

AURORA

THE SILHOUETTE MAGAZINE

INSIDE THIS ISSUE:
GEAR KRIEG FICTION
QUICK TERRAIN
NORTHERN MP VEHICLES



AURORA: THE SILHOUETTE MAGAZINE
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AURORA: THE SILHOUETTE MAGAZINE

SHADES IN THE NIGHT

From the Editor...

Wow. Here we go. 2010 is over all ready, and 2011 is upon us. Another great year of articles and art in Aurora has passed, bringing the total to 24 issues as we begin our fifth volume. That is, in a word, awesome. Inside the pages of the magazine, as well as outside, 2010 as a whole was a packed year on this end, and the next decade of the 21st century promises to be a full one as well.

One of the great joys of being alive comes in having new experiences. Of course, how we relate to the new experience will influence how we feel about it, and often new experiences come to us not entirely by our own choosing. Changes in our employment, communities, families can be jarring if we let them. So too can the changes on the hexmap, when our strategies suddenly slip sideways and we find our units on a very different end of the stick. I like to draw (and have drawn, in this very column) parallels between gaming and our everyday life, and this is just another one of those. How we approach the fluidity of the map, or even of the dice (and boy, we all can share stories where those have either loved us or hated us) will give us not only how well we handle the situation in a functional, game-winning way, but also how we experience it.

Do we get upset? Do we throw our dice across the room? Do we panic? Do we suddenly become surly, blaming our teammate? Do we become focused? Do we become calm and go into logic mode? Do we dance a bit and bring our eye to the level of the table, and think? And can we laugh, appreciate the opposing team and get to working out what's next while enjoying the rush of it? For at least one of us it will make a great story to tell, and it most certainly can be a great story for all of us to tell, no matter how it turned out – the one I caught, or the one that got away. "There I was... totally got them surrounded... and then BAM, in two rounds, they tore me to pieces!"

When we play the game to play the game, things begin to sing. We think straighter, we are more creative, we adapt better, and (sometimes we forget this part) we just have more fun. So too do everyone around us, and fun most certainly is infectious. Suddenly we're performing at a much higher level and having a blast while doing it. And isn't that what games are all about?

In these times when things are changing rapidly around us, coming at us from all manner of influences, we can look at it all and lift our heads up to say, "Ok. This is what the game board looks like now... I'm ready to play the game."

We here at Aurora Magazine wish each and all a year of vigour, harmony and delight. May the only combat that sees the light of day occur on the gaming table and not in the world proper.

Welcome to issue 5.1 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.

AURORA: THE SILHOUETTE MAGAZINE

ABOUT THE AUTHORS

Alexander Stockert (strikesfirmly@yahoo.com) -- Northern Military Police & Military Patrol Vehicles

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.

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, Alfie's Tanners

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

Kevin Heide (savage_bastard9999@yahoo.ca) -- Emirate Guard Post 1940

Mark Perre (thegiladen@aol.com) -- NeoCon 2010, The Hunt

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

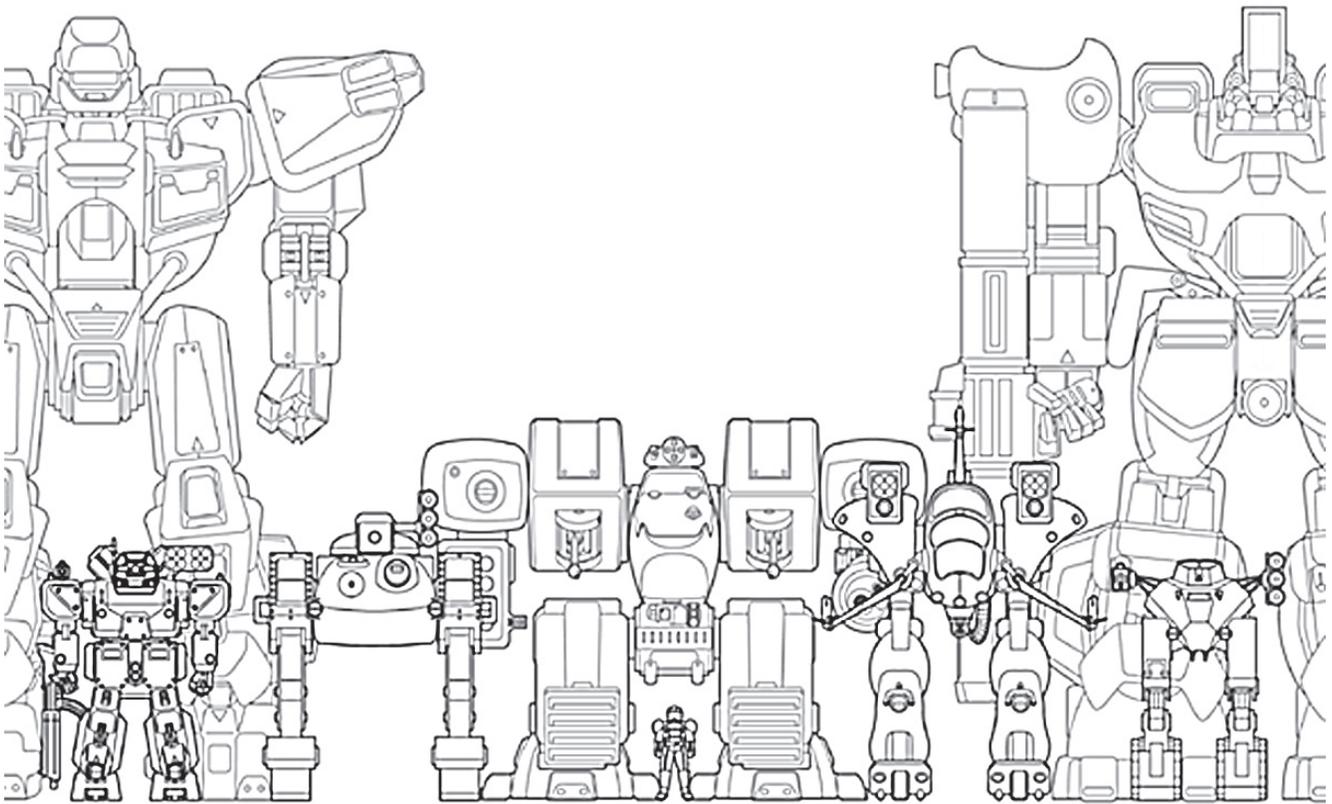
It all started in a hobby store one day twenty odd years ago with an odd box containing something called Top Secret. Since then games have just become a big part of his life. He's been in love with the DP9 universes since the first HG release and began his direct involvement with the Pod crew a couple of years ago. He also runs a gaming imprint *Kannik Studios at rpgnow*:

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

Tim "Fireman" King (firemantrk@yahoo.com) -- Quick Buildings For Your Table

Miniwargaming Pod Master, based in Fort Erie, Ontario, Canada

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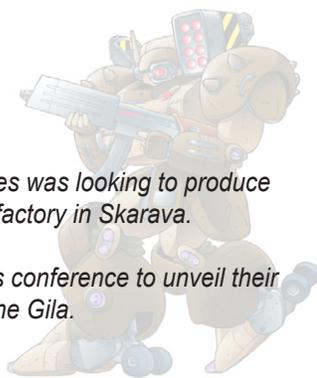
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AURORA: THE SILHOUETTE MAGAZINE EMIRATE GUARD POST 1940

KEVIN HEIDE



In 1938 Skavara Heavy Industries was looking to produce another Gear from their factory in Skarava.

As 1939 arrived SHI held a press conference to unveil their latest Gear: the Gila.

As the press looked at the machine it became clear that it was very much based off of the Iguana. The Gila was an assault machine with heavier armour and armaments than the Iguana, yet many the press noted that the Gila was identical to a proposed design that Territorial Arms was attempting to develop. As TA made no legal attempts to halt the production of the Gila, over time many believe that Territorial Arms and Skavara Heavy Industries had sign a deal concerning the Gila.

As testing was conducted many commanders noted that the Gila had an extreme large heat signature due to the engines exhaust, though this was considered a small flaw at the time.

When the Gila began to roll off the assembly lines in Skarava, SHI began to look at ways to improve the Basilisk family of Gears. As of yet, no results of that endeavour have been released.

Post 1940 TN Eastern Sun Emirate Guard

Local Manufacturing

Any Emirate Guard that has an Emirate Ties SRA can swap up to one Iguana for a Gilas for +20TV in a Cadre, with up to two in a Veteran Cadre.

Gila - 80TV

Gila		M	SPEED	STOP	CBT	TOP
DEFENSE	W	5	9	-2	+1	+2
DEFENSE	H	7	14	-2	+2	+3
ATTACK				+3	+1	-2

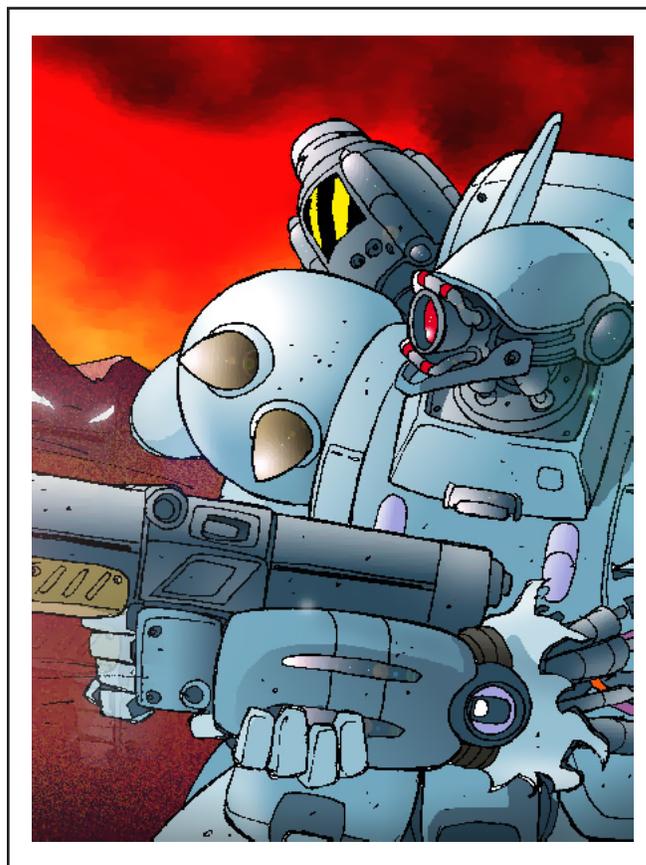
ACTIONS		SIZE
1		6

DETECT:	4
SENSORS:	+1
AUTO COMM:	5
COMM:	+1

ARMOR AND DAMAGE	
ARMOR:	16 <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
DAMAGE:	L <input type="checkbox"/> H <input type="checkbox"/>
Backup Sensors & FC, Reinforced Armour (F,2)	

PERKS/FLAWS:	
Arms, Shield Seapons, Traceable Emissions	
AUX SYSTEMS:	

NAME	ARC	ACC	RANGE	DAM	SPECIAL
HAC	F	0	5 / 9 / 18 / 36 / 72	x12	
FGC	F	+1	2 / 3 / 6 / 12 / 24	x7	AI
MRP/9	F	-1	3 / 6 / 12 / 24 / 48	x18	IF
HG	F	-1		x15	T, AI, AE2
HG	F	-1		x15	T, AI, AE2
HG	F	-1		x15	T, AI, AE2



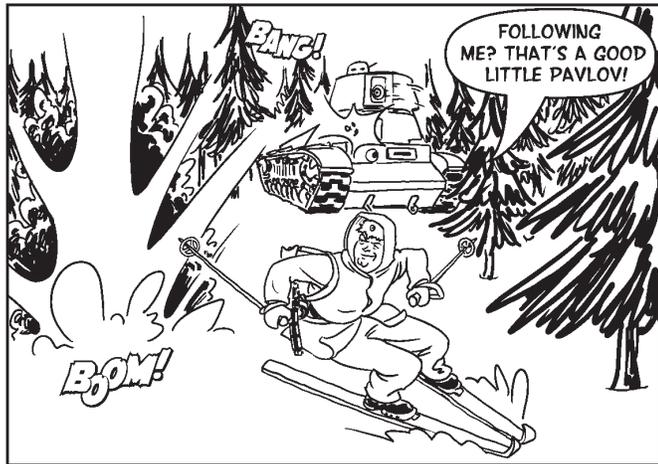
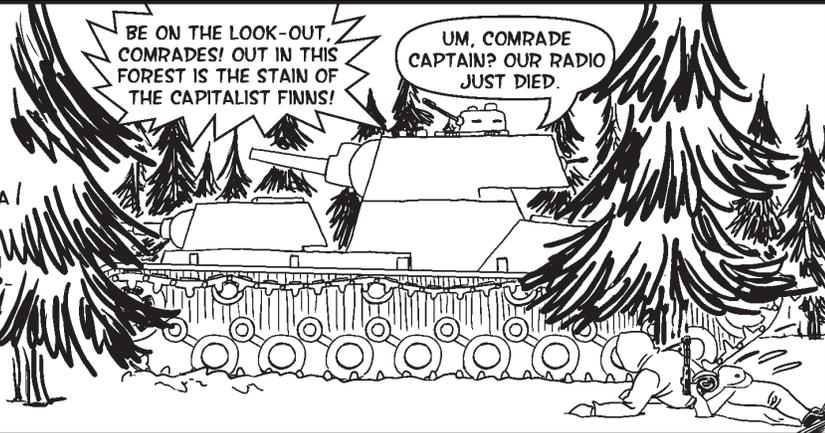
BATTLE SHOT: Iguana Needs A Hand

HOME
BREW
RULES

The hunt of the Bears

ART & STORY: JACK BELL

CHRISTMAS EVE, 1939, KARELIA / THE RED ARMY'S INVASION OF FINLAND HAS BOGGED DOWN. A GROUP OF FINNS HAVE BEEN TRYING TO SNATCH AWAY SUPPLIES FROM A SOVIET "MOTTI" AN ISOLATED POCKET OF TROOPS. SO FAR, THEY HAVE SPLIT THE FREEZING RIFLEMEN FROM THE TWO REMAINING SMK-100 HEAVY TANKS.



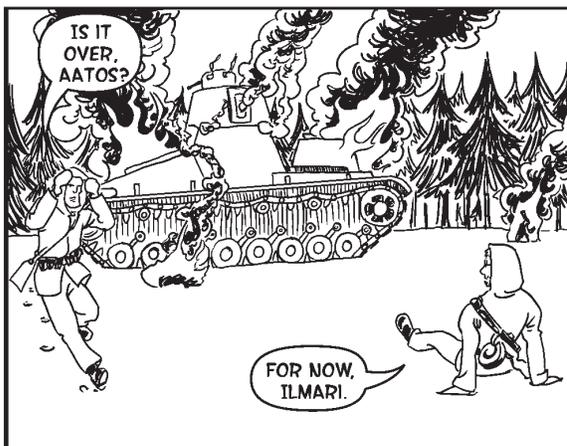
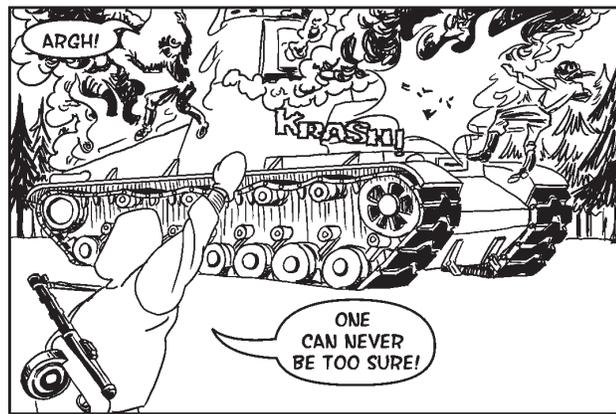
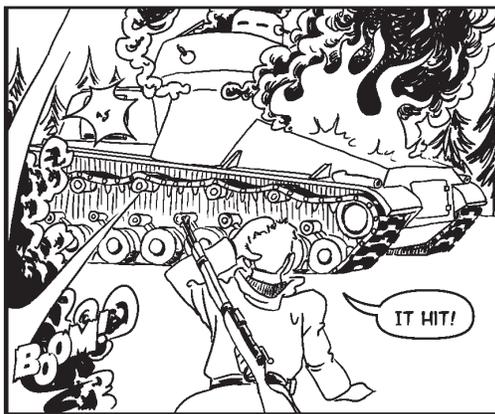
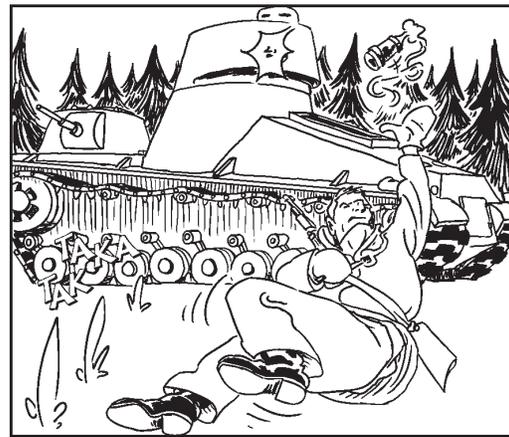
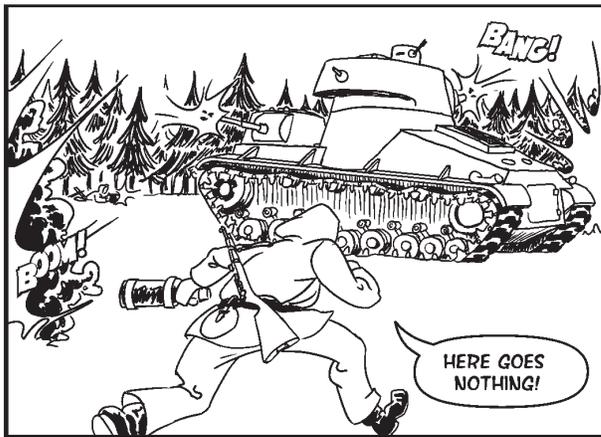
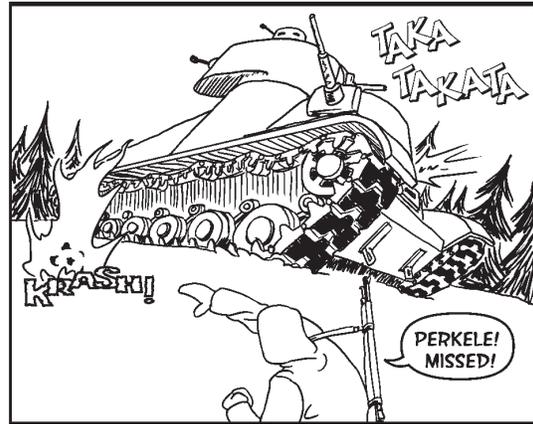
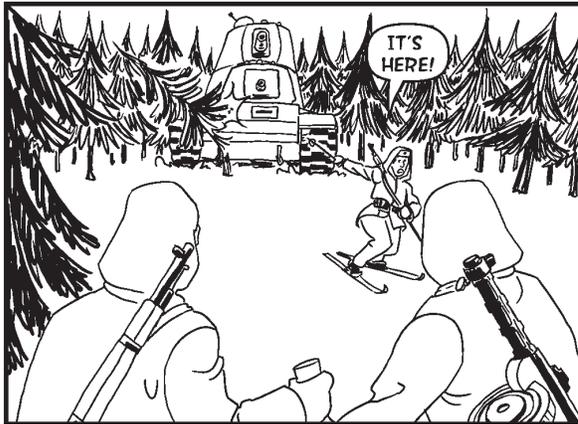
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THE HUNT OF THE BEARS



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THE HUNT OF THE BEARS

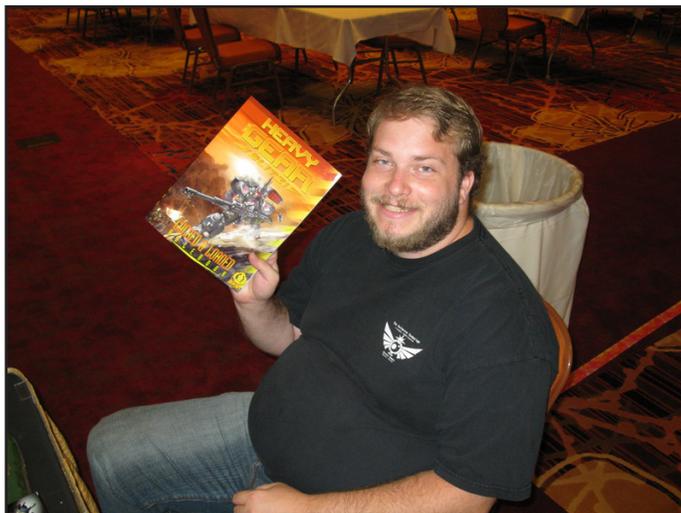


NeonCon was my first Convention I have ever attended as an exhibitor. I had a lot of fun demoing the game. Tons of demos bringing Heavy Gear to the masses was really fun.

The Tournament could have been bigger but none the less it was very fun to see new players that have never played Heavy Gear play in a tournament. Barry Reiswergs only 2nd time playing did a fantastic job! Snub Cannons and HHG were the fall to the mighty South SRA. Special thanks to Dream Pod 9 for prize support! Robert and John were awesome at getting me missing bits for my South Demo squad and getting Prize Support in short notice you guys rock!



Myself Demoing Heavy Gear Blitz with Kanon Bene of Avatar Comics and Games November 5th, 2010 Yep I look dorky with Blue tooth in ear 24/7.



Paul Goodrich winner of Demo Days Free Locked and Loaded Blitz Books November 5th, 2010. The book would prove to help him win it all in the Tournament on Saturday.



Tournament Play Joe Neher Playing in Tournament Joe Finished 3rd Picking up a Locked and Loaded Rule Book as his Prize. November 6th, 2010



Winners of Tournament Paul Goodrich 1st Place WFFA Left and Barry Reiswerg 2nd Place SRA Right November 6th, 2010

Roadrunners; CNCS armed forces slang term for troopers assigned to military police and military patrol units.

- Hermes Network Datalink Entry>>Military/Northern/Police

Military Police in the Northern city states perform a wide variety of specific branch tasks in times of peace and conflict while also being capable of waging conventional mechanized warfare as needed. Although organized in companies and battalions by and large patrol units almost never operate in their entirety, the nature of their tasks requiring the distribution of all available elements even to the point of splitting squads and squadrons into fire teams or individual vehicles.

Yet mounted operations and security assignments in general mean such units have a greater chance of facing hostile action even with their disadvantage in numbers, and no mass produced military vehicle can be equipped with each type of weapon or other equipment that might be needed. In addition, most patrol units operate under strict rules of engagement and often in areas where infiltrators or hostile natives have a more intimate knowledge of the local environs. This situation can result in frequent ambush initiated close quarters battles, placing a premium on an accurate barrage of firepower to overcome a lack of numbers and the protection to survive the initial encounter.

At the same time however patrol units also guard military bases and city states. Weapons, armor, and other equipment necessitated by the ambush scenario tend to be of less use in a security or riot control situation. Instead, MP units feature a mix of moderately powerful weapons capable of using both lethal and non-lethal munitions as needed. Most armored fighting vehicles tend to lack this kind of easy task-tailoring making motorized or mechanized infantry and Gears the primary units of patrol forces.

Notes:

All stats in 2nd Edition HG Vehicle Construction. Based on vehicles & history in NVC1; DP9-025, and NVC2; DP9-038.

(Original Wildcat stats by Craig Engle, Aurora 3.3)

Heavy Gears

Patrol Gears in the past were often little changed from their parent chassis, a concession to the normal second line operations of MP units that in general had to make do with older or less capable models and variants. Most squadrons were formed using the same modified recon or light Gears rather than a mix of chassis types, unable to overcome the shortcomings of any one model by complementing it with another. Armament and level of technology depended on the value each League placed on it's patrol units, with most Leagues relying on a combination of fragmentation cannons and grenades backed by rifles and single-shot unguided rocket munitions. The increasing trend of combatants being willing to wage war in urban centers instead of just the fringes since the late 18th century and the following violent conflicts of the first Earth Invasion and Interpolar War led to more specialized patrol variants with a somewhat heavier armament being developed, reversing the near universal 'plain jane' approach to Gear models in Northern Military Police and Patrol units. A secondary factor was the proliferation of arms and vehicles salvaged or sold during this century, and many Badlands or Reserve soldiers discharged after the TN 1913-1917 War of the Alliance took their military-grade arms, and sometimes Gears, home with them. Some chose to join a local bandit gang, a threatening increase in both qualified pilots and firepower.

Experience with older models such as the Armored Hunter in the early 1700s and the St.Vincent's-era Zerstorers showed that uparmoring an entire basic Gear resulted in such a loss of speed and maneuverability that the unit was more, not less, vulnerable than an unarmored variant; incapable of reacting fast enough during a close range ambush or urban encounter to survive, and slow moving between cover while under fire. Even the engine modification of the Bearhunter variant failed to overcome the sluggish nature of carrying such thick armor on an ordinary Gear frame. A slight addition of armor to the front facings or torso on subsequent designs proved to be almost as effective, causing an often unnoticeable loss of speed or action at a considerable savings in cost and manufacturing time.

Gear primary weapons remained hand-held for easy swaps to the anticipated mission and few Northern patrol gears retained the common but somewhat inaccurate rocket packs regardless of their fast firepower value, placing greater emphasis on more powerful grenades and lighter weapons capable of using mixed ammunition loads as required. This had a downside as most patrol Gears lacked the firepower needed to engage heavy support Gears, tanks, or striders when such encounters occurred. Most dedicated patrol variants however could decimate entire infantry platoons caught out of cover in moments, or even dig them out of unhardened cover in short order.

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NORTHERN MP & PATROL VEHICLES

PATROL & NORTHERN GEAR DEVELOPMENT TIMELINES (PARTIAL)

1675	Raccoon Prototype	
1676	Hunter Prototype	
1686	Desert Tankhunter	
1687	Recon Hunter, Headhunter	
1688	Desert Tankhunter (Mark 1A)	
1690s	Bobcat	
1693	Patrol Hunter	
1702	Armored Hunter	
1724	Hunter <i>Zerstorer</i>	
1770s	Razorback	
1781	Hunter <i>Commando</i>	
1790s	Ferret	
1810	Bear	
1835	Peacemaker Razorback	
1850	Mauler Bear	
1852	Hunter Mk2 upgrade begins	
1855	Patrol Hunter (Mark 2)	
1858	Headhunter MP	
1860	Hunter Enforcer	
1862	Tiger	(United Mercantile Federation), 1870 NorGuard
1862	Wildcat MP	(Western Frontier Protectorate)
1870	Tiger Enforcer	(United Mercantile Federation), 1912 NorLight
1870s	Grizzly	
1880	Rabid Ferret	
1888	Cheetah	
1900s	Jaguar, Den Mother 2	
1905	Bearhunter	
1912	Jaguar MP & MP/F	(United Mercantile Federation), 1916 NorGuard
1913	Assault Hunter, Rabid Grizzly, Mad Dog <i>R</i>	
1915	Mad Dog <i>Area Denial</i>	(Western Frontier Protectorate)
1916	Hunter <i>Zerstorer</i> Mark 2 & Mark 2A, Kodiak	
1919	Magma Jaguar	
1927	Cheetah MP & MP/F	(NorLight Confederacy), 1930 NorGuard
1928	Leopard (Tiger-chassis)	(United Mercantile Federation)
1929	Cheetah <i>Anti-Personnel</i>	(NorLight Confederacy)
1930	Hunter <i>Urban Combat</i>	
1933	Alley Cat (Jaguar-chassis)	(United Mercantile Federation), 1934 NorGuard
1938	Feral Hunter	(United Mercantile Federation)

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NORTHERN MP & PATROL VEHICLES

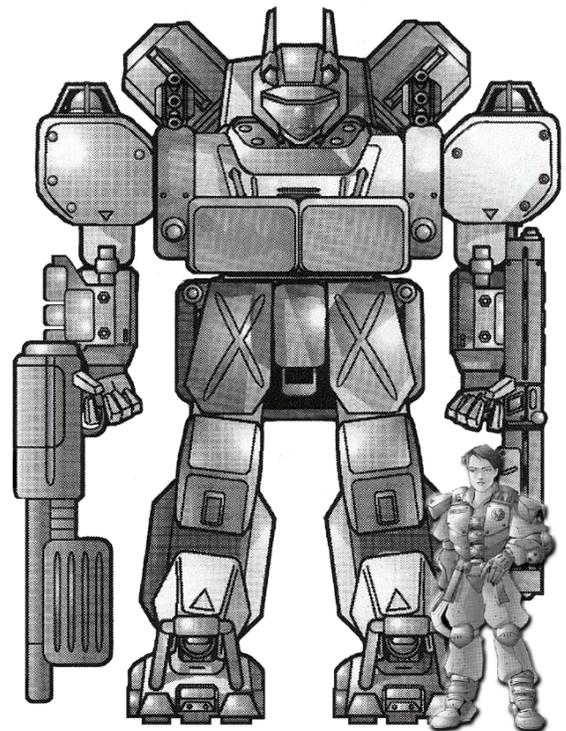
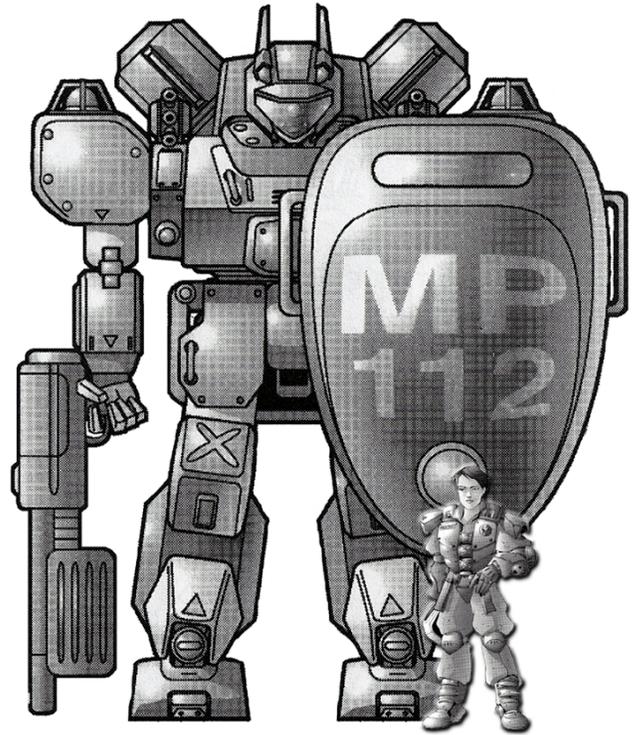
CHEETAH-CHASSIS VARIANTS

Cheetah MP & Cheetah MP/F

While the *Cheetah* was considered by many a pure scout or special mission Gear experience during the TN 1913 CEF Invasion and the preceding Judas Syndrome-era showed an increasing trend towards combat in built-up areas where small, fast models would be at an advantage. And although in most respects the pre-war *Jaguar MP* was an exceptional Gear well liked by the Northern Guard as a symbol of advanced military engineering, as a patrol and police unit it began to show certain weaknesses. To address these issues, overlarge size and too limited an armament loadout, NorGuard officers entered a request for the development of a general policing duty Gear based on the *Cheetah* frame.

Sharing features of previous patrol designs, where the *Cheetah* excelled was in compactness, speed, and maneuverability. The MP variant sacrificed little of the parent design, reducing the line of sight communications and scout sensor arrays to basic military versions before uparmoring the emitters to better survive contact with falling rubble or other collisions. This had the unintended side effect of making any kind of drone control all but impossible. However, the retention of the countermeasures package allowed innovative supporting tactics to be used even with the downgraded communication and sensor capabilities. Possessing less armor than a *Hunter*, and only comparable armament to the *Jaguar MP*, many considered the initial machines to be potential failures but combat during the subsequent Interpolar War justified the overall design prompting Shaian to develop further variants such as the *Cheetah Polizei* which was intended for city state police forces and riot teams.

A high-end machine in limited production the *Cheetah MP* has for the most part replaced all patrol squadron *Hunters* in the Northern Guard and NorLight Confederacy, mixing well with *Tigers* and *Jaguars* but too expensive to see widespread use across the Confederated City States. A further check on sales is that over the cycles since the 1870's riots and near constant Badlands skirmishes the Northern Press has a marked tendency to vilify any use of Gears in a crowd control situation in defiance of political or military reality, an issue not helped by usage of the *Cheetah Polizei* in circumstances which have been central to several 'unlawful death' incidents over the past decade.



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NORTHERN MP & PATROL VEHICLES

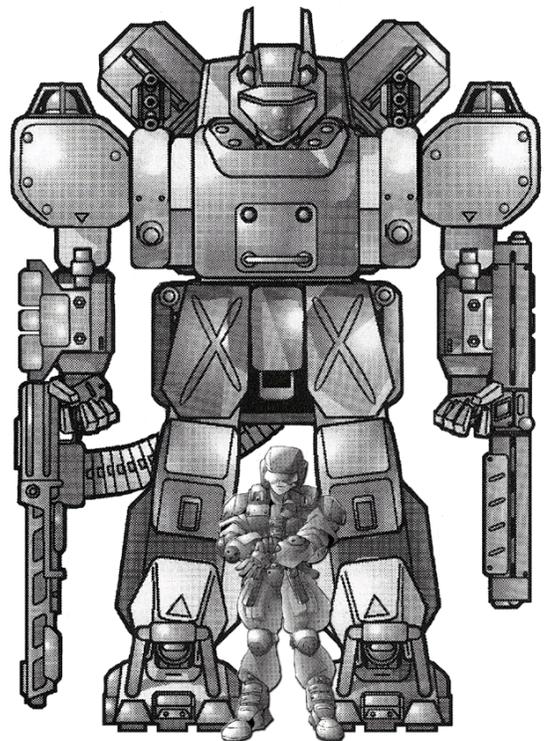
Cheetah AP

Although a contemporary of the *Hunter Urban Combat* design developed from post War of the Alliance anti-GREL studies the anti-personnel *Cheetah* variant was produced and put into service a full cycle earlier. This faster turnaround resulted both from the NorLight Armed Force's close relationship with Shaian Mechanics and the Northern Guard's dislike of anti-personnel vehicles conflicting with a desire to create their variant designs on a more advanced Gear model such as the *Jaguar*, which led to the lackluster *Alley Cat*. That the NLA as a whole have an enthusiasm for the *Cheetah* model itself did not hurt the development, contractual, and manufacturing process in any way. Irregardless of a small number of drawbacks the variant was considered more than adequate in it's intended role.

Based on the then new *Cheetah MP* model, the *AP* was equipped with a similar patrol duty loadout but sacrificed all of the scouting electronic fit and likewise downgraded the communications and sensor arrays. This feature proved to be one of the machines' few flaws as detecting infantry holed up in thick walled buildings can be problematic. Instead of the bulky riot-shield Shaian designers added frontal protection in the form of layered ceramic plates woven with metallic strands. Providing close to a third greater protection over the basic armor level the new plates did suffer a few shortcomings. Developed from work on CEF metalloceramic hovertank armors the new material offered good protection versus projectiles and high velocity shrapnel at a reduced weight over standard Durasheet but ablated too fast under high energy effects. This armor, combined with the exposed, light armored feed belt and ammunition drum for the autocannon made the *Cheetah AP* somewhat more fragile than a standard *Cheetah* but not to an unacceptable level.

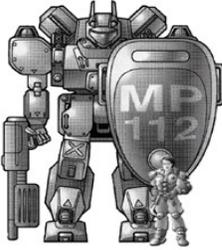
Unlike previous dedicated infantry killing Gears the *Cheetah* was designed to have no secondary anti-armor performance and rely on it's squadron mates for protection from other Gears or armored vehicles. In lieu of grenade launchers or explosive charges the Gear carries a direct fire, high velocity 16mm autocannon fed from a drum mounted on the armored fuel tank skirt. Each round was capable of penetrating any non-powered body armor a GREL or human could wear while also inflicting damage on any troop-carrying vehicle short of an uparmored APC. Each round also cost less than other cannon rounds or grenades due to the solid nature of the small, hardened-alloy jacketed projectiles which lacked any kind of explosive filling and were easy for logistics units to transport in bulk for little space or mass. The model did retain the basic disposable pack gun pre-loaded with 25mm shells but for the most part this weapon was used with specialty non-lethal, incendiary, or fragmentation rounds that are more effective in a larger caliber.

In spite of the over quarter million mark savings per Gear compared to the *Cheetah MP* model the *AP* variant has not been selected by the Northern Guard to serve in patrol or any other units. Whether this is due to the Northern Guard's organizational dislike of high cyclic rate weapons on police Gears or that they do not see a need to add another *Cheetah* variant to their current inventory has not been established. At this time the *Cheetah AP* serves only in NorLight Confederacy forces.





HACS-01LG-SEC Cheetah MP



TV	55
ID	

ATT	
DEF	
EW	
LD	

Actions	1
---------	---

Mv	Speed	Stop	CBT	Top
Defense	W	6 / 11	-1	+2 +4
Defense	G	8 / 15	-1	+3 +4
Attack			+2	+0 -3
Detect	2			
Sensors	-1			
Comm	-1			
Auto	3			

Armor:	10
Size:	6
	<input type="checkbox"/> S <input type="checkbox"/> L <input type="checkbox"/> H <input type="checkbox"/> C

Armor Perks: Backup Sensors, Shield (F/L)

Perks/Flaws: Arms

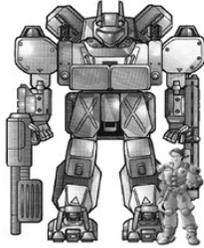
AUX: ECM (3)

Name	Arc	Acc					Dam.	Special	Rounds		
FGC	F	+1	2	3	6	12	24	X7	RoF 2, AI		
APGL	FF	-1	2	3	6	12	24	X4	IF, AI, AE 3		
APGL	FF	-1	2	3	6	12	24	X4	IF, AI, AE 3		
VB	F	0					S+2	M			
Physical Attack (Punch/Kick/Ram)											
S M											
LGL	F	-1	2	3	6	12	24	X15	RoF 2, IF, AE 2, Reloads		
RFB	F	0	2	3	6	12	24	X14	RoF 2, Reloads		

HEAVY GEAR BLITZ



HACS-01LG-SEC Cheetah MP/Field



TV	55
ID	

ATT	
DEF	
EW	
LD	

Actions	1
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Mv	Speed	Stop	CBT	Top
Defense	W	6 / 11	-1	+2 +4
Defense	G	8 / 15	-1	+3 +4
Attack			+2	+0 -3
Detect	2			
Sensors	-1			
Comm	-1			
Auto	3			

Armor:	10
Size:	6
	<input type="checkbox"/> S <input type="checkbox"/> L <input type="checkbox"/> H <input type="checkbox"/> C

Armor Perks: Reinforced Armor, Front (2)

Backup Sensors, Reinforced Loc; Crew (2)

Perks/Flaws: Arms

AUX: ECM (3)

Name	Arc	Acc					Dam.	Special	Rounds		
FGC	F	+1	2	3	6	12	24	X7	RoF 2, AI		
APGL	FF	-1	2	3	6	12	24	X4	IF, AI, AE 3		
APGL	FF	-1	2	3	6	12	24	X4	IF, AI, AE 3		
DPG	F	-1	3	6	12	24	48	X8	RoF 2		
HG	F	-1	Thrown				X15	AI, AE 2		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	
VB	F	0					S+2	M			
Physical Attack (Punch/Kick/Ram)											
S M											
HHG	F	-1	Thrown				X25	AE 2		<input type="checkbox"/> <input type="checkbox"/>	
LGL	F	-1	2	3	6	12	24	X15	RoF 2, IF, AE 2, Reloads		
RFB	F	0	2	3	6	12	24	X14	RoF 2, Reloads		

HEAVY GEAR BLITZ

RPG STATS

Code Name: Cheetah MP & Cheetah MP/F

Production Code: HACS-01LG-SEC

Production Type: Limited Production (Lemon dice; Model:2, Individual:3)

Introduced: TN 1927 (NLAF), TN 1930 (NG)

Manufacturer: Shaian Mechanics

Size: 6 (Height 4.1m, Width 3.3m, 5620 kg)

Default Size: 8

* Threat Value (TV): 554

Cost: 1,477,653 marks

* Defensive Threat Value (DTV): 787

Primary Movement: Walker (65kph) 6/11

Secondary Movement: Ground (89kph) 8/15

Maneuver: +2

Average Armor Thickness: 20mm 10/20/30

* Miscellaneous Threat Value (MTV): 594

Crew: Pilot (1 action)

Communications Range: 10km (-1/200 hexes)

Sensor Range: 2km (-1/40 hexes)

Deployment Range: 220 km

Perks Total: +24

Flaws Total: -0.2

ARMOR/STRUCTURE PERKS & FLAWS: Backup Sensors, Shield:2 (F/L)

AUXILIARY SYSTEMS: ECM:3

OTHER PERKS: HEP: Desert, Manipulator Arms x2 (Sz. 6, Can Punch)

OTHER FLAWS: Annoyance; Cramped Cockpit (Maximum Pilot Bld:0)

* Offensive Threat Value (OTV): 281

Fire Control: 0

Weapons Loadout:

F23 Shotgun Cannon (FGC): (F), Acc+1, BR-1, DMx7, RoF+0 -- AI,

Frag -- 1xMagazine:20 shells.

MK IV Grenade Launcher (APGL) x2: (FF), Acc-1, BR-1, DMx3, RoF+0

-- AI, IF, AE0 -- 9 grenades ea.

HW-VB-1 Vibro-Knife (VB): (F), Acc+0, BR-0 (Melee), DMx8

DEFECTS: None

Model Options

Field Service

- Add: DPG (F, Disposable, 30 shells) and 6xHGs (F, AI)
- Add Perks Reinforced Armor; Front:2 and Reinforced Location; Crew:2
- Remove: Shield
- Change: n/a
- Modified TV: 556 (Offensive: 420, Defensive: n/a, Miscellaneous: 459)

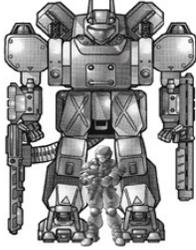
Make Airdroppable: +69 TV

Equipment Options

- Add 3 Heavy Hand Grenades to MP/F model. -- OTV+63, FTV+21
- Replace Frag Cannon with Light Grenade Launcher (F, 40 grenades) -- OTV+142, FTV+47
- Replace Frag Cannon with Rapid-Fire Bazooka (F, 60 projectiles) -- OTV+115, FTV+39



HACS-01LG-AP Cheetah Anti-Personnel



TV	45
ID	

ATT	
DEF	
EW	
LD	

Actions	1
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Mv	Speed	Stop	CBT	Top
Defense	W	6 / 11	-1	+2 +4
Defense	G	8 / 15	-1	+3 +4
Attack			+2	+0 -3

Detect	2	Armor:	10
Sensors	-1	Size:	6
Comm	-1		
Auto	3		

Armor Perks: Reinforced Armor; Front (3)
Exposed FireCon, HEAT Vulnerable (2)
Perks/Flaws: Arms
Backup Sensors
AUX:

HEAVY GEAR BLITZ

Name	Arc	Acc						Dam.	Special	Rounds				
VLAC	F	0	3	/	6	/	12	/	24	/	48	X6	RoF 2	
DPG	F	-1	3	/	6	/	12	/	24	/	48	X8	RoF 2	
APGL	FF	-1	2	/	3	/	6	/	12	/	24	X4	IF, AI, AE 3	
APGL	FF	-1	2	/	3	/	6	/	12	/	24	X4	IF, AI, AE 3	
HG	F	-1										X15	AI, AE 2	□□□
VB	F	0										S+2	M	
Physical Attack (Punch/Kick/Ram)											S	M		
□ HHG	F	-1										X25	AE 2	□□□

RPG STATS

Code Name: Cheetah Anti-Personnel
 Production Code: HACS-01LG-AP
 Production Type: Limited Production (Lemon dice; Model:2, Individual:3)
 Introduced: TN 1929
 Manufacturer: Shaian Mechanics
 Size: 6 (Height 4.1m, Width 3.3m, 5320 kg)
 Default Size: 8
 * Threat Value (TV): 440
 Cost: 1,173,573 marks
 * Defensive Threat Value (DTV): 787
 Primary Movement: Walker (65kph) 6/11
 Secondary Movement: Ground (89kph) 8/15
 Maneuver: +2
 Average Armor Thickness: 20mm 10/20/30
 * Miscellaneous Threat Value (MTV): 226
 Crew: Pilot (1 action)
 Communications Range: 10km (-1/200 hexes)
 Sensor Range: 2km (-1/40 hexes)
 Deployment Range: 220 km
 Perks Total: +15
 Flaws Total: -4.2
 ARMOR/STRUCTURE PERKS & FLAWS: Backup Sensors, Reinforced Armor; Front:3, Exposed Fire Control Systems.
 AUXILIARY SYSTEMS: n/a
 OTHER PERKS: HEP: Desert, Manipulator Arms x2 (Sz. 6, Can Punch)
 OTHER FLAWS: Annoyance; Cramped Cockpit (Maximum Pilot Bld:0)
 * Offensive Threat Value (OTV): 307
 Fire Control: 0
 Weapons Loadout:
 Riley M202 16mm Cannon (VLAC): (F), Acc+0, BR-2, DMx6, RoF+2 -- n/a -- Magazine:400 shells.
 Riley M25 25mm Pack Gun (DPG): (F) Acc-1, BR-2, DMx8, RoF+2 -- Disposable -- Magazine:30 shells.
 MK IV Grenade Launcher (APGL) x2: (FF), Acc-1, BR-1, DMx3, RoF+0 -- AI, IF, AE0 -- 9 grenades ea.
 M-2A Grenade (HG): (F), Acc-1, BR-Thrown, DMx15, RoF+0 -- AI -- 3.
 HW-VB-1 Vibro-Knife (VB): (F), Acc+0, BR-0 (Melee), DMx8
 DEFECTS: HEAT Vulnerable:2

Model Options

- Airdroppable: +45 TV

Equipment Options

- Add 3 Heavy Hand Grenades. -- OTV+63, FTV+21

HUNTER-CHASSIS VARIANTS

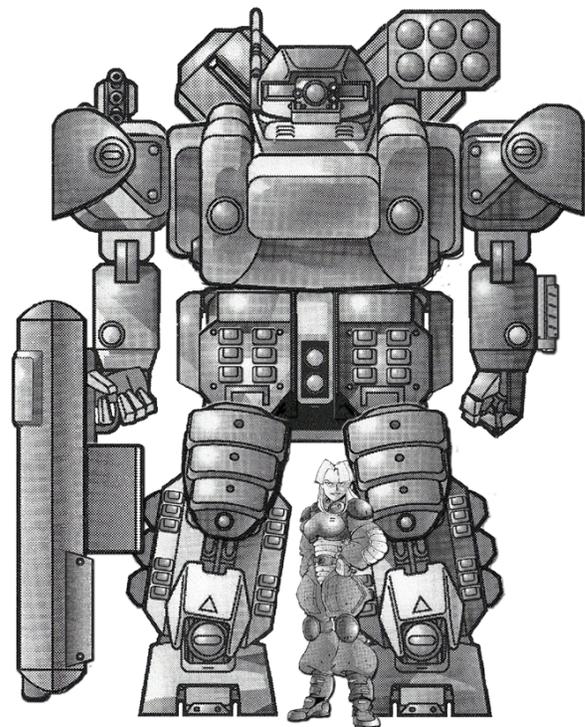
Feral-Hunter

An unusual variant of the basic *Hunter* chassis, the *Feral* was an attempt to fit the level of anti-infantry capability and protection fielded by *Mauler Bears* onto a more mobile Gear platform. Doing so in practice proved troublesome even for the 'generic' do all *Hunter* chassis as the modifications amounted to over 800 kilos of added mass, making the *Feral* one of the heaviest Gear models for its overall size. In fact, a full load *Feral Hunter* was only just under one ton lighter than an equipped *Mauler Bear*.

Despite the large mass increase performance was unaffected through careful modifications to actuators and the installation of a V800 series engine, based on the Northern Guard's 33rd HG Regiment *Bearhunter* variant modification work. Instead of the baseline 480hp the Gear now had a significant increase in available engine power for hydraulic and electrical functions, able to uparmor several areas to *Jaguar*-era standards. Adding the directed shrapnel charges to the front armor skirts and lower legs was straightforward at first until it was found that the *Hunter* was enough smaller than a *Bear* for the concussion to knock other systems out of action while raising a large enough particle cloud in open ground tests to overcome the desert filter protection. A series of heavier drum filters solved the particulate problem but the severe concussion of several charges being detonated at once required a fix of armoring each individual weapon system, creating an armored storage box for the hand grenades, and sealing the head sensor assembly by replacing the blow off panels with permanent shields.

Unlike most patrol oriented Gear variants the *Feral* retained almost all of the basic *Hunter* loadout with only slight modifications or upgrades. In place of the ubiquitous Riley M222 autocannon the Gear carried a gunpod assembly housing a light caliber, anti-air capable autocannon having a liquid cooled barrel and a robust revolver action fed from a large box magazine using an endless link system. Compared to the prodigious volume of shellfire the cannon could produce the forearm mounted 7.7mm GU machinegun seemed almost redundant, providing anti-infantry capability when targets were outside the range of the shrapnel charges but too close for the grenade launcher's high angle trajectory.

Feral Hunters are in service only with the United Mercantile Federation Army. While not expensive when compared to some other current production patrol Gears, and just two-thirds the cost of a *Mauler Bear*, the *Feral's* high maintenance requirements and specialized explosive charges have so far deterred any procurement requests from other Northern Leagues or independent city states.



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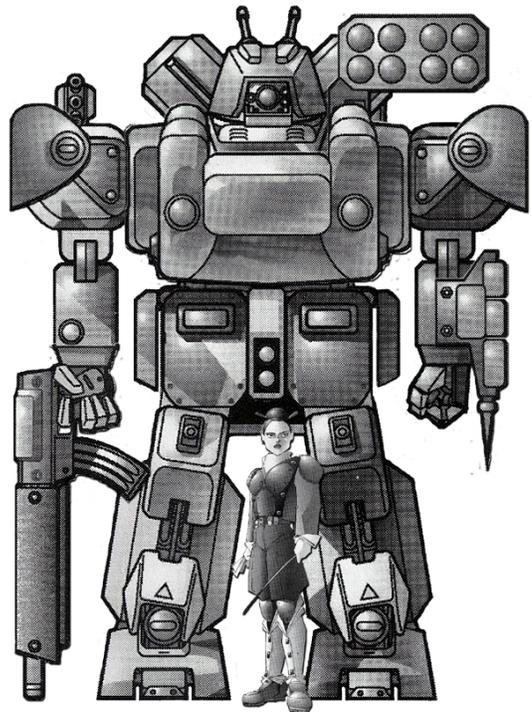
NORTHERN MP & PATROL VEHICLES

Headhunter MP

One of the first *Hunter* variants in the late 1680s and also one of the first to share in the *Hunter MK2* upgrades of the early 1850s, the *Headhunter* was a simple yet effective command and communications upgrade. Much like the base *Hunter* this command upgrade became the starting point for many other Gear models or a technology proving unit for most of the communications and sensor systems used by Northern forces over the last 100 cycles. Modified to provide enhanced communications for squadrons of *Patrol Hunters*, the *Headhunter MP* variant focused on improving protection as the group leader was often the sole support available for the lighter armored *Patrols* and tended to draw more fire than in squadrons with basic, well armed *Hunters*.

Replacing the common Riley autocannon with a 37mm self-loading Gear rifle allowed the squadron leader to snipe any suspicious targets at a range greater than most common weapons and provided ammunition and parts compatibility with the *Patrol Hunter* on extended deployments. As a leader will only on rare occasions have call to use them the M-2A grenades were removed, and the rocket cluster pack was increased in size to support maneuvering squadmates. A simple reinforcement of one forearm provided better service than the near universal VB-1 vibro-blade for knocking in doors, walls, or barricades.

In the process of being replaced in almost all frontline and most reserve formations by newer command variants or even base *Jaguars* and *Cheetahs*, *Headhunters* continue to remain common in many patrol commands or where an officer or NCO has enough seniority to keep a more experienced Gear model as pilot preference.



AURORA: THE SILHOUETTE MAGAZINE

NORTHERN MP & PATROL VEHICLES

Hunter Enforcer

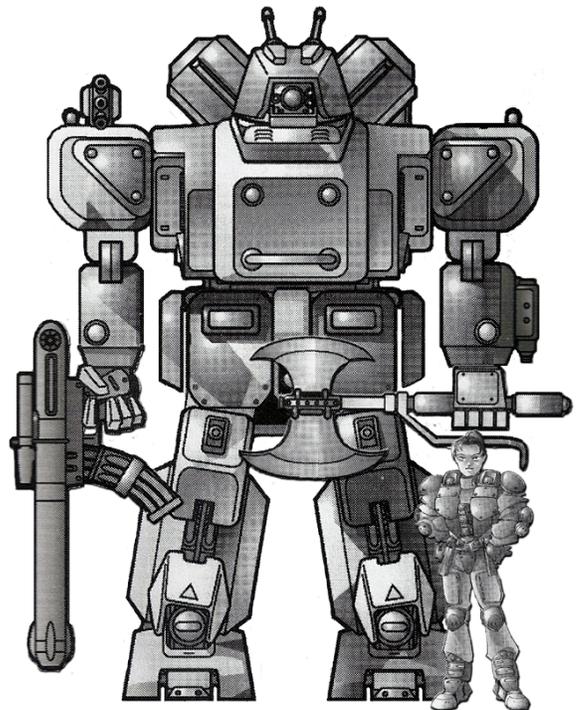
The introduction of the *Mauler Bear* in TN 1850 was a sign of the times that Gears and not cavalry vehicles nor other infantry were becoming the primary means of waging anti-personnel warfare yet it served in few units and was little noted until desperate need revived the design 60 cycles later. Produced in small numbers due to a large size, high logistic and maintenance requirements, and not inconsiderable cost per unit the basic design was not duplicated until the TN 1913 *Rabid Grizzly*, somewhat less capable than the older model in the anti-personnel role. However, the *Mauler* debut was followed only two cycles later by the vast *Hunter MK2* production and refit program, leaving Northco with no interest in basing further ideas on a Gear model that was aging towards obsolescence and already projected for replacement by the preliminary stages of *Grizzly* development.

Less than 10 cycles after the *Mauler Bear* appeared the North still relied on new or re-manufactured *Hunter* variants almost to the exclusion of any other model but was gripped in both internal and external conflicts that would last for the remainder of the century. Endless Cold War and inter-League border skirmishes combined with riots of both military and civilian mobs overwhelmed *Patrol Hunter*-based Military Police formations; that Gear had too few already inadequate weapons for crowd control and could not face Gear-armed deserters or bandit groups who had managed to scrounge cast-off *Hunter MK1* models. The decision was made to replace at least some of the *Patrol Hunters* but there were scant resources available for a new design to be developed and tested.

Mothballed St. Vincent-era *Zerstorers* and a number of *MK1s* were stripped down to the frames for refurbishing whilst Northco engineers lived in their offices and workshops nonstop to create a workable design for a refit kit. Out of the frantic engineering notes a usable compromise appeared; the *Hunter Enforcer*. In general more a rebuilt gear than one of fresh manufacture the *Enforcer* had few innovations alongside a small number of faults but was an effective Gear when used as intended. Framing, support struts, and joints from the old Gears were mated with factory fresh *Hunter MK2* actuators, engines, and hydraulic systems. A robust *Headhunter* electronics array provided comparable communications but lacked the line of sight laser communications array and the new standard sensors and IHADS display were fitted. Armor material off the *Zerstorers* was reused wherever possible although micro-fractures in the aging material combined with minor assembled differences of the finished units created more gaps and thinner areas than intended, lowering overall protection.

At the time the vast majority of Gears were armed with autocannons in the low 20mm range. To give the new variant an immediate advantage a clip fed AR-25 cannon of 30mm caliber was selected, a hand-held armament option that would later become standard on the *Tiger* and *Jaguar*. As the *Enforcer* was intended for Patrol units the rocket cluster pack was deleted, which made training new ONNets easier by having less top weight to manage. A magazine fed 44mm grenade launcher was introduced, the limited accuracy of the grenades compensated for by being able to just point the entire arm on the target bearing. Two of these grenade launchers would later become the primary armament of *Rabid Ferret* anti-personnel Gears. To protect the Gear's back the standard rotating MK IV launcher was adjusted to fire in the opposite direction, while a mix of M-2A and M-3 hand grenades offered the capability of multiple munitions options. For intimidation and anti-structure work the *Enforcer* replaced the basic vibro-blade with a vibro-axe, still an uncommon weapon even today.

After serving close to 80 cycles and replacing most all *Patrol Hunters* in reserve and police units the *Hunter Enforcer* is itself being replaced in Northern forces by newer variants such as the *Hunter Urban Combat*, or by newer Gear models like the *Cheetah* and *Jaguar*. Notwithstanding their average age and rebuilt origins most *Enforcers* remain in good shape thanks to careful maintenance and soundness of the basic *Hunter* frame.



AURORA: THE SILHOUETTE MAGAZINE

NORTHERN MP & PATROL VEHICLES

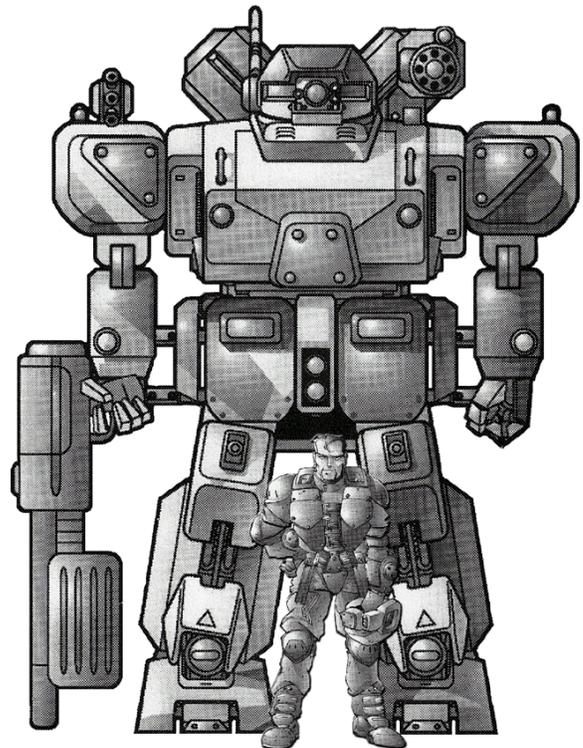
Hunter Urban Combat

In all likelihood one of the last *Hunter* variants to be developed before the entire line ends up replaced in most non-reserve Northern forces, the *Urban Combat* came about as a result of studies following the TN 1913-1917 CEF invasion on how best to deal with the combination of GREL shock infantry and hovertanks. New *Assault Hunter* variants and refitted *Zerstorer*s rushed back into service were able to deal with the hovertanks at close ranges in constricted terrain but suffered from a limited supply of ammunition, and both were vulnerable to GREL close-assault tactics; the *Assault Hunter* by limited secondary weapons and the *Zerstorer* by a lack of maneuverability in spite of having a powerful secondary fragmentation cannon. As a stop gap measure the *Zerstorer 2A* was introduced to deal with marauding Earth infantry and had a limited anti-armor capability through the use of single-shot unguided rocket munitions but also proved limited by its low maneuverability. Quite often it was little more than another target of opportunity for the GRELS.

While the Southern *Flamm*-series Gear variants were without question devastating anti-personnel and strongpoint reducing machines the often more liberal press of the North decried such methods in both the War of the Alliance and subsequent Interpolar conflicts. There had only been one Northern Gear designed with flame weapons as basic equipment, the *Magma Jaguar* introduced in TN 1919, but the machine garnered so much negative press that equipping a new anti-armor/anti-infantry model with similar weapons was impossible.

Quite similar in design to the wartime *Zerstorer 2A* refit, the *Urban Combat* benefited from being a new build machine with over 260 cycles of *Hunter* upgrades in its lineage. Sensors and communications were *Headhunter* standard and the Gear came off the assembly line with no known flaws for less than one third greater cost over a basic *Hunter*. Rather than a 106mm 'snubbed' field gun that would have limited ammunition capability, or the *Zerstorer*'s 6.5 centimeter rocket rifle firing two-stage projectiles, designers chose the middle ground and made the Gear's primary weapon a smoothbore 45mm fragmentation cannon firing cluster rounds of metal-laced ceramic shards. The cannon was usable against both infantry and light armored vehicles while sharing an ammunition type with many Gears in both patrol and urban defense squadrons, although like the others the *Urban Combat* could carry only a limited amount of the large shells. Secondary weapons were more task oriented; four large caliber, single-shot unguided rocket munitions had decent anti-armor punch while a standard 44mm rotating grenade launcher combined with several M-3 hand grenades and a 10mm GU chaingun in a pivoting mount provided a high level of anti-infantry firepower.

Still a somewhat new variant, the *Urban Combat* is in limited service with secondary Northern patrol squadrons where it is replacing some *Hunter Enforcers*, and in select Northern Guard urban defense battlegroups. The NorLight Confederacy does not deploy *Hunter UC*s in patrol units, having chosen to field the Shaian developed *Cheetah AP*.



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NORTHERN MP & PATROL VEHICLES

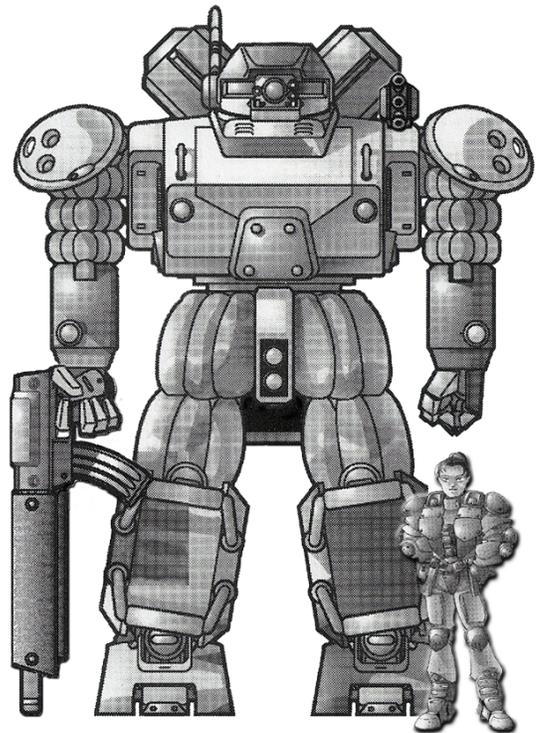
Patrol Hunter

Prior to the creation of dedicated light scout/spotter Gears the *Recon Hunter* was a variant put into service to perform those roles only because nothing with that level of adaptability existed. First manufactured in TN 1687 the *Recon* was based on the *Desert Hunter*, itself a second generation *Hunter* model adapted for Badlands service during the Mercantile War between the UMF and Mekong Dominion over the Westridge trade routes. Losing the conflict convinced the Federation into agreeing to form the Confederated Northern City States but it was two grueling cycles of warfare that pushed the *Hunter*, *Headhunter*, and *Recon Hunter* into levels of performance and reliability undreamed of during the 1670s when the *Hunter* existed only in computer simulations. The Heavy Gear had become a tried and true mainstay of Terra Novan warfare.

Recon Hunters sacrificed weaponry and large portions of armor plating in an attempt to increase speed and maneuver. Protecting the exposed actuators and framework with ballistic polymer weave and retaining only the hand-held cannon and vibro-blade, the new machine dropped a ton of mass but gained only five kilometers per hour foot speed although maneuverability was better than any *Hunter* variant until the *Mk2*. An average electronics fit made the *Recon* of limited service as a scout and fights using the vibro-blade were seen only as a method to commit suicide so it was soon dropped, leaving the hand-held cannon as the *Recon's* only armament. With the advent of the *Hunter MK2* improvements in TN 1852 the *Recon* and later the *Patrol* were upgraded to the new standards as parts and technicians became available. After the upgrade many *Recons* swapped the Riley autocannon for a more powerful 30mm cannon without a loss of performance.

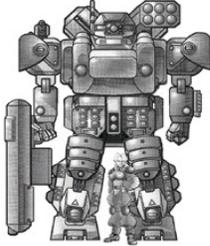
In place of the *Recon Hunter's* original 20mm hand-held autocannon the *Patrol* used a 37mm self-loading Gear rifle that outranged almost all scout model weapons, allowing the unit more opportunity to keep it's light armor away from return fire by vehicles fast enough to keep in range or carrying better armaments. *Patrols* also began the Northern Guard trend of limiting high cyclic rate weapons that might be used without restraint in urban areas by incautious pilots. Almost all M-2A hand grenades carried by *Patrol Hunters* were used as smoke munitions, either to mark a target or cover a retreat, but could be replaced as needed by non-lethal incapacitant versions. The 44mm rotating grenade launcher was the variant's only dedicated anti-personnel weapon, and the design continued to lack a vibro-blade as a concession to the basic *Recon's* often poor melee survival.

When the *Bobcat* entered production in the very late 17th century *Recon Hunter's* were soon replaced as the common scout Gear and surplus models rebuilt as *Patrol Hunters* began to take over many light AFV and IFV squadrons in both reserve and patrol units throughout the Confederated City States. Not replaced as the sole Northern patrol Gear until the introduction of the *Headhunter MP* in TN 1858 and emergency *Hunter Enforcer* in TN 1860, *Patrols* have served almost 240 cycles and small numbers can still be found in patrol units or city state police forces unwilling or unable to obtain newer machines.





HACS-01MG-AP Feral Hunter



TV	45
ID	

ATT	
DEF	
EW	
LD	

Actions	1
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Mv	Speed	Stop	CBT	Top
Defense	W	4 / 7	-3	-1 +1
Defense	G	6 / 12	-3	+0 +2
Attack			+2	+0 -3
Detect	3	Armor: 15		
Sensors	0	Size: 6		
Comm	-1	[] [S] [L] [H] [C]		
Auto	4			

Armor Perks: Reinforced Armor, Front (2)
Reinforced Loc: Crew (2), Shielded Weapons
Perks/Flaws: Arms
Sensor Dependent
AUX: Anti-Personnel Charges

HEAVY GEAR BLITZ

Name	Arc	Acc							Dam.	Special	Rounds	
LAAC	F	0	3	/	6	/	12	/	24	/	48	X8 RoF 6, AA, Reloads
LRP-24	FF	-1	2	/	3	/	6	/	12	/	24	X12 RoF 3, IF
APGL	FF	-1	2	/	3	/	6	/	12	/	24	X4 IF, AI, AE 3
LMG	F	0	2	/	3	/	6	/	12	/	24	X3 RoF 4, AI
HHG	F	-1	Thrown						X25	AE 2		[] [] []
VB	F	0							S+2	M		
Physical Attack (Punch/Kick/Ram)										S	M	
HGL	F	-1	3	/	6	/	12	/	24	/	48	X20 RoF 1, IF, AE 2, Reloads

RPG STATS

Code Name: Feral Hunter
 Production Code: HACS-01MG-AP
 Production Type: Mass Production (Lemon dice; Model:3, Individual:4)
 Introduced: TN 1938
 Manufacturer: Northco
 Size: 6 (Height 4.3m, Width 3.0m, 7452 kg)
 Default Size: 7
 * Threat Value (TV): 454
 Cost: 302,887 marks
 * Defensive Threat Value (DTV): 298
 Primary Movement: Walker (42kph) 4/7
 Secondary Movement: Ground (72kph) 6/12
 Maneuver: 0
 Average Armor Thickness: 45mm 15/30/45
 * Miscellaneous Threat Value (MTV): 577
 Crew: Pilot (1 action)
 Communications Range: 12km (-1/240 hexes)
 Sensor Range: 3km (0/60 hexes)
 Deployment Range: 480 km
 Perks Total: +22.72
 Flaws Total: -6.0
 ARMOR/STRUCTURE PERKS & FLAWS: Reinforced Armor; Front:3, Reinforced Location; Crew:2, Shielded Weapons
 AUXILIARY SYSTEMS: Anti-Personnel Charges (R:2, 36 charges)
 OTHER PERKS: HEP: Desert, Manipulator Arms x2 (Sz. 6, Can Punch)
 OTHER FLAWS: Sensor Dependent
 * Offensive Threat Value (OTV): 488
 Fire Control: 0
 Weapons Loadout:
 Riley AA104S 20mm Revolver Cannon (LAAC): (F), Acc+0, BR-4, DMx8, RoF+6 -- AA -- Magazine:160 shells.
 RP-109A Iron Pepperbox (LRP-24): (FF), Acc-1, BR-1, DMx12, RoF+3 -- IF -- 24 rockets.
 MK IV Grenade Launcher (APGL): (FF), Acc-1, BR-1, DMx3, RoF+0 -- AI, IF, AE0 -- 9 grenades.
 GU-4 Machinegun (LMG): (F), Acc+0, BR-1, DMx3, RoF+4 -- AI -- Magazine:100 shells.
 M-3 Grenade (HHG): (F), Acc-1, BR-Thrown, DMx25, RoF+0 -- n/a -- 3.
 HW-VB-1 Vibro-Knife (VB): (F), Acc+0, BR-0 (Melee), DMx8
 DEFECTS: None

Model Options

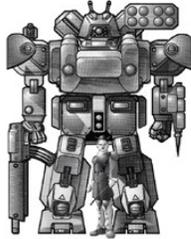
None

Equipment Options

- Replace Light Anti-Air Cannon with Heavy Grenade Launcher (F, 21 grenades) -- OTV+397, FTV+133



HACS-01MG-SEC/C Headhunter MP



Mv	Speed	Stop	CBT	Top	
Defense	W	4 / 7	-3	-1 +1	
Defense	G	6 / 12	-3	+0 +2	
Attack			+2	+0 -3	
Detect	2				
Sensors	0				
Comm	+1				
Auto	5				
Armor:	15				
Size:	6				
	S	S	L	H	C

Armor Perks: Reinforced Location; Crew (2)
Easy to Modify
Perks/Flaws: Arms
AUX:

TV	40
ID	
ATT	
DEF	
EW	
LD	
Actions	1

HEAVY GEAR BLITZ

Name	Arc	Acc						Dam.	Special	Rounds
MRF	F	0	6	12	24	48	96	X10	Reloads	
LRP-32	FF	-1	2	3	6	12	24	X12	RoF 4, IF	
APGL	FF	-1	2	3	6	12	24	X4	IF, AI, AE 3	
CR	F	0						S+1	M	
Physical Attack (Punch/Kick/Ram)										S M
<input type="checkbox"/> DPG	F	-1	3	6	12	24	48	X8	RoF 2	
<input type="checkbox"/> MPZF	F	-1	2	3	6	12	24	X15		<input type="checkbox"/> <input type="checkbox"/>

RPG STATS

Code Name: Headhunter MP
 Production Code: HACS-01MG-SEC/C
 Production Type: Mass Production (Lemon dice; Model:3, Individual:4)
 Introduced: TN 1858
 Manufacturer: Northco
 Size: 6 (Height 4.3m, Width 3.0m, 6897 kg)
 Default Size: 7
 * Threat Value (TV): 376
 Cost: 219,240 marks
 * Defensive Threat Value (DTV): 298
 Primary Movement: Walker (42kph) 4/7
 Secondary Movement: Ground (72kph) 6/12
 Maneuver: 0
 Average Armor Thickness: 45mm 15/30/45
 * Miscellaneous Threat Value (MTV): 430
 Crew: Pilot (1 action)
 Communications Range: 15km (+1/300 hexes)
 Sensor Range: 2km (0/40 hexes)
 Deployment Range: 500 km
 Perks Total: +18
 Flaws Total: -0.0
 ARMOR/STRUCTURE PERKS & FLAWS: Easy to Modify, Reinforced Location; Crew:2
 AUXILIARY SYSTEMS: n/a
 OTHER PERKS: HEP: Desert, Manipulator Arms x2 (Sz. 6, Can Punch)
 OTHER FLAWS: n/a
 * Offensive Threat Value (OTV): 399
 Fire Control: 0
 Weapons Loadout:
 SR-25 37mm Cannon (MRF): (F), Acc+0, BR-4, DMx10, RoF+0 -- n/a -- 1xClip:40 shells.
 RP-111 Pepperbox (LRP-32): (FF), Acc-1, BR-1, DMx12, RoF+4 -- IF -- 32 rockets.
 MK IV Grenade Launcher (APGL): (FF), Acc-1, BR-1, DMx3, RoF+0 -- AI, IF, AE0 -- 9 grenades.
 Chassis Reinforcement (CR): (F), Acc+0, BR-0 (Melee), DMx7
 DEFECTS: None

Model Options

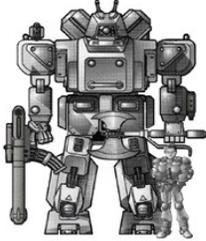
None

Equipment Options

- Add Deployable Pack Gun (F, 30 shells), cannot take MPZF. -- OTV+63, FTV+21
- Add 3 Medium Panzerfausts, cannot take DPG. -- OTV+90, FTV+30



HACS-01MG-SEC Hunter Enforcer



TV	40
ID	

ATT	
DEF	
EW	
LD	

Actions	1
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HEAVY GEAR BLITZ

Name	Arc	Acc					Dam.	Special	Rounds
MAC	F	0	5	9	18	36	72	X10	RoF 1, Reloads
APGL	F	-1	2	3	6	12	24	X4	IF, AI, AE 3, Reloads
APGL	F,Rr	-1	2	3	6	12	24	X4	IF, AI, AE 3
HG	F	-1	Thrown				X15	AI, AE 2	□□□
HHG	F	-1	Thrown				X25	AE 2	□□□
VA	F	-1					S+4	M, Armor Crushing	
Physical Attack (Punch/Kick/Ram)									
								S	M
HRF	F	0	6	12	24	48	96	X12	
LGL	F	-1	2	3	6	12	24	X15	RoF 2, IF, AE 2, Reloads
MRP-18	FF	-1	3	6	12	24	48	X18	RoF 3, IF

Mv	Speed	Stop	CBT	Top
Defense	W	4/7	-3	-1 +1
Defense	G	6/12	-3	+0 +2
Attack			+2	+0 -3
Detect	2	Armor: 14		
Sensors	0	Size: 6		
Comm	-1	<input type="checkbox"/> S <input type="checkbox"/> L <input type="checkbox"/> H <input type="checkbox"/> C		
Auto	5			

Armor Perks:	Reinforced Armor, Front (2) Easy to Modify
Perks/Flaws:	Arms
AUX:	

RPG STATS

Code Name: Hunter Enforcer
 Production Code: HACS-01MG-SEC
 Production Type: Mass Production (Lemon dice; Model:3, Individual:4)
 Introduced: TN 1860
 Manufacturer: Northco
 Size: 6 (Height 4.3m, Width 3.0m, 6877 kg)
 Default Size: 7
 * Threat Value (TV): 385
 Cost: 224,618 marks
 * Defensive Threat Value (DTV): 298
 Primary Movement: Walker (42kph) 4/7
 Secondary Movement: Ground (72kph) 6/12
 Maneuver: 0
 Average Armor Thickness: 45mm 14/28/42
 * Miscellaneous Threat Value (MTV): 465
 Crew: Pilot (1 action)
 Communications Range: 15km (-1/300 hexes)
 Sensor Range: 2km (0/40 hexes)
 Deployment Range: 500 km
 Perks Total: +19
 Flaws Total: -0.0
 ARMOR/STRUCTURE PERKS & FLAWS: Easy to Modify, Reinforced Armor; Front:2
 AUXILIARY SYSTEMS: n/a
 OTHER PERKS: HEP: Desert, Manipulator Arms x2 (Sz. 6, Can Punch)
 OTHER FLAWS: n/a
 * Offensive Threat Value (OTV): 392
 Fire Control: 0
 Weapons Loadout:
 AR-25 30mm Cannon (MAC): (F), Acc+0, BR-3, DMx10, RoF+1 -- n/a -- 2xClip:30 shells ea.
 WD-27 Grenade Launcher (APGL): (F), Acc-1, BR-1, DMx3, RoF+0 -- AI, IF, AE0 -- Magazine:30 grenades.
 MK IV Grenade Launcher (APGL): (FRr), Acc-1, BR-1, DMx3, RoF+0 -- AI, IF, AE0 -- 9 grenades.
 M-3 Grenade (HHG): (F), Acc-1, BR-Thrown, DMx25, RoF+0 -- n/a -- 3.
 M-2A Grenade (HG): (F), Acc-1, BR-Thrown, DMx15, RoF+0 -- AI -- 3.
 HW-VA-1 Vibro-Axe (VA): (F), Acc-1, BR-0 (Melee), DMx10 -- Armor Crushing
 DEFECTS: -10% Armor (Already factored into stats.)

Model Options

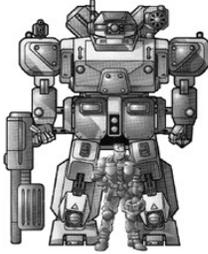
None

Equipment Options

- Replace Autocannon with Heavy Rifle (F, 20 shells) -- OTV+32, FTV+11
- Replace Autocannon with Light Grenade Launcher (F, 40 grenades) -- OTV+158, FTV+53
- Replace Autocannon and all Hand Grenades with DPG (F, 30 shells) and 2x MRP-18 (FF, 18 rockets ea.) -- OTV+383, FTV+128



HACS-01MG-UC Hunter Urban Combat



TV	45
ID	

ATT	
DEF	
EW	
LD	

Actions	1
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Mv	Speed	Stop	CBT	Top
Defense	W	4 / 7	-3	-1 +1
Defense	G	6 / 12	-3	+0 +2
Attack			+2	+0 -3
Detect	2	Armor: 15		
Sensors	0	Size: 6		
Comm	0	S L H C		
Auto	3			

Armor Perks: Easy to Modify

Perks/Flaws: Arms

AUX:

HEAVY GEAR BLITZ

Name	Arc	Acc					Dam.	Special	Rounds	
FGC	F	+1	2	3	6	12	24	X7	RoF 2, AI	
HMG	FF	0	2	3	6	12	24	X4	RoF 3, AI	
APGL	FF	-1	2	3	6	12	24	X4	IF, AI, AE 3	
HPZF	F	-1	3	6	12	24	48	X20		□□□□
HHG	F	-1	Thrown					X25	AE 2	□□□
VB	F	0						S+2	M	
Physical Attack (Punch/Kick/Ram)										
								S	M	
HRF	F	0	6	12	24	48	96	X12		
RFB	F	0	2	3	6	12	24	X14	RoF2, Reloads	

RPG STATS

Code Name: Hunter Urban Combat
 Production Code: HACS-01MG-UC
 Production Type: Mass Production (Lemon dice; Model:2, Individual:3)
 Introduced: TN 1930
 Manufacturer: Northco
 Size: 6 (Height 4.3m, Width 3.0m, 6917 kg)
 Default Size: 8
 * Threat Value (TV): 436
 Cost: 290,353 marks
 * Defensive Threat Value (DTV): 298
 Primary Movement: Walker (42kph) 4/7
 Secondary Movement: Ground (72kph) 6/12
 Maneuver: 0
 Average Armor Thickness: 45mm 15/30/45
 * Miscellaneous Threat Value (MTV): 392
 Crew: Pilot (1 action)
 Communications Range: 15km (+1/300 hexes)
 Sensor Range: 2km (0/40 hexes)
 Deployment Range: 500 km
 Perks Total: +17
 Flaws Total: -0.0
 ARMOR/STRUCTURE PERKS & FLAWS: Easy to Modify
 AUXILIARY SYSTEMS: n/a
 OTHER PERKS: HEP: Desert, Manipulator Arms x2 (Sz. 6, Can Punch)
 OTHER FLAWS: n/a
 * Offensive Threat Value (OTV): 617
 Fire Control: 0
 Weapons Loadout:
 F23 Shotgun Cannon (FGC): (F), Acc+1, BR-1, DMx7, RoF+0 -- AI, Frag -- 1xMagazine:20 shells.
 GU-10B Chaingun (HMG): (FF), Acc+0, BR-1, DMx4, RoF+3 -- AI -- Magazine:400 shells.
 MK IV Grenade Launcher (APGL): (FF), Acc-1, BR-1, DMx3, RoF+0 -- AI, IF, AE0 -- 9 grenades.
 UBP-100 Rocket Munition (HPZF): (F), Acc-1, BR-2, DMx20, RoF+0 -- Disposable -- 4.
 M-3 Grenade (HHG): (F), Acc-1, BR-Thrown, DMx25, RoF+0 -- n/a -- 3.
 HW-VB-1 Vibro-Knife (VB): (F), Acc+0, BR-0 (Melee), DMx8
 DEFECTS: None

Model Options

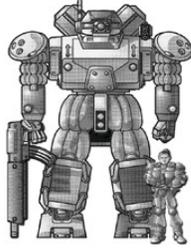
None

Equipment Options

- Replace Frag Cannon with Heavy Rifle (F, 20 shells) -- OTV+16, FTV+5
- Replace Frag Cannon with Rapid-Fire Bazooka (F, 60 projectiles) -- OTV+115, FTV+38



HACS-01MG-SKT/A Patrol Hunter



TV	30
ID	

ATT	
DEF	
EW	
LD	

Actions	1
---------	---

Mv	Speed	Stop	CBT	Top
Defense	W	4 / 8	-3	-1 +1
Defense	G	7 / 13	-3	+1 +2
Attack			+2	+0 -3
Detect	3	Armor:	14	
Sensors	0	Size:	6	
Comm	0			
Auto	4			

Armor Perks:	Exposed Movement System Exposed Fire Control Systems
Perks/Flaws:	Arms Easy to Modify

AUX:	
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HEAVY GEAR BLITZ

Name	Arc	Acc							Dam.	Special	Rounds	
MRF	F	0	6	/	12	/	24	/	48	/	96	X10 Reloads
APGL	FF	-1	2	/	3	/	6	/	12	/	24	X8 IF, AI, AE 3
HG	F	-1	Thrown							AI, AE 2		□□□
Physical Attack (Punch/Kick/Ram)												
									S	M		
□ DPG	F	-1	3	/	6	/	12	/	24	/	48	X8 RoF 2

RPG STATS

Code Name: Patrol Hunter
 Production Code: HACS-01MG-SKT/A Patrol Hunter
 Production Type: Mass Production (Lemon dice; Model:2, Individual:3)
 Introduced: TN 1703 (MK1 chassis), TN 1855 (MK2 upgrade)
 Manufacturer: Northco
 Size: 6 (Height 4.3m, Width 2.9m, 5600 kg)
 Default Size: 7
 * Threat Value (TV): 300
 Cost: 174,767 marks
 * Defensive Threat Value (DTV): 287
 Primary Movement: Walker (47kph) 4/8
 Secondary Movement: Ground (77kph) 7/13
 Maneuver: 0
 Average Armor Thickness: 40mm 14/28/42
 * Miscellaneous Threat Value (MTV): 358
 Crew: Pilot (1 action)
 Communications Range: 12km (0/240 hexes)
 Sensor Range: 3km (0/60 hexes)
 Deployment Range: 600 km
 Perks Total: +17
 Flaws Total: -9.0
 ARMOR/STRUCTURE PERKS & FLAWS: Easy to Modify, Exposed Fire Control Systems, Exposed Movement System
 AUXILIARY SYSTEMS: n/a
 OTHER PERKS: HEP: Desert, Manipulator Arms x2 (Sz. 6, Can Punch)
 OTHER FLAWS: n/a
 * Offensive Threat Value (OTV): 254
 Fire Control: 0
 Weapons Loadout:
 SR-25 37mm Cannon (MRF): (F), Acc+0, BR-4, DMx10, RoF+0 -- n/a -- 1xClip:30 shells.
 MK IV Grenade Launcher (APGL): (FF), Acc-1, BR-1, DMx3, RoF+0 -- AI, IF, AE0 -- 9 grenades.
 M-2A Grenade (HG): (F), Acc-1, BR-Thrown, DMx15, RoF+0 -- AI -- 3.
 DEFECTS: None

Model Options
None

Equipment Options

- Add Deployable Pack Gun (F, 30 shells) -- OTV+63, FTV+20

AURORA: THE SILHOUETTE MAGAZINE

NORTHERN MP & PATROL VEHICLES

JAGUAR-CHASSIS VARIANTS

Alley Cat

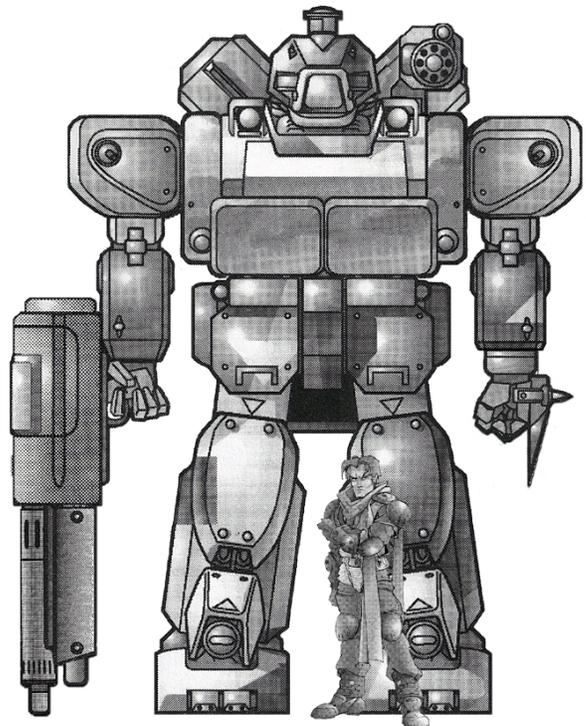
Designed to compete with the *Cheetah MP* as a model capable of complementing the flawed *Jaguar MP* for Northern Guard military police units the *Alley Cat* was intended from the start to combine the best features of both the *Jaguar* and *Tiger* into one useful Gear. Considered more of an urban assault variant than a patrol Gear, the *Cat* had a quick, uneventful development period by incorporating few components that had not seen service on another model for at least three cycles yet proved disappointing in actual service.

Featuring the torso and leg armor improvements of the *Fire* and *Magma Jaguar* variants over a reinforced framework the *Alley Cat* carried almost the same level of protection found on the heavier *Grizzly*. Bolt-on plates fitted to the engine exterior combined with an additional series of small sensor clusters 'wrapped' around the gear provided a constant 360 degree threat warning fed through the pilot's IHADS helmet. In built-up terrain the *Cat* proved quite difficult to surprise during combat testing, removing the need for thicker armor protection that would have reduced mobility. This also contributed to one of the Gear's major flaws; the hardened framework and extra support struts cut down on the internal space available to fit all the extra sensors alongside power cables and hydraulic feeds already run around the actuators. Packing everything in so tight left the entire model liable to suffer an electrical cascade if struck by particle effect weapons or even contacting a power transformer during urban operations.

Primary firepower was provided by a mated, hand-held weapon system. Comprised of a 40mm self-loading rifle and an underslung 45mm fragmentation cannon the resulting hybrid was bulky but allowed the Gear accurate ranged fire and close range defense without having to switch between weapons or ammunition types during a heated battle. Although only limited amounts of both shell types could be carried it was felt that two weapons in the same mounting overcame this limitation. One of the few such combined systems ever to see non-prototype manufacture in the North the gun proved in service to increase the Gear's thermal and metallic signature in most environs. However, the inherent base accuracy of both weapons allowed a downgraded version of the *Jaguar's* advanced fire control system to be installed, permitting increased sensor power and resolution to better handle the extra data generated by the defensive clusters and the capability to scan thick-walled structures.

Instead of a vibro-blade or vibro-axe a dueling style piston punch manipulator was installed. Shared on a production Gear only by the Southern *Cobra MP* the weapon was useful in knocking holes in most anything except other Gears or vehicles, which could almost always get away from close range proximity. Using this piece of equipment limited the *Alley Cat* in what the hand could pick up or use and it is planned that future production runs will feature a conventional arm and hand. Dedicated anti-personnel weapons included a reliable pre-loaded 50mm mortar tube and a 10mm chaingun fitted in the same pivoting mount as on the *Hunter Urban Combat*. In case an enemy did manage to surprise the *Cat* a handful of smoke canisters was included as standard equipment.

Second only to the *Leopard* in total cost, the few small production runs of *Alley Cats* have been distributed only to the Northern Guard and United Mercantile Federation Army. Whether the Gear's overall size proves to be as much of a hindrance to the *Alley Cat* as it did for the *Jaguar MP* remains open to debate. It is certain though that along with Shaian's problem plagued *Lion* design the *Alley Cat* has become an example of reasonable parameters and considered development creating a Gear that in the end proves less versatile than the basic *Jaguar*.



AURORA: THE SILHOUETTE MAGAZINE

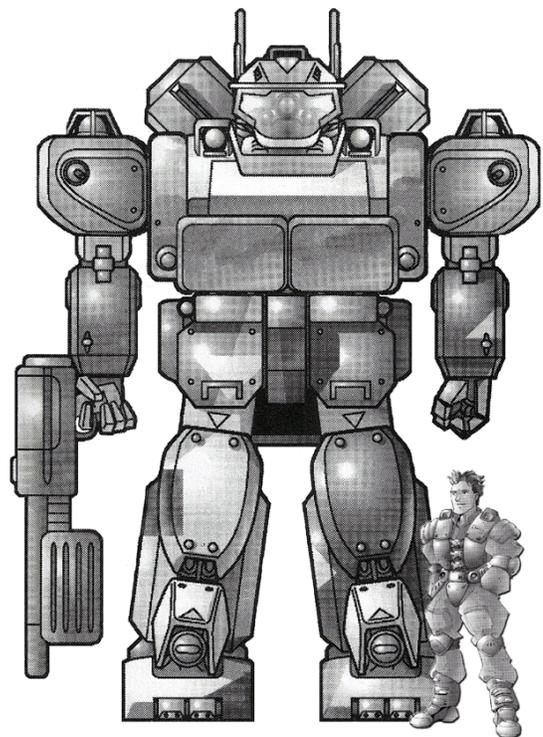
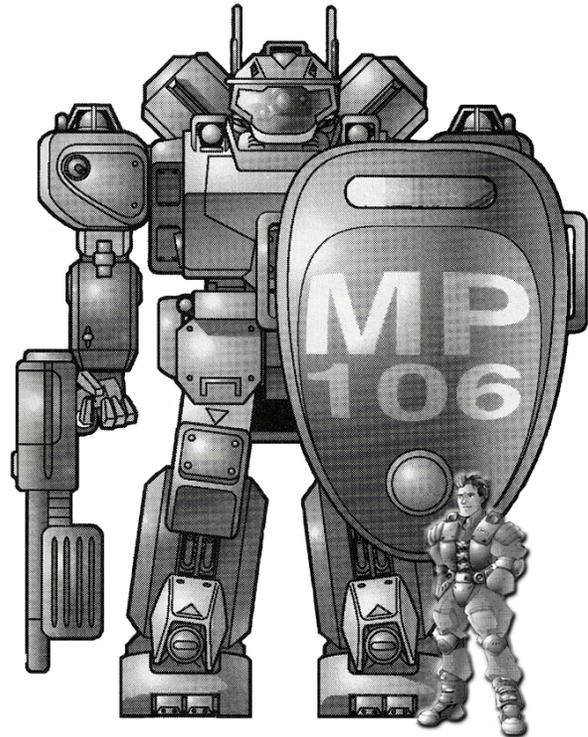
NORTHERN MP & PATROL VEHICLES

Jaguar MP & Jaguar Field MP

One of the few Northern patrol Gear variants designed from a high technology chassis, the *Jaguar MP* represented the current military state of the art in the areas of protection, speed, and maneuver when unveiled in TN 1912. Limitations of the variant itself however proved difficult to overcome in service as the Gear had lost too many features and weapons in compromises made to get the design into service. These shortcomings led to several disastrous deployments and the consequent loss of pilots and machines. Rather than a single all-purpose patrol design for the 20th century the Northern Guard now required a second model to complement the *Jaguar* in military police squadrons.

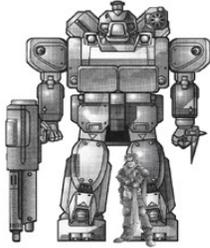
Retaining only the base *Jaguar's* vibro-blade, the MP variant was considered by most to carry far too light an armament for a Gear of it's size and origin, but kept the capability to be airdropped; a unique feature amongst patrol Gears. A 45mm fragmentation cannon provided almost all of the firepower yet still suffered from the same limited shell capacity as previous patrol models. Instead of the near universal rotating anti-personnel grenade launcher the *Jaguar* featured an updated magazine fed system mounted underneath the right forearm to be usable without having to drop the riot shield. In service this proved to be a flawed concept as any impacts powerful enough to take out the hand-held cannon almost always damaged the launcher's muzzle as well.

Though in production for almost 30 cycles the largest procurer of *Jaguar MPs* remains the Northern Guard, replacing *Hunter-era* models and forming mixed squadrons with the more recent *Cheetah MP* and a small number of *Alley Cats*. Although preferring the indigenous *Tiger Enforcer* design some patrol companies in the Mercantile armed forces swap the older Gear with the *Jaguar* and a few NorLight units have managed to obtain the model in spite of continuing League tensions but prefer to use only the field service kit of both the *Jaguar MP* and *Cheetah MP* variants.





HACS-02MG-UC Alley Cat



TV	60
ID	

ATT	
DEF	
EW	
LD	

Actions	1
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Mv	Speed	Stop	CBT	Top
Defense	W	5/9	-2	+1 +2
Defense	G	6/12	-2	+2 +3
Attack			+2	+0 -3
Detect	3			
Sensors	1			
Comm	-1			
Auto	4			

Armor:	16
Size:	6
	<input type="checkbox"/> S <input type="checkbox"/> L <input type="checkbox"/> H <input type="checkbox"/> C

Armor Perks: Reinforced Armor: Front (2)
Reinforced Chassis, Improved Rear Defense
Perks/Flaws: Arms, Vulnerable to Haywire
Large Sensor Profile (1)

AUX: Smoke Launcher (5)

HEAVY GEAR BLITZ

Name	Arc	Acc	Dam.				Special	Rounds					
HRF	F	0	6	/	12	/	24	/	48	/	96	X12	
FGC	F	+1	2	/	3	/	6	/	12	/	24	X7	RoF 2, AI
APM	F	0	3	/	6	/	12	/	24	/	48	X4	IF, AI, AE 4, MR
HMG	FF	0	2	/	3	/	6	/	12	/	24	X4	RoF 3, AI
PP	F	0										X10	M, Clumsy
Physical Attack (Punch/Kick/Ram)											S	M	

RPG STATS

Code Name: Alley Cat
 Production Code: HACS-02MG-UC Alley Cat
 Production Type: Limited Production (Lemon dice; Model:2, Individual:3)
 Introduced: TN 1933 (UMFA), TN 1934 (NG)
 Manufacturer: Northco
 Size: 6 (Height 4.6m, Width 3.4m, 7213 kg)
 Default Size: 8
 * Threat Value (TV): 605
 Cost: 1,613,147 marks
 * Defensive Threat Value (DTV): 541
 Primary Movement: Walker (54kph) 5/9
 Secondary Movement: Ground (72kph) 6/12
 Maneuver: +1
 Average Armor Thickness: 51mm 16/32/48
 * Miscellaneous Threat Value (MTV): 636
 Crew: Pilot (1 action)
 Communications Range: 12km (-1/240 hexes)
 Sensor Range: 3km (+1/60 hexes)
 Deployment Range: 400 km
 Perks Total: +25.5
 Flaws Total: -9.2
 ARMOR/STRUCTURE PERKS & FLAWS: Improved Rear Defense, Reinforced Armor; Front:2, Reinforced Chassis
 AUXILIARY SYSTEMS: Smoke Launcher:5
 OTHER PERKS: HEP: Desert, Manipulator Arms x2 (Sz. 6, Can Punch)
 OTHER FLAWS: Annoyance; Cramped head space, Vulnerable to Haywire
 * Offensive Threat Value (OTV): 638
 Fire Control: 0
 Weapons Loadout:
 Riley Weapon Systems DWGP-8A, a mated hand-held gunpod;
 - (HRF): (F), Acc+0, BR-4, DMx12, RoF+0 -- n/a -- 1xMagazine:20 shells.
 - (FGC): (F), Acc+1, BR-1, DMx7, RoF+0 -- AI, Frag -- 1xMagazine:20 shells.
 Northco MR-3 50mm Mortar (APM): (F), Acc+0, BR-2, DMx4, RoF+0 -- AI, IF, AE0, MR2 -- 12 bombs.
 GU-10B Chaingun (HMG): (FF), Acc+0, BR-1, DMx4, RoF+3 -- AI -- Magazine:400 shells.
 Piston Punch Manipulator (PP): (F), Acc+0, BR-0 (Melee), DMx10 -- Clumsy
 DEFECTS: Large Sensor Profile:1, Piston Punch hand lacks fine manipulation.

Model Options
None

Equipment Options
None



HACS-02MG-SEC Jaguar MP



TV	60
ID	

ATT	
DEF	
EW	
LD	

Actions	1
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Mv	Speed	Stop	CBT	Top
Defense	W	5/9	-2	+1 +2
Defense	G	7/13	-2	+2 +3
Attack			+3	+1 -2
Detect	2			
Sensors	-1			
Comm	+1			
Auto	3			

Armor:	16
Size:	6
	<input type="checkbox"/> S <input type="checkbox"/> L <input type="checkbox"/> H <input type="checkbox"/> C

Armor Perks: Backup Sensors, Shield (F/L)
Perks/Flaws: Arms, Airdroppable

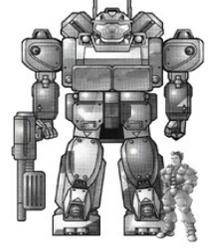
AUX:

HEAVY GEAR BLITZ

Name	Arc	Acc	Dam.				Special	Rounds		
FGC	F	+1	2	3	6	12	24	X7	RoF 2, AI	
APGL	F	-1	2	3	6	12	24	X4	IF, AI, AE 3	
VB	F	0						S+2	M	
Physical Attack (Punch/Kick/Ram)										
								S	M	
<input type="checkbox"/> HRF	F	0	6	12	24	48	96	X12		
<input type="checkbox"/> LGL	F	-1	2	3	6	12	24	X15	RoF 2, IF, AE 2, Reloads	
<input type="checkbox"/> MAAC	F	0	5	9	18	36	72	X10	RoF 4, AA, Reloads	
<input type="checkbox"/> RFB	F	0	2	3	6	12	24	X14	RoF 2, Reloads	



HACS-02MG-SEC Jaguar MP/Field



TV	55
ID	

ATT	
DEF	
EW	
LD	

Actions	1
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Mv	Speed	Stop	CBT	Top
Defense	W	5/9	-2	+1 +2
Defense	G	7/13	-2	+2 +3
Attack			+3	+1 -2
Detect	2			
Sensors	-1			
Comm	+1			
Auto	3			

Armor:	16
Size:	6
	<input type="checkbox"/> S <input type="checkbox"/> L <input type="checkbox"/> H <input type="checkbox"/> C

Armor Perks: Reinforced Armor, Front (2)
Backup Sensors, Reinforced Loc; Crew (2)
Perks/Flaws: Arms, Airdroppable

AUX:

HEAVY GEAR BLITZ

Name	Arc	Acc	Dam.				Special	Rounds		
FGC	F	+1	2	3	6	12	24	X7	RoF 2, AI	
APGL	F	-1	2	3	6	12	24	X4	IF, AI, AE 3	
VB	F	0						S+2	M	
Physical Attack (Punch/Kick/Ram)										
								S	M	
<input type="checkbox"/> DPG	F	-1	3	6	12	24	48	X8	RoF 2	
<input type="checkbox"/> HHG	F	-1	Thrown					X25	AE 2	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
<input type="checkbox"/> MPZF	F	-1	2	3	6	12	24	X15		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
<input type="checkbox"/> HRF	F	0	6	12	24	48	96	X12		
<input type="checkbox"/> LGL	F	-1	2	3	6	12	24	X15	RoF 2, IF, AE 2, Reloads	
<input type="checkbox"/> MAAC	F	0	5	9	18	36	72	X10	RoF 4, AA, Reloads	

RPG STATS

Code Name: Jaguar MP & Jaguar MP/F
Production Code: HACS-02MG-SEC
Production Type: Limited Production (Lemon dice; Model:2, Individual:3)
Introduced: TN 1912 (UMFA), TN 1916 (NG)
Manufacturer: Northco
Size: 6 (Height 4.6m, Width 3.4m, 6773 kg)
Default Size: 8
* Threat Value (TV): 569
Cost: 1,518,587 marks
* Defensive Threat Value (DTV): 552
Primary Movement: Walker (53kph) 5/9
Secondary Movement: Ground (81kph) 7/13
Maneuver: +1
Average Armor Thickness: 51mm 16/32/48
* Miscellaneous Threat Value (MTV): 608
Crew: Pilot (1 action)
Communications Range: 10km (+1/200 hexes)
Sensor Range: 2km (-1/40 hexes)
Deployment Range: 550 km
Perks Total: +22
Flaws Total: -0.2

ARMOR/STRUCTURE PERKS & FLAWS: Backup Sensors, Shield:2 (F/L)

AUXILIARY SYSTEMS: n/a

OTHER PERKS: Airdroppable, HEP: Desert, Manipulator Arms x2 (Sz. 6, Can Punch)

OTHER FLAWS: Annoyance; Cramped head Space

* Offensive Threat Value (OTV): 548

Fire Control: +1

Weapons Loadout:

F23 Shotgun Cannon (FGC): (F), Acc+1, BR-1, DMx7, RoF+0 -- AI, Frag -- 1xMagazine:20 shells.

MK V Grenade Launcher (APGL): (F), Acc-1, BR-1, DMx3, RoF+0 -- AI, IF, AE0 -- Magazine:12 grenades.

HW-VB-1 Vibro-Knife (VB): (F), Acc+0, BR-0 (Melee), DMx8

DEFECTS: None

Model Options

Field Service

- Add Perks Reinforced Armor; Front:2 and Reinforced Location; Crew:2.
- Remove: Shield
- Change: n/a
- Modified TV: 528 (Offensive: n/a, Defensive: n/a, Miscellaneous: 485)

Equipment Options

- Add Deployable Pack Gun (F, 30 shells) to MP/F model, cannot take MPZF. -- OTV+125, FTV+42
- Add 3 Heavy Hand Grenades to MP/F model. -- OTV+126, FTV+42
- Add 3 Medium Panzerfausts to MP/F model, cannot take DPG. -- OTV+180, FTV+60
- Replace Frag Cannon with Light Grenade Launcher (F, 40 grenades) -- OTV+284, FTV+95
- Replace Frag Cannon with Heavy Rifle (F, 20 shells) -- OTV+32, FTV+11

AURORA: THE SILHOUETTE MAGAZINE

NORTHERN MP & PATROL VEHICLES

TIGER-CHASSIS VARIANTS

Tiger Enforcer & Leopard

Initiated with the funding of patriotic League corporations rather than by the cash strapped Mercantile Federation Army of the time, the TN 1862 *Tiger* was the first Heavy Gear to feature advanced capabilities by breaking away from the *Hunter* 'general-purpose' ethos to create a mass produced trooper model. At only twice the cost of a standard *Hunter* the basic soundness of the design endured almost 80 cycles with little or no major upgrades required to remain competitive with both the later *Cheetah* and *Jaguar* advanced technology Gears.

When Northco closed down the *Hunter Enforcer* conversion lines as orders ceased they offered to expand *Tiger* production in it's place by engineering a comparable variant based on the newer Gear, to be assembled in lower numbers at a reduced pace. To avoid potential hiccups the *Tiger Enforcer* would make no changes to the basic frame and machinery. Minor weapon changes were permitted to allow the design to complement the just rebuilt *Hunter* variants in mixed patrol squadrons, and together both designs all but eliminated the *Patrol Hunter* in Mercantile units. A pre-loaded, ejectable mortar tube and six heavy fragmentation missiles replaced the standard 71mm rocket pack, allowing direct or indirect anti-infantry fire out to between 800 and 1200 meters compared with the *Hunter Enforcer's* limit of only 400 meters. As the basic *Tiger* was one of the few production Gears to lack a vibro-blade a simple armor reinforcement was added to aid in knocking over barricades or punching in walls.

Content with the performance of both *Tiger* variants the UMFA chose to sell more *Jaguars* to the Northern Guard rather than add them to their own reserve and patrol squadrons. However, the *Enforcer* pairing had trouble handling GREL bands that slipped past the battlezones during the CEF invasion, only just containing them. At the same time the *Headhunter MP* had shown it's limitations in an extreme electronic warfare environment that was becoming the norm rather than the exception and there were not enough *Sabertooth* command Gears available as a replacement.

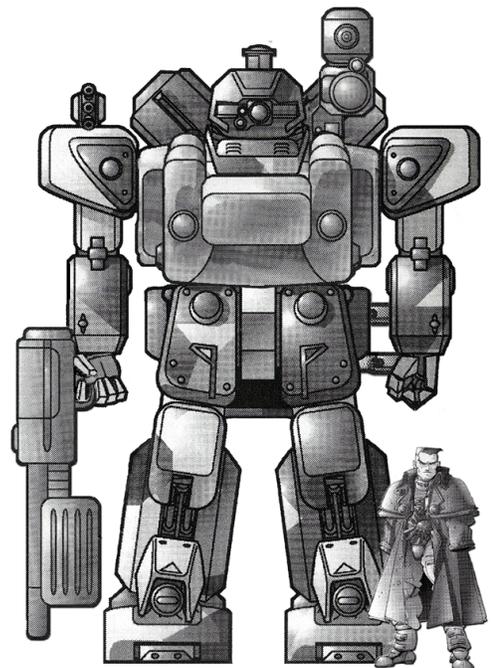
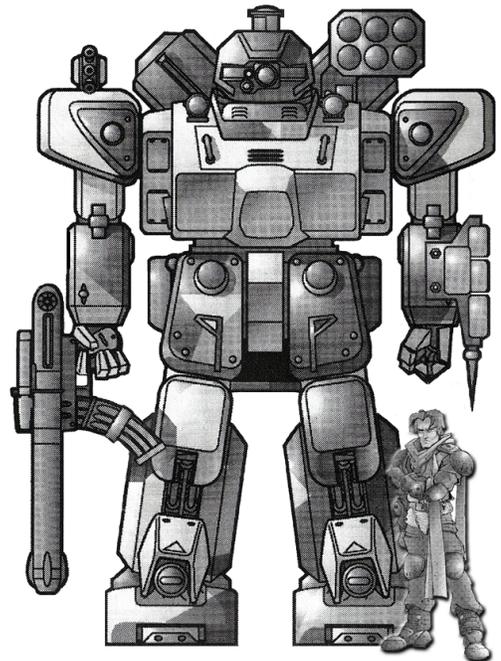
After considering other Northern Gear designs proposed by post-War of the Alliance analysis Mercantile officers chose instead to request a new variant of the *Tiger* be developed to maintain a cohesive logistics strategy similar to what the Northern Guard was instituting by using *Cheetahs* and *Jaguars* in place of *Hunters* wherever possible. The proposed design would retain the *Tiger's* basic features while being optimized in the anti-infantry/anti-armor role and be capable of performing as a command Gear.

The resulting *Leopard* was the only patrol gear aside from the *Cheetah MP* to include an electronic warfare package as standard equipment, a copy of the powerful unit carried by the *Sabertooth* able to cut through most any interference. As protection against the CEF's heavy use of missiles a small caliber, close-in defense weapon replaced the missile pack and the sensors were upgraded to increase resolution for more accurate detection of incoming warheads although passive detection range remained at three kilometers. Greater close range firepower was added by replacing the 30mm autocannon with a 45mm fragmentation cannon while a pair of large caliber, single-shot unguided rocket munitions was added for anti-armor work. An armored jacket was included to gain back some protection lost by the enlarged electronics emitters and the forearm reinforcement removed to add a basic vibro-blade for better melee capability. A small cluster of smoke canister tubes provided for emergencies.

Like the basic *Tiger* the greatest number of *Enforcers* is found in United Mercantile Federation Army formations. But a change in the previous Northern status quo is that with *Tigers* now replaced in most frontline Northern Guard units by *Jaguars*, and likewise displaced out of patrol units by *Jaguar MPs*, the NorLight Confederacy has spared no amount of marks buying up the surplus Gears to replace *Hunter* variants as the Federation remains committed to blocking large scale purchases of

any *Jaguar* type by the rival League. This acquisition places the UMFA and NLAF on a near equal technological footing which has not helped to cool off the animosity between the two states.

Leopard variant patrol Gears serve only with the UMFA, their numbers limited by having a per unit cost two-thirds that of a Kodiak, and half that of a Mammoth Strider.





HACS-08MG-SEC Tiger Enforcer



TV	60
ID	

ATT	
DEF	
EW	
LD	

Actions	1
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Mv	Speed	Stop	CBT	Top
Defense	W	4 / 8	-3	-1 +1
Defense	G	6 / 12	-3	+0 +2
Attack			+3	+1 -2
Detect	3			
Sensors	0			
Comm	0			
Auto	4			

Armor:	17
Size:	6
	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Armor Perks:	
Perks/Flaws:	Arms
AUX:	

Name	Arc	Acc	Dam.		Special	Rounds
MAC	F	0	5 / 9	/ 18 / 36 / 72	X10 RoF 1, Reloads	
ABM	FF	0	5 / 9	/ 18 / 36 / 72	X10 IF, AE 3	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
APGL	F.Rr	-1	2 / 3	/ 6 / 12 / 24	X4 IF, AI, AE 3	
APM	F	0	3 / 6	/ 12 / 24 / 48	X4 IF, AI, AE 4, MR	
CR	F	0			S+1 M	
Physical Attack (Punch/Kick/Ram)						S M
MPZF	F	-1	2 / 3	/ 6 / 12 / 24	X15	<input type="checkbox"/> <input type="checkbox"/>
HRF	F	0	6 / 12	/ 24 / 48 / 96	X12	
LGL	F	-1	2 / 3	/ 6 / 12 / 24	X15 RoF 2, IF, AE 2, Reloads	
MAAC	F	0	5 / 9	/ 18 / 36 / 72	X10 RoF 4, AA, Reloads	

HEAVY GEAR BLITZ



HACS-08MG-SEC-B Leopard



TV	70
ID	

ATT	
DEF	
EW	
LD	

Actions	1
---------	---

Mv	Speed	Stop	CBT	Top
Defense	W	4 / 8	-3	-1 +1
Defense	G	6 / 12	-3	+0 +2
Attack			+3	+1 -2
Detect	3			
Sensors	2			
Comm	0			
Auto	4			

Armor:	17
Size:	6
	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Armor Perks:	Reinforced Location; Crew (2) Exposed Fire Control Systems
Perks/Flaws:	Arms
AUX:	Anti-Missile System, ECCM (2) Smoke Launcher (5)

Name	Arc	Acc	Dam.		Special	Rounds
FGC	F	+1	2 / 3	/ 6 / 12 / 24	X7 RoF 2, AI	
APGL	FF	-1	2 / 3	/ 6 / 12 / 24	X4 IF, AI, AE 3	
APM	F	0	3 / 6	/ 12 / 24 / 48	X4 IF, AI, AE 4, MR	
HPZF	F	-1	3 / 6	/ 12 / 24 / 48	X20	<input type="checkbox"/> <input type="checkbox"/>
VB	F	0			S+2 M	
Physical Attack (Punch/Kick/Ram)						S M

HEAVY GEAR BLITZ

Equipment Options

- Add 3 Medium Panzerfausts. -- OTV+180, FTV+60
- Replace Autocannon with Heavy Rifle (F, 20 shells) -- OTV+45, FTV+15
- Replace Autocannon with Light Grenade Launcher (F, 40 grenades) -- OTV+297, FTV+99
- Replace Autocannon with Medium Anti-Air Cannon (F, 80 shells) -- OTV+26, FTV+9

RPG STATS

Code Name: Tiger Enforcer
 Production Code: HACS-08MG-SEC
 Production Type: Mass Production (Lemon dice; Model:2, Individual:3)
 -- Leopard; Limited Production (Lemon dice; Model:2, Individual:3)
 Introduced: TN 1870 (UMFA), TN 1912 (NLA). Leopard TN 1928 (UMFA)
 Manufacturer: Northco
 Size: 6 (Height 4.6m, Width 3.4m, 7415 kg. Leopard 5.06m w/AMS, 7435kg)
 Default Size: 9
 * Threat Value (TV): 621
 Cost: 465,983 marks. Leopard 2,021,970 marks
 * Defensive Threat Value (DTV): 384
 Primary Movement: Walker (50kph) 4/8
 Secondary Movement: Ground (74kph) 6/12
 Maneuver: 0
 Average Armor Thickness: 58mm 17/34/51
 * Miscellaneous Threat Value (MTV): 155
 Crew: Pilot (1 action)
 Communications Range: 12km (0/240 hexes)
 Sensor Range: 3km (0/60 hexes)
 Deployment Range: 500 km
 Perks Total: +7, Leopard +24.5
 Flaws Total: -0.0, Leopard -4.0
 ARMOR/STRUCTURE PERKS & FLAWS: n/a
 AUXILIARY SYSTEMS: n/a
 OTHER PERKS: HEP: Desert, Manipulator Arms x2 (Sz. 6, Can Punch)
 OTHER FLAWS: n/a
 * Offensive Threat Value (OTV): 1324
 Fire Control: +1
 Weapons Loadout:
 AR-25 30mm Cannon (MAC): (F), Acc+0, BR-3, DMx10, RoF+1 -- 2xClip:40 shells ea.
 Forge Co. Fragmentation Missile Launcher (ABM): (FF), Acc+0, BR-3, DMx10, RoF+0 -- AE1 -- 6 missiles.
 MK III Grenade Launcher (APGL): (FRr), Acc-1, BR-1, DMx3, RoF+0 -- AI, IF, AE0 -- 9 grenades.
 Northco MR-3 50mm Mortar (APM): (F), Acc+0, BR-2, DMx4, RoF+0 -- AI, IF, AE0, MR2 -- 12 bombs.
 Chassis Reinforcement (CR): (F), Acc+0, BR-0 (Melee), DMx7
 DEFECTS: None

Model Options

- Leopard (HACS-08MG-SEC-B)
- Add: FGC (F, 1xMagazine:20), 2xHPZF (F, Disposable), and VB (F, Melee).
 - Add Perks Anti-Missile System (R:1, 50 shots), ECCM:2, Reinforced Location; Crew:2, and Smoke:5
 - Add Flaw Exposed Fire Control Systems.
 - Remove: ABM, CR, and MAC.
 - Change: Upgrade Sensors (+2/60 hexes).
 - Modified TV: 674 (Offensive: 943, Defensive: n/a, Miscellaneous: 694)

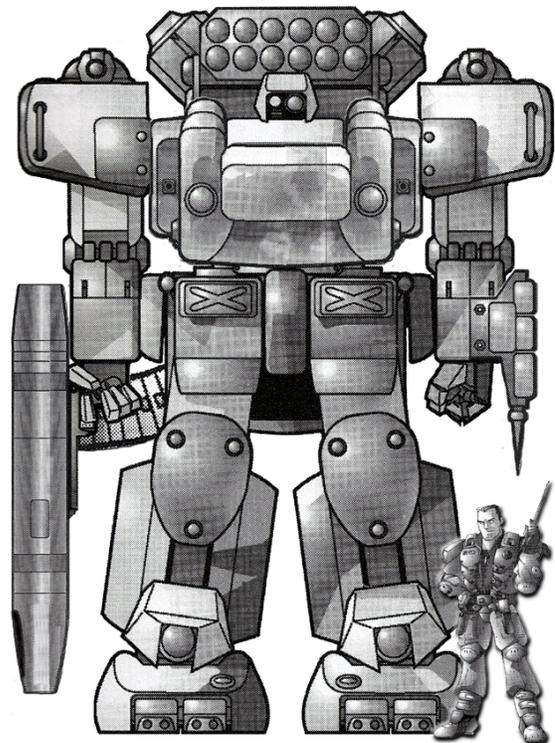
OTHER GEAR VARIANTS

Mad Dog Area Denial

Once an indigenous Protectorate rival to the early *Hunter* line, *Mad Dog* heavy trooper Gears had all but been relegated to the scrapyards even by the thrifty WFPA until the CEF invasion forced both Northern and Southern Leagues to field every machine that could be made to function. Rebuilt using entire *Bear* lower assemblies the resultant *Mad Dog 'R'* made it possible to strip newer models from reserve forces to bulwark frontline units as casualties skyrocketed. With most *Mad Dogs* surviving into the post war period thanks to such second line service the refurbished Gears filled squadrons in both primary and reserve formations in place of units wiped out during heavy engagements. Having been given the machine equivalent of a second life numerous *Mad Dogs* became surplus as more and more equipment losses were made good. Rather than mothball the Gears it was decided to use them for upgrading patrol squadron *Hunters* to better combat the rover groups that were plaguing the League and becoming both larger and better armed each cycle.

Instead of any lengthy modifications changes were kept to a minimum. In place of the common 40mm hand-held autocannon the rechristened 'Area-Denial' variant carried a massive 37mm anti-air capable weapon characteristic of ground attack aircraft or hoppers rather than Gears. Although belt-fed from a drum on the *Mad Dog's* armored fuel tank skirt the cannon ate through the heavy shells in seconds and pilots had to be cautious about using up the ammunition supply. Both 71mm rocket packs were replaced but rather than install versions capable of higher rates of fire more rocket clusters were carried per launching system. Twin 16mm autocannons supplanted the paired Rollerson M80 light machineguns, a caliber better suited towards chewing through any cover infantry might shelter behind or destroying light rover vehicles without using up cannon shells and rockets. Each set of paired weapons was linked together into the fire control system to deliver an immediate barrage of firepower. Since a vibro-type weapon would be of limited use on a low mobility Gear the new *Dog* variant featured an armor reinforcement over its forearm and layers of ballistic polymer weave over the torso and pilot's compartment while a standard rotating grenade launcher was mounted over the engine's radiator to keep infantry at a distance.

As a Gear equipped with a high level of firepower irregardless of its shortcomings, *Mad Dog ADs* continue to serve the Western Frontier Protectorate Army as the backbone of patrol formations and in a few heavy Dragoon squadrons when *Grizzlys* or *Bears* are unavailable.



AURORA: THE SILHOUETTE MAGAZINE

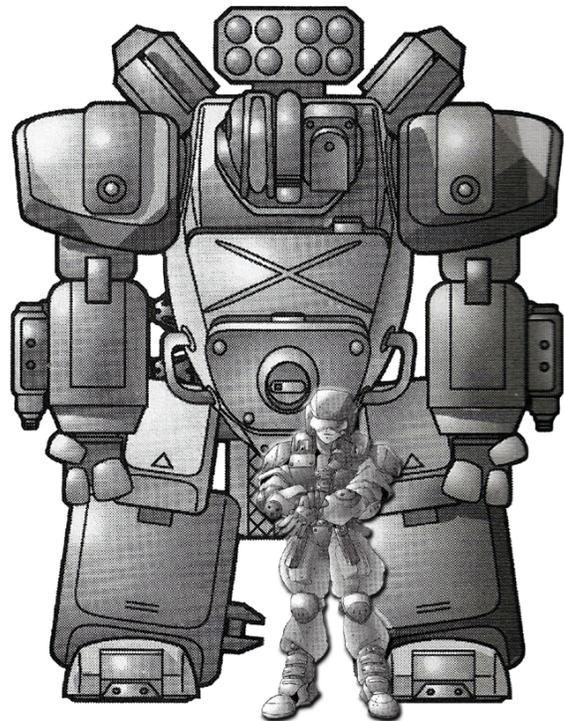
NORTHERN MP & PATROL VEHICLES

Rabid Ferret

Later eclipsed in performance and capability by the *Cheetah*, the *Ferret* and its innovative cycle-mode motive system once served throughout the CNCS armed forces in a number of roles, but had few variants. Contemporary with the special forces-use *Saboteur Ferret* demolition variant the *Rabid Ferret* followed in the *Mauler Bear's* large footsteps as one of the few dedicated anti-personnel Gears ever to be produced for the Northern inventory. Unlike current patrol squadron organization *Rabids* were often paired up and attached to infantry companies prior to mobile operations into built up areas for the duration of the assault. On occasion a number of *Rabids* were sent ahead as single units into contested urban zones to scout for tank traps and eliminate warning posts while performing pre-assault reconnaissance, the small Gears able to move about almost like infantry soldiers at a speed greater than most scout vehicles while relaying the information back via an impressive communications system.

Rabid Ferrets sacrificed little initial firepower of the basic Gear chassis, dropping the disposable pack gun and grenades for twin, forearm-mounted 44mm grenade launchers reloading from underslung drums. Since this had the effect on a Gear of the *Ferret's* size of making it almost impossible to use any manipulator-held weapons the *Rabid* retained the 51mm rocket cluster pack and added a pair of light unguided rocket munitions for emergency firepower should speed be unable get the Gear out of trouble.

Never produced in great numbers, the *Rabid Ferret* continues to serve only in Northern patrol squadrons and infantry groups unable to get access to newer anti-infantry Gears such as the *Cheetah AP*. A few infantry forces have added the Gears to their permanent structure, similar to how Southern *Asps* are often integrated into MILICIA units.



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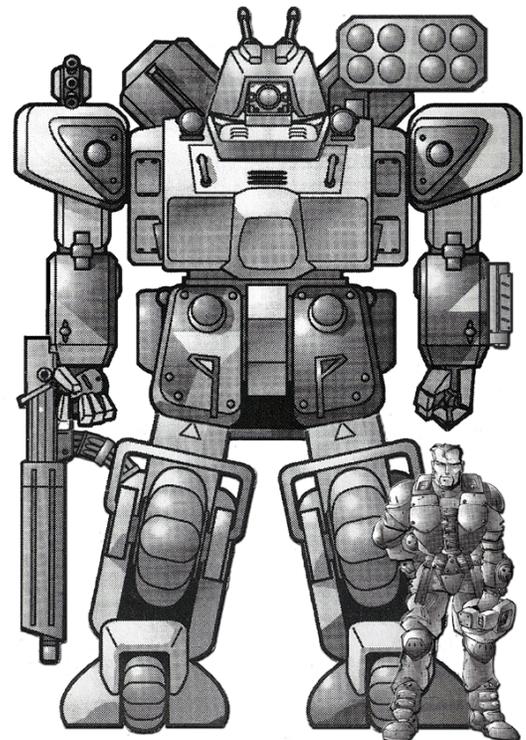
NORTHERN MP & PATROL VEHICLES

Wildcat MP

A design first rolled out in TN 1790, the *Wildcat* was intended to replace aging *Hunter MK1s* and enjoyed a long yet troubled frontline service life due to inherent technical limitations. The intricacies of copying the *Bobcat's* unique 'kneeling' SMS onto a new model almost a ton and a half more massive resulted in a high maintenance cycle combined with the same level of movement system fragility common to the lighter Gear. While fast when everything was working, *Wildcats* required frequent periods of depot maintenance for worn parts replacement and constant attention in the field. As greater numbers of new and refitted *Hunter MK2s* appeared in TN 1852 the *Wildcat* became less competitive even though being in most respects a more capable Gear aside from the secondary movement system issues. In the end it was relegated to second line duties, and Northco ceased production to concentrate on further *Hunter* development. As had been done with the *Bobcat*, Western Protectorate concerns bought out the remaining Northco stocks of parts, machine tools, and molds to maintain their own stocks of the Gear, used to replace the indigenous but aging general-purpose *Wolf* model.

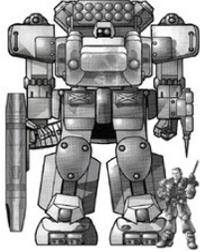
Little changed from the basic loadout, the *Wildcat MP* variant swapped the generic RP-109 Pepperbox 51mm rocket cluster launcher for a Territorial Arms pack that carried a greater number of 45mm light rockets, useful for attacking light armored vehicles and infantry. In actual field service the small rockets proved of more use in laying either smoke screens or delivering clouds of non-lethal gases. A small, forearm mounted 7mm machinegun system allowed for the suppression of infantry close enough to be under the 44mm grenade launcher's trajectory.

Wildcats remain in Northern service only with WFPA patrol forces, although many have found their way into private hands. A few may be fielded by bandit groups but given the required maintenance it is almost certain most have been stripped for parts to keep other units running.





HACS-15MG-MP/R-B Mad Dog Area-Denial



TV	50
ID	

ATT	
DEF	
EW	
LD	

Actions	1
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Mv	Speed	Stop	CBT	Top		
Defense	W	3/5	-4	-2	-1	
Defense	G	5/9	-4	-1	+1	
Attack			+2	+0	-3	
Detect	2	Armor:	16			
Sensors	-2	Size:	7			
Comm	0		S	L	H	C
Auto	3					

Armor Perks: Reinforced Location; Crew (2)

Perks/Flaws: Arms, Weapon Link (MRPs)

Weapon Link (VLACs), Large Sensor Profile (1)

AUX:

HEAVY GEAR BLITZ

Name	Arc	Acc						Dam.	Special	Rounds				
HAAC	F	0	5	/	9	/	18	/	36	/	72	X12	RoF 3, AA, Reloads	
MRP-9	FF	-1	3	/	6	/	12	/	24	/	48	X18	RoF 1, IF, Reloads	
MRP-9	FF	-1	3	/	6	/	12	/	24	/	48	X18	RoF 1, IF, Reloads	
APGL	F,Rr	-1	2	/	3	/	6	/	12	/	24	X4	IF, AI, AE 3	
VLAC	FF	0	3	/	6	/	12	/	24	/	48	X6	RoF 2	
VLAC	FF	0	3	/	6	/	12	/	24	/	48	X6	RoF 2	
CR	F	0										S+1	M	
Physical Attack (Punch/Kick/Ram)											S	M		
HGL	F	-1	3	/	6	/	12	/	24	/	48	X20	RoF 1, IF, AE 2, Reloads	

RPG STATS

Code Name: Mad Dog Area-Denial

Production Code: HACS-15MG-MP/R-B

Production Type: Mass Production (Lemon dice; Model:3, Individual:4)

Introduced: TN 1915

Manufacturer: Western Armories

Size: 7 (Height 4.8m; 5.3m w/MRP, Width 3.9m, 9090 kg)

Default Size: 8

* Threat Value (TV): 477

Cost: 272,291 marks

* Defensive Threat Value (DTV): 197

Primary Movement: Walker (30kph) 3/5

Secondary Movement: Ground (60kph) 5/9

Maneuver: -1

Average Armor Thickness: 74mm 16/32/48

* Miscellaneous Threat Value (MTV): 213

Crew: Pilot (1 action)

Communications Range: 10km (0/200 hexes)

Sensor Range: 2km (-2/40 hexes)

Deployment Range: 350 km

Perks Total: +13

Flaws Total: -2.0

ARMOR/STRUCTURE PERKS & FLAWS: Reinforced Location;

Crew:2

AUXILIARY SYSTEMS: n/a

OTHER PERKS: HEP: Desert, Manipulator Arms x2 (Sz. 7, Can

Punch), Weapon Link x2; VLACs & MRPs

OTHER FLAWS: Large Sensor Profile:1

* Offensive Threat Value (OTV): 1020

Fire Control: 0

Weapons Loadout:

CR-300 37mm Revolver Cannon Pod (HAAC): (F), Acc+0, BR-4, DMx12, RoF+3 -- AA -- Magazine:80 shells.

Forge Weapon Co. 71mm Rocket Pack (MRP-9) x2: (FF), Acc-1, BR-2, DMx18, RoF+1 -- IF -- 18 rockets ea.

Riley M101 16mm Cannon (VLAC) x2: (FF), Acc+0, BR-2, DMx6, RoF+2 -- n/a -- Magazine:125 shells ea.

MK IV Grenade Launcher (APGL): (FRr), Acc-1, BR-1, DMx3, RoF+0 -- AI, IF, AE0 -- 9 grenades.

Chassis Reinforcement (CR): (F), Acc+0, BR-0 (Melee), DMx8

DEFECTS: Annoyance: Cramped Cockpit.

Model Options

None

Equipment Options

- Replace Anti-Air Cannon with Heavy Grenade Launcher (F, 35 grenades) -- OTV+302, FTV+100



HACS-02LG-AST Rabid Ferret



TV	35
ID	

ATT	
DEF	
EW	
LD	

Actions	1
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HEAVY GEAR BLITZ

Name	Arc	Acc							Dam.	Special	Rounds
LRP-24	F	0	2	3	/	6	/	12	/	24	X12 RoF 3, IF
APGL	F	-1	2	3	/	6	/	12	/	24	X4 IF, AI, AE 3, Reloads
APGL	F	-1	2	3	/	6	/	12	/	24	X4 IF, AI, AE 3, Reloads
LPZF	F	-1	2	3	/	6	/	12	/	24	X10
VB	F	0									S+2 M
Physical Attack (Punch/Kick/Ram)										S	M
HHG	F	-1	Thrown						X25	AE 2	□□□

Mv	Speed	Stop	CBT	Top	
Defense	W	3 / 6	-4	-2	-1
Defense	G	7 / 13	-2	+2	+3
Attack			+2	+0	-3

Detect	5	Armor:	12
Sensors	1	Size:	5
Comm	1		
Auto	5		

Armor Perks: Exposed Movement System
Perks/Flaws: Arms
Low Profile (Ground SMS Only)
AUX: Target Designator (2)

RPG STATS

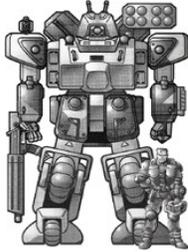
Code Name: Rabid Ferret
 Production Code: HACS-02LG-AST
 Production Type: Mass Production (Lemon dice; Model:3, Individual:4)
 Introduced: TN 1880
 Manufacturer: Keimuri Gear
 Size: 5 (Height 3.6m Standing; 1.8m Cycle-Mode, Width 3.3m, 4220 kg)
 Default Size: 7
 * Threat Value (TV): 349
 Cost: 244,643 marks
 * Defensive Threat Value (DTV): 319
 Primary Movement: Walker (36kph) 3/6
 Secondary Movement: Ground (80kph) 7/13
 Maneuver: +1
 Average Armor Thickness: 28mm 12/24/36
 * Miscellaneous Threat Value (MTV): 369
 Crew: Pilot (1 action)
 Communications Range: 25km (+1/500 hexes)
 Sensor Range: 5km (+1/100 hexes)
 Deployment Range: 700 km
 Perks Total: +15
 Flaws Total: -9.4
 ARMOR/STRUCTURE PERKS & FLAWS: Low Profile (Ground), Exposed Movement System, Decreased Maneuverability; Walker:-2
 AUXILIARY SYSTEMS: Target Designator (2)
 OTHER PERKS: HEP: Desert, Manipulator Arms x2 (Sz. 5, Can Punch)
 OTHER FLAWS: Annoyance: Cramped Cockpit (Build -1), Annoyance: Low Profile Cycle-mode only.
 * Offensive Threat Value (OTV): 360
 Fire Control: 0
 Weapons Loadout:
 RP-109 Pepperbox (LRP-24): (F), Acc-1, BR-1, DMx12, RoF+3 -- IF -- 24 rockets.
 WD-27A Grenade Launcher (APGL) x2 : (F), Acc-1, BR-1, DMx3, RoF+0 -- AI, IF, AE0 -- Magazine:30 grenades ea.
 UBP-300 Rocket Munition (LPZF): (F), Acc-1, BR-1, DMx10, RoF+0 -- Disposable -- 2.
 HW-VB-1 Vibro-Knife (VB): (F), Acc+0, BR-0 (Melee), DMx8
 DEFECTS: None

Model Options
None

Equipment Options
• Add 3 Heavy Hand Grenades. -- OTV+63, FTV+21



HACS-12LG-SEC Wildcat MP



TV	30
ID	

ATT	
DEF	
EW	
LD	

Actions	1
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Mv	Speed	Stop	CBT	Top
Defense	W	4 / 7	-3	-1 +1
Defense	G	7 / 13	-3	+1 +2
Attack			+2	+0 -3
Detect	3	Armor: 16		
Sensors	0	Size: 6		
Comm	-1	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Auto	5	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Armor Perks: Reinforced Armor: Front (2)
Exposed Movement System (Ground)
Perks/Flaws: Arms
Improved Off-Road Ability (Ground)

AUX:

HEAVY GEAR BLITZ

Name	Arc	Acc					Dam.	Special	Rounds	
LAC	F	0	3	6	12	24	48	X8	RoF 2, Reloads	
VLRP-32	FF	-1	2	3	6	12	24	X8	RoF 4, IF	
APGL	F,Rr	-1	2	3	6	12	24	X4	IF, AI, AE 3	
VLMG	F	0	2	3	6	12	24	X2	RoF 3, AI	
HG	F	-1	Thrown					AI, AE 2		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
VB	F	0						S+2 M		
Physical Attack (Punch/Kick/Ram)										
								S M		
<input type="checkbox"/> MPZF	F	-1	2	3	6	12	24	X15		<input type="checkbox"/> <input type="checkbox"/>
<input type="checkbox"/> FGC	F	+1	2	3	6	12	24	X7	RoF 2, AI	
<input type="checkbox"/> HRF	F	0	6	12	24	48	96	X12		

RPG STATS

Code Name: Wildcat MP
 Production Code: HACS-12LG-SEC
 Production Type: Mass Production (Lemon dice; Model:3, Individual:4)
 Introduced: TN 1862 (WFPA)
 Manufacturer: Karlston Engines
 Size: 6 (Height 4.3m, Width 3.4m, 7077 kg)
 Default Size: 7
 * Threat Value (TV): 321
 Cost: 187,349 marks
 * Defensive Threat Value (DTV): 331
 Primary Movement: Walker (42kph) 4/7
 Secondary Movement: Ground (74kph) 7/13
 Maneuver: 0
 Average Armor Thickness: 51mm 16/32/48
 * Miscellaneous Threat Value (MTV): 307
 Crew: Pilot (1 action)
 Communications Range: 15km (-1/300 hexes)
 Sensor Range: 3km (0/60 hexes)
 Deployment Range: 500 km
 Perks Total: +15
 Flaws Total: -5.0
 ARMOR/STRUCTURE PERKS & FLAUS: Reinforced Armor; Front:2,
 Exposed Movement System (Ground)
 AUXILIARY SYSTEMS: n/a
 OTHER PERKS: Improved Off-Road Ability (Ground), HEP: Desert,
 Manipulator Arms x2 (Sz. 6, Can Punch)
 OTHER FLAUS: n/a
 * Offensive Threat Value (OTV): 326
 Fire Control: 0
 Weapons Loadout:
 Riley M222 Cannon (LAC): (F), Acc+0, BR-2, DMx8, RoF+2 -- n/a --
 2xClip:30 shells ea.
 Territorial Arms Redjacket-B (VLRP-32): (FF), Acc-1, BR-1, DMx8,
 RoF+4 -- IF -- 32 rockets.
 MK III Grenade Launcher (APGL): (FF), Acc-1, BR-1, DMx3, RoF+0
 -- AI, IF, AE0 -- 9 grenades.
 Brucker M700 (VLMG): (F), Acc+0, BR-1, DMx2, RoF+3 -- AI --
 Magazine:250 shells.
 M-2A Grenade (HG): (F), Acc-1, BR-Thrown, DMx15, RoF+0 -- AI -- 3.
 HW-VB-1 Vibro-Knife (VB): (F), Acc+0, BR-0 (Melee), DMx8
 DEFECTS: Annoyance: Movement mode switch is jerky.

Model Options

None

Equipment Options

- Add Deployable Pack Gun (F, 30 shells), cannot take MPZF. -- OTV+62, FTV+21
- Add 3 Heavy Hand Grenades. -- OTV+63, FTV+21
- Add 3 Medium Panzerfausts, cannot take DPG. -- OTV+90, FTV+30
- Replace Autocannon with Frag Cannon (F, 20 shells) -- OTV+85, FTV+29
- Replace Autocannon with Heavy Rifle (F, 20 shells) -- OTV+101, FTV+34

AURORA: THE SILHOUETTE MAGAZINE

NORTHERN MP & PATROL VEHICLES

Armored Fighting Vehicles

Prior to the introduction of the complex warfighting machines known as Heavy Gears, and for many cycles afterwards, armored vehicles served as the primary units in both patrol and police squadrons. Rather than surplus variants no longer capable of frontline service such squadrons in general received the same vehicles used by mechanized infantry and light armored divisions with little or no equipment modifications.

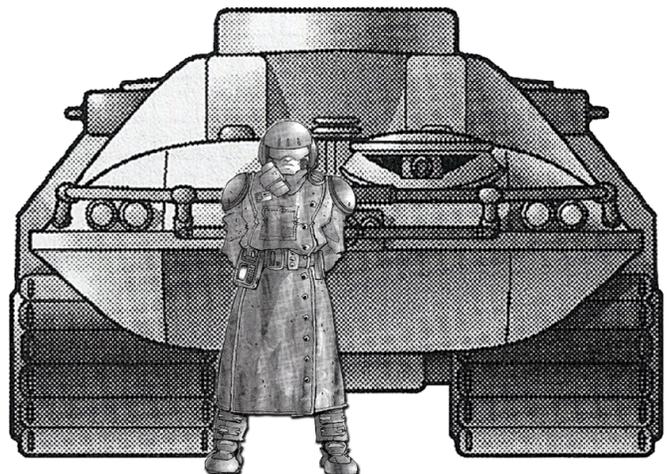
Badger

Replacing the smaller *Mongoose APC* in TN 1799, the *Badger* featured a greater infantry capacity and an advanced suspension system that allowed the model to maintain its high speed in most off-road terrain. As a cost effective APC design the vehicle had limited armor protection to keep overall mass down but featured a series of thick-woven ballistic spall liners providing enhanced protection for both the crew and passengers. The wide turret was somewhat fragile but overall the *Badger* had armor comparable to most light Gears of the time.

When the *Rabid Badger* variant was first proposed in the 1880s to equip infantry support squadrons many officials criticized the proposal as far too expensive a change for a vehicle having only light protection and it would not be until after the War of the Alliance before the *Rabid* came to be seen as a viable support unit. As an interim offering Shaian engineered a hasty conversion of the basic *Badger* that would require few modifications until a more potent variant could be created that met with approval, leading to both the *Badger Infantry Fighting Vehicle* and later twin rocket pack-armed *Badger Cavalry Fighting Vehicle*.

Possessing minimal changes from the basic personnel carrier, the infantry fighting vehicle was armed with the expectation it may not always carry or operate directly with troops in some roles. A light anti-air capable cannon paired with a 7mm machinegun replaced the twin 20mm autocannons but did not require that the turret be enlarged. A pair of 44mm clustered grenade launchers as used on the *Klemm* were mounted forward and rear to cover close in areas below the turret guns' depression limit. Mounted in the body behind the engine compartment was a 50mm clip-fed mortar, both the mortar and machinegun capable of being dismounted from a disabled vehicle for use by the crew. Blocks of additional armoplast layers were fitted to the sides, front, and rear; an addition that became common on many *Badgers* during the cycles between the CEF invasion and Interpolar War. Apart from the add-on armor and grenade multi-launchers the major physical difference between the *Badger* types was that the enlarged ammunition stowage of the *IFV* required the stern ramp be removed.

Due to carrying just a squad worth of infantry instead of an entire section the majority of *Badger IFVs* in Northern forces are now used only by military police and patrol units. When not transporting infantry most IFVs are used as drone carriers.



AURORA: THE SILHOUETTE MAGAZINE

NORTHERN MP & PATROL VEHICLES

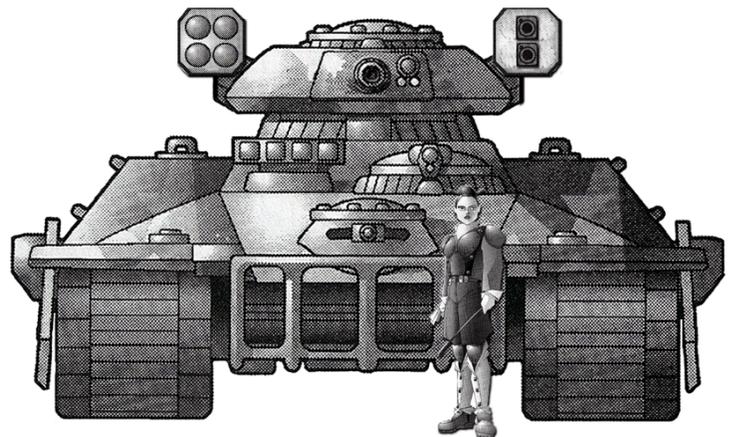
Warden Klemm Light Battle Tank

Introduced after the base *NT-9 Klemm's* second model upgrade in TN 1878 the *Warden* variant began to enter Northern reserve and patrol formations in place of other *Klemms* to allow a concentration of anti-tank armed vehicles in frontline Badlands service as tensions with the Allied Southern Territories continued to mount each cycle until the CEF invasion in TN 1913 forced a cooperative effort. Only costing a little over half as much compared to the missile carrying version, the *Warden* featured enough firepower to make it a potent light battle tank design in it's own right.

Eliminating the Raven anti-tank missile cloverleaves and 20mm chaingun in favor of a 60mm light gun required that the turret bustle be enlarged to accommodate shells as the hull had little room for the crew let alone stowage for gun ammunition. The thick wedge-shaped addition was fitted with blow off panels to channel away a propellant detonation, improving the tank's level of safety. Overall protection remained comparable, with a ramming reinforcement added to allow patrol tanks to push down barricades or short structures as required.

The small turret forced the secondary weapons to be fitted in external pods as the missiles had been, a small launcher for 51mm rocket clusters to the right and a pair of 50mm mortars capable of being fired together on the left. The forward firing 44mm clustered grenade multi-launcher was retained, but the mortars were often replaced by a smoothbore 45mm fragmentation cannon. Refitting a new fire control system required the removal of the computer autopilot, convenient for the driver on long distance road marches but little used otherwise.

Well liked by their crews and better armed than most other non-support *Klemm* variants, or even *NT-9 Klemms* that cannot reload their missiles, the *Warden* is in service throughout the Confederated Northern City States' armed forces.



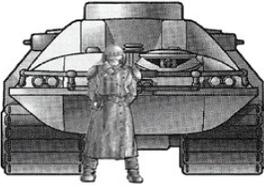


TTM-8/10IFV
Badger Infantry Fighting Vehicle

TV	30
ID	

ATT	
DEF	
EW	
LD	

Actions	2
---------	---



Mv	Speed	Stop	CBT	Top
Defense	G	10 / 19	-6	-1 +0
Defense	n/a	0 / 0	-	-
Attack			+2	+0 -3
Detect	2	Armor:	12	
Sensors	0	Size:	8	
Comm	0			
Auto	3			

Armor Perks: HEAT Resistant Armor (3)
Reinf. Crew Compartment, Exposed FireCon
Perks/Flaws: Transport (10)

AUX:

HEAVY GEAR BLITZ

Name	Arc	Acc						Dam.	Special	Rounds			
LAAC	T	0	3	/	6	/	12	/	24	/	48	X8	RoF 6, AA, Reloads
VLMG	T	0	2	/	3	/	6	/	12	/	24	X2	RoF 3, AI, Reloads
APM	ST	0	3	/	6	/	12	/	24	/	48	X4	IF, AI, AE 4, MR
APGL	F	-1	2	/	3	/	6	/	12	/	24	X8	IF, AI, AE 3
APGL	Rr	-1	2	/	3	/	6	/	12	/	24	X4	IF, AI, AE 3
Physical Attack (Ram)											S	M	

RPG STATS

Code Name: Badger Infantry Fighting Vehicle
Production Code: TTM-8/10IFV
Production Type: Mass Production (Lemon dice; Model:2, Individual:3)
Introduced: TN 1891
Manufacturer: Shaian Mechanics
Size: 8 (Height 2.75m, Width 3.94m, Length 7.82m, 13,552 kg)

Default Size: 7
* Threat Value (TV): 302
Cost: 131,998 marks
* Defensive Threat Value (DTV): 67
Primary Movement: Ground (115kph) 10/19
Maneuver: -3
Average Armor Thickness: 28mm 12/24/36
* Miscellaneous Threat Value (MTV): 250
Crew: Driver, Gunner (2 actions)
Communications Range: 10km (0/200 hexes)
Sensor Range: 2km (0/40 hexes)
Deployment Range: 550 km
Perks Total: +11.6
Flaws Total: -4.0

ARMOR/STRUCTURE PERKS & FLAWS: HEAT Resistant Armor:3, Reinforced Crew/Passenger Compartment, Exposed Fire Control Systems

AUXILIARY SYSTEMS: n/a
OTHER PERKS: HEP: Desert, Passenger Seating (10 troops)
OTHER FLAWS: n/a

* Offensive Threat Value (OTV): 588
Fire Control: 0
Weapons Loadout:
Riley AA160 20mm Revolver Cannon (LAAC): (T), Acc+0, BR-4, DMx8, RoF+6 -- AA -- Magazine:400 shells.
Brucker M700 (VLMG): (T), Acc+0, BR-1, DMx2, RoF+3 -- AI -- Magazine:250 shells.
Northco MR-2/VLS 50mm Mortar (APM): (ST), Acc+0, BR-2, DMx4, RoF+0 -- AI, IF, AE0, MR2 -- 16 bombs.
AP165 Grenade MultiLauncher (APGL) x2 : (F & Rr), Acc-1, BR-1, DMx3, RoF+0 -- AI, IF, AE0 -- 12 grenades ea.
DEFECTS: None

Model Options
None

Equipment Options
None



NT-9/M1902 Warden Klemm

TV	120
ID	

ATT	
DEF	
EW	
LD	

Actions	3
---------	---



Mv	Speed	Stop	CBT	Top			
Defense	G	6 / 11	-4	-1	+1		
Defense	n/a	0 / 0	-	-	-		
Attack			+2	+0	-3		
Detect	3	Armor:	25				
Sensors	0	Size:	10				
Comm	0		S	S	L	H	C
Auto	5						

Armor Perks: Ammo/Fuel Containment
Reinf. Front (3), HEAT Resistant Armor (5)
Perks/Flaws: Backup Sensors, Ram Plate (F)
Weapon Link (APMs)

AUX:

HEAVY GEAR BLITZ

Name	Arc	Acc	Dam.				Special	Rounds						
VLFG	T	-1	8	/	15	/	30	/	60	/	120	X20	IF	
LRP-16	T	0	2	/	3	/	6	/	12	/	24	X12	RoF 2, IF	
APM	T	0	3	/	6	/	12	/	24	/	48	X4	IF, AI, AE 4, MR	
APM	T	0	3	/	6	/	12	/	24	/	48	X4	IF, AI, AE 4, MR	
APGL	F	-1	2	/	3	/	6	/	12	/	24	X4	IF, AI, AE 3	
Physical Attack (Ram)												S	M, Ram Plate (F)	
ABM	T	0	5	/	9	/	18	/	36	/	72	X10	IF, AE 3	□□□□
FGC	T	+1	2	/	3	/	6	/	12	/	24	X7	RoF 2, AI	
MAAC	T	0	5	/	9	/	18	/	36	/	72	X10	RoF 4, AA, Reloads	
SC	T	-1	2	/	3	/	6	/	12	/	24	X28		

RPG STATS

Code Name: Warden Klemm Light Battle Tank
Production Code: NT-9/M1902
Production Type: Mass Production (Lemon dice; Model:3, Individual:4)
Introduced: TN 1902
Manufacturer: NorLight Industries
Size: 10 (Height 2.53m, Width 4.48m, Length 6.08m, 25,990 kg)

Default Size: 11
* Threat Value (TV): 1187
Cost: 652,746 marks
* Defensive Threat Value (DTV): 420
Primary Movement: Ground (65kph) 6/11
Maneuver: -1
Average Armor Thickness: 125mm 25/50/75
* Miscellaneous Threat Value (MTV): 1375

Crew: Driver, Gunner (2 actions+1 for Automation)
Communications Range: 15km (0/300 hexes)
Sensor Range: 3km (0/60 hexes)
Deployment Range: 400 km
Perks Total: +36
Flaws Total: -0.2

ARMOR/STRUCTURE PERKS & FLAWS: Ammo/Fuel Containment System, HEAT Resistant Armor:5, Ram Plate; Front, Reinforced Armor; Front:3

AUXILIARY SYSTEMS: n/a
OTHER PERKS: Automation:2, Backup Sensors, HEP: Desert, Weapon Link; APMs

OTHER FLAWS: Annoyance: Cramped Combat Chamber (Build 0)
* Offensive Threat Value (OTV): 1766
Fire Control: 0
Weapons Loadout:
Riley M-601 60mmL74 Gun (VLFG): (F), Acc-1, BR-5, DMx20, RoF+0 -- IF -- Magazine:25 shells.

RP-99 Pepperbox (LRP-16): (F), Acc-1, BR-1, DMx12, RoF+2 -- IF -- 24 rockets.
Forge Weapons 50mm Mortar (APM) x2: (T), Acc+0, BR-2, DMx4, RoF+0 -- AI, IF, AE0, MR2 -- 15 bombs ea.
AP165 Grenade MultiLauncher (APGL): (F), Acc-1, BR-1, DMx3, RoF+0 -- AI, IF, AE0 -- 12 grenades.
DEFECTS: None

Model Options

- Replace Anti-Personnel Mortars and (Link) with Frag Cannon (T, 20 shells) -- OTV+13, Misc-140, FTV-42

Equipment Options

- Replace Field Gun with Snub Cannon (T, 12 shells) -- OTV-29, FTV-10
- Replace Rocket Pack with Air-Burst Missile Launcher (T, 4 Missiles) -- OTV+537, FTV+179
- Replace Rocket Pack with Medium Anti-Air Cannon (T, 400 shells) -- OTV+135, FTV+45



The farms were burning; sending thick oily smoke curling into the air. People fled disorganized, north, towards the mountains and Fort James, where safety and retribution both waited.

A dozen Rovers in garishly painted gears moved south, flanking two large armored crawlers, each laden with stolen goods. At the head of the column, a Bright Yellow King Cobra rolled on its leg treads. Its armored hatch was open with a bald fat man with an unkempt beard that may have been a trimmed mustache inside. Once upon a time he was yelling orders and gesturing grandiosely towards the desert to the south. With jokes and insults, the column departed the devastation that once was a clan's farm. The smoke disappeared into the darkening sky of twilight. As the sun set in the east, a solitary gear, painted in black and dark grays, ran after the long faded column.

The cockpit was bathed in bright green lights. The pilot's face, normally pale gained a ghoulish aspect, his eyes sinking into deep shadows, and his skin sickly green. He watched his screens counting distances and speed, calculating where they were going and when they would get there. Carter set his Lone Wolf gear's speed to slightly over that of the receding Rovers. With no changes in their speed or pattern, he expected to over take them in just under two hours. Activating his comms, he called, "Black Sunrise, Alpha Pack, going hunting, await markers." Nothing more to do but watch his prey knowing that the rest of the pack would tear these fools apart.

As time past, Carter closed on his prey. He slowed and the gap between them passed, they never slowed, nor did they notice him. The sweet grasses of the Western Frontier Protectorate were slowly replaced by arid scrub and barren sands. At sunrise they slowed to a stop. The two crawlers, laden with stolen goods stood together, with six of the gears standing in an open circle around it, facing outwards, hatches closed. Three more stopped, one facing north directly at him, another southwest, and the last to the east. Three more peeled away from the group in widening spirals. They were setting camp, sending out scouts. This could be a long day.

Carter climbed a rock on atop a large pile, laying face down giving his gear a good view of the camp. Using it as both a visual cover and a sensor baffle, hoping that they wouldn't be cautious or professional enough to look here. Seeing the resting posture his prey took, he allowed himself a few hours sleep. He did not wake to any blaring target alarms. He didn't wake to the feel of high velocity rounds impacting his gear, nor to threats and demands. He stirred to consciousness with a bad feeling, the kind that a canny hunter trusts to catch his prey, and the kind that saved his older brother during the CEF invasion twenty years ago. A single red blip showed something climbing up his rock. He moved slowly, turning his gear towards the new comer,

leaving his heavy rifle where it was. Carefully he crouched atop the rock, waiting for this uninvited guest. A soft beep told him that the main Rover force was moving, from the blips on his screen, camp was breaking, and moving southwest. His guest continued its climb.

A mismatched pair of hands gripped the top of the rock; the left was white with blue striped snow camo, while the right was desert yellow. A scarred and battered Warrior pulled its head above the lip of the rock. Its pilot so intent on the climb saw but did not register the Lone Wolf crouching right in front of him. Even as the head swiveled up still taking in the Lone Wolf, Carter grabbed it and wrenched it towards the sky. He punched forward firing his Spike Gun into the center of the chest plate. A heavier gear, or one in better condition might have withstood the blow altogether. Had the pilot been moving faster he might have dodged it. But Carter had the drop on this Rover and had delivered this blow to a few foes before. The last thing the Rover ever heard was the sound of tearing metal as the spike gun tore into his cockpit. The warrior collapsed in his hand. Carter let it fall, watching it bounce and tumble down the rocky slope.

Carter followed the Rovers for the rest of the day and into the night again, all the while watching them for signs of change or detection. Well into the second night of this journey, they made a second camp. The Rovers traveled neither as fast nor as far as the day before, the adrenaline of the raid fading from them leaving them more tired than they were ready for. Carter had no convenient rock to hide upon, nor anything even remotely close to elevated. The land and faded to dusty hills in an undulating wave, enough to hide him, but not to secure the hid of position he preferred to work from. This night there were no picket scouts. The Rovers believed themselves secure. Carter took a long and steady aim at the V-Engine of the yellow king cobra. He opened his comms, "Black Sunrise, Marker, strike advised". Two hours passed, his heavy rifle had not strayed from its target.

"Moon Claw, Alpha Pack, good hunting Black Sunrise, Respect and Honor. Dropping in 10. The first kill is yours."

"Acknowledged." He looked to the sky, seeing all six of his pack mates in free fall. Carter fired, his heavy rifle tearing a hole through the V-Engine, sending the Cobra to the ground. He kicked open his comms to full band broadcast, "We Hunt as one, we fight as one, we kill as one! We are the WOLF PACK!" and then he howled. The Hunt Continues.....

Werewolf Airborne Regiment PL2 1400TV

Alpha Wolf Pack Squad Veteran

Wolf Pack Squad (Core)(Army Command Group) 490TV

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
- Add recon drone +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

Bravo Wolf Pack Squad Veteran

Wolf Pack Squad (Core) 415TV

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

- LD to 2 +10TV
- Att,Def to 3 +10TV
- Upgrade Werewolf=>Fang add ECCM(2) +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 60TV

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



Charlie Wolf Pack Squad Standard

Wolf Pack Squad(Core) 285TV

Werewolf Squad Leader 2/2/1/1 MAC, LRP24 Linked, SKG 45TV

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

- LAC to MAC +5TV
- Add recon drone +10TV

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

- LAC to MAC +5TV
- Add recon drone +10TV

Hellhound 2/2/1/0 MFL, IRP20 Linked, SKG 60TV
(Werewolf to Hellhound +15TV)

- Upgrade Werewolf=>Hellhound swap LAC for MFL and Swap LRP24 for IRP20 linked +15TV

Hellhound 2/2/1/0 MFL, IRP20 Linked, SKG 60TV
(Werewolf to Hellhound +15TV)

- Upgrade Werewolf=>Hellhound swap LAC for MFL and Swap LRP24 for IRP20 linked +15TV

Wolf Pack Infantry Support Platoon

Infantry Platoon (Core) 210TV

Infantry Squad Leader 2/2/2/2 Assault rifle, Anti-Gear Rifle CGL 35TV

- Recon Drone +10 TV
- Anti-Gear Rifle +5 TV
- Medium Armor +5 TV

Infantry Squad 2/2/2/2 Assault rifle, Light Mortar 60TV

- Light Mortar +15 TV
- Mount Section in Badger APC +25 TV
- Demolition Drone +5 TV

Infantry Squad 2/2/2/2 Assault rifle, Light Mortar 70TV

- Mount Section in Badger APC +25 TV
- Light Mortar +15 TV
- Recon Drone +10 TV
- Medium Armor +5 TV

Infantry Squad 2/2/2/2 Assault rifle, Light Mortar 35TV

- Light Mortar +15 TV
- Demolition Drone +5 TV

Badger 2/2/1/1 LAC, LAC 30TV

- Link LACs +5 TV

Badger 2/2/1/1 LAC, LAC 30TV

- Link LACs +5 TV

Special Thanks to the following in no particular order.

Dream Pod 9: Seriously words can not explain how great of a company you truly are. I think you actually follow business 101 and honestly listen to the customer and use that feedback. When ever there is a problem with a missing bit or miss cast you are quick to replace at your cost of shipping. The customer asks for new designs and presto you do. You guys are the best of the best. I am your biggest fan and personally can't buy enough of your goodies myself. I am over joyed how well you treat us Pod Squad Members bringing us into your family as you extend out into the world. I just hope that my efforts as a Pod Squad Member only help make the company better. I say Dream Pod 9 for global domination of miniature robot gaming! I think it would be pretty sweet for you guys to make and sell some Terra Nova terrain designed by the Pod for the Heavy Gear Universe. Also make a Hunter Plushy. Had to stick that in.

My beautiful and wonderful wife Melanie and my wonderful kids for putting up with me while I disappear in friday nights to go play Heavy Gear at Avatar. My wife didn't know what she was getting me into when she brought me home the North Starter Box way back in March or April. Since than my army has more than tripled ten fold. I love you guys! XOXOXO

Kanon Bene: Several sleepless nights as he painted the rest of the Wolf Pack and drones. Prior to his Family Trip.

Dan Liswood: God at fluff and totally fun guy to play heavy gear with! Feared by many, hated by some as well; but you will always be one of my friends!

Joe Neher: For teaching me Heavy Gear and convincing me to get into the game. My only regret is forgetting to thank you in the last submission! This guy is willing to break out his black talon and break someones spirt any given day. I can say I beat him once. One of the Bosses of Avatar Comics and games. Major thank you for your support of heavy gear; and giving us a place to play!

Crystal Neher: Thank you so much for helping me get prepared for NeonCon. Your selfless hours to paint demo squads is without hesitation.

Jeff Adam: Major inspiration and assistance to the cause of Dream Pod 9! Also just a great guy with some awesome SRA gears! Jeff the 1st at Avatar to win an arena match.

AURORA: THE SILHOUETTE MAGAZINE

THE HUNT



SQUAD MOTTO: "We Hunt as one, we fight as one, we kill as one! We are the Wolf Pack!"



THE LEADER FANG VARIANT



LONE WOLF VARIANT



FRONT ELEVATION



HELLHOUND VARIANT



WAREWOLF VARIANTS: 2 W/ MAC, 1 W/ LAC (SEE AURORA 4.6)



NO SQUAD COMPLETE WITHOUT ITS RECON DRONES!

HACS-07MG-P WEREWOLF
FRONT ELEVATION

Great terrain is not hard to make....

Here are just a few pics of my Heavy Gear Blitz terrain made from easily found and relatively cheap items!



These Oasis domes were made from two halves of a Hamster Ball, toy saucers and spray paint caps. They were primed, airbrushed and based on MDF board, textured with sand.

These gear hangers are made from dollar store wooden boxes, balsa wood, plastic card stock and various toy bits. The doors are made from plaster castings of Hirst Art Molds.

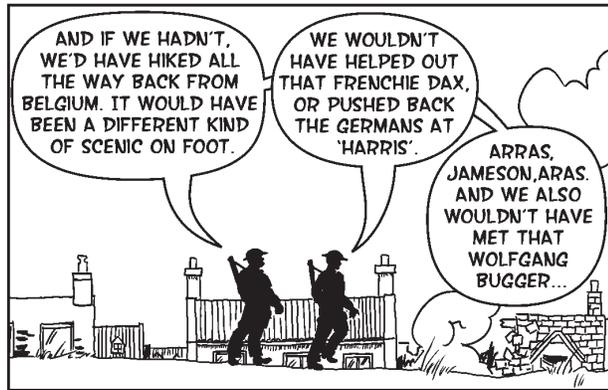
ALFIE'S TENNERS

JOHN BELL

ALFIE'S TENNERS

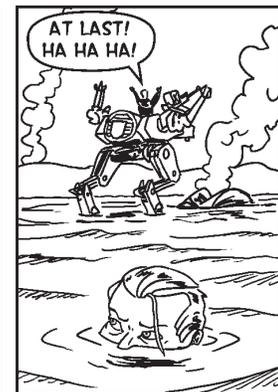
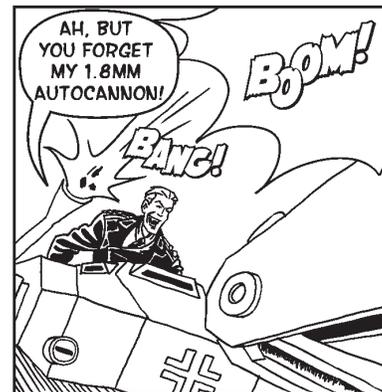
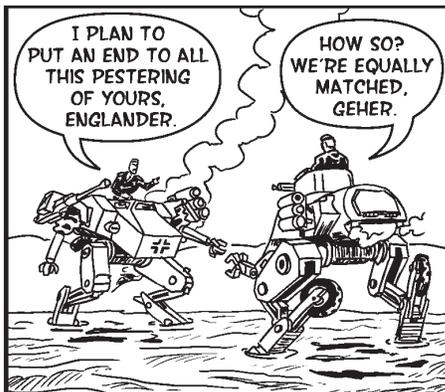
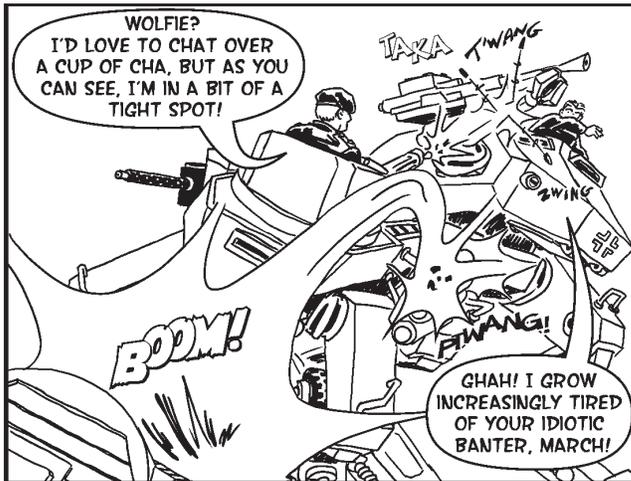
ART & STORY: JACK BELL

DUNKIRK, FRANCE, JUNE 1940. FOR THE PAST WEEK, THE PORT HAS SERVED AS THE EVACUATION POINT OF THE B.E.F. MOST BRITISH TROOPS HAVE REACHED DOVER, LEAVING MOST OF THEIR EQUIPMENT BEHIND IN SHAMBLES. ONLY THE REARGUARD REMAINS, ANXIOUS TO LEAVE. AMONG IT IS 2/LT. ALPHONSE MARCH AND HIS WALKER TROOP..



AURORA: THE SILHOUETTE MAGAZINE

ALFIE'S TENNERS





From the line editor...

There's much to do at the start of the New Year. And with Arena out the door, let the duelling season begin! For this first issue of Aurora, however, we will take a small detour through the desert lands, where more time-honoured means of travel can be still preferred. When the leagueless saddle up, they really do saddle up!



AURORA: THE SILHOUETTE MAGAZINE

SUBMISSION GUIDELINES

Article Guidelines

The Aurora Magazine focuses on the worlds created by Dream Pod 9. As such, we are primarily interested in, but not limited to, articles dealing with SilCore and Blitz rules (variants, additions, explorations of the rules) and on fiction, mechanized designs, equipment and the like that draw on established DP9 universes. This does not mean, however, that articles that are generic in nature or that do not deal with unique or original material, only that the focus is on exploring Silhouette and its 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 choose 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 #5.2: February 15th 2011

AURORA: THE SILHOUETTE MAGAZINE

ARTICLE SUGGESTIONS

Historical Articles

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

Fiction

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

Modules

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

Scenarios

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

Note: Historical Accuracy

Aurora is committed to accuracy within the established DP9 worlds. All articles that take place 'within' the game world should be checked for its accuracy within the established timeline, faction dispositions, available equipment, etc. Submitted articles will be run by the game world historians, so check your work! You may, however, submit your article clearly marked as "Alternate History" and if published the article too will bear this mark. Be sure, if you submit this way, to provide in the background all that is necessary to describe what has changed.

Designs

New mechanical designs/vehicles/ships for use in the DP9 worlds. Designs must be legal and use either the latest SilCore rules (including all errata and the FAQ) or Blitz rules. Please indicate which design rules were used. Mechanical designs should fill a void that is not already covered by another unit. Background and a description must be included with the design, while artwork is optional and preferred. See the Historical Accuracy note, above.

Artwork

Aurora accepts all artwork for consideration, no matter the media type (rendering, sketch, painting, etc) within the rules set herein. Miniature photographs will also be accepted (dioramas encouraged!). Artwork must relate to an established DP9 universe and be easily identified as such. Artwork with nudity, racial undertones, sexism or sex will not be considered. See the submission guidelines on how to submit images.

House Rules

Original rules for the Silhouette/Blitz! system and modifications to existing rules. All rules submittals must include an explanation of the rule's purpose, the rules themselves clearly written, and an example of the rule in play.

Note: Blitz! Rules

House Rules covering existing Blitz! Rules will be limited. New Rules covering areas of the game not explicitly contained in the existing rules (as found in the Blitz! line of books) may be submitted freely. House Rules that modify or replace the written Blitz! ruleset (as found in the Blitz! line of books) will be forwarded to the line developer for review and comment. They will then contact you if the idea may proceed forward. Note that this applies only to the Blitz! line -- rules may be freely submitted for any other SilCore game.

Tactics

Have you won countless battles? Have a strategy you would like to share? Write a tactics article. Usually this type of article will be in a step-by-step (or turn by turn) format to illustrate the tactic. An introduction and conclusion is required to create a complete package and to convey to the reader where the tactic is applicable and how it came about.

Miniatures/Modeling

Any article on preparing miniatures, painting, terrain making, sculpting, foliage techniques, etc will be accepted. Photographs and/or diagrams are strongly encouraged.