

AURORA

THE SILHOUETTE MAGAZINE



INSIDE THIS ISSUE:
GEAR KRIEG FICTION
HEAVY GEAR REGIMENTS
PLAYING THE PAK

M222 AUTOCANNON RIFLE
RP-109 PEPPERBOX
SPIKE GUN



AURORA: THE SILHOUETTE MAGAZINE
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AURORA: THE SILHOUETTE MAGAZINE

SHADES IN THE NIGHT

From the Editor...

Welcome to another issue of Aurora. We have a lot of pages chock full of community goodness this month – I hope we don't break the internet!

BE THE EDITOR / LAYOUT- DUDES / ETC CONTEST

Brian Laxson (author of several DP9 books) came across in his archive a nearly-finished manuscript for Crater Town, a detailed community set on Terra Nova. In the end, it never saw the light of day... until now! (Cue dramatic music). The manuscript contains a whack of info, text, and stats in 1st Edition Heavy Gear notation. It is in need of a bit of polish (grammar, spelling, etc), a great layout and it wouldn't hurt to convert things into modern day Heavy Gear stats.

Here's the contest:

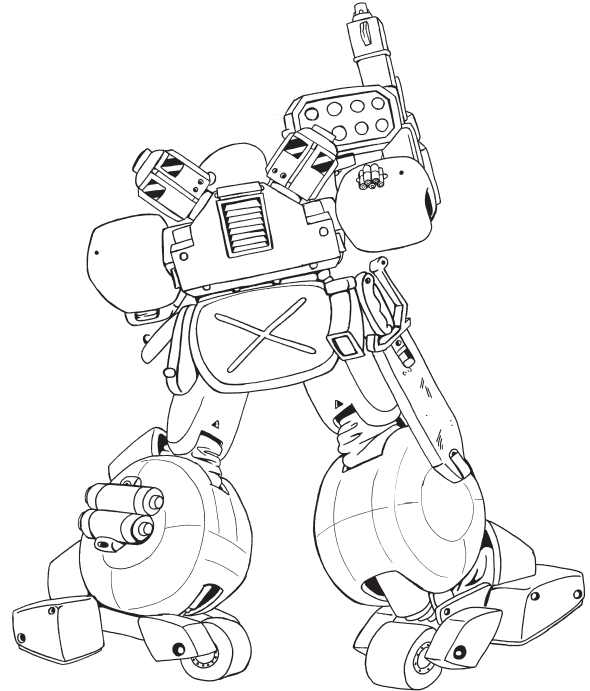
Gather a team (or just yourself, if you'd like to tackle the job yourself) and submit your group (with a fancy group name, of course) to auroramag@gmail.com with the subject line: Crater Town contest. I will send you a chunk of the manuscript. Go to town on it, editing it, doing layout, and getting the chunk ready as though to have it published. All the entries will be published in the magazine for voting, and the team with the most votes will get the whole manuscript to edit, to be published as a series of special pull-out sections in Aurora, with your names in (virtual) lights. The total length of the book was estimated at around 90 pages, so... it's a project! Please get your requests in by January 1st, 2011.

We're gearing up for Volume Five (wow!) of Aurora here at Pod HQ, excited as ever. Best of wishes to everyone this holiday season. Be safe, be loving, be gracious and happy gaming!

Welcome to issue 4.6 of your Silhouette Magazine.

Game on,

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.

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.

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ABOUT THE AUTHORS

Alexander Stockert (strikesfirmly@yahoo.com) -- Introduction to the Northern Military Police & Military Patrol Commands

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. Life in this terminally boring locale has given Alex a dry, wacky, and obscure sense of humor often mistaken for actual humor. Alex discovered Heavy Gear after taking a chance on a dusty copy of the first Activision PC, at an OfficeMax no less, and has been hooked ever since, spending far too much time poring over the 2e NVC1, SVC1, and Army List sourcebooks.

Dimitri Achminov (achminov@hotmail.com) -- Army Building 101

Gerrit "IceRaptor" Kitts (gkitts@gmail.com) -- Army Spotlight: PAK

Gerrit has been fascinated by the design aesthetic of Heavy Gear since stumbling upon NVC1 and SVC1 in 2002, but only jumped into the game with the arrival of Blitz! A Pod Squad representative for Columbus, OH area and a regular fixture on the forums, he might enjoy the math behind the game a bit too much.

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) -- The Hunt of the Bears, 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?

Mark Perre (thegiladen@aol.com) -- Wolf Pack Squad

I'm a fellow Pod Squad Member based in Las Vegas NV and I am a Postal worker trying to help the cause of global dominance of DP9 gaming!

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*:

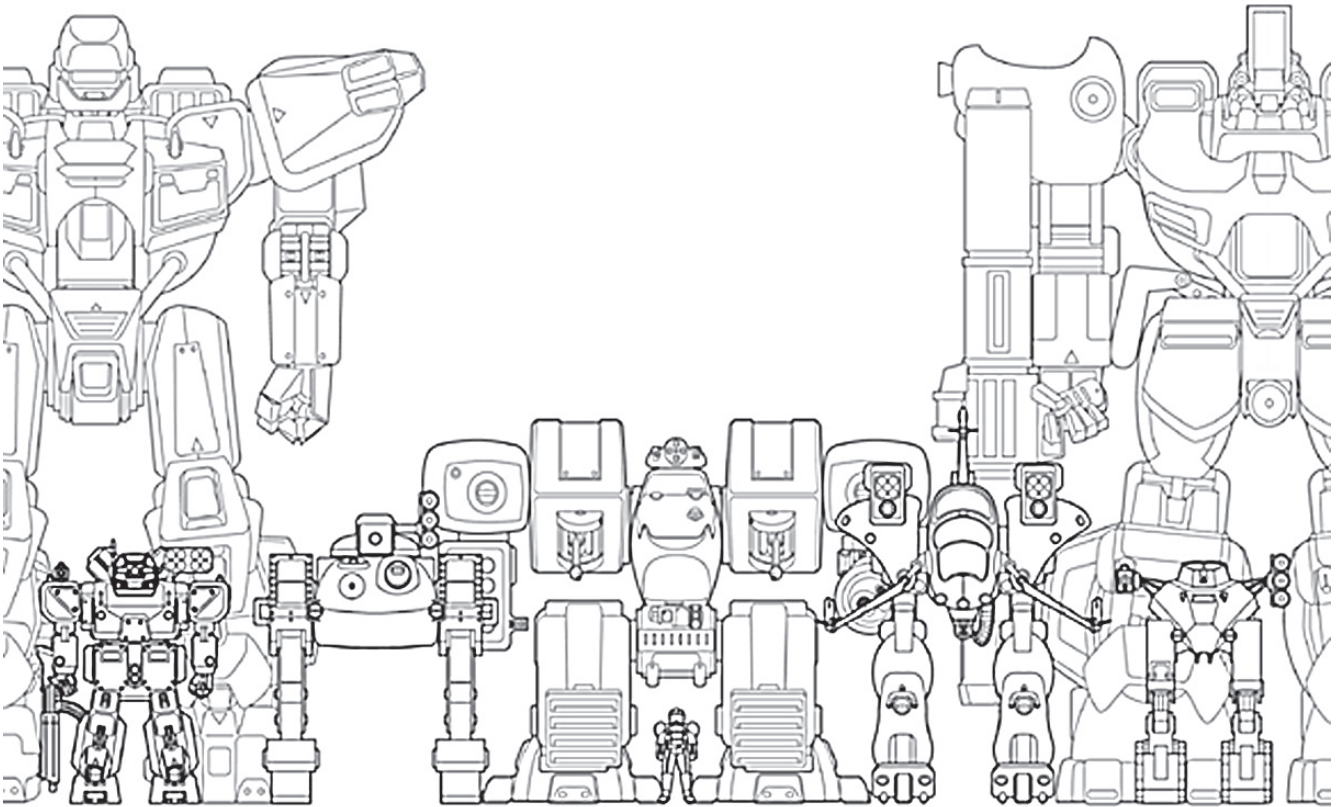
http://rpg.drivethrustuff.com/index.php?manufacturers_id=291

Sar (<http://www.eviscerate.net>) -- Cover Image

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... :)

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ABOUT THE AUTHORS



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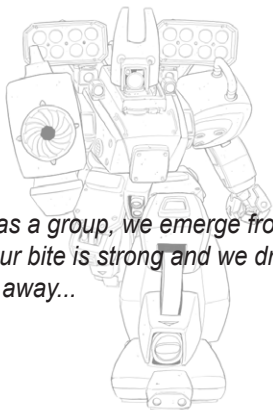
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Aurora Magazine, Volume 4, Issue 6, Published November 1st, 2010



We come together, we hunt as a group, we emerge from the night, we arrive with speed, our bite is strong and we drag our kills away...

OVERVIEW

Often called THE PACK due to its strange nature of fielding seven gears in one squad the official designation for the unit is "Wolf Pack Squad". In the field it performs a similar role to the General Purpose and Airborne Dragoon ground-bound squads.

With the Great success of the Drop Bears the WFP has adopted a cheaper version that can kept be at the ready to help protect the WFP when the need arises. They are generally used to drop behind the various attacking Badland armies that raid the WFP cities. The Wolf Pack is always on call and at the ready to be air dropped to change the outcome of an enemy attack.

Hard-hitting this assault/recon unit has a core of Werewolf gears which are created using modified Hunters and Jaguar parts. The Werewolf Gears are WFP only and are deemed to be considered top secret. The Western Frontier Protectorate has an abundance of Hunters and older model gears so, naturally, using a Hunter re-model for a cheaper version of the successful Drop Bears was bound to be fruitful. The success of the Werewolf during special ops is due to the fact that the WFP ignores that they even exist. Pilots of friendly gears have been known to fire on downed gears to avoid the gears from being discovered.

As a specialist unit the pilots are well chosen. These small little boogers aren't afraid of a fight, often called to go on special ops to gather intel, foil production runs or foil enemy reinforcements as they head towards a known confrontation. The color schemes of their gears vary from north brown for the standard Werewolf to black with red flames for the Hellhound variant. The Lone Wolf is black to hide in the night to snipe enemy gears. Lastly, the most diehard pilots prefer a desert paint scheme to blend in with the Terra Nova environment.

The patch for the pack shows the wolves howling for the WFP. (The number seven represents the Veteran status of a squad specialty which can have seven gears – something I haven't noticed and something I thought would be unique!)

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WOLF PACK SQUAD

MARK PERRE

BASIC UNITS + SKILLS

ALL STANDARD LOADOUT

Combat Group Leader
1x Werewolf
Attack 2
Defense 2
Electronic Warfare 1
Leadership 1

4x Werewolf
Attack 2
Defense 2
Electronic Warfare 1

Options

- Squad may add an additional Werewolf for +45TV
- Up to two Werewolves may upgrade LAC for MAC for +5TV
- Increase Leadership of combat group Leader to Level 2 for +10TV
- Add a Recon drone to any member (max one drone per Model up to Four Drones for Squad) for +10TV
- Upgrade up to (2) Werewolves to Hellhound variant Swap Both LRPs Linked for IRP/20 Linked (FF, RoF 2, No Reloads) and Swap LAC for MFL for +15TV
- One Werewolf Armed With MAC may Upgrade to LONE WOLF variant swapping MAC for HRF (f, Reloads, Sniper System for +5 TV)

Veteran Options

- Squad may add a second additional Werewolf for +45TV
- Maximum number of Werewolves to Upgrade LAC for MAC for +5TV is now 4.
- Upgrade (1) Werewolf to a Command Werewolf Variant Fang and add ECCM(2) +10TV
- Add both the Attack and Defense skills of any member to Level 3 for +10TV
- Add Field Armor (an additional Sturdy Box) to any member for +10TV



Sar : WOLF PACK UNIT LOGO

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WOLF PACK SQUAD

WFPA Army Roster, 480TV, PL1, SPs 1, Base CPs 2

Wolf Pack Squad (Core)(Army Command Group)480TV

FANG 2/2/1/2 LAC,LRP24 Linked,SKG Army CMDR 75TV
(Werewolf to Fang +10TV)

- LD to 2 +10TV
- Att,Def to 3 +10TV
- Upgrade Werewolf=>Fang add ECCM(2) +10TV

Lone Wolf 2/2/1/0 HRF,LRP24 Linked, SKG 75TV
(Werewolf to Lone Wolf +5TV)

- LAC to MAC +5TV
- Att,Def to 3 +10TV
- Add field Armor +10TV
- Upgrade Werewolf=>Lone Wolf swap MAC for HRF +5TV

Werewolf 2/2/1/0 MAC, LRP24 Linked, SKG 60TV

- LAC to MAC +5TV
- Att,Def to 3 +10TV

Werewolf 2/2/1/0 MAC, LRP24 Linked, SKG 60TV

- LAC to MAC +5TV
- Att,Def to 3 +10TV

Werewolf 2/2/1/0 MAC, LRP24 Linked, SKG 70TV

- LAC to MAC +5TV
- Att,Def to 3 +10TV
- Add recon drone +10TV

Hellhound 2/2/1/0 MFL, IRP20 Linked, SKG 70TV

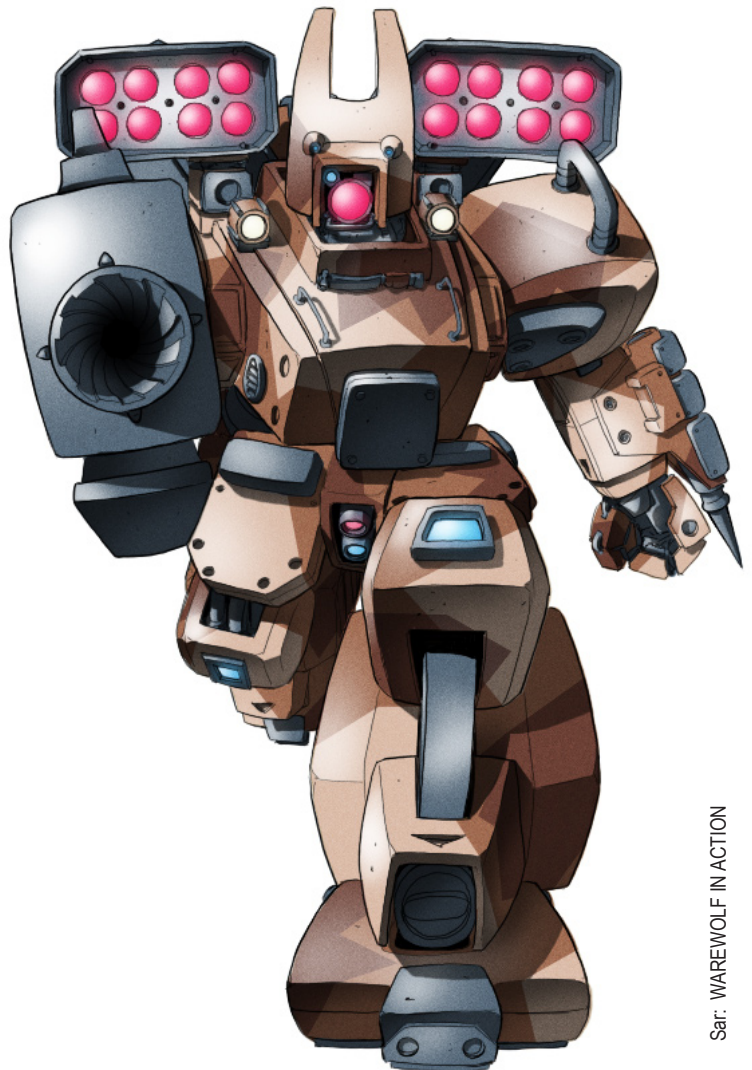
(Werewolf to Hellhound +15TV)

- Att,Def to 3 +10TV
- Upgrade Werewolf=>Hellhound swap LAC for MFL and Swap LRP24 for IRP20 linked +15TV

Hellhound 2/2/1/0 MFL, IRP20 Linked, SKG 70TV

(Werewolf to Hellhound +15TV)

- Att,Def to 3 +10TV
- Upgrade Werewolf=>Hellhound swap LAC for MFL and Swap LRP24 for IRP20 linked +15TV




Sar: WAREWOLF IN ACTION

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WOLF PACK SQUAD

HOME BREW RULES



Werewolf
Wolf Pack Squad


	ATT	DEF	EW	LD
	2	2	1	

	M	SPEED	STOP	CBT	TOP
DEFENSE W	4	7	-3	-1	+1
DEFENSE G	7	13	-3	+1	+2
ATTACK			+2	+0	-3

ACTIONS
1

SIZE
6

DETECT: 2
SENSORS: 0
AUTO COMM: 3
COMM: 0



ARMOR AND DAMAGE

ARMOR: 15 ☐ ☐ ☐ ☐


DAMAGE: ☐ S ☐ L ☐ H ☐ C ☐

PERKS/FLAWS:
Arms, Airdroppable, Link LRP24s

AUX SYSTEMS:

HEAVY GEAR BLITZ

NAME	ARC	ACC	RANGE	DAM	SPECIAL
LAC	H	0	3 / 6 / 12 / 24 / 48	x8	
LRP/24	FF	-1	2 / 3 / 6 / 12 / 24	x12	IF
LRP/24	FF	-1	2 / 3 / 6 / 12 / 24	x12	IF
SG	F	-1		x12	M
Physical				0	M



Lone Wolf
Wolf Pack Squad


	ATT	DEF	EW	LD
	2	2	1	

	M	SPEED	STOP	CBT	TOP
DEFENSE W	4	7	-3	-1	+1
DEFENSE G	7	13	-3	+1	+2
ATTACK			+2	+0	-3

ACTIONS
1

SIZE
6

DETECT: 2
SENSORS: 0
AUTO COMM: 3
COMM: 0



ARMOR AND DAMAGE

ARMOR: 15 ☐ ☐ ☐ ☐


DAMAGE: ☐ S ☐ L ☐ H ☐ C ☐

PERKS/FLAWS:
Arms, Airdroppable, Link LRP24s

AUX SYSTEMS:

HEAVY GEAR BLITZ

NAME	ARC	ACC	RANGE	DAM	SPECIAL
HRF	F	0	6 / 12 / 24 / 48 / 96	x12	
LRP/24	FF	-1	2 / 3 / 6 / 12 / 24	x12	IF
LRP/24	FF	-1	2 / 3 / 6 / 12 / 24	x12	IF
SG	F	-1		x12	M
Physical				0	M



HellHound
Wolf Pack Squad


	ATT	DEF	EW	LD
	2	2	1	

	M	SPEED	STOP	CBT	TOP
DEFENSE W	4	7	-3	-1	+1
DEFENSE G	7	13	-3	+1	+2
ATTACK			+2	+0	-3

ACTIONS
1

SIZE
6

DETECT: 2
SENSORS: 0
AUTO COMM: 3
COMM: 0



ARMOR AND DAMAGE

ARMOR: 15 ☐ ☐ ☐ ☐


DAMAGE: ☐ S ☐ L ☐ H ☐ C ☐

PERKS/FLAWS:
Arms, Airdroppable, Link IRP20s ROF2

AUX SYSTEMS:

HEAVY GEAR BLITZ

NAME	ARC	ACC	RANGE	DAM	SPECIAL
MFL	F	+1	1 / 2 / 4 / 8 / 16	x7	AE1, SB, IF
IRP	FF	-1	2 / 3 / 6 / 12 / 24	x13	IF, SB
IRP	FF	-1	2 / 3 / 6 / 12 / 24	x13	IF, SB
SG	F	-1		x12	M
Physical				0	M



Fang
Wolf Pack Squad


	ATT	DEF	EW	LD
	2	2	1	1

	M	SPEED	STOP	CBT	TOP
DEFENSE W	4	7	-3	-1	+1
DEFENSE G	7	13	-3	+1	+2
ATTACK			+2	+0	-3

ACTIONS
1

SIZE
6

DETECT: 2
SENSORS: 0
AUTO COMM: 3
COMM: 0



ARMOR AND DAMAGE

ARMOR: 15 ☐ ☐ ☐ ☐

DAMAGE: ☐ S ☐ L ☐ H ☐ C ☐

PERKS/FLAWS:
Arms, Airdroppable, Link LRP24s

AUX SYSTEMS:
ECOM(2)

HEAVY GEAR BLITZ

NAME	ARC	ACC	RANGE	DAM	SPECIAL
LAC	H	0	3 / 6 / 12 / 24 / 48	x8	
LRP/24	FF	-1	2 / 3 / 6 / 12 / 24	x12	IF
LRP/24	FF	-1	2 / 3 / 6 / 12 / 24	x12	IF
SG	F	-1		x12	M
Physical				0	M

Special Thanks to:

Werewolf gear painted by Kanon Bene of Avatar Comics Las Vegas, NV. He spent several hours and days painting my custom gears. Thanks buddy now If I could only get you to play a game!

Blue Print, Black and white concept, Color concept, Squadron logo, Squadron Patch, Squadron patch on blue prints all credit goes to Sar! My concept his work! My god the guy won't even take any type of payment! This guy is one serious gear head helper! Everyone give this guy a huge hug and hunter plushy! Even though he is a Southern Scum guy LOL just kidding buddy! I just hope you read Aurora Magazine so you can see your hard work in it! Believe it or not Sar did it all in 3 to 4 days! Job well done my friend!

Kannik thank you for putting up with my 10-20 submissions of this single article. I'm sure you have to edit some of my writing which is fine. But thank you so very much for your time! Thank you also for all your hard work on Aurora Magazine as well.

IceRaptor for helping me with all the runs finding what my gear Threat Value! Hours and 100's of runs through your computer! I can't believe how much crap I put you through. Not one time did you say no? Not once did you say I'll get to it. You were patient will all my questions and all of my request. You truly took me in your hands and helped show me the light! You should be commended for your works! I Appreciate all you did! Thank you kind SIR!

Thank you to all of those whom gave me feedback you know who you are but I feel I must name those who influence me most, Badger who most thought was picking on me was just pushing me in the right direction! Mason no matter how discouraged I got he kept telling me to press on. Paradox for your great idea! MechMerc for teaching me some of the story! Goldritter your advice was priceless! Save the wise your information was key and informative as well.

Thanks to Samuli Aura just because you can't possibly get enough thanks for doing gear garage as it is! And if you get the time hint hint. Put this in there for me so I can do may guys on gear garage that would be too cool!

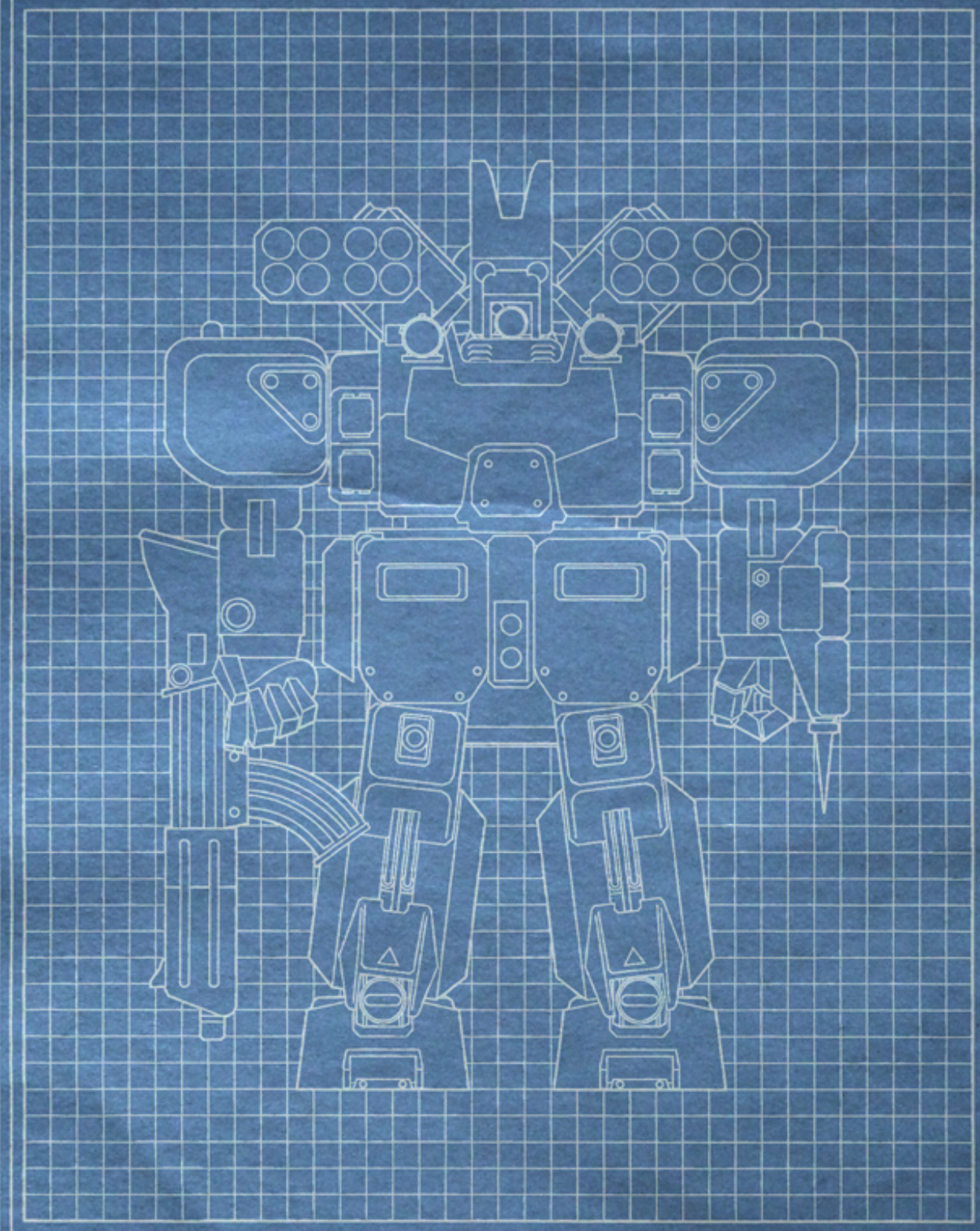
Last but not least thank you Dream Pod 9 for making a great game that made this a passion for me. It was a total addiction and a fun project for me! I am your biggest fan and love nothing more than to have your sales boost through the roof!

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WOLF PACK SQUAD



Werewolf gear painted by Kanon Bene of Avatar Comics



HACS-07MG-P WEREWOLF

FRONT ELEVATION

M222 AUTOCANNON RIFLE
RP-109 PEPPERBOX
SPIKE GUN

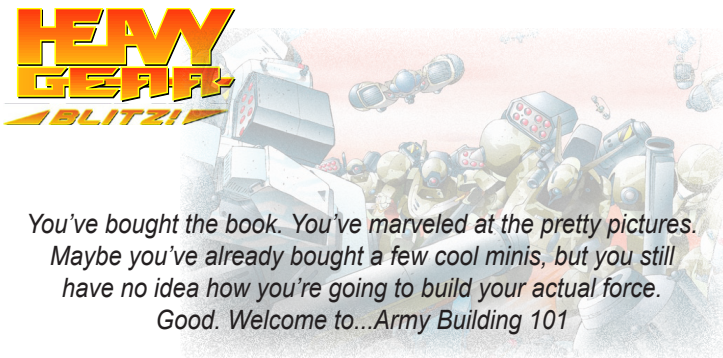


Sart: HACS-07MG-P-WAREWOLF

JOVIAN KOMA

JOHN BELL





*You've bought the book. You've marveled at the pretty pictures.
Maybe you've already bought a few cool minis, but you still
have no idea how you're going to build your actual force.
Good. Welcome to...Army Building 101*

THEORY

Before designing your army, you should be familiar with a few simple concepts. For ease of understanding, they have been well-compartmented, but in practice, they overlap and interfere with each others to a large degree.

Know Yourself

If your army list is a toolbox, then you must know what each element can, and can't do, otherwise you are basically picking tools at random, and you end up trying to hammer in nails with a screwdriver. Not good.

You don't necessarily need an advanced mathematical understanding of units capacities (not that it's a bad thing to have, mind you !), but a working knowledge of chassis and equipment is nonetheless vital. A Hunter with a FGC isn't the same machine as one with a MAC.

Once you are familiar with every item, the next step is to identify which role a given unit can fulfill. The most common roles are anti-gear, anti-tank, anti-infantry, fire support (of various kinds), assault, recon and EW, but this is not an exhaustive list.

You will usually pick a given unit for a single role, but that doesn't mean this unit can (or should) only have one role. It can sometimes be a bit trickier than it sounds, with certain units changing roles depending on composition. A Dragoon squad can be equipped for fire support, or close assault. A Spitting Cobra with HRP is a medium range fire support gear, while one with VHAC/VLFG is more of a trooper gear.

Synergy. And Assorted Notions

Synergy is a fancy word for a simple, yet very important concept : the ability of your units to work together. You want your army to be more than the sum of all its parts (the well-known "1+1=3" paradigm), which is often easier said than done...

The first impulse there, is to pick units that go well together. At the squad level, this mean picking TD equipped units to go with the ones armed with guided weaponry. At the army level, this can be fielding a recon squad to complement your fire support squad(s). This works fine obviously, but it's thinking strictly in the

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ARMY BUILDING 101

DIMITRI ACHMINOV

box, and you want to go beyond that. Have an overall plan for your units, and pick elements that fit in that plan. That way, you can ensure all your units fit together to form a greater sum.

Redundancy and Resiliency are related defensive concepts. Redundancy means ensuring that any function your army performs, can be accomplished by more than one single element in it. This provides you with two benefits. Your army will not lose performance too quickly when enduring losses, and you will not present your opponent with easily identified weak-links, thereby making target selection that much harder.

Resiliency is essentially just how resistant your army and its elements are. This can come from any mix of redundancy, numbers, and high-survivability units.

Flexibility appears self-explaining; it's the ability of your army, or elements within your army to perform different roles. It is however important to understand that flexibility can be achieved at two levels: army, and squad. In other words, you can have versatile squads, or specialists, or any mix of the two, as long as the army as a whole can perform the various roles needed, you have achieved flexibility.

Last but not least, Efficiency. Whenever you select a unit for one or more roles, you must ask yourself "What is the real cost of this?" and "Can I get the same for cheaper?"

An upgraded ATM Grizzly costs only 75 TV which is significantly cheaper than a 160TV Klemm tank. However, to field that one Grizzly, you must buy a full 300 TV FS squad, and use a veteran slot. Not so cheap, anymore, is it?

Likewise, a southern FS squad costs 280 TV and provides you with 3 HRP platforms. Two Fire Dragons will bring only two HRPs for 390TV, but with better accuracy. On the other hand, a trio of HRP Caimans provides you with the same firepower, for only 90 TV. They do suffer from worse accuracy, and a tendency to explode when you look at them too hard – whether this is an acceptable trade-off (or not) is up to you to decide.

Core/Support

The core elements of your army (not to be mistaken with core choices from the PL system) are basically your grunts. They're the ones that will accomplish your objectives, whatever they may be. Support elements make the core job easier, but can't accomplish objectives on their own.

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ARMY BUILDING 101

Certain squads will only be able to perform support roles, like field guns, others will perform either roles depending on mission.

Recon squads usually belong in support, but if your mission is reconnaissance, they will be core.

A strike squad will be a core element if your mission involves killing enemy targets or taking ground, but if that's not the case, it's actually a support element.

The difference is rather important as, ultimately, your support is expendable, while losing your core elements will render you unable to accomplish your objectives.

PRACTICE

Now that we're familiar with the basics, we can actually start thinking about designing an actual army.

Army Concepts, and the Rule of Cool

The first, and possibly most important decision you'll have to make, is the basic concept of your army. It can be anything from "That mini is pretty nice" to "Mambas on a plain" or "Peace through indirect firepower". Go wild. Have fun. The only requirement is coolness. If you do not think your army is cool, why should you even bother fielding it?

Unfortunately, coolness and actual performance are two unrelated notions, and shooting yourself in the foot is definitely not cool.

Since you know your units well, you already have a good idea of their performances. If a unit you absolutely want to field is sub-par, make sure it's not a core element.

Army Level

Once you have settled on your base concept, it's time to make it work. You have already decided on *what* you want to field, the next step is identifying what you *need* to field.

Does your army have a sufficiently large, solid, efficient, resilient core? How will it deal with various threats, such as elite gears, horde rush, or heavy tanks?

Should I focus on generalist squads, or more specialized ones?

Are there important roles that I've ignored? If the answer is yes, is that acceptable? Not every army actually needs that 300 TV EW squad...

All these questions should help you refine and improve the vision behind your army. Keep that vision in mind as you select the various elements in your force, and they will form a cohesive whole with built-in synergy.

Well-designed armies literally play themselves, since every element has a clear tactical purpose, and you can focus on besting your opponent, without the distraction of trying to figure what is supposed to do what.

As an example, two southern GP squads equipped with LBZKs form a solid core with efficient, redundant anti-gear capabilities. Add in a paratrooper or strike squad, and you have a powerful assault force with no obvious weaknesses for your opponent to focus on. Ruin his day further by keeping a Fire Support squad equipped for area-denial nearby, so that he's not able to regroup his own elements against the main assault.

Such a force will do well against gears at medium and close ranges, but lack anti-tank and EW capabilities, as well as significant long-range firepower.

Squad Level

It comes without saying that well-designed, optimized squads are the corner-stone of a good army, but you cannot actually design such squads without a good understanding of your army's requirements as a whole.

Every concept we've seen so far also applies at the squad level. Synergy, flexibility, etc...

The first step is to pick a role for your squad (from "close range murder" to "looking cool"), then pick units and equipment with that role in mind. Be careful of the labels, despite their name, southern fire support squads and northern recons can actually make excellent first-line squads, so don't be afraid of thinking outside the box.

Designing optimized squads could easily fill its own article, but the few following guidelines should help you to avoid common mistakes:

Within a squad, weapon upgrades should be given to the best platform available. You'll pay the same TV, but get much better performance.

Your CGL's main role is usually to coordinate fire, with everything else a distant second, so choose upgrades that enhance that role, like survivability and comms, not better guns.

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ARMY BUILDING 101

Certain squad upgrades will enhance your squad roles (MAC/LBZK in a GP), others will either change your squad role (multiple SCs in a northern GP), or add versatility (Cheetah in a northern GP). Choose wisely, depending on your needs and budget

A single element within the squad with capacities above the rest is an upgrade. A single element more vulnerable than the rest of the squad is a weak-link. A weak-link upgrade is called a “target”.

Certain roles can be distributed among your squads, or regrouped in a specialist squad. A good example is adding a scout in your squads, so that all your squads have some FO/TD ability, or getting a recon squad.

Squad examples :

SRA/Veteran southern GP

Mamba CGL, 2 Mambas with LBZKs, 1 Sidewinder.

The rightfully dreaded elite southern GP. Excellent against gears, with no apparent weakness.

Northern Recon Squad

Jaguar CGL, 2 Jaguars with HRF, 2 Ferrets (Either Mk IIs with MRF, or Wild Ferret)

The northern answer to the above GP, with increased survivability, and TD/EW abilities.

Northern Strike Squad

CGL, Jaguar, 2 Hunters with MBZK, Kodiak with HBZK.

How to waste an elite choice. The MBZKs should go on Jaguars, not Hunters, the Kodiak is an obvious target, but its firepower is wasted if it stays behind to provide cover

Southern Fire Support Squad

Mamba CGL with MRF, 3 upgraded Cobras with VHAC/VLFG, 1 upgraded Cobra with MBZK/HRP and skill upgrade.

The name “Fire Support” is misleading, as this is actually a pure brawler unit.

Northern Fire Support Squad

Jaguar CGL, 3 upgraded Grizzlies with ATMs, Cheetah.

The very illustration of a specialist squad, dedicated to anti-tank duties.

The Reality Test

You have designed your army and all your squads are equipped. You're ready to fight. You're not done yet.

Open the book, and browse the opposing armies sections. Try to come up with a few nasty squads, the kind you wouldn't want to face even on a good day. If you can think of some squads you know your opponent often fields, this is even better. Now try to figure out how your army will deal with those threats. If you can't easily answer that, it's time to go back to the drawing board...

Of course, the reverse is true, especially if you play at lower TV and/or with different PL. It is quite possible to design a specialized army that will leave no chance to an opponent that isn't prepared for it. In friendly games, it is good form to warn your opponent of such a move in advance.

Army Samples:

SRA, PL3 750 TV

Strike Squad

- *Mamba CGL with VR and field armor, Army commander*
- *2 Mambas with HGLC and field armor, 1-2 Mambas with HGL, 0-1 Mamba with LBZK.*

FS Squad

- *Mamba CGL with MRF, 3-4 upgraded Cobras with HRPs, and any mix of MBZK / VHAC.*

An aggressive combination, with a focus on short to medium range. The Mamba squad is obviously the main assault element, with the Cobra squad acting as close support, but still able to defend themselves if needed.

Norlight, PL2 750 TV

2 Recon Squads

- *Jaguar CGL, 2 Jaguars with HRF, 2-3 Ferrets, in any combination of Mk IIs with MRF and Wild Ferrets*

Light Tank Squad

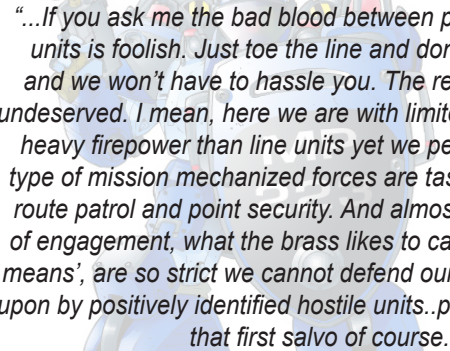
- *1 Jaxon tank with skill upgrade.*

A solid, no-thrill build offering good ranged firepower, survivability and EW assets. The lone Jaxon is a defensive element, offering protection against assaults.

AURORA: THE SILHOUETTE MAGAZINE

NORTHERN MP & MILITARY PATROL COMMANDS

ALEXANDER STOCKERT



"...If you ask me the bad blood between patrol and ordinary units is foolish. Just toe the line and don't get too foolish and we won't have to hassle you. The rep we have is just undeserved. I mean, here we are with limited support and less heavy firepower than line units yet we perform most every type of mission mechanized forces are tasked with on top of route patrol and point security. And almost always our rules of engagement, what the brass likes to call 'limited measure means', are so strict we cannot defend ourselves unless fired upon by positively identified hostile units..provided you survive that first salvo of course.."

"So trust me, the LAST thing we want to be doing is having to haul somebody's rowdy, inebriated backside to the stockade."
- Anonymous Patrol Trooper

Unlike the predominantly conscripted MILICIA of the Allied Southern Territories and it's associated member state forces the military formations of the Confederated Northern City States in general draw their ranks from volunteers and reservists. While disorderly conduct, riots, desertion, and even insurrection are not unknown amongst CNCS armed forces such incidents tend to be the rare exception rather than a fact of life, requiring far less of a military law enforcement presence. In addition, aside from border patrol authority or site security, Northern Military Police units rarely have any authority or jurisdiction in civil affairs except under certain emergency conditions. Despite this fact however the Northern Guard itself maintains primarily Military Police formations, often a point of contention as they possess authority over the individual national armed forces. In both the United Mercantile Federation and NorLight Confederacy, NorGuard MP units are in general restricted solely to their own military bases, which are overwatched in turn by UMFA and NLAf military police units.

Most Northern MP units are termed Patrol, rather than Police, units. They are common reserve formations, usually training more often than other reserve units, displaying high levels of morale, competence, and teamwork. Their primary peacetime functions involve guarding government buildings, performing base installation/perimeter security, and staffing military prisons or stockades. Wartime missions comprise maintaining traffic control points, securing checkpoints and terrain-restricted vehicular choke points such as bridges, providing security for field communication, military intelligence, and headquarters sites, high threat courier and communication duty, convoy escort, route and rear area security, and POW handling. Members of military patrol and military police units tend to be well versed in scouting, close quarters battle, and urban warfare tactics. Such soldiers often have some additional level of riot control and anti-terrorism training making them more 'jacks-of-all-trades' rather than elite, special forces-type troopers.

Exceptional recruits are sometimes accepted into military patrol and military police units but the formations are commonly made up of veterans and older soldiers who prefer the more settled routine of base or reserve postings to life in a front-line battle unit that routinely deploys into the field. There is however a significant percentage of soldiers who choose to serve in MP units for the level of authority wielded by even low ranking members over other military service personnel. While qualified soldiers, and not representative of all troopers, such individuals generate almost all of the friction and ill-feeling common between MP and ordinary units. Military Police & Patrol units often have distinctive emblems and markings to denote their authority and sometimes wear uniforms that differ significantly from the parent armed forces standard issue.

Northern MP units use a mix of old and new equipment, tending to use larger numbers of high rate of fire and explosive weapons than ordinary formations to amplify their usually small force or to overwhelm an enemy in ambush or CQB situations. Rather than weaponry useful against only one type of target area effect ordnance and weapons capable of breaching obstacles or buildings are preferred while non-lethal ammunition is available as required. Given their normal operation of defending single point targets or patrolling specific routes MP units are often forced to rely upon organic weaponry for fire support and anti-air defense. Military Police & Patrol units are almost always well supplied however due to operating in those rear area locales.

Military Police & Patrol companies are rarely comprised of one type of unit as their role necessitates the flexibility of combined arms operations and enough elements to permit forming detachments, and use drones irregardless of unit type as a force multiplier. Most commonly they have a Gear section of three squadrons, an Armored section of three squadrons, and an Infantry section of two platoons. The typical MP Gear squadron comprises a command Gear, two heavy weapon or ranged combat Gears, and two close combat Gears. On occasion Strider units are combined into patrol companies for close assault duty. Armored MP squadrons consist of three Badger IFVs, Badger CFVs, or equivalent member state manufactured vehicles. Some armored squadrons use light tanks based on the ubiquitous Klemm and may include Jaxon support tanks and Stormhammer Tyburr mortar carriers, but tend to be few in number. Infantry MP platoons use either motorized transports such as Antelopes or are mechanized with Badger APCs. On occasion military patrol and military police infantry utilize horses or other biological mounts.

Battalion level Military Police & Patrol formations almost always operate as independent companies rather than a unified force and often work in close concert with Combat Engineers during times of conflict. On occasion such battalions may form the

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NORTHERN MP & MILITARY PATROL COMMANDS

basis of an ad hoc reserve or stop gap battlegroup but often lack the C3 capability to effectively manage such a force. There are no regimental or divisional sized MP units. When attached to Airborne brigades and divisions the use of lighter vehicles and weaponry by MP units allows them to be deployed with little changes to their organization but this usage is rarely practiced outside the NorGuard and NorLight armies.

CREATING A NORTHERN MILITARY POLICE & PATROL BLITZ! ARMY

HOME
BREW
RULES

Overview

The differing organizational philosophy governing each League's use and equipment of Military Police & Patrol units can perhaps be summed up as;

Northern Guard - Training and Equipment makes up for numbers. Maintain unified authority. Limit collateral damage.

NorLight Armed Forces - Pride, Faith, and Firepower.

United Mercantile Federation Army - Trust no one. Peace through spending.

Western Frontier Protectorate Army - A whole lot of land to patrol. Anything that runs is of use.

As part of another force

Occasionally found supporting a mixed force, MP squads can be added to other combat groups as desired and fit well with scenarios or missions involving escort or defense duty. The Northern patrol squads detailed below may be used in forces of any Priority Level except 4 unless otherwise noted, using their secondary non-MP priority type noted above the league badge.

For Northern Guard armies allowed Member State loans do not include MP forces, and that faction must use the NG specific Field Security Squad or generic Military Police & Patrol Squad. Note however that those MP squads may only be included in Priority Level 1 or 2 NorGuard forces but can include the Army Commander if desired.

For armies of other CNCS factions note that unlike the regular front-line forces MP units tend to be highly individualized by nation and squads are still restricted to armies of their own league and applicable priority levels but may take allowed model swap or weapon options. Gear squads may have additional Priority Level restrictions, but vehicle and infantry combat groups do not.

As part of an all MP force

The army may not be created at Priority Level 4, or 3 if creating a NorGuard force. Squads may be used to create an army using the (MP) priority type noted above the league badge and priority level restriction noted above the model types for Gear squads.

A Priority Level 2 or 3 MP army may include Strider Squads of Mammoths not equipped with Anti-Tank Missiles, at one level higher than the normal League Priority types; Auxiliary becomes Specialist, and Specialist becomes Elite.

Support Points Expenditure

Due to their normal patrol, escort, or rear area defensive nature military police & patrol forces do not have a high level of support priority;

- For each scenario an MP army may buy only fighter-type airstrikes and/or (1) light or medium artillery package.
- Only (1) combat group of Reserves or non-Infantry Infiltrators may be purchased, but MP Infantry may always Infiltrate if desired and SP is available. Defensive assets are unrestricted.
- At least (1) on-board combat group with applicable weapons must purchase the AA drone option.

Special Munitions

Non-Lethal: As part of a scenario or campaign MP units have unlimited access to non-lethal munitions at no cost. This ammunition type is available for *MGs, Very Light & Light RF/ACs, FGCs, *BZKs, *FLs, and DPG direct fire weapons in place of their ordinary loads. A model does not need to replace every weapons' ammunition with non-lethal type when using these rules. The projectiles have no penetration or effect on non-infantry units, but will affect Infantry in ORVs and ATVs. Halve the DM (rounding up) for such weapons using NL munitions, damage allocation and range is unchanged.

For explosive based weapons non-lethal type is available for non-incendiary *RPs, Grenades & *GLs, *PZFs, Mortars, and Missiles in place of their ordinary loads. Halve the DM (rounding down) for such weapons using NL munitions. The weapon gains both the AI and AE1 trait, unless it already had AE in which case add (1) to the base AE value, but may not generate stun counters. The munitions have no penetration or effect on non-infantry units, but will affect Infantry in ORVs and ATVs.

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NORTHERN MP & MILITARY PATROL COMMANDS

Illumination: Available for Field Guns, Bazookas, Mortars, *GLs, MRPs, HRPs, and Grenades at no cost, and may be mixed in with a normal ammo load as applicable. APMs, non-magazine APGLs, and rocket packs cannot mix loads. The ground canister or parachute flare will light an area equal to the weapon's AE plus 2 (if the weapon has no AE, it gains AE 2) as if it were in full daylight, with no damage potential. APM & APGL effects last for (1) turn, HG, M/HRPs, & LGL for (2) turns, and HHG & HGL for (3) turns.

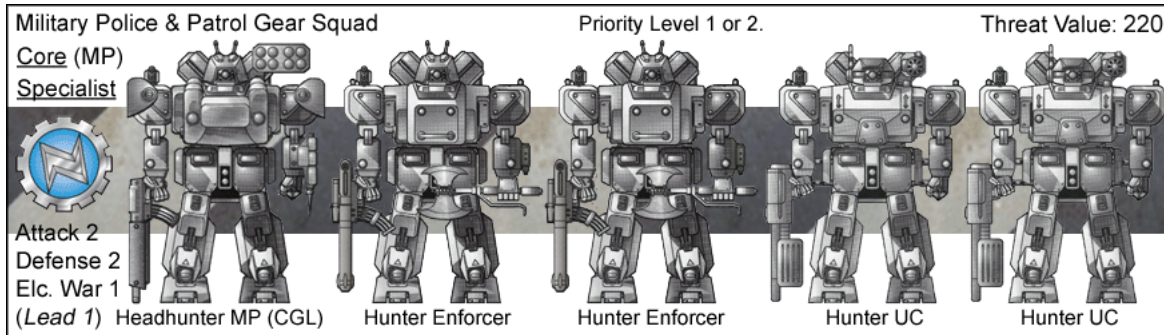
Smoke: Available for any non-energy weapon except *MGs, Very Light RF/ACs, and *RGs at no cost, but replaces all ammunition of that single weapon. The weapon loses any damage potential but gains the Smoke trait. For projectile weapons or rocket packs the AE is equal to the RoF used to lay the screen. For explosive weapons add their AE, if any, to a base AE of 2.



On Duty: A Moment of Respite

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NORTHERN MP & MILITARY PATROL COMMANDS



- Available at the indicated Priority Level. Northern Guard and NorLight Armed Forces may not take more than one MP&P Gear Squad per army.

Options for the Military Police & Patrol Gear Squad

- Downgrade two Hunter UCs for Rabid Ferrets for -10TV each, or downgrade two Hunter Enforcers for Rabid Ferrets for -5TV each.
- Downgrade two Hunter UCs for Patrol Hunters for -15TV each, or downgrade two Hunter Enforcers for Patrol Hunters for -10TV each. NorGuard and NLAF armies may not include Patrol Hunters. UMFA armies may only include Patrol Hunters at Priority Level 1.
- Swap any Hunter UC for a Cheetah AP for +0TV if in a NLAF army, or for a Wildcat MP for -10TV if in a WFPV army.
- Swap any Hunter Enforcer for a Tiger Enforcer for +20TV if in a UMFA army.
- Replace the Headhunter MP with a Jaguar MP/F, or a Cheetah MP/F, for +15TV if in a NG army. If this swap is taken the CGL may increase the Electronic Warfare skill to Level 2 for +5TV.
- Upgrade both the Attack and Defense skill of one member to Level 3 for +10TV.
- Increase the Leadership of the CGL to Level 2 for +10TV.
- Add (1) Recon drone to any Patrol Hunter or Rabid Ferret (Max one drone per model.) for +10TV.

Weapon Options for the Military Police & Patrol Gear Squad

- Any Headhunter MP, Jaguar MP/F, Tiger Enforcer, or Wildcat MP may carry either MPZFs (F, LA 3) or a DPG (F, no Reloads) for +5TV. Patrol Hunters may take the DPG option.
- Any Cheetah AP, Cheetah MP/F, Jaguar MP/F, Rabid Ferret, or Wildcat MP may carry HHGs (F, LA 3) for +5TV.

Up to two members of the squad may upgrade a hand-held weapon as follows:

- Swap a Frag Cannon for a Rapid-Fire Bazooka (F, Reloads) for +10TV.
- Swap a Medium Autocannon for (1) LGL (F, Reloads) per squad for +10TV.
- Replace a MAC with a HRF (F, no Reloads) for +0TV. Wildcat MPs may swap a LAC for the HRF for +5TV.

Veteran Options for the Military Police & Patrol Gear Squad


- The squad may add an additional Hunter Enforcer for +40TV, or a Hunter UC for +45TV.
- Swap up to two Hunter Enforcers for Hunter UCs for +5TV each.
- Upgrade both the Attack and Defense skill of two additional members to Level 3 for +10TV.
- Turn one Gear into a Second in Command (Leadership 1) for +10TV.
- Add (1) Demolition drone to any Headhunter, Hunter UC, Patrol Hunter, Jaguar, Rabid Ferret, or Tiger Enforcer (Max one drone per model.) for +5TV.
- The limitation of two members upgrading their hand-held weapons is increased to three members.
- Any Hunter Enforcer may swap its MAC, HGs, and HHGs for a DPG (F, no Reloads) and 2xMRP-18s (FF, RoF 3, no Reloads) for +15TV and may Link these for an additional +5TV.

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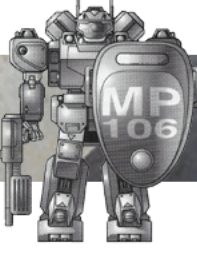
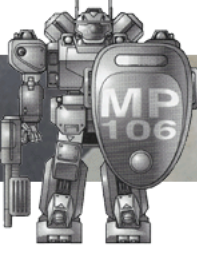
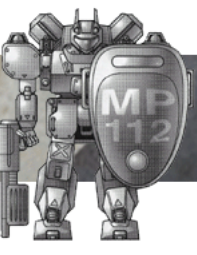
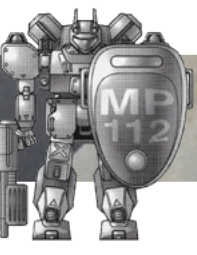
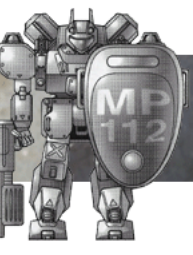
NORTHERN MP & MILITARY PATROL COMMANDS

Defense Security Squad Priority Level 1 or 2. (UMFA may take as Elite MP at PL 2 & 3.) Threat Value: 285

Core (MP)
MP Only




Attack 2
Defense 2
Elc. War 2
(Lead 2)

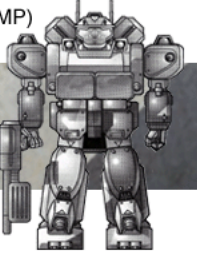
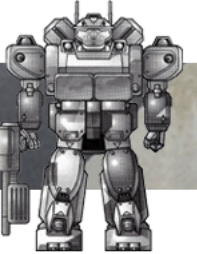
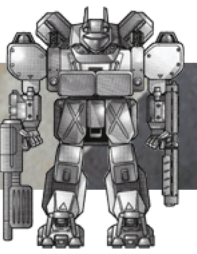
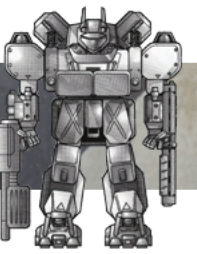
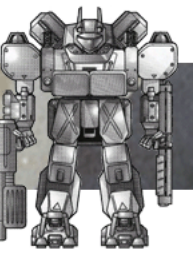
Jaguar MP (CGL) Jaguar MP Cheetah MP Cheetah MP Cheetah MP

Field Security Squad Priority Level 1 or 2. (UMFA may take as Elite MP at PL 2 & 3.) Threat Value: 300

Specialist (MP)
Specialist




Attack 2
Defense 2
Elc. War 2
(Lead 2)

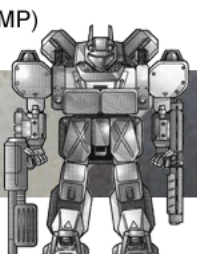
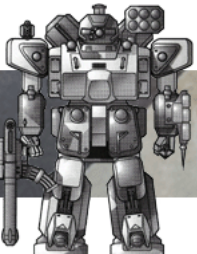
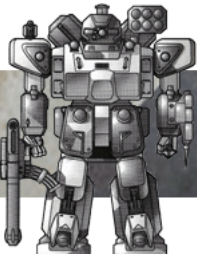
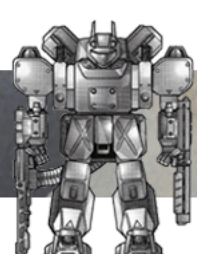
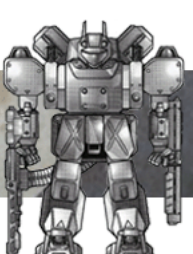
Jaguar MP/F (CGL) Jaguar MP/F Cheetah MP/F Cheetah MP/F Cheetah MP/F

Military Police Gear Squad Priority Level 1, 2, or 3. Threat Value: 265

Auxiliary (MP)
Specialist




Attack 2
Defense 2
Elc. War 2
(Lead 1)

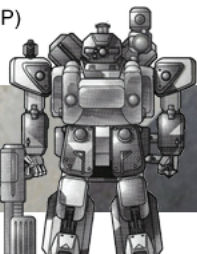
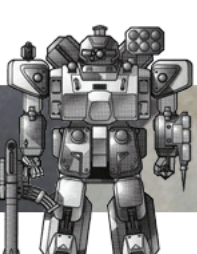
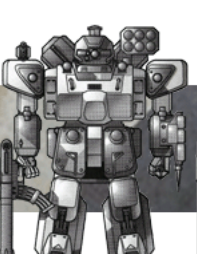
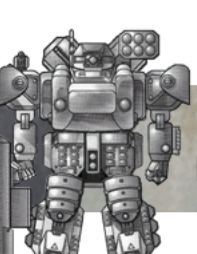
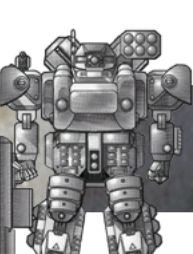
Cheetah MP/F (CGL) Tiger Enforcer Tiger Enforcer Cheetah AP Cheetah AP

Military Patrol Gear Squad Priority Level 2 or 3. Threat Value: 280

Auxiliary (MP)
Elite




Attack 2
Defense 2
Elc. War 1
(Lead 1)

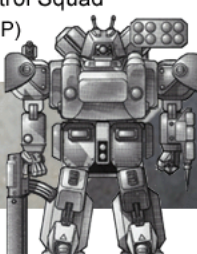
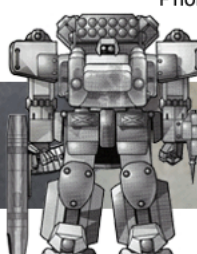
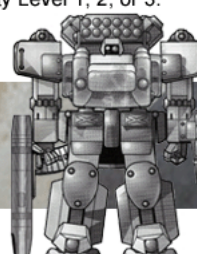
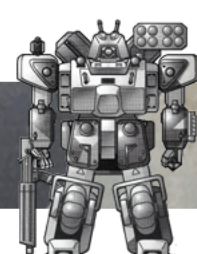
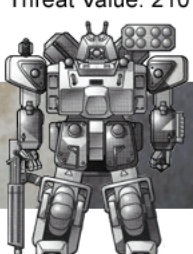
Leopard (CGL) Tiger Enforcer Tiger Enforcer Feral Hunter Feral Hunter

Military Patrol Squad Priority Level 1, 2, or 3. Threat Value: 210

Auxiliary (MP)
Spec. (MP)



Attack 2
Defense 2
Elc. War 1
(Lead 1)

Headhunter MP (CGL) Mad Dog AD Mad Dog AD Wildcat MP Wildcat MP

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NORTHERN MP & MILITARY PATROL COMMANDS

(Squads preceeding page)

- Available at the indicated Priority Level by the applicable League or Faction.

General Options for the League MP Gear Squads

- Upgrade both the Attack and Defense skill of one member to Level 3 for +10TV.
- Any Cheetah MP or MP/F may be Airdroppable for +10TV. Any Cheetah AP may be Airdroppable for +5TV.
- Increase the Leadership of the CGL to Level 2 for +10TV.

General Weapon Options for the League MP Gear Squads

- Any Headhunter MP, Jaguar MP/F, Tiger Enforcer, or Wildcat MP may carry either MPZFs (F, LA 3) or a DPG (F, no Reloads) for +5TV.
- Any Cheetah AP, Cheetah MP/F, Jaguar MP/F, or Wildcat MP may carry HHGs (F, LA 3) for +5TV.
- Any Gear may replace a MAC with a HRF (F, no Reloads) for +0TV. Wildcat MPs may swap a LAC for the HRF for +5TV. HRF swaps do not count towards the squad hand-held weapon upgrade total.

Up to two members of the squad may upgrade a hand-held weapon as follows:

- Swap a FGC for a RFB (F, Reloads) for +5TV. Jaguars and Leopards may not take this swap.
- Swap a Medium Autocannon, or a Frag Cannon, for (1) LGL (F, Reloads) per squad for +10TV.
-

Note: League specific hand-held weapon upgrades count towards the limit of two per squad, three if veteran, unless specified otherwise.

General Veteran Options for the League MP Gear Squads

- Upgrade both the Attack and Defense skill of two additional members to Level 3 for +10TV each.
- Turn one Gear into a Second in Command (Leadership 1) for +10TV.
- The limitation of two members upgrading their hand-held weapons is increased to three members.

League Specific Options for the MP Gear Squads

Northern Guard

- A Defense Security Squad may add an additional Cheetah MP for +55TV or a Jaguar MP for +60TV. A Field Security Squad may add either Gear for +55TV.
- Field Security Squads may swap any Jaguar MP/F for an Alley Cat for +5TV each.
- Any member may upgrade both the Attack and Defense skill to Level 3 for +10TV.
- Upgrade the Electronic Warfare skill of up to two members to Level 3 for +5TV each.
- Add (1) Recon drone to any Jaguar (Max one drone per model.) for +5TV.

NG Veteran Options

- Field Security Squads may swap any Cheetah MP/F for a Jaguar MP/F, or vice versa, for +0TV.
- Increase the Electronic Warfare skill of one additional member to Level 3 for +5TV.
- Increase the Leadership of the CGL to Level 3 for +10TV.
- Second in Command models may increase Leadership to Level 2 for +10TV.
- Add (1) Hunter-Killer drone to any Jaguar (Max one drone per model.) for +5TV.

NorLight Armed Forces

- The squad may add an additional Cheetah AP for +45TV or a Cheetah MP/F for +55TV.
- Any Cheetah model may upgrade the Defense skill to Level 3 for +5TV.
- Increase the Electronic Warfare skill of the CGL if in a Cheetah MP/F model to Level 3 for +5TV.
- Any Tiger Enforcer may swap a MAC for a MAAC (F, Reloads) for +5TV.
- Add (1) Recon drone to any Jaguar or Tiger Enforcer (Max one drone per model.) for +10TV.
- Add (1) Hunter-Killer drone, or Demolition Drone, to any Jaguar or Tiger Enforcer (Max one drone per model.) for +5TV.

NLAF Veteran Options

- Swap any Tiger Enforcer for a Jaguar MP/F for -5TV each.
- Any Cheetah MP/F model may upgrade the Electronic Warfare skill to Level 3 for +5TV.
- Any Jaguar may swap a FGC for a MAAC (F, Reloads) for +5TV, or for a RFB (F, Reloads) for +10TV.
- The limitation of two members upgrading their hand-held weapons is increased to four members.

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NORTHERN MP & MILITARY PATROL COMMANDS

United Mercantile Federation Army

- Replace a Leopard CGL with a Headhunter MP for -30TV.
- Swap any Feral Hunter for a Hunter Enforcer for -5TV each, or for a Tiger Enforcer for +15TV each.
- Swap up to two Tiger Enforcers for Leopards for +10TV each.
- Increase the Electronic Warfare skill of the CGL if in a Leopard model to Level 2 for +5TV.
- Any Jaguar MP may swap a FGC, or Tiger Enforcer a MAC, for a MAAC (F, Reloads) for +5TV.
- One Feral Hunter may swap a LAAC for a HGL (F, Reloads) for +15TV.
- Add (1) Recon drone to any Headhunter, Jaguar, or Tiger Enforcer (Max one drone per model.) for +10TV.
- Add (1) H-K drone, or (1) Demo drone, to any Headhunter, Jaguar, or Tiger Enforcer (Max one drone per model.) for +5TV.

UMFA Veteran Options

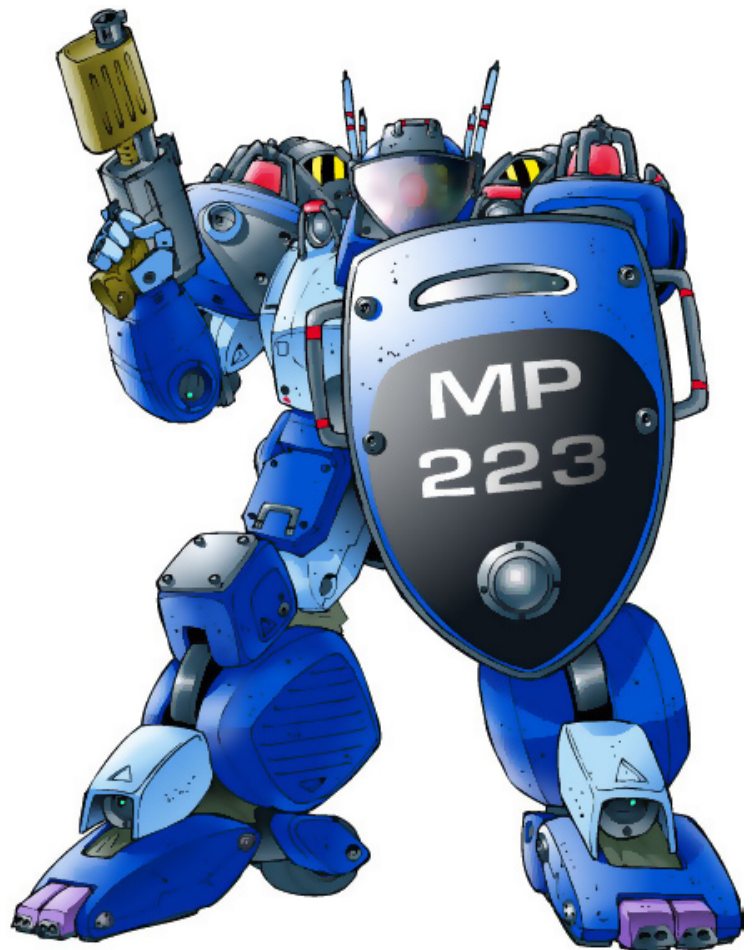
- The squad may add a Tiger Enforcer for +60TV.
- Swap up to two Tiger Enforcers for Alley Cats for +0TV.
- Swap up to two Tiger Enforcers for Feral Hunters for -15TV each.
- Any Leopard model may upgrade the Electronic Warfare skill to Level 2 for +5TV.
- Up to two Feral Hunters may take the HGL swap.

Western Frontier Protectorate Army

- The squad may add an additional Wildcat MP for +30TV.
- Swap any Wildcat MP for a Hunter Enforcer for +10TV each.
- Any member may upgrade the Defense skill to Level 3 for +5TV.
- Any Wildcat MP may swap a LAC for a FGC (F, no Reloads) for +5TV.
- One Mad Dog AD may swap a HAAC for a HGL (F, Reloads) for +10TV.
- Add (1) Recon drone to any Headhunter MP (Max one drone per model.) for +10TV.

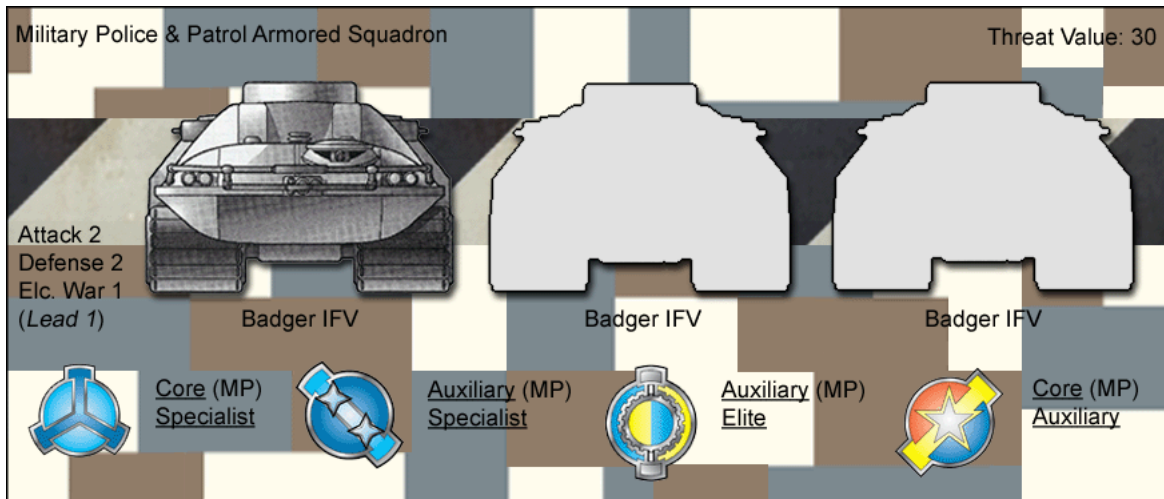
WFPa Veteran Options

- Swap a Wildcat MP for a Mad Dog AD for +20TV.
- Priority Level 3 squads may swap up to two Mad Dog ADs for Mauler Bears for +40TV each, or for Peacemaker Razorbacks for +5TV each.
- Increase the Leadership of the CGL to Level 3 for +10TV.



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NORTHERN MP & MILITARY PATROL COMMANDS



- Available at any Priority Level except 4, or 3 if creating a NorGuard force. Each MP&P Armored Squadron must have at least three members before an additional MP&P Armored Squadron may be taken.

- If an Armored Squadron is chosen as the Army Command Group, you may upgrade the CGL/AC Badger IFV with the Command Badger modifications for +5TV. That model may upgrade the Electronic Warfare skill to Level 2 for +10TV.

Options for the Armored Squadron

- Add up to three additional Badger IFVs for +30TV each.
- In a Priority Level 1 army downgrade any Badger IFV for a Badger APC for -5TV each.
- Replace one Badger IFV with a Cavalry Badger for +50TV.
- Upgrade both the Attack and Defense skill of one crew to Level 3 for +20TV.
- Increase the Leadership of the CGL to Level 2 for +10TV.

Weapon Options for the Armored Squadron

- One Badger IFV per Priority Level may buy up to (3) drones for the following costs; Hunter-Killer +5 each, Demolition +5 (max 1), Recon +10 (max 1). Badgers carrying drones may not be used to transport infantry.

General Veteran Options for the Armored Squadron

- Replace an additional Badger IFV with a Cavalry Badger for +50TV.
- Upgrade both the Attack and Defense skill of one additional crew to Level 3 for +20TV.
- Turn one Badger into a Second in Command (Leadership 1) for +10TV.

League Specific Options for the Armored Squadron

Northern Guard

- Any crew may upgrade the Defense skill to Level 3 for +10TV.
- Any crew may upgrade the Electronic Warfare skill to Level 2 for +10TV.
- The limit of Demolition drones is (0), and Hunter-Killer or Recon drones is (2).

NG Veteran Options

- Replace one Badger IFV with a AGM armed Badger APC for +35TV.
- Increase the Leadership of the CGL to Level 3 for +10TV.
- Increase the Electronic Warfare skill of the CGL model to Level 3 for +10TV.
- Second in Command models may increase Leadership to Level 2 for +10TV.
- Any Badger IFV or Badger APC may be Airdroppable for +15TV. (Post-1940)

NorLight Armed Forces

- Any crew may upgrade the Electronic Warfare skill to Level 2 for +10TV.
- The limit of (1) Demolition or Recon drone is increased to (2).

NLAF Veteran Options

- Increase the Electronic Warfare skill of the CGL model to Level 3 for +10TV.

United Mercantile Federation Army

- Increase the Electronic Warfare skill of up to two crews to Level 2 for +10TV each.
- The limit of (1) Demolition or Recon drone is increased to (3).

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NORTHERN MP & MILITARY PATROL COMMANDS

UMFA Veteran Options;

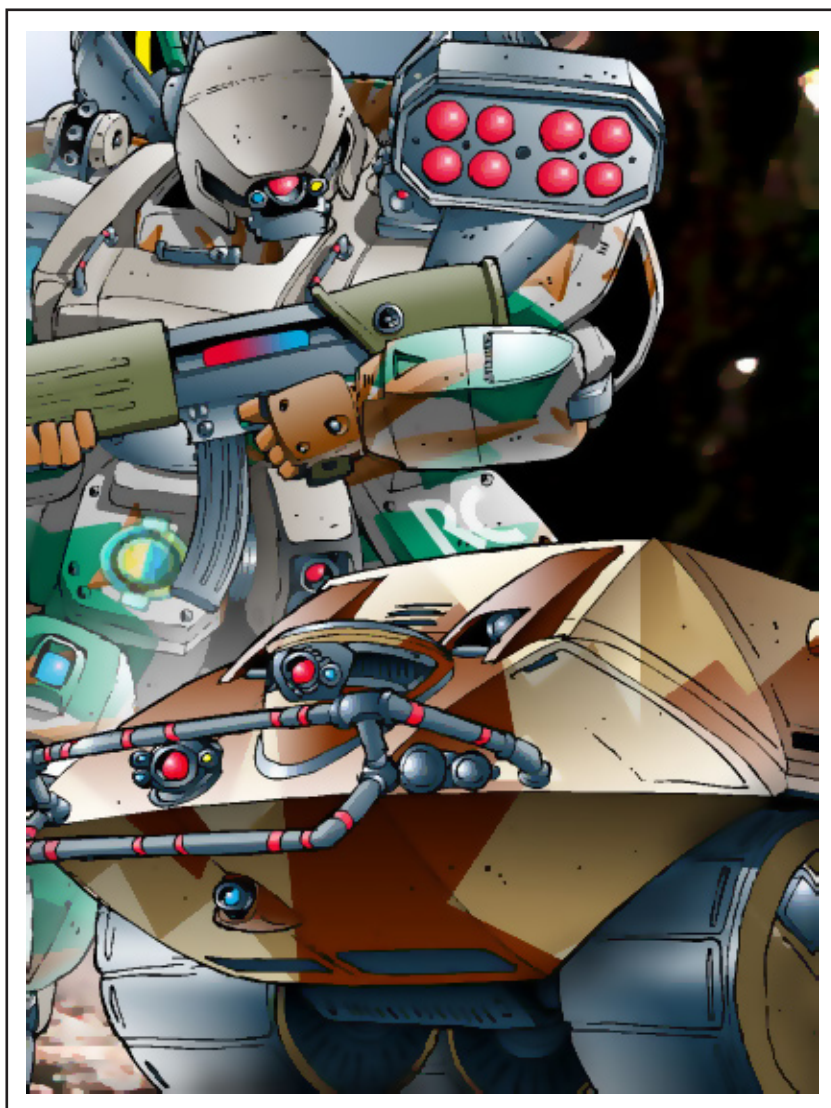
- Any crew may upgrade the Electronic Warfare skill to Level 2 for +10TV.

Western Frontier Protectorate Army

- Any crew may upgrade the Defense skill to Level 3 for +10TV.
- Increase the Electronic Warfare skill of up to two crews to Level 2 for +10TV each.
- The limit of Demolition drones is increased to (3), and Recon drones reduced to (0).

WFPA Veteran Options

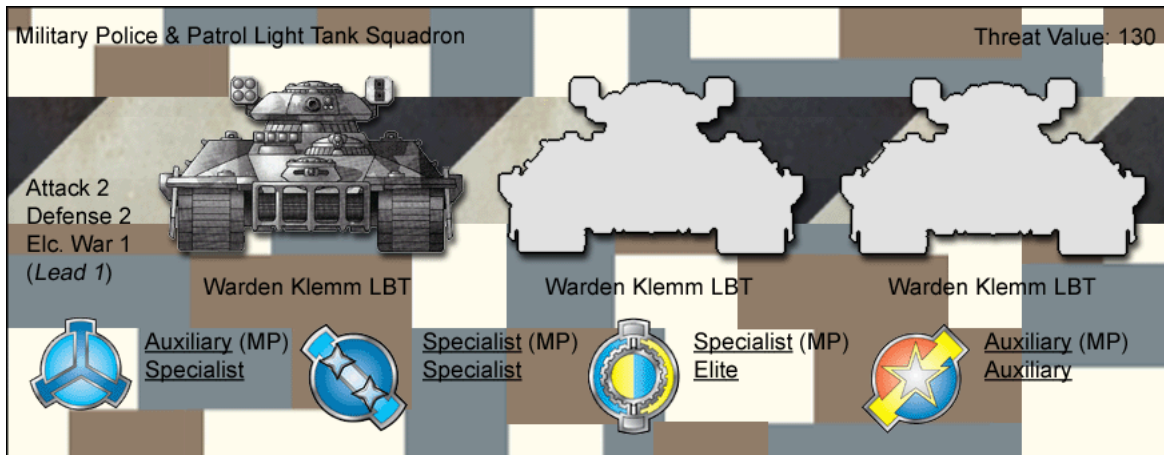
- Increase the Leadership of the CGL to Level 3 for +10TV.
- Any Badger IFV or Badger APC may be Airdroppable for +15TV. (Post-1940)
- The limit of Recon drones increased to (1).



The Jaguar and the Badger: On Patrol

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NORTHERN MP & MILITARY PATROL COMMANDS



- Available at any Priority Level except 4, or 3 if creating a NorGuard force. Each MP&P Light Tank Squadron must have three members, two of which must be tanks, before an additional Light Tank Squadron may be taken.

General Options for the Light Tank Squadron

- Add up to two additional Warden Klemms for +120TV each.
- Swap a Warden Klemm for a Jaxon Support Tank for -10TV.
- Upgrade both the Attack and Defense of one crew to Level 3 for +25TV.
- Increase the Leadership of the CGL to Level 2 for +10TV.

General Weapon Options for the Light Tank Squadron

- Swap the Linked Anti-Personnel Mortars for a Frag Cannon (T, no Reloads) for -5TV.
- Add one Hunter-Killer drone to any model for +5TV. Max (1) drone per squad.

General Veteran Options for the Light Tank Squadron

- Swap up to two Warden Klemms for HMG/HFM 'Stormhammer' Tyburs for +0TV. Max (2) per army.
- Turn one Klemm into a Second in Command (Leadership 1) for +10TV.
- Upgrade both the Attack and Defense of one additional crew to Level 3 for +25TV.

League Specific Options for the Light Tank Squadron

Northern Guard

- Swap any Warden Klemm for a Jaxon Support Tank for -10TV each.
- One Warden Klemm may replace a Field Gun with a Snub Cannon (T, no Reloads) for +0TV.

NG Veteran Options

- Replace one Warden Klemm with a Standard Klemm for +40TV.
- Increase the Electronic Warfare skill of up to two crews to Level 2 for +15TV each.
- Second in Command models may increase Leadership to Level 2 for +10TV.

NorLight Armed Forces

- Any Klemm may replace a Light Rocket Pack with a Medium Anti-Air Cannon (T, Reloads) for +5TV.

NLAF Veteran Options

- Increase the Electronic Warfare skill of up to two crews to Level 2 for +15TV each.

United Mercantile Federation Army

- Any Klemm may replace the Light Rocket Pack with an Air-Burst Missile Launcher (T, LA 4) for +10TV.

UMFA Veteran Options

- Replace one Warden Klemm with a Tyburr Self Propelled Gun for -45TV.
- Increase the Electronic Warfare skill of one crew to Level 2 for +15TV.

Western Frontier Protectorate Army

- Any crew may upgrade the Defense skill to Level 3 for +15TV.
- Any Klemm may replace a Light Rocket Pack with a Medium Anti-Air Cannon (T, Reloads) for +5TV.
- One Warden Klemm may replace a Field Gun with a Snub Cannon (T, no Reloads) for +0TV.

WFPA Veteran Options

- One additional Warden Klemm may replace a Field Gun with a Snub Cannon (T, no Reloads) for +0TV.
- Increase the Leadership of the CGL to Level 3 for +10TV.

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NORTHERN MP & MILITARY PATROL COMMANDS



• Available at any Priority Level except 4, or 3 if creating a NorGuard force. All squads are (3) bases of Infantry, Level 2 Infantry skill, and Armor 8. One squad of the platoon has a CGL with Comm +1.

• Compact Assault Rifles are (Acc 0, Rng-1/2/3/6/12, DMx2, RoF 2 -- AI)

• If a Mechanized Squad is chosen as the Army Command Group, you may upgrade the CGL/AC Badger APC with the Command Badger modifications for +5TV. That model may upgrade the Electronic Warfare skill to Level 2 for +10TV.

General Options for the Infantry Platoon

- An entire section may be granted Medium Armor (+1 Armor) for +5TV.
- An entire section may be granted Heavy Armor (+2 Armor) for +10TV. WFPa infantry may not take this option.
- Increase the Leadership of the CGL to Level 2 for +10TV.

General Heavy Weapon Options for the Infantry Platoon

At least one squad per platoon must retain the Grenade Rifles.

- Any squad may carry Light Machine Guns for -5TV. NorGuard armies may not take this option.
- One squad per platoon may carry Light Mortars for +5TV.
- In each platoon, one squad per Priority Level may buy up to (1) drone for the following costs; Hunter-Killer +5TV, Demolition +5TV, Recon +10TV. Max (1) per squad.

General Vehicle Options for the Infantry Platoon

- Infantry may be motorized in ORVs for +10TV per squad.
- Infantry may be mechanized in Badger APCs for +25 per section, or in Badger IFVs for +30 per squad. Badger LACs may be linked for an additional +5 TV.
- Infantry may be mounted on riding beasts for +10TV per squad, and may not be Airdroppable.

General Veteran Options for the Infantry Platoon

- Any Infantry Squad may be upgraded to level 3 Infantry Skill for +10 TV. UMFA armies may not take this option.
- Any Badger Crew may be upgraded to Level 3 Defense skill for +10 TV.
- Turn one squad per platoon into a Second in Command (Leadership 1) for +10TV.
- One squad per platoon may carry Anti-gear Rifles for -5TV.
- One additional squad per platoon may carry Light Mortars for +5TV.

League Specific Options for the Infantry Platoon

Northern Guard

- Up to two squads per platoon may carry Light Mortars for +5TV each. Max (2) per platoon.
- One squad per platoon may carry Rocket Launchers for +5TV.
- Any squad may be Airdroppable (Paratroopers) for +5TV.

NG Veteran Options

- A Section may be given a Cavalry Badger for support as long as it does not contain paratroopers for +80TV. Both MRPs can be linked for +5TV.
- Any squad with a rocket launcher may take three Anti-Gear Missiles for this launcher for +10 TV. This allows the squad to make up to (3) AGM attacks using the AGM stats with Rocket Launcher ranges.
- Any Badger IFV or Badger APC may be Airdroppable for +15TV. (Post-1940)
- Second in Command squads may increase Leadership to Level 2 for +10TV.

NorLight Armed Forces

- Any squad that may carry LMGs, may carry Chainguns instead for the same -5TV.

AURORA: THE SILHOUETTE MAGAZINE

NORTHERN MP & MILITARY PATROL COMMANDS

NLAF Veteran Options

- Up to two squads per platoon may carry Rocket Launchers for +5TV each.
- A Section may be given a Cavalry Badger for support as long as it does not contain paratroopers for +80TV. Both MRPs can be linked for +5TV.

United Mercantile Federation Army

- Up to two squads per platoon may carry Rocket Launchers or Light Mortars for +5TV each.

UMFA Veteran Options

- Any squad with a rocket launcher may take three Anti-Gear Missiles for this launcher for +10 TV. This allows the squad to make up to (3) AGM attacks using the AGM stats with Rocket Launcher ranges.

Western Frontier Protectorate Army

- Up to three squads per platoon may carry Anti-Gear Rifles for -5TV each.
- Any squad may be Airdroppable (Paratroopers) for +5TV.

WFPA Veteran Options

- Two additional squads per platoon may carry Light Mortars for +5TV each.
- Any Badger IFV or Badger APC may be Airdroppable for +15TV. (Post-1940)

Military Police & Patrol Infantry Special Weapons Team

- For each platoon of infantry taken you may buy (2) Special Weapon Teams at +15TV each. Each team is (1) base of Infantry, Level 3 Infantry skill, Armor 8, and Stealth 2. Each team acts as it's own Combat Group. Armed with a Sniper Rifle (Stabilizer) or single heavy weapon upgrade and 2xCAR (Acc 0, Rng-1/2/3/6/12, DMx2, RoF 2 – AI) per team.

Options

- Any team may upgrade to Medium Armor (+1 Armor) for +5TV.
- Any team may be Airdroppable (Paratroopers) for +5TV in NorGuard and WFPA armies.
- Any team may swap a Sniper Rifle for an Anti-Gear Rifle for +5TV.
- May take ORV, APC, or Riding Beast options.

Veteran Options

- Any team may swap a Sniper Rifle for a Rocket Launcher for +5TV in any army, or a LMG for +0TV if in a NorGuard Army.
- Any NorGuard or NorLight team with a rocket launcher may take three Anti-Gear Missiles for this launcher for +10 TV. This allows the team to make up to (3) AGM attacks using the AGM stats with Rocket Launcher ranges.

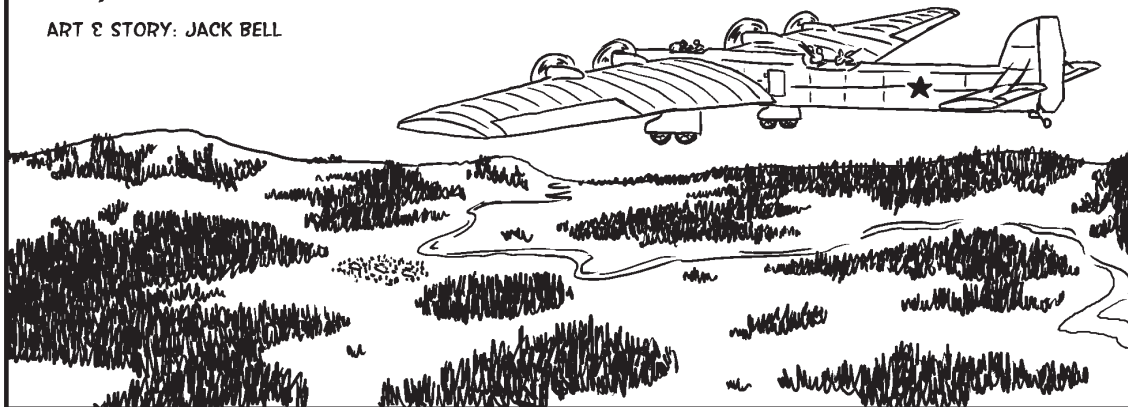
Next Issue: **Northern Military Police & Military Patrol Vehicles**

(Thanks to Ice Raptor and the DP9 forum folks for useful suggestions and critical commentary.)

The hunt of the Bears

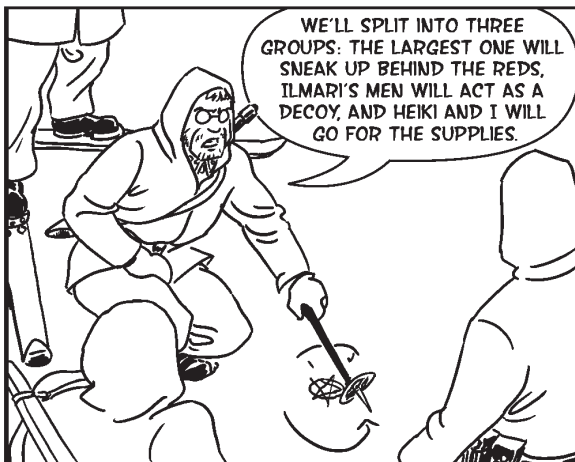
ART & STORY: JACK BELL

CHRISTMAS EVE, 1939, KARELIA. A MONTH AFTER INVADING FINLAND IN MASSE, THE RED ARMY HAS BECOME BOGGED DOWN DESPITE THE URGING ON BY STALIN. NORTH OF LAKE LAGODA, THE FINNS HAVE MANAGED TO PARCEL OUT THE SOVIETS INTO SMALL ISOLATED POCKETS CALLED "MOTTIS".



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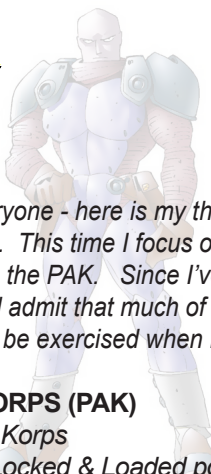
THE HUNT OF THE BEARS



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THE HUNT OF THE BEARS





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SPOTLIGHT: PORT ARTHUR KORPS (PAK)

GERRIT KITTS

Hello again everyone - here is my third army spotlight for Heavy Gear Blitz!. This time I focus on everyone's favourite purple psychotics, the PAK. Since I've only played 3 games with my PAK, I will admit that much of this isn't battle tested - caution should be exercised when reading this advice!

PORT ARTHUR KORPS (PAK)

Faction: Port Arthur Korps

(Heavy Gear Blitz: Locked & Loaded pg. 107)

The Port Arthur Korps - aka PAK - are the embittered remains of the first invasion wave Earth dispatched to Terra Nova during the War of the Alliance (WoTA). A mish-mash of psychotic super soldiers, advanced Earth technology and Terra Novan tactics has allowed them to become a powerhouse in the Badlands. Their rise has given Peace River new reasons for military expansion, and the PAK struggles to ensure its survival in the face of antagonistic Terra Novan nations and a crumbling social order.

PAK provides the war gamer with a very unique army, allowing the enthusiast to field stable Earth equipment - like the fearsome HT-68 - alongside Terra Novan favourites like the Tiger or Python Gears. As they can also field GREs, the PAK has a wide range of tools available on the miniatures battlefield, allowing them to effectively accomplish multiple types of missions. More importantly, however, they are one of the best ways to blend Terra Nova miniatures with CEF miniatures, giving the connoisseur a wide variety of choices in how they construct their army.

WHY SHOULD YOU PLAY THE PAK?

Players are typically drawn to the PAK for one simple reason - hover tanks. The HT-68 and HT-72 are iconic sculpts, and the PAK is the only way to field them along side Terra Novan gears. The HAPF can get GREs and the Heteroi - but if you want the real deal and not a cheap knock-off you need to go to play PAK. With the speed and lethality of the HTs, coupled with the anvil-like GREs and with Gears to fill in the middle, the PAK allows the player to create a force that can quickly take advantage of weaknesses in a defensive line and exploit them for victory. If you really love the HT-68 or HT-72, but don't like the CEF - then choose the PAK.

WHY SHOULDN'T YOU PLAY THE PAK?

The Port Arthur Korps are a bit restrictive in that they don't get any of the newer Gear models available to the armies of the North or South. Even a Leagueless force will typically field more Jaguars or Black Mambas, not to mention Cheetahs, Grizzlies,

Spitting Cobras, or Huns. In addition, the access to hover tanks can be limiting since they only come in pairs, preventing a PAK force from being extremely flexible at low TV values. If you like a lot of variety or tend to play low-TV games, you may want to consider another army instead of the PAK.

ARMY SPECIAL RULES

GREL Instability: GREL instability is something of a double-edged sword. At times it's a benefit, at other times it's an annoyance, and in one case it can be a danger. Here is a short analysis of all of the instability effects:

- **Minerva Daredevil:** This can be a dangerous event, especially if you play with lots of solid terrain. Ramming a pile of rocks is generally low on my 'things to do list', and when you get this roll, it's not exactly uncommon. This is a very common event due to the HT's being fire magnets and the wording of the instability rules. You will likely run into this at least once per game, depending on how traitorous your dice are.
- **Maxwell Sharpshooter:** This is generally a negative roll since you may not want to fire your weapons at the largest size target due to more pressing tactical concerns. This is a serious issue for the HHT in particular due to their ATMs having limited ammo; you can easily waste a shot against the front glacis of a Aller when it's not going to do much good. For this reason alone, I tend to try not to field GREs on my HHTs.
- **Mordred Determination:** This is generally a positive event since you don't lose any DEF by going stationary and you get a bonus to ATK. However, if you're in the open, you might find yourself exposed at the worst possible time.
- **Jan Meglomania:** This is generally an annoyance as the negative effects are mostly mild. The biggest disadvantage is that you can't gain CPs, which could leave you unable to maximise your firepower when you most need it. Generally, though, you don't have to worry much about it.
- **Morgana Complex:** A very irritating event since it generally means you won't be able to attack targets unless you were already prepared to do so. Since your concealment isn't that great to begin with, you can find these squads unable to open fire. If you're using them as snipers hidden deep in cover, though, this becomes practically a non-event.

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SPOTLIGHT: PORT ARTHUR KORPS (PAK)

Army Commander: The PAK Army Commander upgrade is relatively common at +10 TV to upgrade any model's leadership. As usual it's worth it - and perhaps even more so for a hovertank-heavy PAK force. Each additional point of LD is yet one more CP per turn, after all - allowing you to squeeze every drop out of your HTs before they are inevitably overrun.

Additionally, you have the option of attaching a HPC-64 to any squad to act as the Army Commander. This is a reasonable but risky choice, as it puts your Army Commander into a somewhat fragile vehicle. This does allow you to field low- or mid-TV forces composed entirely of hover units, however, by attaching the HPC-64 directly to a LHT or HHT squad. I generally do not exercise this option as I feel that a high CP burn rate is critical for PAK armies; and it's too easy to lose your AC in a HPC-64.

Post-1940 Rules

(Available in Return to Cats Eye or the Errata document)

Heavy Hovertank LPLC Swap (Page 70): A solid upgrade that swaps the AGM, ATM, ABM (if present) and HPA on a Heavy Hovertank for a significant price discount. Anything that decreases the cost of a HT by this amount has to be welcome, especially with the option to link the weapons. Utterly deadly on the mobile HT chassis, allowing you to take 2x solo LPLC shots followed by a CP driver linked shot, or 2x linked shots with an action saved for Jump Jets. Very highly recommended but don't go crazy with these upgrades; your ATMs can be very useful as well.

Hovertank LPA/HPA Upgrade (Page 70): See the individual squad descriptions for details on this swap.

GearUP! Issue 1

'Optional Defense Modifiers' (Page 22): If your gaming group is playing with these rules, go ahead and mark up the cost of every LHT and HT by +5 TV to incorporate the increased Maneuver modifiers. It's simply not worth playing without them. The HPC-64 is a harder choice because in theory it should be out of harm's way - but it's an excellent way to spend +10 TV if you don't know what else to do with it. My personal philosophy, however, would be to get weapon upgrades before committing to the HPC-64 Maneuver upgrade.

GearUP! Issue 2

'Revised Range Bands' (Page 40): If your gaming group is playing with these rules, note that the LLC upgrade is far superior to the HPA upgrade both from a damage and cost perspective. The

LLC has nearly twice the range, equivalent or better damage at every range except extreme, and is cheaper to boot. Unless you specifically want to swat a Wild Ferret or Weasel (which are vulnerable to haywire), save your TV and choose the LLC.

'Suicide Attacks', Ramming and You

Why title this section 'suicide attacks'? Simply put, both the LHT and the HHT are built for ramming things. With ram plates and high armor, the likelihood of doing direct damage on anything other than a straight-on ram is slender. A hovertank can easily spend an action to accelerate to Top Speed, then spend an action to ram a target at Combat speed and drop it to stationary. HHTs can then use their remaining action to shoot their (now stationary) target with an ATM with pretty much a guaranteed kill. LHTs require a CP for the same result. In both cases, the HTs remain at Combat speed with respectable DEF modifiers. In the event that you don't have spare CPs, however, you can choose to use the same tactic at Combat speed - which then drops your HT to stationary as well. This can kill your target, but CP usage likely means your opponent is firing back at a now-stationary hovertank.

If you really need to kill a target, this swap may sometimes be useful. If you take out an expensive Army Commander, say from the Black Talons or SRA, it's often worth trading a relatively inexpensive LHT-67 for the more expensive army commander. You can also use this 'trick' to let your LHTs combat heavier tanks (their size of 10 allows them to ram and stall up to size 14 vehicles) effectively. Sacrifice one pawn to stall and hopefully damage the tank with its parting shot, then bring your remaining forces up for a crossfire / coordinated attack shot. It should be obvious that trading your 100-200 TV hovertank for a 45 TV Hunter is not useful, however - so keep in mind your greater strategic plan when you are picking targets.

Furthermore, if you **know** for a fact you're going to lose the model, and the ram attack is going to be straightforward, you have nothing to lose by using the autopilot on the hovertank. All hovertanks have them, and if you know you're going to die, the extra action can be used for additional dice on your parting shot or (if you've maneuvered your opponent so that he can't spend a CP on the target) additional shots. This should only be used sparingly since autopilot does terrible things to hovertanks, but in certain clutch situations it can be very useful.

Finally, canny opponents will start setting traps for this behavior, so you must be prepared to lose some forces as you figure out how to successfully employ it. You can't rely upon it winning games for you, but it can sometimes pull your bacon out of the fire - if used judiciously.

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SPOTLIGHT: PORT ARTHUR KORPS (PAK)

CORE COMBAT GROUPS

Infantry Platoon [Locked & Loaded pg. 168]

The PAK Infantry Platoon stands out for one very good reason - GRELS. These guys are very tough to kill from anything short of a hand-grenade (which is very good at killing them) and can serve as a suitable 'anvil' for the remainder of the PAK army. You can also choose to tool up an infantry squad and have them operate as roving attackers almost as effectively as Gears. You also can choose standard infantry if you want to go cheap and fill out a Core requirement, in which case the army list functions equivalently to the Polar factions. Finally, airdroppable GRELS are not exactly friendly and can cause some real havoc.

Before we go too much further, let's talk about GRELS - specifically GREL armor. Mordred GRELS come with armor 14 - which is really good for infantry. Yet all but a few Gears carry a x15 DAM AI weapon in the form of the HG - which will seriously mess up infantry. With +2 ATK to hit a target point, and infantry having to defend against the raw roll, coupled with the way infantry defend against AoE attacks, the statistics of defending against these common threats quickly gets complicated. This makes it hard to decide what is 'best' when we're talking about GREL survivability.

First off, the ORV boosts GREL armor to 16; the immediate benefit is that you need a MoS 2 to remove a stand of GREL ORVs. However, you're losing the +1 DEF modifier at combat speed which means you're more likely to take a MoS 2 hit in the first place. When ATV GREL are defending MoS 1, you're defending MoS 2 - and you're right back in the same situation. ATV GRELS don't boost your armor, but you keep your +1 DEF which makes it more likely you'll tie or beat the attacker's roll. Note that the Turtleshell armor doesn't help in any way, shape or form - you're still 1:1 MoS to damage.

In the end, with GRELS - decide between the ORV and ATV based upon how lucky you feel with dice. If you naturally roll high, the ORV is probably the better bet, since you're less likely to lose any models to begin with. The ATV is the better option if you roll low, since the +1 DEF will mitigate your low rolls and hopefully prevent you from taking any damage. But do note that a major difference is that the ATV GRELS suffer a DEF modifier from being stunned, whereas the ORV GRELS do not. If your opponent routinely fields stun generating weapons, the ORV is likely the better bet.

I generally segment PAK infantry into two types; strikers and defenders. GRELS are strikers, using their ability to move and shoot to advance upon the enemy and attack at close ranges.

I advocate giving GRELS either the ATV or ORV upgrade to let them take the fight to the enemy; GRELS on foot are rather slow and difficult to use properly for their points.

Defenders take the light mortar and hide behind cover or are used as a defensive screen on an objective. The GREL upgrades are often wasted on them as they are simply throwing IF or long ranged fire out there. Note that these extremes are not set in stone; you can certainly use GRELS as defensive screens or human infantry as ORV strikers. In general, though, PAK gives you the flexibility to play to the strengths of both GREL and non-GREL infantry. Ironically, GRELS make the best EW spotters due to their higher Infantry skill, letting them make 3 FOs per turn.

GREL infantry on either ATVs and ORVs can be very dangerous when paired with a Rocket Launcher, Grenade Rifle or Anti-Gear Rifle. The combination of GREL + ORV + GR is nearly 60 TV - the cost of a Tiger - so you need to squeeze every last drop of performance you can out of them. Airdrop them in your opponent's back field for an additional +5 TV per squad, and you have a lethal attack force against stationary Fire Support Gears or the like. Put Demo Drones on them for even bigger fireworks when they pop onto the board.

You also have the option to add a HPC-64 to a squad as a transport. I would suggest you take these out of a Hover Cavalry squad, since you get more combat group activations this way. Taking one or two is generally a waste of TV; they simply become targets for your opponent to pick off as they can. They do, however, provide even faster movement than the ATV or ORV option, allowing you to deliver demo drones to the far side of the board quickly - or slower GRELS with rocket launchers. Either way, they are decent upgrades - but ones that need to solidly fit into your battle plan beforehand.

Two final thoughts on the basic infantry armor upgrades. These are extremely situational; the AI perk grants any anti-infantry weapon +2 to ATK, which makes a mockery of the +1 armor you get with medium armor or the +2 for heavy armor. ORVs with heavy armor are +20 TV but only armor 12; that's as good as most gears but they only feature a +0 DEF. ATVs with armor 10 are +1 DEF, but a HG will make a mockery of either.

Finally, I'm not a fan of the hovercycles or riding beasts. Losing speed for an increase in cost - with anemic JJ 2 - makes hovercycles decidedly suboptimal. Riding beats are even worse. You are probably better off spending your points elsewhere.

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Example Infantry Platoons:

[200 TV] Infantry Platoon 1 "Generation GREL"

[CGL] Infantry Squad w/ GREL, ORV, Grenade Rifle
Infantry Squad w/ GREL, ORV, Grenade Rifle
2x Infantry Squad w/ GREL, ORV, Rocket Launcher

Costing as much as - or more than - a GP Squad, these guys can hit pretty hard and engage gears successfully. They are still infantry despite their armor 16 so beware of HMGs, APMs and HGs; all three are dangerous and can wipe out a squad before you know it. But with 8/16 move, you can move around the periphery of the battlefield and choose where and how you engage.

[150 TV] Infantry Platoon 2 "This is PAK Land Now"

[CGL] Infantry Squad w/ GREL, Grenade Rifle
Infantry Squad w/ GREL, Grenade Rifle
2x Infantry Squad w/ Infantry Mortars, Demo Drones

Blending the strengths of both the GRELS and normal infantry, we get a solid base defense force that can hole up in a city and be very difficult to root out. The GRELS will need to carry the brunt of the assault, with the demo drones reserved for the most dangerous of forces. Still, it's very unlikely that GRELS in buildings won't see the end of the game - allowing you to deny your opponent some objectives in the process.

[180 TV] Infantry Platoon 3 "Purple Parachuting Parade"

[CGL] Infantry Squad w/ GREL, Rocket Launcher, Paratrooper
Infantry Squad w/ GREL, Rocket Launcher, Paratrooper
2x Infantry Squad w/ GREL, Demo Drones, Anti-Gear Rifles, Paratrooper

Something very few people would like to see pop up in their backfield, and still not too many points that you can't lose them without damage to your tactical plans. These guys hit pretty hard on the initial drop, and if there's suitable cover, can make a last stand that will seriously screw up your opponent. Use them to hit things in their rear to halt a push through a particular board sector. These guys can also double as a defensive force if you over-extend your lines.

Morgana Commando Platoon [Locked & Loaded pg. 169]

Morgana squads are said to be the most feared of the GRELS during the War of the Alliance; unfortunately, they rarely come through in this department. Though they share the high armor common to GRELS and have Stealth (2), their weapon options push them towards either very light anti-Gear work or recon. This is necessarily a bad thing; but at 25 TV to start and +5 to get the Anti-Gear Rifle (AGR), they are nearly twice the price

of comparable infantry spotters and the same price as a Wild Ferret. That said, they are a solid investment if you have 30 TV to drop and you don't know where. Keep them stationary, hiding in cover to maximize their stealth and they can take shots at most trooper Gears without fearing too much retaliation. Still, a HG wipes them out the same as any other infantry... so be careful.

Note that being GRELS, you can move and fire weapons on the ATVs; which makes the Morgana somewhat fearsome with the AGR or Rocket Launcher. The TD(2) is probably better left to a Silverscale, though it can be a cheap(er) way to get a TD if the rest of your force is already set in stone. Unfortunately, the Sniper Rifle option at +10 TV (or the Laser Sniper Rifle at +15 TV) is horrible overcosted, as it's only useful against infantry. There are far better options to fight infantry with than trying to snipe them to death.

Example Morgana Commando Platoon:

[30 TV] Morgana Commando Squad 1 "Silent, Deadly... With a Big Gun"

Morgana GREL Infantry Squad w/ AGR

This is a pretty generic Morgana squad. Find a good place for them in some cover, have them hide at stationary on the first turn and proceed to take pot shots at units that they can hurt, like Hunters or Tigers. For some variety, have them put a FO out there every now and again; with EW 2 they aren't exactly slouches in this department, either.

Hover Cavalry Patrol [Locked & Loaded pg. 170]

The PAK Hover Cavalry patrol is very similar to the polar factions Cavalry patrols, featuring extremely thin-skinned combat vehicles that can in the right circumstances pack a hell of a punch. They are airdroppable - like their southern counterparts - which opens up some neat tricks with them. Their jump jets also allows them to cover ground that the polar cavalry count not, though they pay for it with LSP. It's very important to keep in mind that these things are tin cans - even a LAC can overkill them on a MoS 5. That sounds like a lot, but once you get some modifiers rolling, it's not.

That said, these guys do bring some benefits to the table. First, you can swap two of them - coincidentally the base size of the patrol - to have HRP/24s, a very welcome addition to a PAK force. This puts the total cost for a HPC-64 w/ HRP/24s at 60 TV, which is cheap for most fire support gears. Park them behind cover and let them go to town, saving their extra action for Jump Jets to quickly scoot out of the line of fire.

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Also, if you wanted to bring these guys as part of your infantry squad, don't discount the activation benefit to having them be a different squad. You pay the same price to outfit a squad of 4 HPC-64s for infantry duty here as you do in the infantry squad, but you get to count them as different combat groups for activation purposes. This is a very big deal - so remember them if that's how you want to field your infantry.

Additionally, the Veteran option to upgrade to the Command Variant is a decent upgrade, giving Autopilot, ECCM(3), ECCM(3), and a Sat. Uplink. You can generate 3 CPs a turn from this unit which costs 75 TV; that's a better price ratio than a Wild Ferret (who pays 30 TV per Sat. Uplink action). It does however become pretty vulnerable; 1D6+0 isn't going to save you against most attacks. Using discretion - like with most of the PAK army - is a required skill for this unit.

Finally, the GREL upgrades. This squad - due to its very fragile nature - is a poor fit for the GREL upgrade, as you add +25 TV to an already expensive unit and don't really improve it all that much. With the HRP/24 upgrade it can be useful; but then each HPC-64 is nearly a 100 TV model. That becomes an excellent target for a fighter airstrike, which will savage a stationary (or combat speed) HPC-64 mercilessly. My vote is to skip them here, and apply them on another squad.

Example Hover Cavalry Patrol:

[120 TV] Hover Cavalry Squad 1 "Floating Rockets - What Could Go Wrong?"

[CGL] HPC-64 w/ HRP/24; HPC-64 w/ HRP/24

Quite possibly the most common way to see the HPC-64s; or rather, not see them. They will get parked behind some solid cover and basically be motionless until they are destroyed, all the while raining down steel death from the HRP/24. Not terribly creative, but not a horrible way to get some artillery firepower in the PAK list.

AUXILIARY COMBAT GROUPS

General Purpose Squad [Locked & Loaded pg. 164]

The PAK GP Squad operates like most GP squads in the game, fulfilling roles of light skirmish or assault. You can also conceivably outfit it as a close support element but the Support squad out-performs the GP squad in that role. One very minor bonus for the GP squad is that it can consist entirely of either Northern or Southern units, making this squad a popular 'shared' choice between a PAK force and another Blitz! army.

The Combat Group Leader [CGL] can be upgraded to either a Tiger or a Sidewinder. Both models provide vastly improved offensive capability at the cost of some decrease in Autocomm and Detect. The Tiger carries a MAC and a MRP/9 with a +1 ATK bonus; the Sidewinder carries a MAC and MRP/36 but trades the ATK bonus for a +1 DEF at Ground-Combat. Generally, the Sidewinder is an excellent upgrade if you have the model. The only loss over a Headhunter or Command Jager is the +1 Comm bonus, and you can easily live without it. Being a +0 TV swap, you aren't sinking any more TV into a model that's at the top of most people's preferred targets list. And you gain some small saturation capability in the squad, using the MRP/36's RoF for AoE.

The Tiger is harder to justify for a CGL. Though the +1 ATK bonus is nice, your commander has better things to be doing than firing their weapon most of the time. In addition, putting an extra +15 TV into a +0 DEF gear is dangerous, as one indirect fire attack will likely destroy that model. My general rule would be to pass on the Tiger in favor of the Sidewinder, northern sympathies notwithstanding.

The remainder of the squad can be upgraded to Desert Vipers for +15 TV or Warriors for +5 TV (in a Veteran squad). The Desert Viper has good armor but a poor DEF modifier due to only having the Walker movement type. This is balanced somewhat by the heavier weapons of a MRP/18 and a HGL, both of which are excellent mid to close support weapons. Swapping one or two models to Desert Vipers makes the GP Squad more defensive in nature in my opinion; you are trading mobility for hitting power, which can be substantial. Because the PAK has better assets for maneuver warfare this isn't a major sacrifice, and thus I often encourage this swap.

The Warrior upgrade is a bit more situational. You gain some Detect and Autocomm over a Hunter, but the real boost comes from the ECM(1) perk. Unfortunately, the mechanics do not favor ECM(1) blocking anything dedicated scout machine; your EW + 1 simply won't beat most scout gears rolling EW + 2 or better for a FO. However, it can be useful in a pinch against models that don't have high Comm ratings, and is a useful upgrade if you have spare TV that you can't find any other good use for. You should note that the only way to get to EW:2 in this squad is the GREL upgrade, which brings its own issues - but generally you will want to splurge and get the boosted skill rating.

Weapon swaps in this squad are very short ranged, with the RFB being fair against trooper gears and the FGC dealing well with light gears. The FGC+HHG option is a solid one for most players due to the high DAM on the HHG. The MFL is harder to justify, though it can easily kill infantry and one or two in a force is very aesthetically pleasing.

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The SC upgrade for the Desert Viper is very situational, and for most armies I advise against it. PAK has trouble getting a large quantity of stunning attacks, so losing the HGL to go for the SC seems more of a hindrance than a help to me. However, if you routinely play against armor-heavy opponents, you might find it of use - just make sure you bring plenty of them. The second a tanker sees a SC at close range, he knows exactly who his target is.

Finally, the GREL upgrade for this squad doesn't bring much to the table. You pay the same price for the ATK:3 DEF:3 upgrade as you do for a routine squad member, but it comes with EW:2 and GREL instability. You don't get much (if any) benefit from EW:2, and the instability rolls can play havoc with your battle plan, so I suggest leaving this squad as 'non-GREL' if at all possible.

Example General Purpose Squads:

[175 TV] GP Squad 1 "Goodwill Has Gears Now!"

[CGL] Sidewinder

Hunter

2x Hunter w/ FGC + HHG

This is about as general as it comes - you had better hope that someone decides to cross the board, because otherwise you're sitting out this one. Because you'll always want to be using the Sidewinder's MRP/36 for attacking, use the spare Hunter / Jager to FO for the CGL and the other Hunter / Jagers to setup crossfire bonuses. There's quite a bit of eggs in a single basket - the CGL - but it can be workable.

[195 TV] GP Squad 2 "Fire Support Beggars Can't Be Choosy"

<Veteran>

[CGL] Sidewinder

Hunter

2x Desert Vipers

This squad actually brings an appreciable amount of firepower to the table in the 6-18" range. With plenty of MRPs to go around, and the HGLs to deliver stuns against high DEF targets, this squad is actually rather flexible. You'll want to keep these models in cover - especially something like a city - where their low DEF modifiers won't be as big a deal. Otherwise, use the Hunter to FO whatever you want to do and allow the other gears to bring the thunder.

[200 TV] GP Squad 3 "Poor GREL's Recon Squad" <Veteran>

[CGL] Sidewinder;

Hunter w/ RFB

2x Warrior w/ GREL

A little bit odd, this squad attempts to bring some ECM capability to a PAK force - something that's in short supply - but does so in a pretty limited way. With ECM:1 and EW:2, the Warriors won't be winning many straight up EW battles; but they can try to block one or two really, really important ones. This squad is very situational, and I wouldn't recommend it for most players until you have a firm grasp how your PAK force operates.

Light Hovertank Squad [Locked & Loaded pg. 166]

The LHT squad is the best friend to most PAK players, combining excellent anti-gear firepower with very fast speeds. These are not line-breakers, but more of piranhas, isolating weaker elements and stripping them of the most important targets before quickly fleeing once more. The more expensive LHT-71 is generally safer in this role due to its 'Improved Rear Defense' perk and higher rear armor value, but you pay for that as a rather pricey +30 TV upgrade. It is my opinion that the choice between the two tanks falls to player preference and TV limitations. The LHT-71 is better for quick strikes, whereas the LHT-67 has better front armor and is cheaper for suicide attacks.

Don't neglect your LHTs ability as forward observers; with TD(2) and excellent speed they can usually spare an action to throw down a FO for any guided weapons you may have. The HTs will appreciate this generosity, as can some attached Leagueless troops. And for recon objectives, the high Detect and Sensors ratings of the LHTs can be used to good effect. A single hovertank in a Top Speed slide can usually complete a Scout objective without taking any damage in the process.

One often overlooked perk on the LHTs is that they are airdroppable, allowing this squad to serve as a highly dangerous rear assault force. With the new 'Guaranteed Airdrop' rule from GearUP! Issue 2 you no longer have to worry about these models being absent for the bulk of the battle. Executed correctly you can smash your opponent's skirmish line between two waves of hovertanks from opposite sides of the board. If you fail to nail the landing however - or drop into an area that's too dangerous - you can easily lose the entirety of this squad to reaction fire. If the target is worth enough however, their sacrifice might be worth it.

The option to swap the MRP to dual, linked FGCs is actually quite useful, providing some pretty dangerous firepower against light gears and infantry (who will be wiped out by it). The high ACC on the FGC allows you to nail Cheetahs and Iguanas at point blank range, and the LHTs have the speed to make the best use of the FGC. Against larger targets the MRPs are better; but the FGCs are always a fine way to shave a few TV off this squad.

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When choosing between the HAC, LPA and HGLC, keep in mind a few things. First, the LHTs are likely going to be speeding to point-blank range, so the long range of the HAC is unlikely to be as useful as it might on a slower vehicle. The LPA will tend to do more damage on the same roll than the HAC - but the HAC can generate a Spray RoF attack, hitting multiple targets. The LPA is vastly more desirable against high DEF targets like Cheetahs or Skirmishers, due to the Stun effect. The HGLC will do massively more damage than either the LPA or the HAC, and is very much worth the +5 TV investment. Because the 'best' gun is subjective to the tactical goals you want to achieve with the LHTs, I highly recommend that you magnetize the turrets of your LHTs as you will want to flip between options over the course of several games.

The recon drone upgrade is a fair investment, but keep in mind that you can quickly outpace the drone - and that you already have decent sensors on your LHTs to begin with.

Finally, the GREL upgrade is once again a mixed blessing. It doesn't require a Veteran slot to get a ATK:3 DEF:3 LHT, but it is expensive and you always have the threat of instability hanging over your head. Especially given the costs involved, I would steer away from the GREL upgrades on this squad and instead hold out for the Veteran choices, if you can. However, you are saving 5 TV if you choose it, versus upgrading all three skills; if you can live with instability it's not a bad place to save those TV.

Example LHT Squads:

[185 TV] LHT Squad 1 "Small Game Hunters"

[CGL] LHT-67 w/ LPA

LHT-71 w/ 2x FGC (linked), LPA

A basic squad who's role is to isolate and neutralize enemy scout gears. It's important to think of these guys as a pirhana pack; against an entire Recon squad they won't do much. But this squad is setup to do a sucker punch against one or two gears at once; the CGL throws a coordinated attack action against the target and takes a shot with the LPA. If the target survives, the second tank goes for a rear-arc, crossfired and coordinated shot with it's LPA and FGCs for the kill.

[270 TV] LHT Squad 2 "Scavengers" <Veteran>

[CGL] LHT-67 w/ LD:2, LHT-67 w/ HGLC

LHT-67 w/ HGLC

This squad is designed to kill gears, and they are good at what they do. With some pretty heavy firepower in the form of the HGLC and the MRP/9, they can easily take down their own TV worth of opposing gears in the right situations. Use them to

attack the flanks of your opponents force or to bear down on a squad that's already activated; but keep in mind that your LHTs can't weather a large round of reaction fire without casualties. Keep them moving and hitting your opponent with one-two punches, and they will deliver plenty of carnage.

SPECIALIST COMBAT GROUPS

Support Squad [Locked & Loaded pg. 165]

The PAK Support Squad is without a doubt, the most tactically flexible option available to a PAK player. Most other factions would give their eye teeth for the different options available (but perhaps not the models fielded), giving PAK players something very unique in this squad. However this flexibility comes at small price; because it mixes and matches between North and South, it's hard to use the models within as a 'loaner' force in another army. Still, it's a great way to expand your collection and will often get plenty of use on the table as well.

The CGL has six (!) potential models to field; a Sidewinder, Ferret, Wild Ferret, Basilisk, Silverscale, Sabertooth or Black Mamba (in a Veteran squad). The Sidewinder is a solid choice and comes as the default, giving you a decent DEF modifier and solid firepower in it's MAC and MRP/36. Most CGLs would be happy to be packing such heat, but this does make the CGL an even bigger target. However contrasted to the Black Mamba the Sidewinder is only desirable because it's cheap; the Mamba defends and attacks better, albeit with slightly worse firepower due to the loss of the MRP/36.

The Ferret puts the CGL is a more fragile model, but the higher DEF modifier should offset this. With a TD(2) and good speed you'll be able to spot most targets reliably well, and can probably shrug off a near miss or two. The Silverscale is a similar upgrade, granting very solid ECM and TD capabilities with decent DEF; however due to the cost of the upgrades and the relatively low DEF modifier, I'd defer to the Ferret upgrades over the Silverscale most of the time.

The Basilisk is a more fragile - but cheaper - trooper gear that is the downgrade it looks like. Ironically if you want a 'typical' CGL this may be the best possible choice, since the 'coordinated attack' action isn't dependent upon any of the Basilisk's attributes.

The Wild Ferret is a solid swap, trading the TD(2) for ECCM(2) which is a godsend to an Army Commander. The Wild Ferret is actually a very solid choice for your Army Commander due to this perk, which makes it difficult for most models to block your CP distribution with ECM. In this respect it's similar to the Sabertooth, which pays more than the Wild Ferret but packs heavier firepower too. Though the MRP/9 is a solid anti-

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gear weapon and ECCM(2) is very desirable, from a purely mechanical perspective the Wild Ferret is the better Army Commander vehicle.

But since the Tiger and Sabertooth are the pinnacle of both Heavy Gear design and sculpture, most players will want to field them as their CGL. Though I digress....

For the remainder of the squad, there are several possible upgrade choices, all of which must be balanced against the goals of the squad you are assembling. Without any doubt, the Badlands Python - featuring a massive MFM - is bar none the gem of this squad. You may not want it if you're trying to make the Support squad into an ECM equivalent - but any other squad will want two. These are practically mandatory purchases for PAK players due to their lethality. Sadly, this makes the Bear an extreme rarity as the LGM and MPR/36 on the Bear simply are not in the same category as the MFM. For the same reason Tigers are less common than the Badlands Python, but are still fieldable; their accurate MRP/9s let them serve as indirect attackers from about 6-18" away somewhat reliably. However their low DEF tends to make them a quickly dispatched target - further reinforcing the Badlands Python's dominance of this squad.

If you haven't put your CGL or AC in a wild Ferret, you very likely will want to pickup at least one; the ability to generate a CP with the Sat. Uplink is very rare and valuable in the PAK list and shouldn't be missed. Having some recon gears mixed with your fire support elements allows you to generate some odd crossfire results using CPs; let your recon gears FO a target, then burn a CP to attack with your DPG. Then let the Badlands Python open up; unless your opponent activates out of sequence this can be particularly deadly.

The Jaguar and Black Mamba upgrades are difficult to justify in this squad for one very important reason. Without any weapon swaps - like a MBZK or HGLC - they both end up packing a MAC and LRP/32, which is far weaker than what the other models in the squad can carry. I would tend to urge you to use them only if you wanted to field their models, and to otherwise try to place them in an attached Leagueless force (where they can get a MBZK).

Finally, the GREL upgrade on this squad is a net negative, in my experience. You can only upgrade attacker gears, and those are just as well suited to the ATK:3 DEF:3 upgrade option which has the exact same price and none of the drawbacks. It's hard to say that you will find the EW:2 option a bargain on a fire support gear. Because of this, I would say not to use the GREL upgrade here - save it for the infantry squads.

Example Support Squads:

[185 TV] Support Squad 1 "You Get What You Pay For"

[CGL] Wild Ferret w/ EW:2, LD:2

Basilisk

2x Bear

This squad is about the cheapest support squad you can put together, which is useful if you are trying to fill a specialist requirement. It does carry some firepower in the form of the Bears MRPs and LGM, but it pales next to some slightly more expensive variants of the same squad. The CGL is in a Wild Ferret to give him some defensive skill and let him transfer his action each round to someone within Autocomm distance. Don't expect much and this squad won't disappoint; but it might come through in a pinch.

[295 TV] Support Squad 2 "Obsolete Firepower - But Plenty Of It"

[CGL] Sabertooth

2x Sidewinder

2x Badlands Python

This is probably the heaviest firepower the support squad can put out. With the MRP/36s of the Sidewinders able to generate a 4" AoE, and the MFM bringing a 3" AoE, you can easily saturate a large section of the board with x18 and x20 firepower. With a cooperative LHT squad spotting targets and a convenient hill to hide behind, this squad can bring plenty of pain - at least until the paratroopers show up.

[210 TV] Support Squad 3 "Nutters And Gunners"

[CGL] Basilisk w/ Demo Drone

1x Basilisk w/ Demo Drone

2x Badlands Python

A very odd squad, in that the purpose of the Basilisks is to get close to something and drop the drones; quite possibly dying in the process. While the Pythons find a big rock to hide behind or under and pound things with their MFM. Best used as two completely different elements, though few targets will take both a Demo drone and a MFM blast in the same round and walk away smiling.

Heavy Hovertank Squad [Locked & Loaded pg. 166]

Ah, the Heavy Hovertanks of PAK. An excuse to field some of the most elegant models every to grace a gaming table, and give them scratches, dings and damage to reflect the hard times these beasts have served through with pride. But with the recent errata increasing their action count to 3, these monsters have truly hit their stride. Coupling heavy weaponry with excellent

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speed and good defense, Heavy Hovertanks can rapidly turn the tide of any battle as are a psychological sledgehammer to boot.

This does not mean that the HHTs can operate like a traditional Aller or Visigoth, however. They are tough, but not quite that tough. Using them as a spearhead against an entrenched position will likely end up with them as smoking craters from concentrated firepower. Just like the LHTs, the secret to success is learning just how big of a chunk a HHT squad can swallow, and keeping your greed in check. The HHTs can tear up far more than the LHTs by a magnitude of difference or more; their superior weapons ensure that. But if you throw them into the middle of a Strike and Fire Support squad, they will be pounded into dust.

Both HHTs bring an excellent selection of weapons to the table in the form of the VHAC, AGM and ATM. The HT-72 rounds this out with a ABM which is simply brutal against infantry and can damage Cheetahs when few other attacks can (which shouldn't be underestimated if your opponent fields Cheetahs routinely). The HT-72 has the Improved Rear Defense perk, which lets it ignore the -1 DEF modifier for being attacked from the rear arc. It pays for this with a very minor hit to armor (34 instead of 35 from the front) but gets some speed and sensors out of the deal. It's difficult to judge if the +65 TV for the HT-72 is worthwhile; the primary boost comes from the additional ABM. My belief is that the HT-68 is just as worthwhile as the HT-72 for most situations except line-breaking; and I try not to put myself in that situation to begin with. However, considering how incredibly well-sculpted the HT-72 is, few players will resist the temptation to pickup at least one.

Yet this is not enough for the PAK, and they get one very excellent upgrade in the form of the LLC. With better damage and sniper, the LLC is a gear-killing machine (pardon the pun) for a very reasonable cost. This is certainly a must-buy, immediately after the GU 1 Maneuver modifier (if you are using those rules). The HPA is aesthetically superior (from my perspective), but lacks the same punch of the LLC with weaker range and only the haywire trait, for nearly double the cost.

On top of this, you have the option to swap AGMs for a LGM for -20 TV. This option may not seem very useful at first glance, but it serves a very useful role in the PAK - it gives them accurate stunning weapons. Short of the HGL on the Desert Viper or the Infantry Mortar, PAK comes up shy in the stun generator categories. Though the loss of the AGMs can be painful, you may find it more useful to have these weapons against scout or

elite gear armies where you want to drive their DEF modifiers down. It's a very good fit for the CGL, who's going to be saving their actions for coordinated attack or artillery calls anyways, and is less likely to empty his ATMs.

And finally, the Post-1940s options in Return to Cats Eye gives the PAK one hell of a boost in the form of dual LPLCs in exchange for every other weapon on the platform. Especially with the weapon link, these are terribly dangerous gear hunters with x20 DAM, +1 ACC and decent range. Use one action for each LPLC individually - then use a CP to fire them linked together against a third target. For bonus points, you have a spare action left to either boost the attack roll (unnecessary if they are GREL) or to spend on Jump Jets to foil a FO. This is worth every penny of the -105 TV 'downgrade'.

This squad is one of the few where the GREL upgrade can make sense. Per the GU 2 errata, the cost to upgrade a hovertanks skill to ATK:3 DEF:3 EW:2 would be +45 TV, whereas the GREL upgrade is +40 TV. That's a savings of +5 TV if you choose the GREL option, and you can get it on a non-veteran Squad. That latter point is the biggest selling point for me; you can choose to field a pair of GREL HT-68s in a non-Veteran slot and save that for another unit. However, it's worth considering just what you are going to save it for; at 500 TV and likely PL 3, you already have 3 Vet slots and less than 500 TV to fill them. Is that 5 TV worth the hassle of the GREL instability rolls? That for each player to deal with, but I'd err on the side of caution and pay the +45 to get a non-GREL crew myself. In games of 2000 TV or higher, I'd flip that decision to maximize my veteran slots choices.

One final word of advice - always take the LD:2 upgrade for your CGL. This gives you 1 CP per turn that you can spend on the CGL (or anybody in autocomms range) that can't be blocked from your army pool. This maximizes your army commander's utility and lets you roam a bit freely as well.

Example Heavy Hovertank Squads:

[325 TV] Heavy Hovertank Squad 1 "Toothless Lions"
[CGL] HT-68 w/ LD:2, LGM
HT-68 w/ 2x LPLC (linked)

This is as cheap as you should field two HTs in a PAK force. You can get them 10 TV cheaper by dropping the LD upgrade but that's foolish; these are going to be a significant part of your force and you should treat them like it. Use the CGL's LGM to soften up targets for the LPLCs, or for the CGL's ATMs. Keep them to the periphery of your battle line and let them choose their targets carefully - preferably elite gears - and you'll make your TV back with them quickly.

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[585 TV] Heavy Hovertank Squad 2 "PAK Attack"

[CGL] HT-68 w/ LD:2, LGM

HT-68 w/ GRELS, 2x LPLC (linked)

HT-68 w/ GRELS, LLC, LGM

This is a pack of three HTs that are gear hunters - and are really, really good at their jobs. With good stun generation and excellent direct fire ability, these guys can pick apart CGLs and rapidly nail high value targets as necessary. Which they need to, since they are likely more than half of your total force composition. These guys can take some damage but don't try to smash your way through everything with them; they need some gentle hands at the controls to unlock their potential.

ELITE COMBAT GROUPS

CEF Rapid Recon and Patrol Squad [Terra Novan Gambit pg. 23]

The HC-3A is obviously designed as a command vehicle, with obscene Comm ratings and ECCM built in. Couple this with good DEF modifiers and a SLC, and you get a fast, agile platform that can snipe gears from afar - or call in artillery on their head. However, the old saying 'you get what you pay for' is very true with the HC-3A, as you pay a premium of 50 TV for this little machine. Unfortunately, it's only armor 12; which means that a solid hit that lands is likely going to swat it out of the sky.

Generally, you should try to play to the HC-3A's strengths, and make it the Army Commander if you include it in your forces. This implies that the Comm upgrade is something of a given, ensuring that your communications won't be jammed (and since you're rolling 2D6+8... nothing's going to jam you, not even a Weasel).

I generally think that the AGM is the better buy over the MRP/9; without a large RoF the MRP/9 becomes a sniper weapon, and the AGMs do that job much better. Considering that the AGM is cheaper (albeit with limited ammo) but requires a Veteran slot, take it if you can spare the veteran slot - otherwise, leave the MRP/9 off as well.

The Sat. Uplink is a decent choice; at either 35 or 40 TV per action you can transfer with it, there are cheaper ways to do so. Yet PAK has a hard time fielding those cheaper ways, so this may be a solid investment if you're worried about running out of CP during the course of your game.

Finally, the Stealth(2) upgrade is a hard sell, mostly because you're likely going to make moving at Combat Speed and taking EW actions, which reduce it to an effective concealment of 0. Since you can't hide effectively (the HC-3A's armor is too low to risk stationary), you need either Night or another table condition to make it worth your while - or the GU2 optional rules.

Example Rapid Recon and Patrol Squad:

[145 TV] CEF Rapid Recon and Patrol Squad 1 "I Spy"

[CGL] HC-3A / LD:2, Comm +5

HC-3A w/ AGM <Veteran>

Make the CGL your Army Commander and keep him hidden as best you can, using his superior Comms to cut through any jamming attempts. You can also snipe with the SLC if you prefer; especially to setup crossfire situations. Use the AGMs on your second HC-3A to attack low DEF gears hiding near the rear; you want low DEF modifiers on your target to ensure your hits are solid.

ARMY COMPOSITION

PAK is a very diverse army, with it's strengths being the GREL Infantry Platoon, Support Squad and both Hovertank Squads. Yet because the Support Squad and Light Hovertank Squads - two of the most flexible choices - are either a Specialist or Auxiliary slot, it can be complicated to determine just what combination of forces you take for a PAK list.

Generally speaking, PAK lists are going to work best with a mix of Hovertanks and a second force. Using only infantry plus gears is possible but an uphill battle; you have little in the way of the more specialized troops other armies could field. In particular for PAK compares unfavorably to Leagueless for infantry plus gears due to the better weapon options in a Leagueless force. This axiom is stronger the higher the TV limit you are playing with; in a 500 TV game the PAK can put together as strong of a gear + infantry force as most other armies.

If we assume you are playing PAK because you want access to hovertanks, the composition rules tend to favor both PL1 and PL3 armies in my opinion. Their Core choices lack some overall tactical flexibility, limiting what tactical roles they can plan on a case by case basis. This degree of squad specialisation, coupled with the somewhat expensive nature of hovertanks, means there's not a lot of spare TV floating around. For this reason I tend to think PAK at PL 2 is a harder sell; taking 2 Cores at 800 TV is forcing you to spend somewhere around half your TV on forces that limit your tactical options. At PL 1 or PL 3 the mandatory requirements are skewed towards 1/3 or less of your force, making it easier to fit in 'supplemental' troops that cover gaps in your tactical roles.

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As PL 1 and PL 4 are uncommon in tournament play, I tend to believe that PAK is best suited as a PL 3 force in tournament play. PL 2 tournaments may see PAK suffering a bit, due to the need to include two Core selections, but it's something you can mitigate with proper planning and deployment.

Core Choices: Infantry Platoon, Morganna Commando Squad, Hover Cavalry Squad

The Infantry Platoon is the star of the Core choices. It can be equipped flexibly to either deal damage, hold ground or serve as a passable EW unit. You can keep the cost down by using standard infantry, or try for a more elite approach with GRELS. Properly outfitted this squad can deal with Gears on it's own - though it tends to cost the same as gears at that point. In particular PAK players should give GRELS on ORVs a chance; they blend armor and punch in a way that few other squads do.

This flexibility can also be a curse against an opponent who comes prepared to deal with infantry, however. Keep in mind that GRELS are potent - but an APM or HG will seriously mess them up, and both are somewhat cheap options. GRELS don't have much to fear from a APGL or HMG, though normal infantry will find them terrifying. In short, don't extend your reach too far when using infantry, and remember that they are fragile in some situations.

Unlike the Infantry Platoon, the the Hover Cavalry squad tends to be a very specialised choice. At 90 TV, it's more expensive than a Infantry Platoon with AGRs - which makes them inferior at either holding ground or serving in a general attack role. They can be passable FO units, due to their two actions and high speed, but their low defence tends to result in them being quickly dispatched in this way. Depending on your preferences for infantry, they can be the better choice to fill a Core slot as long as you keep their fragile nature in mind.

Auxiliary Choices: GP Squad, Light Hovertank Squad

With only two Aux choices, it's easy for one squad to be considered superior to the other; and in the case, it's the LHT squad. Blending excellent movement with solid defence, and some very deadly close-range firepower the LHT squad gives the PAK quite a bit of tactical options in some relatively cheap package at 160 TV base. This makes them the cornerstone of most PAK lists, even if their larger brethren are fielded. Properly supported, these guys can do most of the heavy lifting in your force, letting you run the archetypical 'hammer and anvil' described of the CEF.

The GP Squad contrasts poorly to the LHT squad mostly because it's less mobile and the firepower it can bring is a bit more situational. Clocking in at around the same cost as a LHT squad, but with drastically reduced performance, it tends to be the red-head stepchild of the PAK list, easily forgotten in lieu of the LHT squad. It can be useful as a way to put some ECM on the field at PL 1, since your Specialist slots are restricted. Otherwise, it's unlikely that you will field this squad in favour of other choices.

Specialist Choices: Support Squad, Heavy Hovertank Squad

Most PAK players will find choosing between the HHT squad and the Support Squad comes down to how much TV they have. Both squads bring good firepower to the table, but their tactical role varies depending on the rest of the army.

The Support Squad is the more flexible choice of the two, capable of fielding heavy indirect firepower in the Badlands Python or Bears, coupled with good EW capabilities in the recon gear options. The Support Squad is easily the cheaper of the two options, and tends to be the better choice (in my opinion) in games of less than 500 TV - mostly because the HHT squad would be your entire army at 500 TV! This squad are all-rounders, and you should consider them a standard part of your force that you customise to meet the needs of the rest of your selections.

The Heavy Hovertank Squad is certainly more focused than the Support squad, with a heavy bias towards firepower and speed. You probably don't want to keep them in the backfield on the off chance that you need indirect firepower; being such a significant chunk of your TV you need them up front making a difference. This role coupled with their high cost tends to dictate that a HHT is the nucleus of your battle plan, and you should plan accordingly. Use them wisely and they will turn a flank or blunt an assault; but they are still capable of being beaten into submission.

Elite Choices: CEF Rapid Recon and Patrol Squad (Terra Nova Gambit, pg. 23)

The CEF Rapid Recon squad gives a PAK player some interesting choices, for something of price premium. With unstoppable communications (with the optional upgrade, you can be making Comm checks at +8) and good DEF modifiers, it's a solid choice for your Army Commander. It also comes with a SLC, which is decent against most gears, and can be upgraded to have AGMs. However it's still armor 12, and

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somewhat expensive to boot. However, you have to blow a veteran slot to unlock the LD:2 upgrade; depending on the PL you are choosing for the army this may or may not be an issue. PAK players without TNG might consider picking it up for this unit's upgrades alone.

Priority Level 1 Armies

PL 1 armies require one Core choice, and allow one Specialist choice if you take two Core choices. However you are capable of taking two Auxiliary slots, which gives you plenty of flexibility in how you design a PAK force. Even at this level, it's possible to take a HHT squad if you so choose; though it will limit the remainder of your forces. I don't recommend you take a PL 1 force at 1000 TV or higher; at that point you'll want more veteran slots to unlock the best upgrades for your forces.

This level tends to be a solid one in my opinion for creating a low to mid TV force. Choose a Hover Cavalry squad as your Core, then take two LHT squads. You can easily fit this into 750 or 800 TV, and it gives you plenty of choice in how attack objectives. You will need to be very proactive and probably want to choose assault objectives, as defence will not be playing to your strengths.

Additionally, this is a solid choice for taking a infantry heavy force as well. Take a single LHT squad to give you some mobility, using your single Veteran choice to unlock their more potent options. Then fill the remainder of your force out with GREL infantry on ATV or ORV, giving you several combat groups that can attack and defend reliably well.

A common theme at this level is that you won't have much 'backfield' support. Infantry without movement upgrades are too slow, even for defensive work; and the LHTs work better on offence than defence. You run the risk of being overrun if you don't play a canny game - but that is a skill you can quickly develop.

Priority Level 2 Armies

PL 2 armies require 2 Core choices, allow up to 3 Auxiliary choices, and allow up to 2 Specialist choices. Because the PAK Core choices vary in quality, this tends to be a solid PL for higher TV games, but a weakness at lower TV levels. For instance, to fill out two Core slots as cheaply as you would want to (Infantry Platoon with AGRs) you'd need to spend 160 TV; at 500 TV that's a pretty steep premium for units you may not get much use out of.

However, if you wanted to field say 3 LHT squads, at around 250 each, then the above infantry squads are a very small part of your operational strength at 1000 TV. At 800 TV, you could take a HHT squad, LHT squad and the above infantry to have a decent force with lots of hover tanks as well. Or a Support Squad and a HHT squad, using the infantry as forward observers.

Generally though, you have more flexibility at PL 3 than at PL 2 with a PAK force, unless you want to include infantry. If you have a hard time making your force meet a vision, try it at PL 3, and you will likely be able to accomplish what you want.

Priority Level 3 Armies

PL 3 is something of a sweet spot for the PAK. With unlimited Auxiliary choices and solid Specialist slots, the PAK can easily make armies based around PL 3 without suffering too much. The biggest restriction is that you must take an Aux. choice for every Core you take; but since most PAK players will want at least one LHT squad this isn't a huge issue.

Because of this flexibility, PL 3 armies are difficult to codify as one type of force. Some of them will feature nothing but hover tanks; others will be nothing but infantry and gears. A very effective force can blend all of the above; one squad of mobile GRELs, a squad of LHTs and a Support squad is something of an archetype that allows each squad access to Veteran upgrades. At 800 TV the above army is extremely flexible and capable of dealing with most other armies, and can deal with pretty much any objective thrown at it.

In games greater than 1000 TV, this tends to be the PL you want to field for very elite forces full of the top end units. This PL is not terribly practical at low PL limits, though it's possible to do the archetype above with normal infantry instead and still fit in the LHT and Support Squad at around 500 TV. I believe most PAK players would be well suited to starting out with this PL as they learn the ins and outs of their forces, and shifting to other PLs once you are familiar with how the army works.

Priority Level 4 Armies

PL 4 armies dictate that you're going to take at least one CEF Rapid Recon squad - and logically, you want to put your army commander in that squad. As such, make sure you can defend him from unwanted attacks of both the EW and more mundane variety.

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The main benefit for choosing PL 4 for the PAK is that you bypass the Aux requirement for Core selections, so you don't need to bring the LHTs to field a GREL squad. Unless you are playing a very high TV limit (say 2000 or higher), you are unlikely to max out your slots at PL 3, making PL 4 a far more marginal choice.

As I have never played PAK at PL 4, I can only guesstimate whether or not this is a solid choice. My gut would recommend sticking with PL 3, if only for the easier objective limits; but I don't think there's much harm in going to PL 4 if you really want the HC-3A.

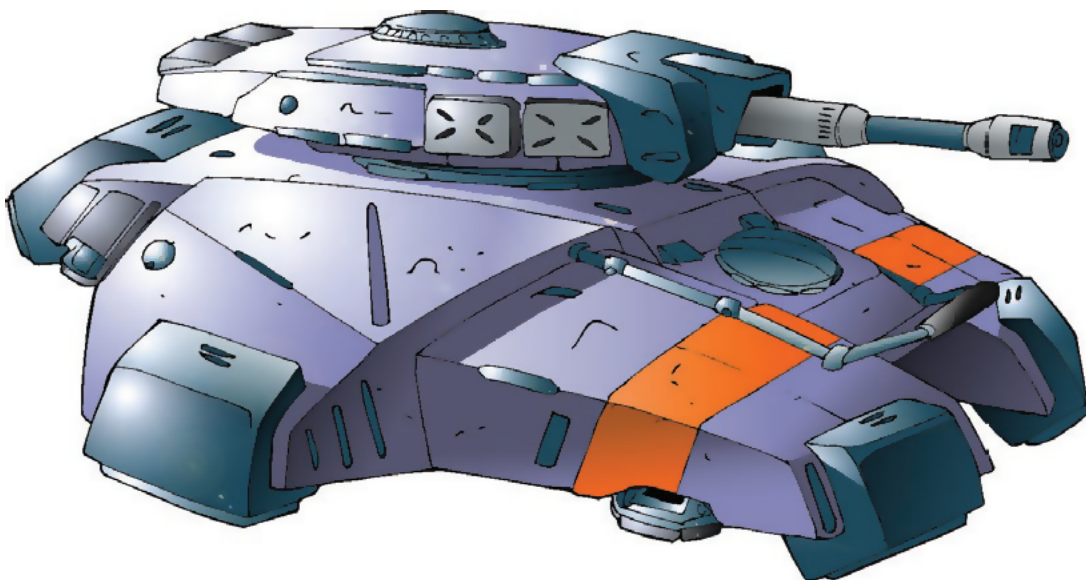
Using (and abusing) the Leagueless

An attached Leagueless force is an excellent addition to any PAK army that wants to include gears. In fact, pound for pound, an attached PL 1 Leagueless force brings more to the table than either of the PAK gear options. Though you probably don't want to bring more than a single Leagueless squad (the command squad) and you have to pay for LD upgrades you probably don't need, that single squad can neatly buttress weaknesses in your overall army composition nicely. Especially for PL 3 PAK armies, this is a very tempting option.

Again, the biggest point to be made is - tailor the Leagueless to fill gaps in your PAK army. If you're missing indirect support, then a Heavy Squad with 3-6 Badlands Pythons can bring you what you need. If you need EW, then a Scout squad with Ferrets and Bobcats will open the battlefield up to your HHT's AGMs and ATMs. If you want gears to hold the line, a standard group of Sidewinders can provide a very solid line of guns to supplant your infantry.

But don't try to outdo your strengths; don't use a Leagueless force for infantry or for tanks (though the Hun or BH Klemm can be tempting). Use that best parts of both armies to make a cohesive whole, and you will get more effective than just the PAK forces you have at your command.

I generally consider Leagueless basically a mandatory addition to my PAK army at high TV. Below 1000 TV, it can be hard for them to 'make up' their TV. The +40 TV for the Army Commander is a very steep premium. Keep in mind however that tournaments may not allow Leagueless attachments due to PL requirements - or simple organiser dislike. Use them, abuse them - but don't become too attached, and make sure you can fight without them if necessary.



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SAMPLE PAK ONLY ARMIES

Here are a few sample armies I have constructed for your viewing benefit. These are not necessarily competitive forces; each playing group interacts so differently that it's hard for me to tell you what will work for your group. Still, I've tried to construct these such that they don't get immediately blown out of the water, so you can try them as-is without too much worry.

The first selection of armies will be for a pure PAK force, suitable for tournament play. These armies may not be as 'competitive' as the combined armies below, but it's likely they can be played in an official DP9 events. Enjoy!

500 TV Sample Armies

PL 1 "Badlands Patrol" [SP: 2 CP: 3]

{ APE: 0.91 TAR: 0.9 BUC: 0.65 CGD: 0.82 AMP: 1.65 }

[190 TV] Infantry Platoon 1: [AC] Infantry Squad w/ AC LD:3, AGR, ORV; Infantry Squad w/ AGR, ORV; 2x Infantry Squad w/ RL, ORV; Morganna Commando Squad w/ AGR, ATV

[302 TV] Light Hovertank Squad 1: [CGL] HT-67 w/ 2x FGC, LD:2; 2x HT-67 w/ GREL, HGLC

A very quick, assault oriented force. The LHTs are the bulk of the offensive power in the army, with the Infantry Platoon responsible for dealing with lighter gears and recon objectives. The Morganna in particular are good to detach and go for Scout objectives. This force has very little to deal with heavy armor, needing to use some pack tactics from the LHTs.

PL 1 "Base Defense" [SP: 2 CP: 3]

{ APE: 0.96 TAR: 0.96 BUC: 0.8 CGD: 1.2 AMP: 1.12 }

[190 TV] Infantry Platoon 1: [AC] Infantry Squad w/ Light Mortar; Infantry Squad w/ Light Mortar; 2x Infantry Squad w/ GREL, Grenade Rifle, ORV

[120 TV] Hover Cavalry Squad 1: [CGL] HPC-64 w/ HRP/24; HPC-64 w/ HPR/24

[220 TV] Support Squad 1: [CGL] Wild Ferret w/ LD:2; Ferret w/ Demo Drone; 2x Badlands Python

Completely opposite of the first army, this force is more about static firepower. With only the GREL ORVs and a Ferret as options for recon objectives, this army needs to select objectives that play to its strengths; namely, firepower. With the Badlands Python fielding the MFM and the HRP/24s from the HPC-64s,

this army has plenty of ways to deal with gears. Heavy armor might cause a problem, as could swarm armies, but generally speaking as long as you can stay behind cover you can do alright.

800 TV Sample Armies

PL 3 "Vanilla" [SP: 4 CP: 4]

{ APE: 0.93 TAR: 0.91 BUC: 0.66 CGD: 1.01 AMP: 1.51 }

[190 TV] Infantry Platoon 1 <Veteran>: [AC] Infantry Squad w/ ORV, Skill: 3, AC LD:4, AGR; Infantry Squad w/ GREL, ORV, RL; 2x Infantry Squad w/ GREL, ORV, GL

[120 TV] Hover Cavalry Squad 1: [CGL] HPC-64 w/ HRP/24; HPC-64 w/ HPR/24

[260 TV] Light Hovertank Squad 1 <Veteran>: [CGL] HT-67 w/ LD:2; 2x HT-67 w/ HGLC

[220 TV] Support Squad 1 <Veteran>: [CGL] Wild Ferret; Ferret; 2x Badlands Python

The 'archetypical' PAK army, giving you a little something from every category. You have mobile infantry for recon and some assault work, hover cavalry to bring indirect fire, light hovertanks for assault and the support squad to bring indirect firepower. This is a balanced army, but it also doesn't have many strengths; most players will find it boring after a game or two and will want to shift up some of the composition.

PL 3 "Ride of the Valkyries" [SP: 4 CP: 4]

{ APE: 0.72 TAR: 0.75 BUC: 0.3 CGD: 0.5 AMP: 1.92 }

[270 TV] Light Hovertank Squad 1 <Veteran>: [AC] HT-67 w/ 2x LD:2, AC LD:3; 2x HT-67 w/ HGLC

[525 TV] Heavy Hovertank Squad 1 <Veteran>: [CGL] HT-68 w/ LD:2, 2x LPLC; 2x HT-68 w/ LGM

If you really, really love hovertanks - here's an army for you. It can't defend to save its life, but it's got plenty of punch - and would be pretty tough for most 800 TV forces to deal with. Keep moving and separate your prey, before you move in for the kill. Beware of army heavy lists, since you only have 12 ATM shots, and you might lose a few hovertanks in the approach. But this list is fun to play - if for nothing other than the psychological impact.

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SAMPLE COMBINED PAK / LEAGUELESS ARMIES

These sample armies feature two combined forces - PAK with an attached PL 1 Leagueless list to fill in gaps in the force composition. Because of this nature, not all tournaments will allow them for play. Though they should be fine for general play, make sure to check with organisers before assuming you can field these armies in DP9 sanctioned events. Also, note that most of these will be PL 3 / PL 1 split forces. I tend to believe that's the most effective way to field these armies, but that reflects my own prejudices. Oh, and I didn't use any of the 'Ill-Equipped' options, due to the varying degrees of acceptance. You can probably make these combat groups 'more efficient' if you really wanted to. Enjoy!

800 TV Sample Armies

"Hammer without an Anvil"

<PAK 575 TV> [SP: 2 CP: 4]
{ APE: 0.58 TAR: 0.63 BUC: 0.21 CGD: 0.35 AMP: 1.67 }

[575 TV] Heavy Hovertank Squad 1 <Veteran>: [CGL] HT-68 w/ LD:2, AC LD:3, 2x LPLC; 2x HT-68

<Leagueless 225 TV> PL 1 [SP: 1 CP: 2]
{ APE: 0.92 TAR: 0.89 BUC: 0.89 CGD: 0.89 AMP: 1.1 }

[225 TV] Standard Group <Veteran>: [AC] Command Jager, AC Upgrades; 2x Dartjagers; Basilisk; Anolis R

This army has two components that have to work very closely together. The Standard group is there to recon objectives and provide FOs for the HHTs, whereas the HHTs are the only real firepower you have. This army is far from optimal and would likely get chewed up pretty badly by an opponent who focused on the HHTs to the exclusion of the recon squad. However, in certain (extremely limited) scenarios, this force might hold it's own. I included it to showcase the difficulty of balancing your interests between the Leagueless and PAK - consider it a warning rather than a suggestion.

"Old Favorites... and new Friends"

<PAK 455 TV> PL 3 [SP: 3 CP: 4]
{ APE: 0.85 TAR: 0.84 BUC: 0.59 CGD: 0.84 AMP: 1.48 }

[195 TV] Support Squad 1 <Veteran>: [AC] Wild Ferret w/ LD:2, AC LD:3; Ferret; 2x Bear

[260 TV] Light Hovertank Squad 1 <Veteran>: [CGL] HT-67 w/ LD:2; 2x HT-67 w/ HGLC

<Leagueless 345 TV> PL 1 [SP: 1 CP: 2]
{ APE: 0.92 TAR: 0.89 BUC: 0.89 CGD: 0.89 AMP: 1.1 }

[155 TV] Scout Group <Veteran>: [AC] Ferret, AC Upgrades; 2x Ferret w/ Demo Drone

[190 TV] Support Group <Veteran>: [CGL] Bandit Hunter Klemm, 2x Peacemaker Razorback

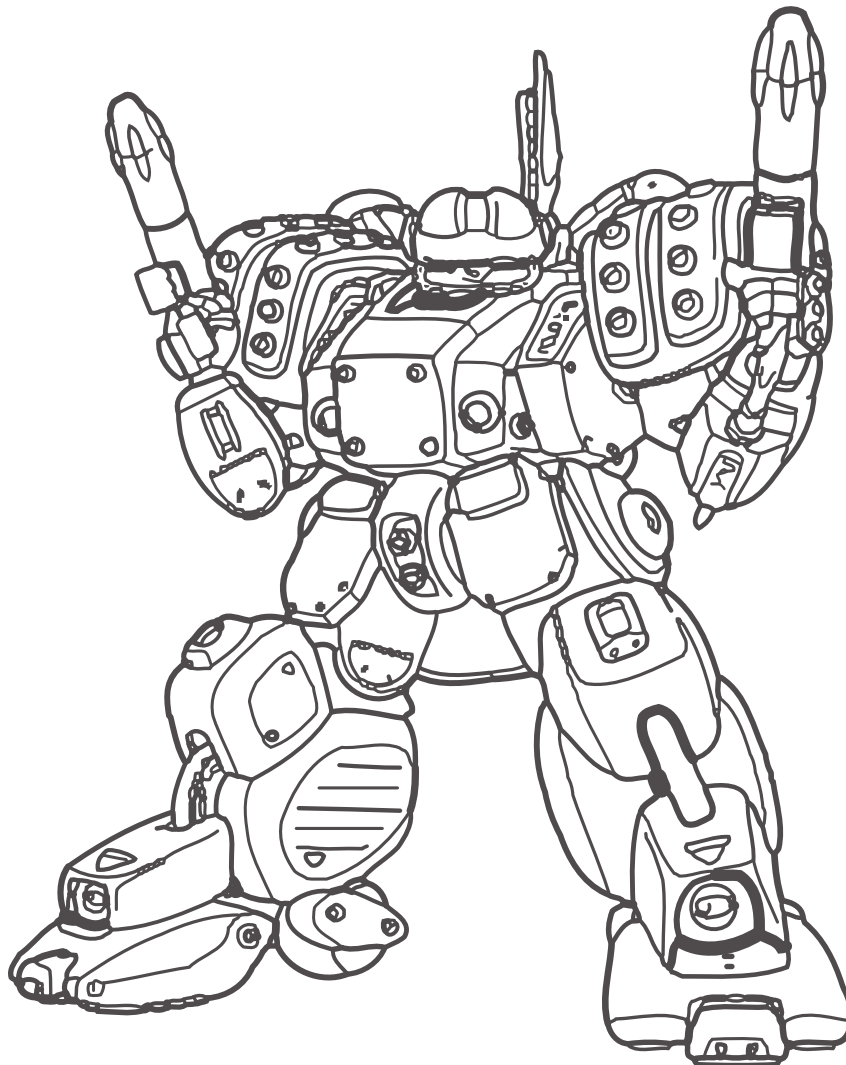
With four combat groups and a solid mix of utility between them, this force lacks indirect fire but has solid recon capability and good direct fire capability as well. The LHT squad can attack a flank opposite the Leagueless Support Group, while the other two squads either go after recon objectives or try to hold the line. These latter two units are not fantastic at straight up combat, so you have to be careful with what you throw them against; otherwise the two assault elements might find themselves without any spotters!

A special thanks goes out to Sean Callaway for his proofing of this article. Without him, there would be far more typos for the audience to contend with.



From the line editor...

Just about every season has its playoff series. So too with Heavy Gear, as we are working away to create the ultimate arena sport (and bring Heavy Gear back full circle to its original release, in some ways). We've been playtesting the rules at conventions across the continent. Enjoy a few photos from our latest event and savour the thought of victory, the roar of the crowd and the rush of gears...





All Images from the WarStore Weekend Event

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SUBMISSION GUIDELINES

Article Guidelines

The Aurora Magazine focuses on the worlds created by Dream Pod 9. As such, we are primarily interested in, but not limited to, articles dealing with SilCore and Blitz rules (variants, additions, 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 #5.1: December 15th 2010

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ARTICLE SUGGESTIONS

Historical Articles

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

Fiction

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

Modules

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

Scenarios

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

Note: Historical Accuracy

Aurora is committed to accuracy within the established DP9 worlds. All articles that take place 'within' the game world should be checked for its accuracy within the established timeline, faction dispositions, available equipment, etc. 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.