2 the Blitz Jäger declared it was moving stationary and turned towards the Hun. The Tank Cadre Basilisk immediately announced it was using a Command Point to move out of sequence, sidestepped base-to-base to the rear of the Jäger, and sliced it in half with a vibroblade slash, ending the battle.

Final Score: South – 2000TV;
Rebels – 0TV



Game 4 "The Real Deal" (Photo courtesy of Stephane Boyer)

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Game Five: Board 1, North Side, Neutral Stance, Skirmish Deployment

Opponent: Stephane "Tekrat04" Boyer (Peace River Defence Force Fire Support Squad [Chieftain IV w/MAC, Warrior IV w/MAC, Warrior IV w/RFB, Crusader IV, Crusader IV w/ MBZK] and General Purpose Squad [Chieftain IV w/MAC, Warrior IV w/Frag Cannon, Warrior IV w/RFB, 2 Warrior w/MAC], Fighter Airstrike), Neutral Stance

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My last game occurred in the woods again, this time against the PRDF. Stephane really impressed me with his army – all the weapons on his gears had been fitted with tiny 1/16" rare earth magnets that allowed him to swap configurations at will. I was most jealous after a demonstration and now I want to try his technique for my next army.

The PRDF and South set up the majority of their forces on the West side of the map, with only the PRDF Army commander, a Crusader, and the south's Tank Cadre set up in the east. The PRDF had so few combat groups that by the time they had expended their actions attacking one of the Sidewinders, the South still had three-quarters of its army left to activate. Additionally, the PRDF made the mistake of using top speed walker movement to try and close with my forces quickly. Although they destroyed one of the Sidewinders, this lowered their defensive modifiers and made them vulnerable to the following attacks. The Convict Cadre concentrated fire on the two Fire Support Warrior IVs standing side-by-side on the hillside and overkilled them both. The infantry used their H-K drone to

Forward Observe the GP Squad leader and demolish over half the squad with their mortars.

Then the Southern reserves enveloped and suffocated the PRDF. The HRP-equipped Caimans entered along the road from the western edge and overkilled the western Crusader and a Warrior IV. The other group of Caimans sped along the road from the eastern edge and overkilled the remaining Crusader, but not before it spent a final Command Point to fire linked MRPs on full RoF AE back at its attackers. The rockets atomized the entire Cavalry Patrol as well as the VLRP Hun. Then the airdropped Hun and Black Mambas waded onto the Board from the southern edge and killed the remaining GP Warrior IV. Three fighters screamed in to strafe the lone PRDF Commander in his Chieftain IV, but a PRDF interceptor shot one of the units down and the Warrior artfully dodged the remaining fighters' attacks.

On Turn 2, the infantry bombarded the PRDF Commander's position, which damaged it enough for an indirectly fired rocket from the Hun to finish it off. Finally, silence fell across the battlefield.

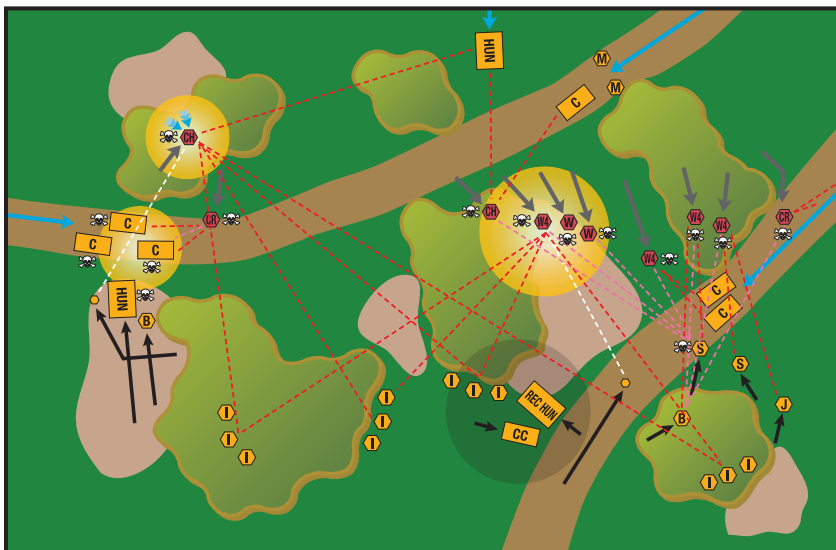
Final Score: South – 1960TV; PRDF – 0TV

Tournament Aftermath and Analysis

The tournament was a Round-Robin format this year, which allowed for everyone to play against each other but meant that players with many combat groups would have to play quickly to complete a game. In most cases, the games were finished on time, with my games being the exception.

With the new Locked and Loaded rules and a fixed time limit of 5 rounds per game, this will not be feasible in future unless the round duration is increased or the army TV limit is decreased. I think that a Swiss-style tournament with 30-40 minutes of playing time per 250TV of Priority Level 2 forces per round will make a good rule of thumb for future tournaments. Alternatively, for larger tournaments, a preliminary Swiss round of 2-4 games could be played with the top 4-8 players moving on to a finals bracket using whatever format they wish.

Upon review of all the players' armies I made some interesting discoveries. Armies that had more actions and more Combat Groups than their opponents performed better. My army was monstrous as it pretty much eliminated my opponents by the end of turn 1 and thus ended at the top of the table. Both Chris and Rob are relative neophytes in the tournament and hence



Game 5 Battle Diagram

AURORA: THE SILHOUETTE MAGAZINE VICTORY AT CANGAMES 2008

why their scores aren't as good as their actions might indicate. Stephane is a good player, but his lack of Actions and Combat Groups compared to his opponents left him with a handicap too great to overcome. If Stephane had my army and I played with his, I'm sure our positions in the standings would be reversed.

OVERALL SCORES

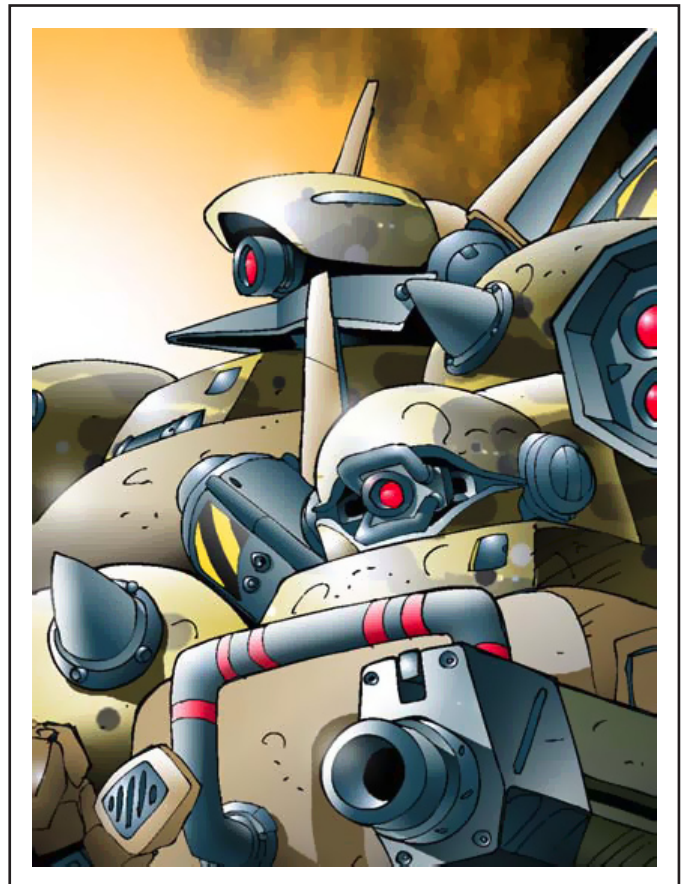
Player	Score	Actions	Units	Combat Groups
Brad (Gambit)	7675	35	25	8
Ryan (Henshini)	5795	17	13	4
Rob (Bayruun)	5185	21	9	3
Ben MacKinnon	2470	15	15	3
Chris (Acy)	985	17	16	4
Stephane (Tekrat04)	735	10	10	2

Although there might not be much correlation of these results with Locked and Loaded's emphasis on objectives, the maximizing of actions and units should still apply to Straight-Up Brawls, regardless of the new rules for uneven numbers of CGs.

All in all, this was a great send-off for the old rules set. Much of my army composition and tactics took advantage the Blitz!1.0 game mechanics and thankfully my tournament army and a number of my tactics are now illegal. Bryan ran an excellent tournament and Robert Dubois was a gracious sponsor, providing excellent prizes and pizza to munch. It was fun getting together to talk tactics and admire miniatures and in the future I look forward to playing locally with many of the people who came out to the event.

I look forward to meeting everyone again next year to try and three-peat the championship. If you are from the United States, we invite you to come on up and experience our Canadian hospitality. Ottawa is only an hour's drive north of the closest border crossing and roughly 8 hours from anywhere in the North-eastern States. Anyone from outside North America is invited to fly over as well – we speak both Standard Anglic and Universal French so nobody needs to feel left out!

*Game diagrams courtesy of Daniel Hinds-Bond of 007Design
Miniature photography courtesy of Stephane Boyer
Army minatures painted by Brad Bellows*

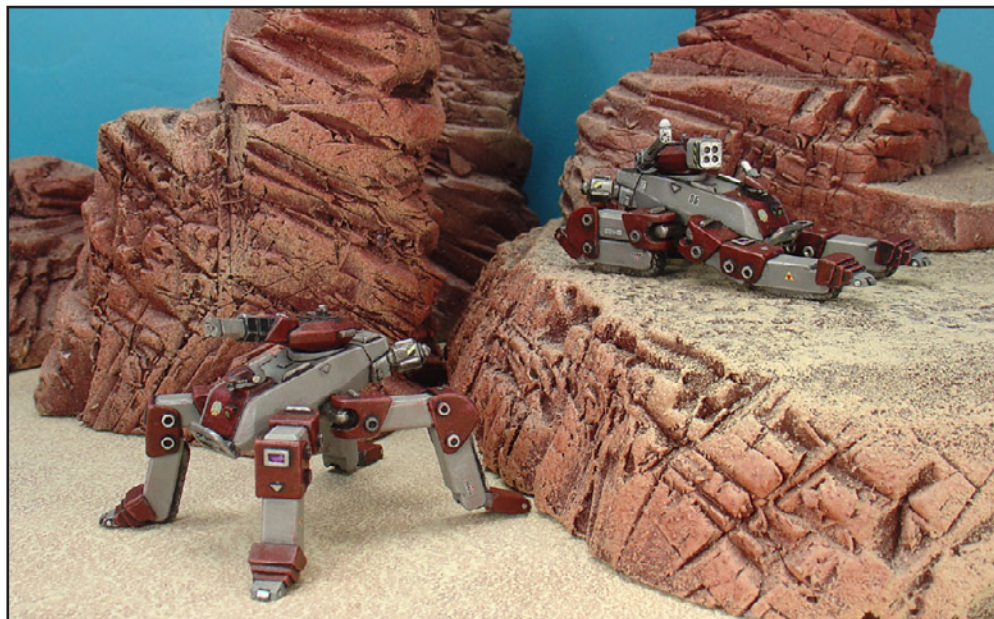


Pride of the South



From the rules monkey...

Response and excitement to Locked & Loaded has been fantastic. Well, we're not done yet! See below for some of the great new minis coming out in the near future, and we're starting this issue to post any Errata as well as a FAQ pulled from the questions posted to the DP9 Forum as well as our email address (dp9.rules.support@gmail.com).... Play hard!



Locked & Loaded Errata

Page 30: Hull Down gives terrain values of Light , Heavy , Hard and Solid, should be "Light, Medium, Heavy and Solid" as per page 23.

Page 43: Breakthrough should be 2 OP

Page 22, Combat Lock: change "If the target is not wholly hidden from your Model by Solid Objects (prevents Active Lock as well)." to "If there is no Concealment between your Model and the target and it is not blocked by Solid Objects."

Page 27: crossfire example: Should be MoS of 3 not MoS of 4.

Page 46: Defensive Turrets should have Attack Skill of 2.

Pages 82, 120, 145, and 168, ORVs: remove "ORVs do not count as Infantry when attacked by non-AI weapons." and add "ORVs lose the +1 Defense modifier unless at Top Speed."

Page 88: HMA squad skill values not listed correctly, should be same as for a GP or Fire Support (ie extra vehicles get Attack and Defense, not Ld).

Page 108: High technology: Arc on the HPLC for the Sagittarius should be FF, not T.

Page 111: The Combat Group Leader, if in an Iguana, may add a Satellite Uplink and Exposed AUXILIARYliaries for +5 TV. (fix the spelling)

Page 117, Strider cadre veteran options: change "Any member may have their Attack and Defense Skills upgraded to Level 3 for +30 TV for Fire Dragons and +20 TV for any other member." to "Any member may have their Attack Skill upgraded to Level 3 for +15 TV for Fire Dragons and +10 TV for any other member."

Page 131: "POLIC OFFICER CORPS" to "PEACE OFFICER CORPS" (fix the spelling)

Page 143: Veteran Red Bull option is HFG, not HRG.

Page 143: additional Red Bulls (sidebar area) should also have Defense 3.

Page 152: Under Ill-equipped, change: "except for a Stripped-Down Hunter or Jäger," to "except for Infantry or a Stripped-Down Hunter/Jäger,"

Page 154, Leagueless Model Types, Support: The Caiman entry says that veteran Caimans can swap their MAC/LMG for an HRP for +15TV. Should be +10 TV

Page 154: Infantry notes: "each section consists of 2 squads" should be "each section consists of 2 squads with 3 bases each"

Page 154, model listing: Chieftan listed at 45 TV, should be 50. Bobcat listed at 55 TV, should be 50.

Page 155: Cav Badger listed at +65 tv (only +55 for North). Should be +55.

Page 164: Something was changed here for print and I don't know what, including my page 164 for reference. "Ad" changed to "Add" (fix the spelling)

Page 172: "GOLD BANDING SHADOW GRAY / WHITE" to "GOLD BANDING BLOOD RED / GOLDEN YELLOW / WHITE"

Page 178: VLAC should have an extreme range of 48

page 180: Autopilot, change "this round" to "until its next activation."

Page 183: Smoke from Smoke Launchers lasts until the end of the Misc Phase. This is implied in the Misc phase description, but never stated.

Datacards:

Desert Viper: Should have the Overheating removed.

HPC 64: Should have the command option added: Command Option: Add Autopilot, ECM (3), ECCM (3), Sat Uplink.

Badger Autocannon(s): Should be Turret Arc.

Razorback: Peacemaker Razorback's "Chassis reinforcement" should be "Combat Reinforcement"

Locked & Loaded FAQ

Q: The Scenarios rules say that if a Model leaves the table, it is considered destroyed. What happens to Models with the Escape objective?

A: The Escape Objective overrides that rule. If you need to escape, you're not chickening out of the fight.

Q: For the ESE when they take PRDF, what squads can they take for Tankstriders?

A: Either Tankstrider Squad is acceptable.

Q: Does ESE Honor Guard count as a Core choice or as a free squad?

A: "Free." You may always take one, if you pay the TV. It counts as a squad of it's normal type, but may be taken regardless of Priority Level.

Q: What happens if my Objectives conflict with my opponent's Support points?

A: normally, players should be able to plan SP so they do not conflict, however if there is one, you should come to a mutually agreeable solution. If one cannot be made, players each roll a die. The high roller keeps their choice, and the "loser" then must re-allocate OP or SP.

Q: What happens if I keep my Army Commander in Reserve?

A: Your army commander does not count for initiative, use the highest Leadership Squad Leader instead. The Army Commander can't use CPs until he's on the board, meaning Squad Leaders are stuck using them.

Q: can AP charges be used on later turns when infantry is still within range of the Model? Example - HK drone moves within 5" of infantry and fires. Next turn, Infantry are still there. Can the HK fire again or does it have to move away and come back?

A: It must move or have the infantry move.

Q: Can AP charges attack multiple Infantry in the same turn or just 1 group? Example - Mauler Bear moves past a line of Infantry coming into range of 3 groups as it moves. Do they all get attacked or just the first one to come in range?

A: Each group would be attacked s each is brought within range.

Q: Can Drones begin the game docked?

A: Yes.

Q: Can Demo Drones be Undocked after movement the turn its master moves at top speed? Does it explode on him if he tries?

A: As long as the Model is not currently at Top speed while the Demo Drone is Undocked, the Drone will not explode. Think of it was trying to unhitch a wagon containing explosives while at highway speeds.

Q: Why Can't the SRA take MP Cadres?

A: All the SRA criminals were sent to the MILICIA.

Q: If an army had one Command Point left and the Army Commander was killed. Can the Commander use the last point to take a parting shot since it says before the Model is destroyed? Or is the last point removed right away?

He can spend the point on himself since he is not "dead" until tipped over or removed from table.

Q: I think I've been doing something wrong. Can you make a gear veteran to buy the skill upgrades than make it the army commander? or is the army commander upgrade applied first making you unable to upgrade the skills after?

A: Commander Upgrades "stack" on top of squad upgrades and are thus applied after squad upgrades.

Q: If I'm using a weapon with RoF and AE do I use template placement from the RoF section or the AE section?

A: RoF unless using Indirect Fire, in which case IF takes over.



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.

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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!

Deadline for Submissions for Issue #2.5: August 15th 2008

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.