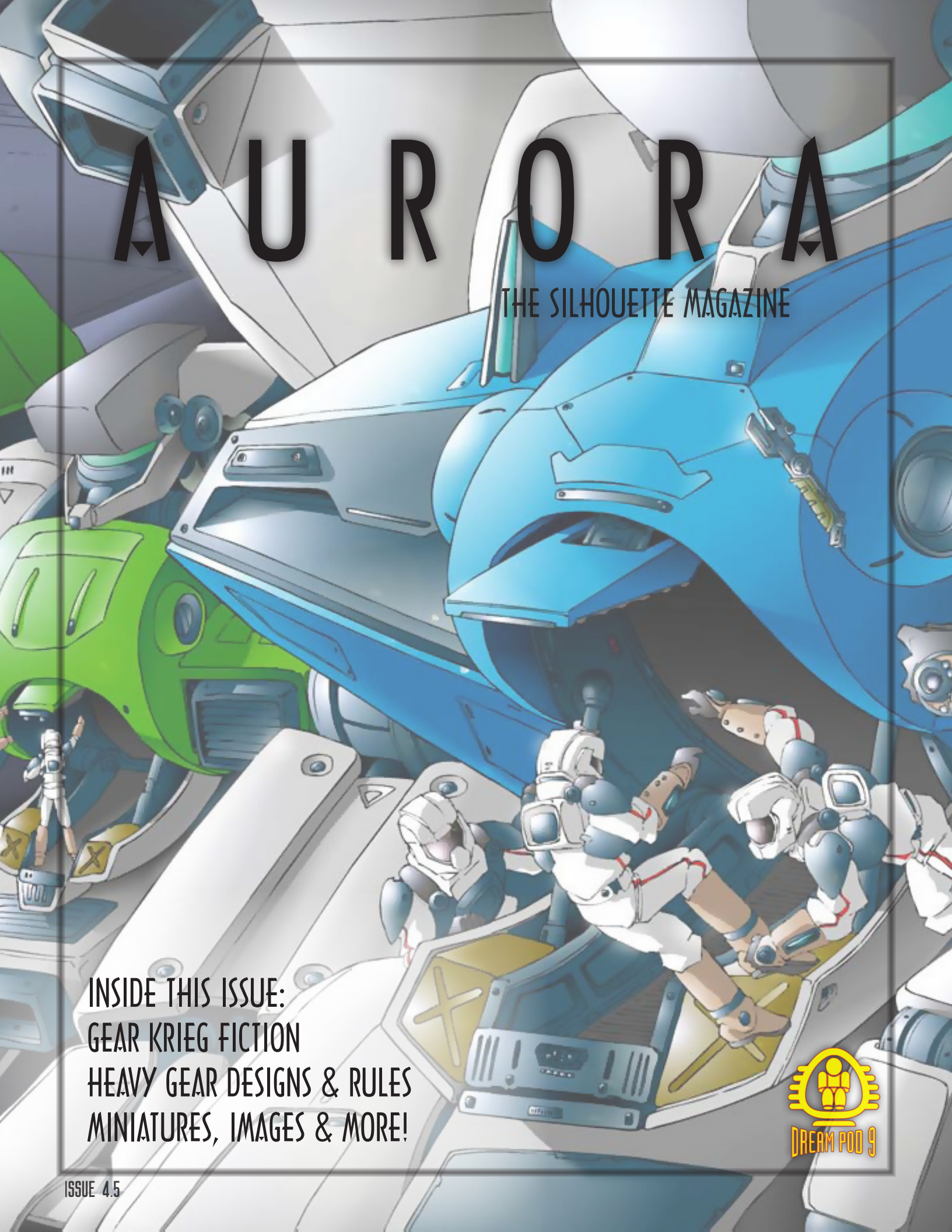

AURORA

THE SILHOUETTE MAGAZINE

INSIDE THIS ISSUE:
GEAR KRIEG FICTION
HEAVY GEAR DESIGNS & RULES
MINIATURES, IMAGES & MORE!

DREAM POD 9

ISSUE 4.5

AURORA: THE SILHOUETTE MAGAZINE

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From the Editor...

If you go out in the desert today
You're sure of a big surprise.
If you go out in the desert today
You'd better go in disguise...

So it is that I have returned from an in-field assignment, embedded with the [classified] regiment. Together we headed deep into the Badlands, away from almost all communications, utilities and the usual "comforts" of everyday Terra Novan life. We weren't alone, for we were joined by many others, but it was still a world away from the world.

Those who have been before can describe the Badlands, even in high detail. They can speak of the dust, the endless dust, the dust that kicks up at even a moderate breeze, the dust that you will stop smelling about 20 seconds into it, the dust that will coat literally everything, every moment and at every instance, the dust that is finer and stickier than baby powder, the dust you don't even taste anymore as it blows into your food. The dust that will suddenly flare up and engulf you in your own private world with only a few metres of visibility. They can describe all that, and it won't make any difference, for the description cannot fully capture what it is to be in the midst of the all permeating nature of this dust. The dust is your companion, your friend, and when you leave the Badlands the air almost smells funny without it.

Fortunately for me I avoided the infamous "Badlands Foot" while I was out there. We were far away from the bigger deposits of the corrosive white sands, but the sand and dust (see above) is still highly alkaline and will happily rust through anything, and will have the most amazing drying and attacking factor on your skin. Many a rookie (I am told) has not taken care and gotten very cracked and sore feet early into their deployment. While I did not partake of the recommended light acid foot bath I did keep my feet as clean and sealed up as possible. I could not, however, escape the "Badlands Nose," but I've always had a sensitive nose anyway. A bit of blood and owie was all it entailed.

The sun, of course, is blazing in the Badlands. I had it easy, with much milder temps than normal (rarely got over 33~C) and even unheard-of high humidifies of the high 20s. Nevertheless it took me always until the rapidly cooling evenings to piss clear – I never did get the hydration trick down quite right (even though I felt I was chugging water constantly). No debilitating effects, fortunately, despite training and running around with others of my camp. At night we bundled warm and partook of the odd activities of this patch of the desert.

After a week I am now back in my office, editing away this issue of Aurora, happy for the experience, amazed at what I saw, bemused by a tap (you turn it, and flowing water pours forth!), giving up fully cleaning what I brought (that dust is STICKY!), and contemplating heading back out there again.

The Badlands. We go out of our way here at Aurora for that authentic experience. Welcome to issue 4.5 of your Silhouette Magazine.

Game on,

Oliver Bollmann
Aurora Magazine Editor

(Ok, really I went to the Burning Man Art Festival. It was quite the experience and I had a great time. Lots of cool art, I taught martial arts in the desert, and would love to see a Heavy Gear as an art car or literally walking across the playa. The playa surface is totally now how I envision sections of the Badlands... too perfect and it is damaging to metal to boot!)

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.

HOME BREW RULES

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.

ABOUT THE AUTHORS

Alexander Stockert (strikesfirmly@yahoo.com) -- *Technical Brief: Liberator Maritime Defense Gear*
Alexander is a work-indifferent detail obsessive who does his best to emulate the carefree life his cats enjoy while starting far too many projects. He currently resides in a remote Midwestern village where the primary form of entertainment by the natives is pretending they live above the Arctic Circle. Not particularly enamored of RPGs and MMOGs Alex prefers facing opponents over tabletop wargames or trading card games using available units on hand instead of playing to maximum rules advantage. For many years he suffered addiction to that other piloted giant robot game until disbelief could no longer be suspended. His friends refute that argument with observations of countless instances of general unluckiness involving multiple first turn head-shots.

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A casual RPG and Miniature gamer, Craig has been a fan of Heavy Gear since its beginning. He’s a Badlander through and through but has always had a fondness for Northern designs (especially the odd ones).

Greg Perkins (gregoryperkins@gmail.com) -- *Adrianne Bils - Gladiator Gear*
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:
http://www.coolminiornot.com/artist/mason.

Jason Dickerson (JDDWolf@yahoo.com) -- *From the Pod*
Jason is the Line Editor for Heavy Gear and has been an advocate of all things Heavy Gear since the first edition came out. He is also the founder and President of the Save the Asp Society (S.A.S) on the DP9 Forums.

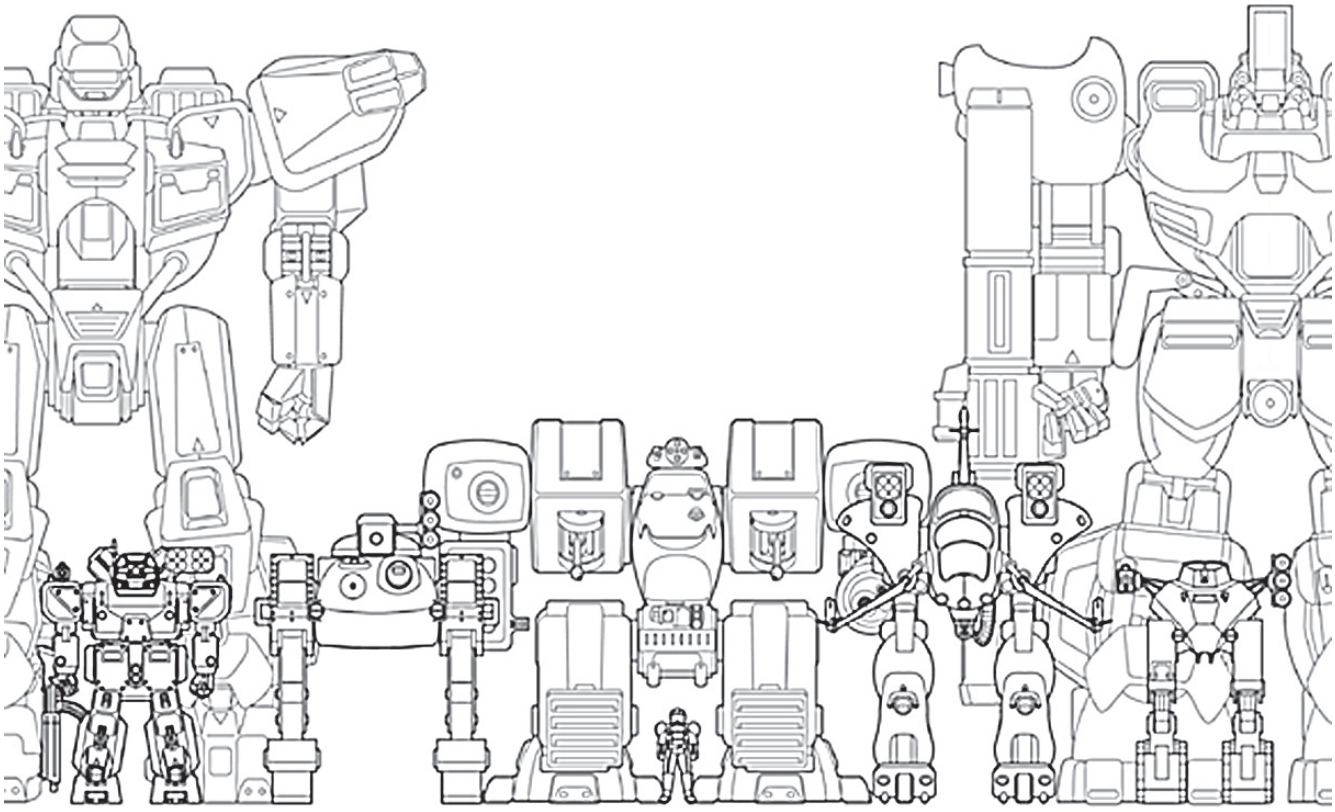
John Bell (jakarnilson@magma.ca) -- *Alfie’s Tenners, Jovian Koma*
He gets labeled a “walking-talking encyclopedia.” He draws what goes through his mind. He builds what he can’t afford. He walks what others would take a lift for. He’d probably trade in his bike for a real, working Ferret; but then again, who wouldn’t?

Kevin Heide (savage_bastard9999@yahoo.ca) -- *Steps to Forming a Large Force, 7th Heavy Gear Regiment*

Oliver Bollmann (auroramag@gmail.com) -- *Editor*
It all started in a hobby store one day twenty odd years ago with an odd box containing something called Top Secret. Since then games have just become a big part of his life. He’s been in love with the DP9 universes since the first HG release and began his direct involvement with the Pod crew a couple of years ago. He also runs a gaming imprint *Kannik Studios at rpgnow:*
http://rpg.drivethrustuff.com/index.php?manufacturers_id=291

FYI from the Editor: Yon Koma manga, a comic-strip format, generally consists of gag comic strips within four panels of equal size ordered from top to bottom.
(an FYI because I looked it up too... :)

ABOUT THE AUTHORS



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STEPS TO FORMING A LARGE FORCE

KEVIN HEIDE

HOME BREW RULES

And their giant metallic feet hit the ground, hundreds strong, a sound unto like thunder...

Anonymous

If you want to play a really huge game (basically you're fielding a regiment) unfortunetaly the PL system tends to break down a bit as you become restricted to only basic units and a couple of veteran units. Looking at how Regiments are formed, however, they are basically three to four smaller forces combined together to create a larger unit.

The following steps allow you to form a Regiment which is the primary fighting force as well as the basic building block for any army. The first step is to build a Company which is a fundamental part of a Regiment. Companies are one of the following: Gears, Tanks and Striders or Infantry. Note that Tank and Striders can either be taken together or they can be pure Companies of just Tank and Striders.

STEP ONE

First choose your PL level as this dictates the resources you have for your Company (remember if taking Infantry and Tanks/Strider are in different organization trees) so your Company is either all Gear or Tank/Cavalry/Striders.

STEP TWO

After selecting your first Combat Group look at the Military Formation Organization Chart to see how many of those types of Combat Groups are needed. After three Combat Groups are taken you have a Section; nominate one Combat Group Leader as Section Leader.

STEP THREE

After building three more sections, you have a Company. Companies are the largest formation the Priority Level system can support with any flexibility. This means you will have an Army Commander (Company Commander really) and four Section Commanders (note that the Section Commander doesn't get a bonus for being a Section Commander... well other than a badge or stripe on their uniform!)

STEP FOUR

With step three complete you have company, but your goal is a Regiment, so start from step one again through to step three forming a second Company. At this point it might be a good idea to look at the Military Formation Organization Chart again to see how many Companies you need to have a Regiment.

STEP FIVE

If a Regiment isn't big enough then continue the filling the Military Formation Organization Chart with the listed Military Formation, so basically after a Regiment it goes to Brigade to Division to Corps. Some of forces have different names for the same organization; for example the CEF uses Troop as the basic Combat Group (note some of these names were introduced before Heavy Gear Blitz)

MILITARY FORMATION ORGANIZATION

FORMATION	CONSISTS OF
Corps	3+ Divisions
Division	3 Bridgades
Brigade	4 Regiments + 1 Command Company
Regiment	4 Companies + 1 Command Section
Company	4 Sections
Section	3 Sqads
Squad	1 Combat Group

Notes:

- The Larger Formations are above the line
- Combat Group includes Infantry Platoons and Field Gun Sections

ORGANIZATION PER FACTION

Terra Nova: The North and South have different names for their formations:

- *North*: Squad, Section, Company, Regiment, Brigade, Division, and Corps
- *South*: Cadre, Section, Compagnie, Regiment, Brigade, Legion, and Taskforce
- *Peace River*: Squad, Section, Company, Regiment, Force

CEF/PAK: The CEF and PAK have Troop, Patrol, Company, Battlegroup, Brigade, Division, and Korps

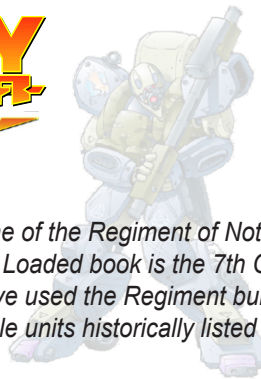
Utopia: The Utopia is based off of the Steelgate Armed Forces which has Troupe, Platoon, Company, Battalion, and Corps

Eden: Is different from other military in the organization, use the following table to form an Eden force:

Command	90 Assemblies, plus 1 Command Officer
Assembly	27 Columns, plus 3 Command Columns
Column	1 Combat Group

7TH GEAR REGIMENT – CAT'S PAWS

KEVIN HEIDE



One of the Regiment of Note in the Heavy Gear Blitz Lock n Loaded book is the 7th Gear Regiment – the Cat's Paws. I've used the Regiment building system to list the possible units historically listed with the Paws.

Along with the rules from "Steps to Building a Larger Force" I have also used the Special Rules for the Paws from the HG:B L&L rulebook to create this regiment list. As a side note, the Cat's Paws use a lot of advanced gears, such as the Night Gear versions of the Strike Cheetah and Fire Jaguar.

As well as these advanced gear they Paws have three specially trained Combat Groups: Puma, Lion, and Panther. Each fill a role for the Paws, with the Lion Group acting as a Hunter Killer or Elite Strike Team, the Puma Group is a Mountain Combat Team, and the Panther Group is Black Ops and Sniper Teams.

PRE 1940 CAT'S PAWS

COMPANIES	CONSISTS OF...
Alpha Company	4
Section 1	1 GP Squad, 1 Strike Squad, 1 Airborne Squad
Section 2	1 Recon Squad, 1 Fire Support Squad, 1 Strike Squad
Section 3	2 Dragoon Squad, 1 GP Squad
Section 4	1 GP Squad, 1 Lion Squad, 1 Fire Support Squad
Bravo Company	2
Section 1	1 GP Squad, 1 Recon Squad, 1 Fire Support Squad
Section 2	1 GP Squad, 1 Recon Squad, 1 Fire Support Squad
Section 3	1 GP Squad, 1 Recon Squad, 1 Strike Squad
Section 4	1 GP Squad, 1 Recon Squad, 1 Ranger Squad
Charlie Company	2
Section 1	1 GP Squad, 1 Recon Squad, 1 Fire Support Squad
Section 2	1 GP Squad, 1 Recon Squad, 1 Airborne Squad
Section 3	1 GP Squad, 1 Puma Squad, 1 Fire Support Squad
Section 4	1 GP Squad, 1 Recon Squad, 1 Fire Support Squad
Delta Company	2
Section 1	1 GP Squad, 1 Recon Squad, 1 Fire Support Squad
Section 2	3 GP Squad
Section 3	1 GP Squad, 1 Strike Squad, 1 Airborne Squad
Section 4	1 GP Squad, 1 Panther Squad, 1 Fire Support Squad

SPECIALIZED SQUAD	CONSISTS OF...
Lion	Veteran Strike Squad consisting of Jaguars and Cheetahs
Panther	Ranger Squad consisting of Gears with Stealth Perk
Puma	Veteran Dragoon Squad consisting of Jaguar and Cheetahs

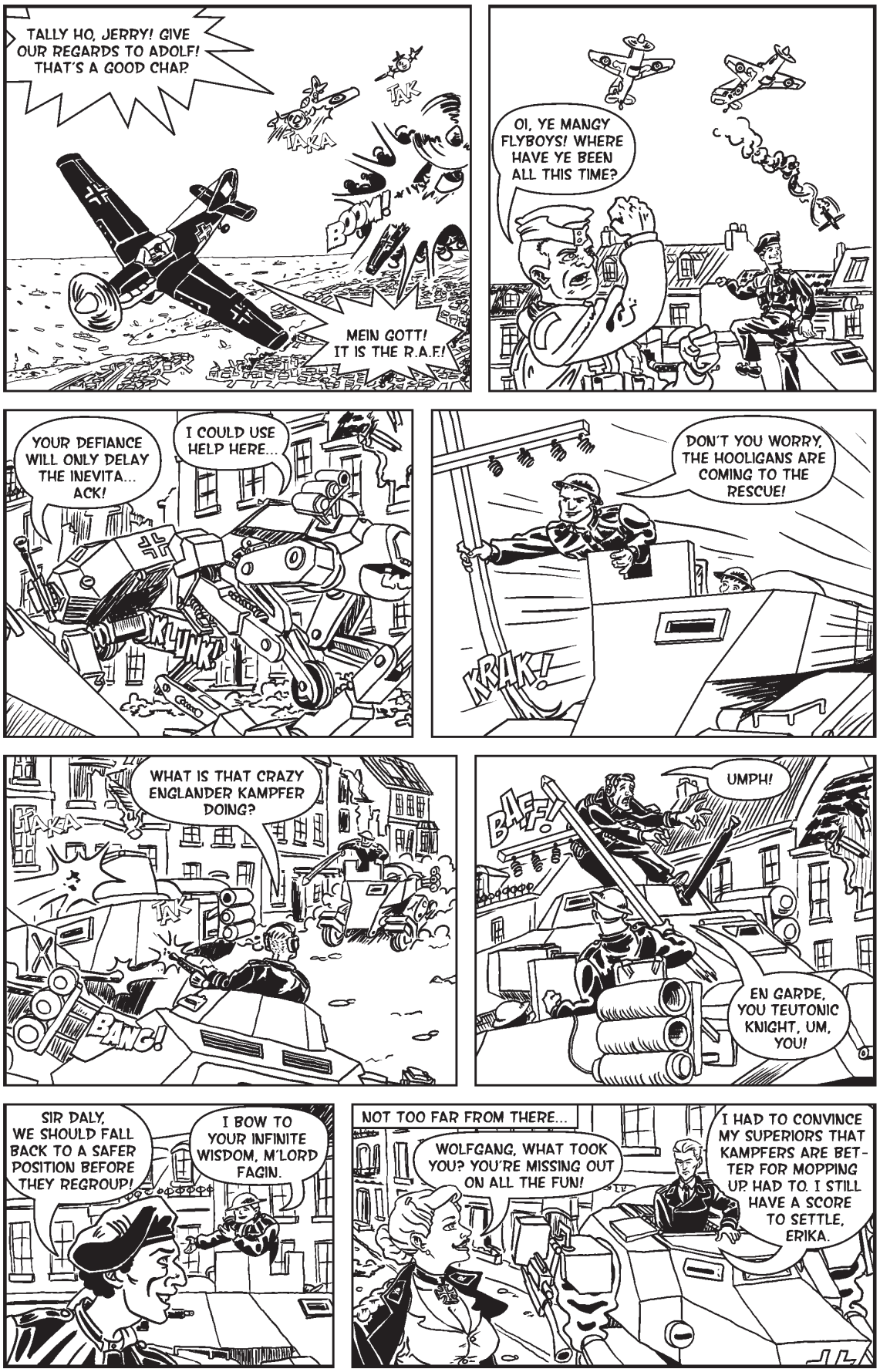
Post 1940, New Tactics:
After 1940 Any Ranger and Strike Squad can swap any Cheetah for a Strike Cheetah for +0TV, Strike Cheetah can take any option available to it and any Cheetah specific options it qualifies for.

HOME BREW RULES

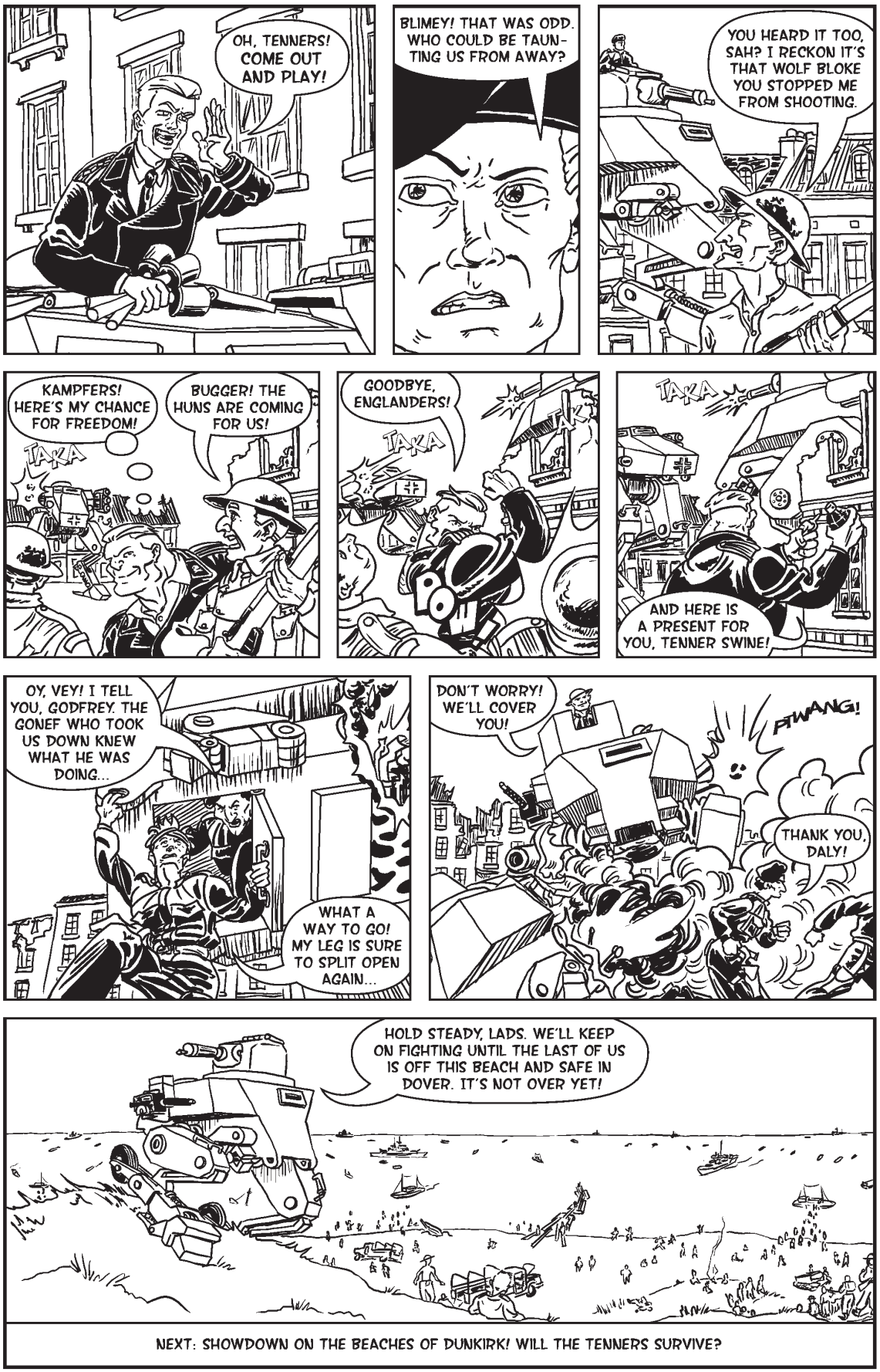
ALFIE'S TENNERS

JOHN BELL

ALFIE'S TENNERS



ALFIE'S TENNERS



LIBERATOR MARITIME DEFENSE GEAR

ALEXANDER STOCKERT

"At first I assumed the project's moniker was a random generated codeword or an attempt by some corporate type to be cleverly obscure. A little too clever as some of us found out later. I mean, who in their Prophet-loving mind would name an eight metric ton Bear variant prototype after some kind of aquatic rodent that vanished before Earth's Ice Age? In that regard I'm glad the Gear was never built back then as no true Northern pilot would ever jockey a war machine named after a furry rat!"

- Senior Sergeant (Retired) Finn Sovange,
NorthCo Threat Assessment Team 1897-1915

FIRST GENERATION

The Desman aquatic environment Gear was created by NorthCo as an in-house technology demonstrator during the early stages of the Judas Syndrome Era in the late 19th century. Most of the basic concept was developed by NorthCo's Threat Assessment Team think-tank which includes retired special warfare troopers to keep the parameters designed by engineers and analysts in the real world. One assessed threat in particular was a minor possibility, involving a number of practical problems, but if successfully executed posed a considerable risk.

Sitting on top of a network of MacAllen tunnels and caves significant portions of the North are vulnerable to infiltration by submersible Gears and specialized infantry. While deep penetration of Northern defenses by large forces was unlikely given the unmapped nature, numerous branches, and size randomness of the basic tunnel network the bypassing of major front line formations by section or company sized units was quite possible. Even though small in number the probable training level of the infiltrators would allow them to wage an effective guerilla campaign against communication nexi, supply points, and military convoys before fading back into the caves and water filled tunnels. The ensuing havoc would be out of proportion to the attacking force and require considerable redeployment of troops to guard all possible targets of value. Yet, aside from a few underwater trained infantrymen based around Lake Clearwater and Lake Aurora, the North possessed no substantial counterforces should the South expand it's inventory of underwater Gears and commandos. As a stopgap sonar and thermal sensors were installed in select areas of the network along with mapping efforts to gain any advantage possible over a hostile force. Sensors however were no replacement for the autonomy and firepower of specialty Gears.

Designing such a Gear involved considerable effort and a knowledge base even NorthCo did not possess. The simplest solution to jumpstart development was acquiring Southern technology and data. The purchase of two elderly Swamp Snakes was straightforward as they were not high technology items. A functioning Wasserjager was another matter however, at the time a fairly new design deployed in limited areas of the deep South. NorthCo's Special Security Section decided on the bold move of stealing a HAPF Wasserjager based around the waters of Lake Darwin. Following a successful theft the team smuggled the Gear back through NorGuard and UMFA Territorial patrols using the projected Southern tactics of infiltrating through the MacAllen network. After dragging the military advisors assigned to NorthCo into a dank cave to view the stolen Southern machine the company's aquatic environment Gear project was assured limited if not enthusiastic funding.

Work and testing proceeded slowly but steadily. Despite the actual usefulness of the Gear most of NorthCo's resources were still concentrated on manufacturing and fielding the Grizzly. In addition, government interest started to wane as the CNCS geared up for all out war and the project was further sidelined in favor of developing Grizzly variants. Regardless of starts and stops on the Desman's development NorthCo continued to maintain a level of interest, including the 1923 purchase of several Water Vipers through third party fronts during Mandeer's near total financial collapse.

With the project finally put on indefinite hold during the Summer 1913 CEF invasion the prototype's weapons were mothballed and the Gear itself packed away on underground level two, warehouse five south of the NorthCo complex. While the subsequent Interpolar War between 1936 and 1938 reraised the original concerns about infiltration through the MacAllen network it was not deemed of sufficient priority by the NorGuard command to require specialized amphibious Gears or vehicles. The Desman remained shrouded under wrappings inside a large shipping container pressurized with inert gas.

Design & Capability

As an established NorthCo design in use for the better part of a century the Bear proved a good choice to develop a submersible Gear platform. Intended as a defensive and support unit for intermediate range combat high speed was not a priority and the likelihood of ambush by either side required a good level of protection and firepower versus endurance and range of operation. While the acquired Southern machines were optimized to fight mostly on land and hide underwater, or be rearmed to fight underwater as needed, the Desman had to be capable of transition from either mode of combat instantly. In consideration of that parameter several of the prototype's weapon systems featured plentiful munitions for sustained combat in remote locales, a feature that was continued in the follow-on machines.

LIBERATOR MARITIME DEFENSE GEAR

The prototype's primary mid-range weapons were the least changed from the basic Bear, substituting retooled GH-6 rocket pods in place of the original GH-10 launchers. One pod was normally loaded with a small number of large-bore underwater rocket torpedoes while the second contained ordinary rocket clusters. The problematic GU-4 rotary minigun was replaced by a small caliber fragmentation grenade launcher, area effect weapons being deemed more effective during fights in variable sized caves with significant cover. As an added benefit the launcher did not possess a pilot and sensor blinding muzzle flash. A strikingly modified Ankerson 60mm grenade launcher with a low ballistic trajectory replaced the Harmon guided mortar, mounted in a canister attached to the engine and capable of firing while submerged. In consideration of ambush situations the basic vibroblade was retained.

For suppressive fire the M225 autocannon was modified to be capable of firing both in and out of water, fitted over-and-under in a rhombus-profiled gunpod to an enhanced 44mm fragmentation grenade launcher using specialized, and costly, underwater ammunition. While the frag cannons fielded by almost all submersible Southern Gears had a low velocity and were somewhat easily adapted to underwater usage modifying the Bear's higher velocity 40mm cannon proved troublesome. Although NorthCo engineers eventually overcame those issues the dual purpose ammunition lost substantial velocity and penetration power at longer ranges.

Replacing the wheeled SMS with high pressure water jets and shrouded pump jets proved fairly easy and a loss of maneuverability imposed by the Bear's large size was accepted after numerous failed alterations to redress the problem. Armor had to be lessened slightly at some points to accommodate modifications in the enlarged primary hull but the overall level of protection remained almost the same using reinforcements to specific areas. A further useful addition was the mounting of a combined snorkel and sensor boom capable of being extended from atop the powerplant, an idea developed directly from the Southern machines. Even though the cockpit itself was little changed one unintended consequence of adequately sealing the larger upper torso was an involved sequence for the pilot to

CODE NAME: DESMAN

Production Code: N-XBR-AMPH
Production Type: Early Prototype
Cost: 18,597,009 marks

Threat Value: 723 (1801 Offensive, 197 Defensive, 172 Misc)
Size: 7 (Original Default Size 9)

Average Armor Thickness: 70mm (16/32/48)
Primary Movement Mode: Walker (35 kph) (3/6mp) (-1 Maneuver)
Secondary Movement Mode: Submarine (36kph) (3/6mp) (-3 Maneuver)
Deployment Range: 250km
Sensor Range: 2km Land (+0/40 hexes), 2km Aquatic
Communication Range: 10km (-1/200 hexes)

Weapons: Offensive (Fire Control +0)
MRP/9 (FF, 28 Rockets)
MRP/9 (FF, 10 Torpedoes, UW Only)
Light Grenade Launcher (F, 23 Grenades, Subroc)
Vibroblade

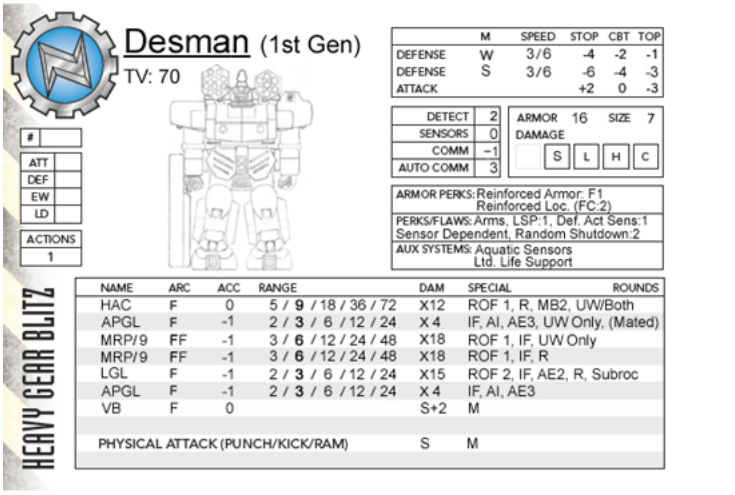
Weapons: Defensive
APGL (F, 20 Grenades)
Heavy Autocannon (F, 40 Shells, UW/Both, {AD2})
314.5 TV, 1.02 TV per Ammo
APGL (F, Mated, 12 Grenades, UW Only, {AI,IF,AE0})
26.01 TV, 4 TV per ammo
Mated TV: 334

Perks (Cost)
Aquatic Sensors; 2km (4) Aux
HEP: Underwater; 80 meters (2)
Limited Life Support; 80 hours (2) Aux
Manipulator Arms; 7 ea, Can Punch (7)
Reinforced Armor; Front:1 (1)
Reinforced Location Armor; Fire Control:2 (1)

Flaws (Cost)
Decreased Maneuver; -2 Submarine (-4)
Large Sensor Profile; 1 (-2)
Sensor Dependent (-6)

Defects (Lemon Dice; Model:9, Individual:1)
Annoyance: Small Entry Hatch
Defective Active Sensors:1
Fuel Inefficient:1
Random Shutdown:2

HOME BREW RULES



ingress or egress the Gear. Despite these structure problems, a high degree of passive protection was integrated for most onboard weapons by the environmental sealing modifications.

A particularly daunting hurdle was creating a version of the Wasserjager's hybrid turbine engine that could power and move the larger, heavier prototype, a problem that was never successfully overcome as the Desman sometimes experienced shutdowns of either the overstressed powerpack or inadequate battery bank. Fuel reserves also fell below initial specs, as the parameters were found to be incorrect given the engine's actual performance. And reverse engineering Wasserjager components presented a further difficulty also never fixed in the first generation Desman: a substandard communications array lacking any kind of microwave burst or laser comm ability that could not be correctly integrated with either the standard or aquatic sensors.

SECOND GENERATION

Despite NorthCo being a supporter of the Westphalia Cabinet's call for advanced Gears and technology to support the Black Talon development program the Desman remained a discontinued project given the first stage target of Caprice. The underwater version of the Bear did however provide Northern engineers considerable data and design experience which they drew upon to develop the submersible and zero-gee habitability modules for both the Kodiak and Jaguar Talon variants. That quick of a design turnaround for such complex modifications stunned Southern engineers on the Dark Gears project who had quite reasonably expected to be at the forefront of sealed environment Gear technology.

When the target colony aid list was expanded after the successful Caprice mission NorthCo decided to revamp the Desman despite it's somewhat low technology origin as either an addition to proposed Talon teams or to develop an underwater version of the Grizzly to complement the medium Gears, primarily Water Viper SRs, already earmarked for Atlantean deployment. Surplus and specially remanufactured Bear components were combined with elements of the original Desman to assemble a second prototype. Many senior technicians initially questioned this shortcut, and their fears were later borne out as keeping the entire Gear functional for any length of time often consumed the efforts of entire maintenance teams night and day per test run.

The primary remaining problems to overcome were the Desman's limited endurance and troublesome electronics fit. While not an issue when deployed in a relatively static defense of selected MacAllen networks the littoral and blue water ranges of Atlantis would require a significant increase in sustainability. Despite limited access to Shaian development data for the composite turbine superconducting engine used on the Black Cat NorthCo was unable to develop an effective long duration submersible powerpack - Gear compatible stealth or closed circuit engines were never intended to be used by something of the Bear's mass and surface area. Nor were those engines designed for such long periods of projected deployment.

Black Talon Caprice team provided an answer to powering the Gear however. Access to Liberati supplied data on the new CEF Frames along with a few partial examples captured somewhat intact by the Talons allowed NorthCo engineers to expand on their research involving advanced Earther hovervehicle engines and portable powerplants. Designers were eventually able to reverse engineer a Frame engine, producing a powerpack with comparable size and mass and slightly over seventy percent as efficient. Fitting the design with an improved engine was planned to increase underwater speed by 6 kph, range by 50 kilometers, and underwater endurance by 20 standard hours. When built though the engine also possessed a noisy bass reverberation, audible both externally and internally, but did provide adequate power.

Compared to the powerpack issues improving the electronics fit proved anything but straightforward. After reviewing operational testing data from the first prototype and currently fielded Southern arrays engineers made adjustments for new installations and software, improving both communications power and sensor resolution, and yet somehow managed to create a fully integrated system having it's own quirks without fixing the original issues. As a side effect the entire Gear proved highly susceptible to damage by external electrical surges. Attempts to increase the basic range of both systems escalated the cycle of glitches and dangerous shorts. Eventually the idea was shelved.

<u>Design & Capability</u>

Although never chosen as a Talon team Gear the second Desman prototype incorporated changes more in line with fire support duties. The GH-6 rocket torpedo pod was replaced by a vertical launch system of eighteen tubes, and the other pod upgraded to a GH-8 modified along the same lines as the original prototype's paired systems. For improved indirect capability the Subroc grenade launcher was replaced by a specialized version of the original Harmon guided mortar, a more capable armament choice given the high tech nature and limited resupply stores of Talon teams. NorthCo copied the Water Viper SR's stealth features to some degree but decided not to mount any close quarters weapons as the Desman was intended to support the smaller Gears, not engage in open waters close combat with faster opponents.

LIBERATOR MARITIME DEFENSE GEAR

Instead of the Wasserjager and Water Viper style of large twin tanks the new closed cycle engine was configured as a wide, thick, streamlined slab and the combination snorkel/sensor boom was deleted to accommodate integrated weapon systems. The rocket torpedo tubes were mounted top center with the guided mortar assembly in a bulge to the right and the main underwater jets at the bottom quarters. The second prototype's main torso also featured an improved profile, similar to the Black Cat, enhancing frontal protection and diving depth to a small degree while providing a limited amount of stealth when submerged. Additional protection was provided by adding more armor to the new engine assembly, which already covered the Desman's entire back torso. This created a few problems of it's own as the large off-center mass made the Gear hard to control on land, straining the actuators, while the larger surface area increased underwater turbulence and drag.

CODE NAME: DESMAN 2

Production Code: N-XBR-AMPH/2
Production Type: Testbed Prototype
Cost: 143,313,857 marks

Threat Value: 1003 (2348 Offensive, 227 Defensive, 435 Misc)
Size: 7 (Original Default Size 10)

Average Armor Thickness: 74mm (17/34/51)
Primary Movement Mode: Walker (35 kph) (3/6mp) (-1 Maneuver)
Secondary Movement Mode: Submarine (42kph) (4/7mp) (-3 Maneuver)
Deployment Range: 300km
Sensor Range: 2km Land (+1/40 hexes), 2km Aquatic
Communication Range: 10km (+1/200 hexes)

Remove:
Offensive - Both MRP/9s, LGL, and Vibroblade.
Perks - Reinforced Armor; Front.
Flaws - Large Sensor Profile.
Defects - Annoyance: Small Entry Hatch, Fuel Inefficient, Random Shutdown.

Add:
Offensive - MRP/18 (FF, 28 Rockets), MRP/18 (FF, 18 Torpedoes, UW Only), Lt. Guided Mortar (F, 8 Shells, Subroc)
Perks (Cost) - Improved Rear Defense (10), Stealth: 1 (3).
Flaws (Cost) - Annoyance: No stealth out of water (-.2), Haywire Vulnerable (-9), Unstable (-2).

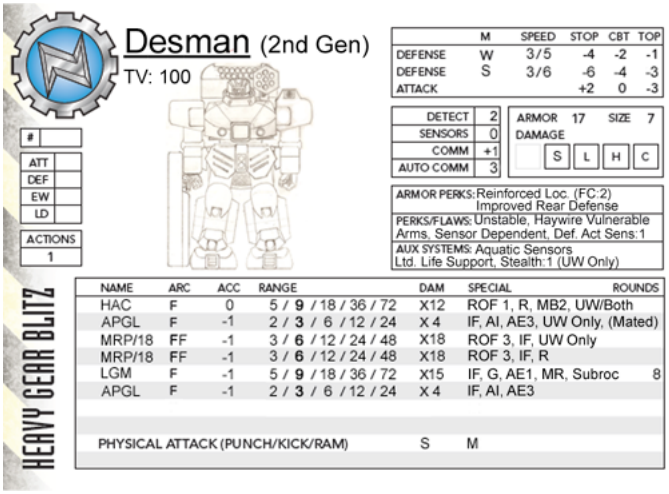
Defects (Lemon Dice; Model:13, Individual:4)
Annoyance: Loud engine noises.
Defective Active Sensors:1
Electronics Glitch; (Sensors -1)
Movement System; (-10% Top Speed, New movement stats W:3/5 & S:3/6)
Problem Prone:2

THIRD GENERATION

Terra Nova's decision to provide Atlantean governments with Gear NNets and technological assistance resulted in the Sea Serpent, a version of the Water Viper capable of being manufactured and fielded by a colony with limited walker vehicle experience yet still possessing a significant combat capability. However, projections and training revealed a slight problem with the new Gears. Although the Sea Serpent was capable of facing underwater opponents, and comparable in firepower but more protected than then current Frame models on dry land, the interface area between those environments showed the Gears to be quite vulnerable; Sea Serpents do not possess the firepower to support each other during periods of restricted maneuver such as coming ashore. They also lack the firepower necessary to engage CEF hovertanks with a high probability of damage or destruction.

Given the go ahead to offer the Desman design, redubbed the Liberator, to Atlantean governments the Westphalia Cabinet tasked NorthCo with developing a version capable of being manufactured and maintained by colonial allies who possessed a somewhat lesser industrial base. As an adjunct to the improved Gear, engineers were also charged with designing cheaper, more effective anti-armor weapons Atlantean factories could produce in appreciable numbers and mount on a variety of combat platforms with little or no modifications.

HOME BREW RULES



LIBERATOR MARITIME DEFENSE GEAR

In spite of the horrendous performance of the second Desman prototype NorthCo engineers were confidant they could finally overcome any and all remaining faults. Reams of data on advanced Atlantian air independent propulsion systems and a careful reintegration with attention to shock isolation eliminated the noise issues while increasing life support duration. A switch to cleaner burning hydrogen based fuels was necessary to base the machines in benthic cities or to deploy them from submarines. Lighter battery banks coupled with material changes to the armor profile and frame restored the Gear's balance although a slight loss of speed continued to vex technicians, which required yet more adjustments to the powerpack. The balky electronics of the first two prototypes were completely redesigned over myriad virtual versions until a workable configuration was reached, and the powerful sensor and communications fit enhanced the Liberator's capabilities.

Design & Capability

Significant changes had to be made to the Desman design to allow Atlantean manufacture and achieve the necessary underwater performance. While an 85 meter diving depth was respectable for the MacAllen tunnels and shallow lakes of Terra Nova it was negligible by Atlantean standards. This refinement necessitated that the pilot's head no longer be inside the Gear's sensor assembly to allow for a major increase in diving performance, at the price of another corresponding increase in torso surface area and required motive power.

With their factories incapable of manufacturing Durasheet or advanced layered ceramic armors the best choice for Atlantean Liberator's proved to be foamed titanium whiskered with carbon ceramic carbide monofilament. Although a tough but light armor material capable of surviving a 400 meter diving depth the nearly homogenous nature of the metallic layers made the Gear more vulnerable to directed energy weapons, a weapon type the CEF uses in large numbers. As added protection the prototype's reinforcing armor layers were dropped in favor of low cost, field changeable ablative panels which possessed adequate defense versus thermal effect weapons and retained a minor level of stealth when combined with a rubberized, sonar absorbent coating. The basic NorthCo metallic frame was redesigned to use Atlantean standard plasteel, a tough but easy to produce alloy. While most ordinary steel variants would fatigue quickly on a Gear of the Bear's mass plasteel has properties that allow it to harden in specific patterns each time it is stressed, negating initial concerns about safety.

Like the second Desman prototype the Liberator had little modifications to the defensive weapons. The paired fragmentation grenade launchers combined with the Sea Serpent's frag cannon offers good defense versus GREL infantry swarms. A spike gun was added for close range destructive use against hulls and CEF Frames should the situation arise, and a series of canisters allowed the pilot to discharge either particulate smoke on land or clouds of thick dye underwater for concealment.

Changes to the offensive systems were considerable, primarily a replacement of the guided mortar with an unguided version using low cost shells. A 70mm Subroc grenade launcher could be substituted as needed for heavy medium range firepower and will most likely be carried by every third Liberator. The vertical launch system for rocket torpedoes was doubled in size, comparable to the Water Viper's torpedo firepower. Three large bore warhead, unguided munitions in a sealed box launcher atop the right torso provided protection against armored vehicles when out of the water. All weapons continued to be well protected by the environmental sealing modifications. One drawback to the Liberator's firepower however was that the Atlantean built combat computer could not fully integrate the differing weapon profiles. It has not yet been determined how much this system will affect operations given the current training levels of Antartis pilots.

The Liberator is also capable of fielding the Talon developed Sea Spear anti-armor missile. Fitted with one or two missiles in a streamlined blow-away pod attached to the Gear's engine the weapon has fixed fins and a seeker tipped, large diameter fore-end ahead of an elongated two-stage rocket motor section. Capable of being fired from a shallow ambush position the line of sight missile has an initially slow arcing trajectory and tracks vehicles such as hovertanks by their large ultraviolet signature. When close in the missile fires a booster and impacts the target using kinetic energy, a more effective strike than high energy thermal effects versus the advanced metallo-ceramic laminate CEF armors.

A major bottleneck to fielding Sea Spears in numbers is that the molecular metal rod penetrator required zero-gee manufacture at Terra Nova although all other components of the missile could be manufactured on Atlantis. Despite it's effectiveness the missile remained in short supply and was more costly than projected until an alternative penetrator could be developed given Atlantis's lack of orbital factories.

LIBERATOR MARITIME DEFENSE GEAR

CODE NAME: LIBERATOR

Production Code: ANG-XHG
Production Type: Late Prototype
Cost: 6,336,443 drachmas

Threat Value: 887 (2410 Offensive, 205 Defensive, 46 Misc)
Size: 7 (Original Default Size 10)

Average Armor Thickness: 85mm (16/32/48)
Primary Movement Mode: Walker (35 kph) (3/6mp) (-1 Maneuver)
Secondary Movement Mode: Submarine (42kph) (4/7mp) (-3 Maneuver)
Deployment Range: 350km
Sensor Range: 3km Land (+1/40 hexes), 5km Aquatic
Communication Range: 10km (+1/200 hexes)

Remove:
Offensive - Both MRP/9s, LGL, and Vibroblade.
Perks - Aquatic Sensors; 2km, Reinforced Armor; Front.
Flaws - Large Sensor Profile.
Defects - Annoyance: Small Entry Hatch, Defective Active Sensors, Fuel Inefficient, Random Shutdown.

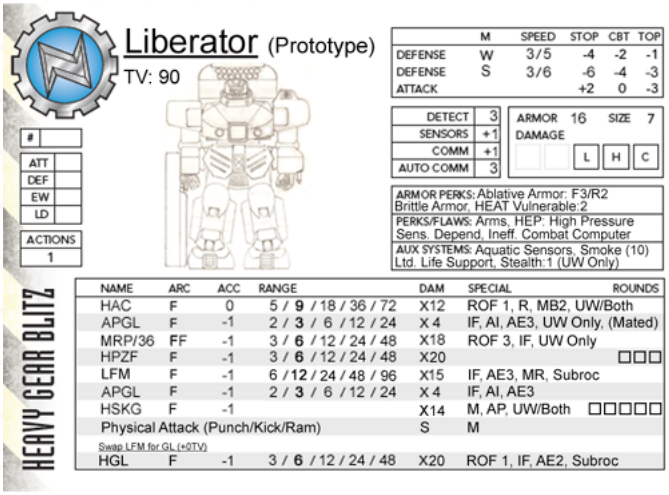
Add:
Offensive - MRP/36 (FF, 36 Torpedoes, UW Only), Hvy. Panzerfaust (F, 3 Rockets),
Lt. Field Mortar (F, 12 Bombs, Subroc), Hvy. Spike Gun (Melee, 5 Charges, UW/Both)
Perks (Cost) - Ablative Armor: Front:3/Rear:2 (2.5), Aquatic Sensors; 5km (7), HEP: High Pressure; 400m (4),
Smoke Launcher; 10 Shots (1), Stealth: 1 (3).
Flaws (Cost) - Annoyance: No stealth out of water (-.2), Brittle Armor (-10), Difficult to Modify (-5),
Heat Vulnerable: 2 (-2), Inefficient Combat Computer (-3).

Defects (Lemon Dice; Model:6, Individual:1)
Movement System; (-10% Top Speed, New movement stats W:3/5 & S:3/6)

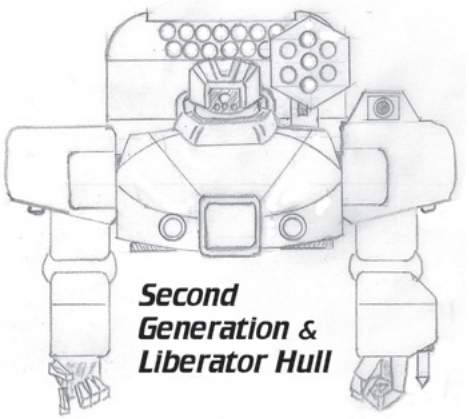
Note: Substitute HGL (F, 15 Grenades, Subroc) in place of LFM, 931 final TV.

Sea Spear
Code: ATM-X (427 ea, BR-3, DMx20, Acc+0, RoF+0, Sz-6, {AP, Missile, SD})

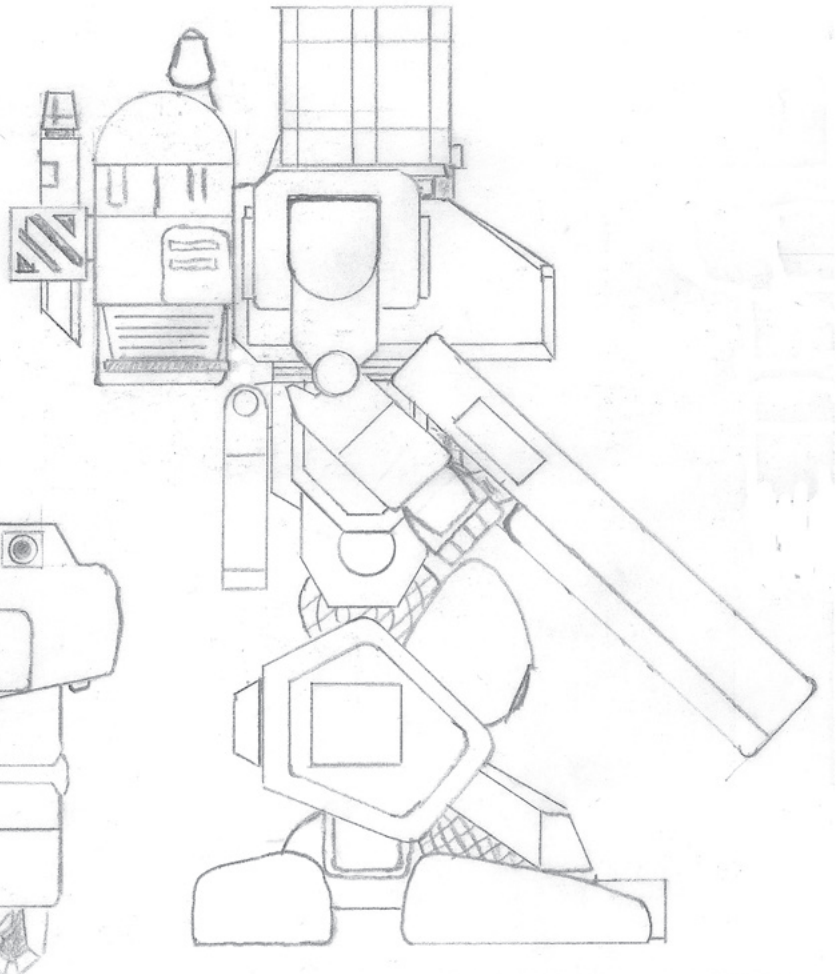
HOME BREW RULES

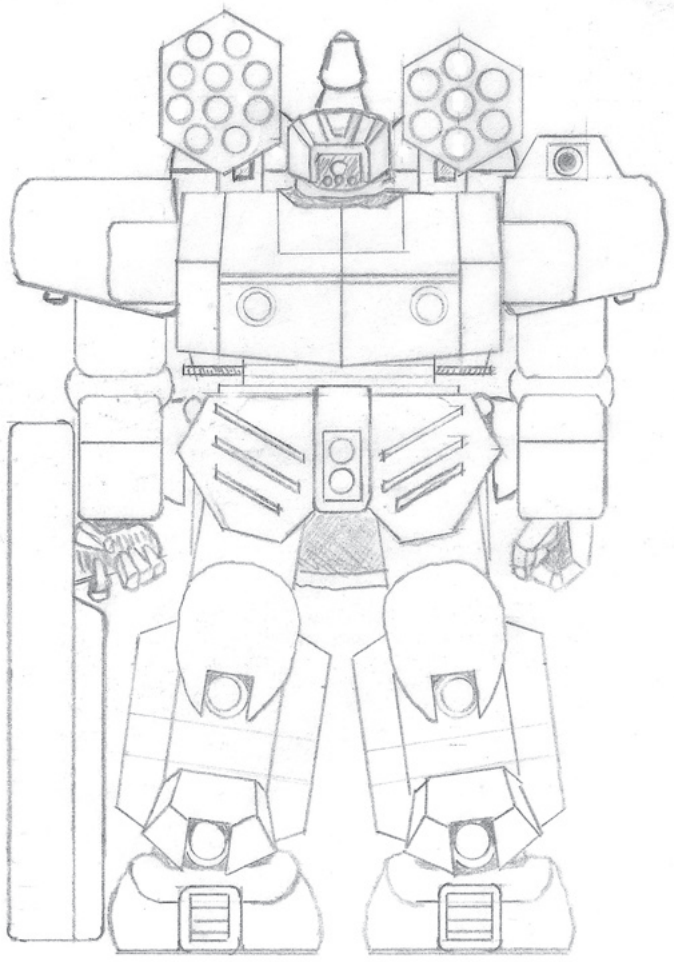


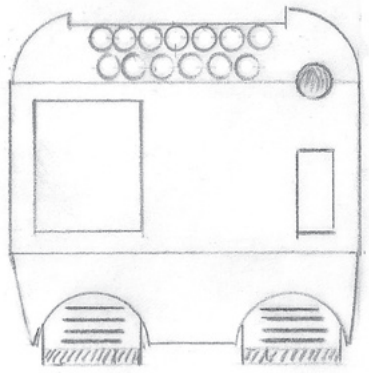
LIBERATOR MARITIME DEFENSE GEAR



Second Generation & Liberator Hull



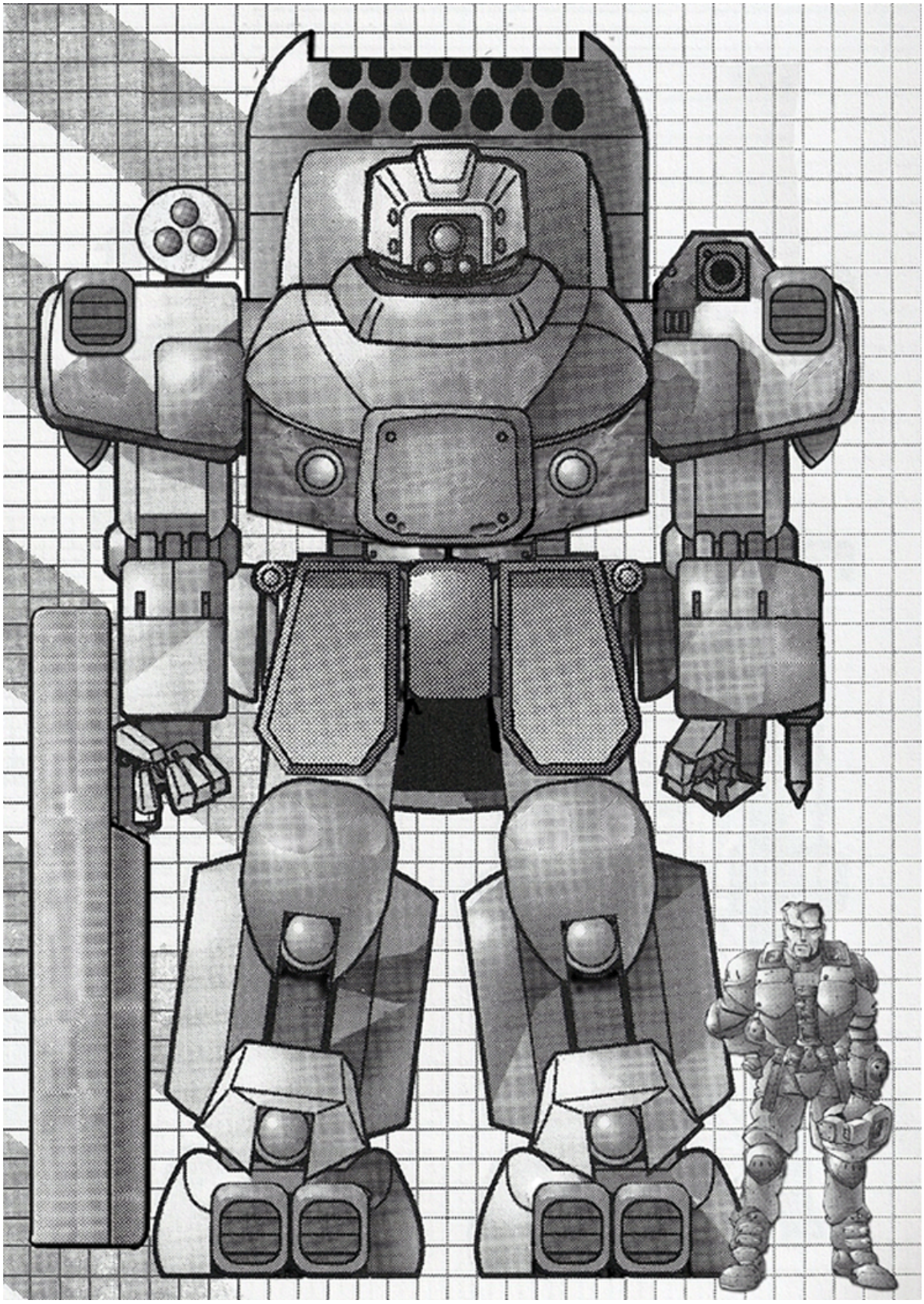




Second Generation & Liberator Powerpack/ Weapons Array

Alexander Stockert: Liberator Technical Drawing

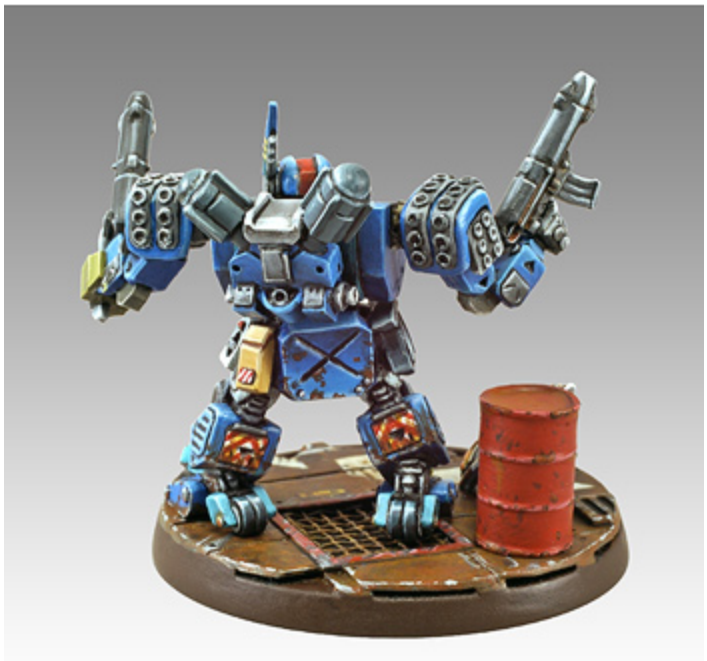
LIBERATOR MARITIME DEFENSE GEAR



Alexander Stockert: Liberator Scale Rendering

ADRIANNE BILS - GLADIATOR GEAR

GREG PERKINS

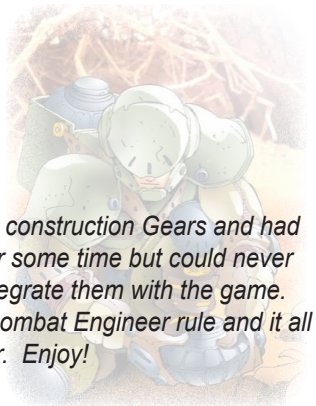


This is hireable character duelist Adrianne Bils in her Gladiator Heavy Gear from Dream Pod 9's upcoming Heavy Gear Arena.

See Greg's work at: www.coolminiornot.com/artist/mason

COMBAT ENGINEER UNITS

CRAIG ENGLE



I have always been a fan of the construction Gears and had been tinkering with this idea for some time but could never figure a good way to better integrate them with the game. Then I saw Gear Up 2 and the Combat Engineer rule and it all fell together. Enjoy!

Combat engineering is a blanket term describing any fortification done to a battlefield to either improve one force's position or hamper an enemy's progress and fighting ability. Such tasks are usually assigned to Combat Engineer infantry platoons, often called Pioneers. Engineering units carry extra equipment such as construction tools and demolition charges to achieve their missions . Engineering Heavy Gears such as the Bricklayer, Stonemason and the heavier Engineering Cobra and Grizzly are designed to complete the same tasks as Engineers but on a larger scale. These Gears often work in addition to or even instead of engineer infantry squads on the battlefield.

The following rules will let you add Engineering units to your Heavy Gear Blitz! forces.

NORTHERN COMBAT GROUPS

Combat Engineer Platoon **Threat Value 80**
(AUX choice for all CNCS Factions)

Composition
A Combat Engineer Platoon consists of two Infantry Sections. Each Section consists of two Infantry Squads. Each Squad consists of three bases and has one Action. All Bases are armed with 7mm Assault Rifles.

Skills
All Squads have the Infantry Perk, Level 2 Infantry Skill and Armor 8. Choose one Squad to be the Combat Group Leader. The CGL gains +1 Comm.

Special Rules
Combat Engineer Platoons count as Infantry Platoons for Veteran purposes as long as no more than 2 Squads have been replaced with Heavy Gears. Platoons with more than 2 Heavy Gears do not count as Infantry Platoons for Veteran purposes.

Combat Engineer: Combat Engineer Platoons have the **Combat Engineer** Special Rule (+20TV already factored into cost). Each Combat Engineer platoon in your force gives you a Free Heavy Bunker or Blind within your Deployment Zone.

Options
- An entire Section may upgrade to Medium Armor (+1 Armor) for +5 TV or Heavy Armor (+2 Armor) for +10 TV.
- Any Infantry Squad may carry one type of heavy weapon at the cost listed (all have the Stabilizer Trait): Light Machine Gun +5 TV, Chaingun +5 TV, Grenade Rifle +10 TV, Rocket Launcher +10 TV, Target Designator (2) +10 TV

- Any Infantry Squad (including the CGL) may be replaced with a Bricklayer for +0 TV or an Engineering Grizzly for +5 TV. The Gears have ATT and DEF 2, EW 1 and (if the CGL) LD 1. All Gears have a Standard Loadout of a DPG (F, no Reloads) and an APGL (FF, limited ammo 6) Any Gear may swap its DPG for a LAC (F, Reloads) for +5 TV, a SC (F, limited ammo 3) +10 TV, or 2x CS (F, Linked) for +5 TV.

- Add a Demolition Drone to any Infantry Squad or Gear (max one drone per Squad / model) for +5TV
- Up to 2 Infantry Squad or Gears may add HHG (3) for + 5 TV. Infantry may only Place grenades.
- Any Gear may swap its DPG for a LAC (F, Reloads) for +5 TV, a SC (F, limited ammo 3) +10 TV, or 2x CS (F, Linked) for +5 TV.
- If in a Gear, upgrade the Combat Group Leader's LD to 2 for +10 TV.

Infantry Vehicle Options
- Any Section may be mounted in a Badger APC (may not have ORVs) for +25 TV. The Badger has ATT and DEF 2, EW 1 and LD 1. The Badger's LACs may be linked for +5 TV.
- Any Squad may be mounted in Off-Road Vehicles for +10 TV. ORVs function like ATVs but add 2 to any existing Armor rating and Infantry mounted in them ignore the Stabilizer Trait on their heavy weapons. ORVs lose the Infantry +1 Defense modifier unless at Top Speed.

Veteran Options
- 2 additional Infantry Squads or Gears (maximum 4) may add HHG (3) for + 5 TV. Infantry may only Place grenades.
- Any Infantry Squad may be upgraded to Infantry Skill 3 for +10 TV.
- Any Gear may upgrade its ATT and DEF to 3 for +10TV.
- Any Badger may upgrade its ATT and DEF to 3 for +10 TV.

COMBAT ENGINEER UNITS

SOUTHERN COMBAT GROUPS

Combat Engineer Platoon **Threat Value 80**
(AUX choice for all AST Factions)

Composition
A Combat Engineer Platoon consists of two Infantry Sections. Each Section consists of two Infantry Escouades. Each Escouade consists of three bases and has one Action. All Bases are armed with 7mm Assault Rifles.

Skills
All Escouades have the Infantry Perk, Level 2 Infantry Skill and Armor 8. Choose one Escouade to be the Combat Group Leader. The CGL gains +1 Comm.

Special Rules
Combat Engineer Platoons count as Infantry Platoons for Veteran purposes as long as no more than 2 Escouades have been replaced with Heavy Gears. Platoons with more than 2 Heavy Gears do not count as Infantry Platoons for Veteran purposes.

Combat Engineer: Combat Engineer Platoons have the **Combat Engineer** Special Rule (+20TV already factored into cost). Each Combat Engineer platoon in your force gives you a Free Heavy Bunker or Blind within your Deployment Zone.

Options
- An entire Section may upgrade to Medium Armor (+1 Armor) for +5 TV or Heavy Armor (+2 Armor) for +10 TV.
- Any Infantry Escouade may carry one type of heavy weapon at the cost listed (all have the Stabilizer Trait): Light Machine Gun +5 TV, Chaingun +5 TV, Grenade Rifle +10 TV, Rocket Launcher +10 TV, Target Designator (2) +10 TV

- Any Infantry Escouade (including the CGL) may be replaced with a Stone Mason for +0 TV or an Engineering Cobra for +5 TV. The Gears have ATT and DEF 2, EW 1 and (if the CGL) LD 1. All Gears have a Standard Loadout of a DPG (F, no Reloads) and an APGL (FF, limited ammo 6)

- Add a Demolition Drone to any Infantry Escouade or Gear (max one drone per Escouade / model) for +5TV
- Up to 2 Infantry Escouades or Gears may add HHG (3) for + 5 TV. Infantry may only Place grenades.
- Any Gear may swap its DPG for a LAC (F, Reloads) for +5 TV, a SC (F, limited ammo 3) +10 TV, or 2x CS (F, Linked) for +5 TV.
- If in a Gear, upgrade the Combat Group Leader's LD to 2 for +10 TV.

Infantry Vehicle Options
- Any Escouade may be mounted in a Caiman APC (may not have ORVs) for +20 TV. The Caiman has ATT and DEF 2, EW 1 and LD 1.
- Any Escouade may be mounted in Off-Road Vehicles for +10 TV. ORVs function like ATVs but add 2 to any existing Armor rating and Infantry mounted in them ignore the Stabilizer Trait on their heavy weapons. ORVs lose the Infantry +1 Defense modifier unless at Top Speed.

VETERAN OPTIONS
- 2 additional Infantry Escouades or Gears (maximum 4) may add HHG (3) for + 5 TV. . Infantry may only Place grenades.
- Any Infantry Escouade may be upgraded to Infantry Skill 3 for +10 TV.
- Any Gear may upgrade its ATT and DEF to 3 for +10TV.
- Any Caiman may upgrade its ATT and DEF to 3 for +10 TV.

Field Report: WORK ORDER

THE LEAGUELESS

Note: Leagueless Groups do not get the Combat Engineer Special Rule.

Add the following to Trooper Gears:

Engineering Grizzly / Engineering Cobra - 20 TV
Standard Loadout is a DPG (F, no Reloads) and an APGL (FF, limited ammo 6).

- May swap DPG for a LAC (F, Reloads) for +5 TV, a FGC (F, Reloads), a SC (F, limited ammo 3) +10 TV, or 2x CS (F, Linked) for +5 TV.

Author's Note: Replace current Bricklayer/ Stone Mason Standard Loadout with: DPG (F, no Reloads) and an APGL (FF, limited ammo 6).

- May swap DPG for a LAC (F, Reloads) for +5 TV, a FGC (F, Reloads), a SC (F, limited ammo 3) +10 TV, or 2x CS (F, Linked) for +5 TV.

HOME BREW RULES

TECHNICAL DATA

Engineering Grizzly / Engineering Cobra
As Bricklayer / Stone Mason except:

- Add Ground SMS 5 / 10, -4 / -1 / +1
- Armor 12, L H C
- Size 7

HEAVY GEAR BLITZ

Engineering Cobra

ATT	DEF	EW	LD

ACTIONS	SIZE
1	7

DETECT:	2
SENSORS:	-1
AUTO COMM:	3
COMM:	-2

	M	SPEED	STOP	CBT	TOP
DEFENSE	W	3 / 6	-4	-2	-1
DEFENSE	G	5 / 10	-4	-1	+1
ATTACK			+2	0	-3

ARMOR AND DAMAGE
ARMOR: 12 ☐ ☐ ☐
DAMAGE: L H C ☐ ☐ ☐

PERKS/FLAWS:
LSP (1), ARMS
AUX SYSTEMS:
SL (25",FF)

NAME	ARC	ACC	RANGE	DAM	SPECIAL
DPG		-1	3 / **6** / 12 / 24 / 48	x8	
APGL		-1	2 / **3** / 6 / 12 / 24	x4	IF, AI, AE3
Physical				0	M

HEAVY GEAR BLITZ

Engineering Grizzly

ATT	DEF	EW	LD

ACTIONS	SIZE
1	7

DETECT:	2
SENSORS:	-1
AUTO COMM:	3
COMM:	-2

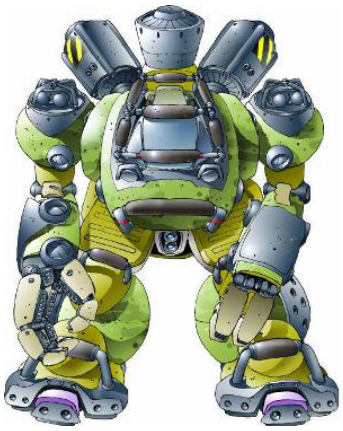
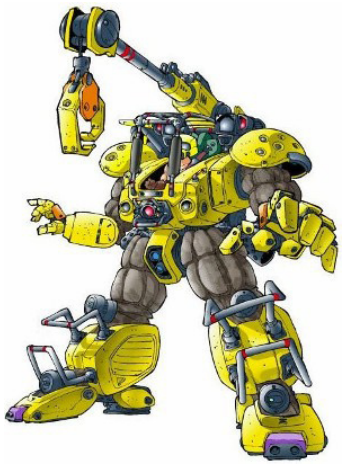
	M	SPEED	STOP	CBT	TOP
DEFENSE	W	3 / 6	-4	-2	-1
DEFENSE	G	5 / 10	-4	-1	+1
ATTACK			+2	0	-3

ARMOR AND DAMAGE
ARMOR: 12 ☐ ☐ ☐
DAMAGE: L H C ☐ ☐ ☐

PERKS/FLAWS:
LSP (1), ARMS
AUX SYSTEMS:
SL (25",FF)

NAME	ARC	ACC	RANGE	DAM	SPECIAL
DPG		-1	3 / **6** / 12 / 24 / 48	x8	
APGL		-1	2 / **3** / 6 / 12 / 24	x4	IF, AI, AE3
Physical				0	M



THE ENGINEERING LINEUP

JOVIAN KOMA

JOHN BELL

MESSAGES FROM THE POD

JASON DICKERSON

From the line editor...

No, it's not an internet meme, it's just a plethora of Badgers, available now from the Pod store! And when you're done driving all over the land in your APC, slap on a few logos, get your sponsorship on and get ready for Heavy Gear: Arena, coming later this year!


HEAVY GEAR
ARENA
GEARS, GUNS, & THE GLORY OF THE GAME
PAXTON
ARMS
THE PEACE RIVER CORPORATION
OCTANE SODA
FUEL FOR LIFE
SHAIAN
TERRITORIAL
ARMS

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 #4.6: October 15th 2010

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.