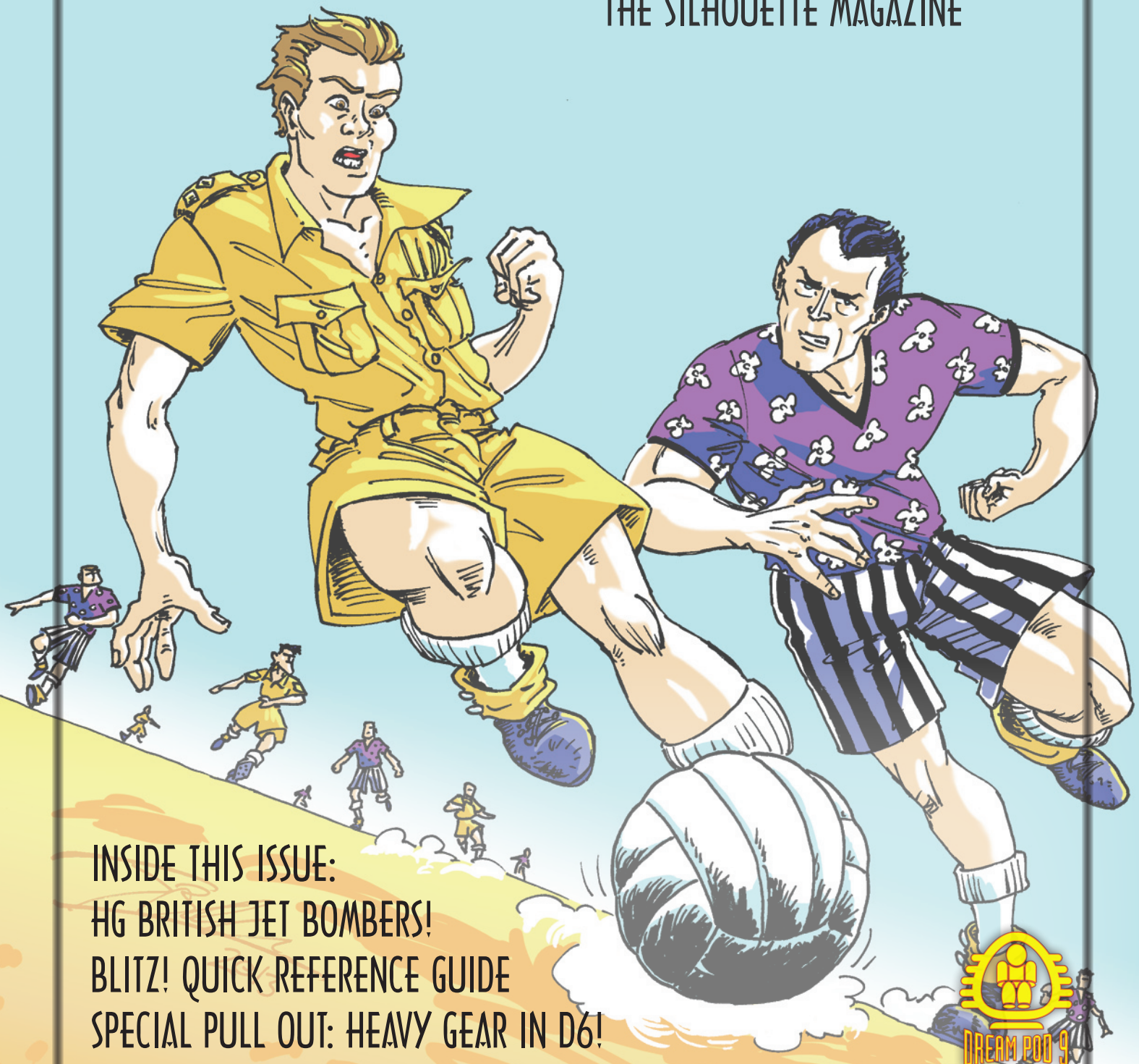


AURORA

THE SILHOUETTE MAGAZINE



INSIDE THIS ISSUE:
HG BRITISH JET BOMBERS!
BLITZ! QUICK REFERENCE GUIDE
SPECIAL PULL OUT: HEAVY GEAR IN D6!



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AURORA: THE SILHOUETTE MAGAZINE SHADES IN THE NIGHT

From the Editor...

"I made all my generals out of mud."

—Napoleon Bonaparte

When the opportunity presents itself, a reporter's job is to follow it. So it is that I have just returned from an in-field assignment, embedded with the [classified] regiment for one of their training elements up in the [redacted] mountains. A picturesque area for sure, with the glorious [redacted] lake visible from the peak, though I was more occupied with the challenge at hand than to do any sightseeing.

For someone who's been living at the lower elevations, trucking up to 2012m to start a 17km obstacle course, that would bring us to about 2620m mid-way through, might seem a bit worrisome. That the temperatures were dropping, being only a balmy 17°C on the day of, might also seem like a moment for caution, especially given the ice-water bath we knew would await us as one of the obstacles. But this is Aurora, and here we never shy away from bringing you the authentic experience.

Fortunately, my partner and I were not alone, far from it, and as the marshal reminded us, this was "... not a race, but a challenge." We were just to make it through – head out, head in. And with the lighting of orange smoke, we charged out of the start area, beginning our trek upwards. Barbed wire, walls, water, climbing, mud, jumping, mud, balance, water, more hiking, mud, carrying, mud, 10000 volts of shocking niceties, mud, water, mud, running, mud, and... did I mention mud and water?

I don't think I've ever gotten so dirty in my life. And that just added to the fun. Our training paid off, and we assailed the course, conquering each obstacle in turn, taking the hills one step at a time, and battling off the late-afternoon chill from the dropping sun as we tackled the last couple of kilometers. Running through the final set of electric wires, splashing in mud the whole way, we were awarded the traditional orange headband.

An experience not to miss, it was tonnes of fun. Now, a week later, I'm back at lower elevations, oddly clean, and putting together this issue of Aurora for everyone. And contemplating next year's run.

Aurora. Bringing you to the action for seven years. And getting ready for the eighth! By now, you know the drill – pick up your drills and submit. First timer, long timer, veterans of the craft or green behind the ears. This is your magazine; make it extra yours with your material in print.

Welcome to issue 7.4 of Aurora.

Game on,

Oliver Bollmann
Aurora Magazine Editor

(Ok, really I did the Tough Mudder obstacle course. I really did have a great time, it was fun and the orange headband does sit next to me here. The course is designed by ex-British special service, though I don't know how much it compares to the actual courses used to train those very same special services. Still, quite the more rigorous than your average hike or supermarket experience, that's for sure. They hold events all over if you want to give it a go!)



OFFICIAL-DP9

"Official" Dream Pod 9 rules, updates and materials can be found in the Gear Up magazine, available at DP9's store on RPGnow.com.

HOME BREW RULES

All material inside Aurora is fan submitted and are not regarded as official and do not change the games or the DP9 game-universes as written in the books. Aurora material may not be used in tournament or other official play and may differ from current or future books. Any Aurora rules or material should only be used if all players agree upon their inclusion before play.

AURORA: THE SILHOUETTE MAGAZINE

ABOUT THE AUTHORS

Cesar Mateo Gonzalez (tankero@gmail.com) -- *Heraklion: A Module for the Heavy Gear Universe*

An aspiring scifi writer, and a Heavy Gear fan with (clearly) too much time in his hands. [ed: Don't we all! And it's great!]

Evan Anhorn (evanhorn@gmail.com) -- *Heavy Gear D6 Conversion*

John Bell (jakarnilson@magma.ca) -- *Alfie's Tanners, Kraut Patrol, British Jet Bomber History & Cover Art (!)*

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?

Oliver Bollmann (auroramag@gmail.com) -- *Editor & Assault on the Prairie*

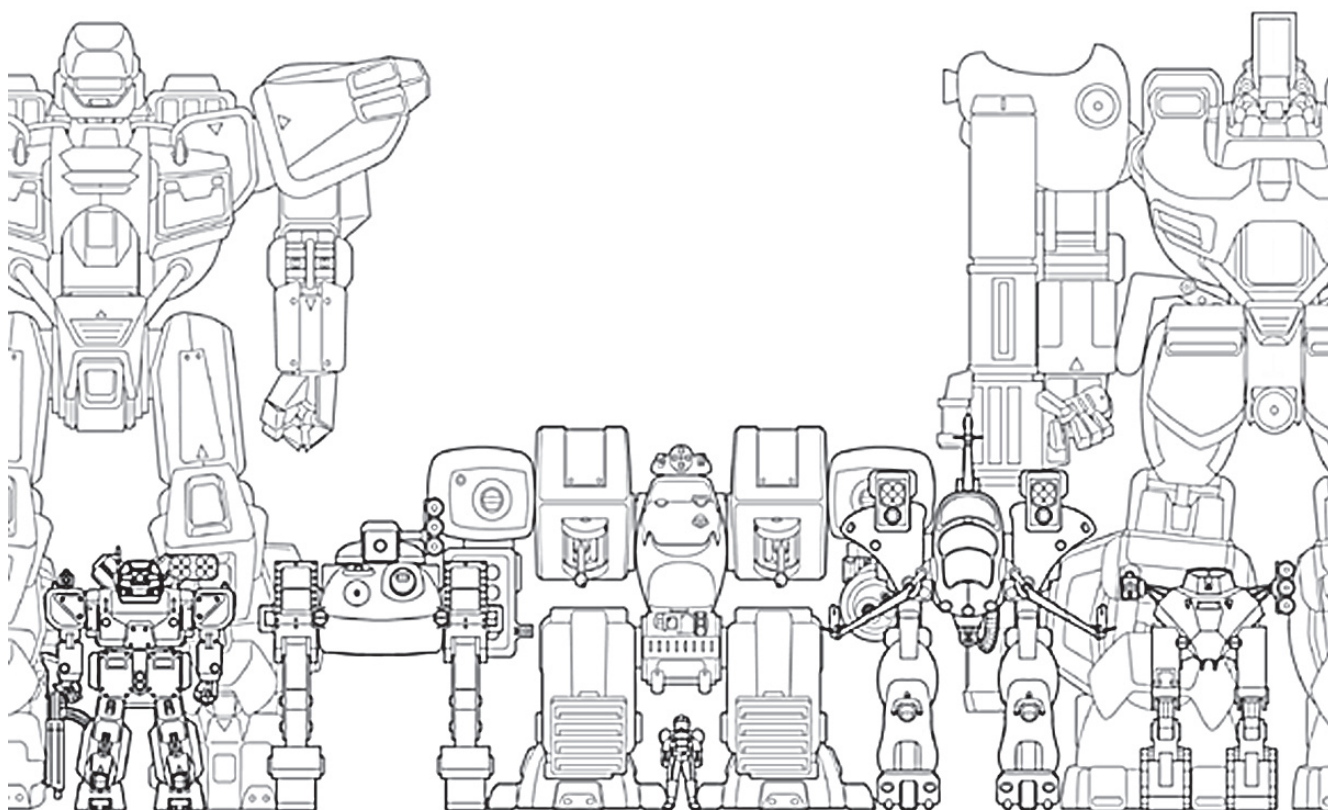
It all started in a hobby store one day twenty odd years ago with an odd box containing something called Top Secret. Since then games have just become a big part of his life. He's been in love with the DP9 universes since the first HG release and began his direct involvement with the Pod crew a couple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

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

Rolando Mejia (rmejia16661@gmail.com) -- *Heavy Gear Blitz! Quick Reference Sheets*

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ABOUT THE AUTHORS



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Aurora Magazine, Volume 7, Issue 4, Published October 1st, 2013

ALFIE'S TENNERS

JOHN BELL

ALFIE'S TENNERS

ART & STORY: JACK BELL

ON THIS BRIGHT DAY IN JUNE OF 1941, WE INTERRUPT THE TOBRUK CUP TO BRING YOU A SPECIAL EXHIBITION GAME: OUR OWN FAVOURITES, RATS UNITED, AGAINST A VETERAN WALKER TROOP FROM THE FRENCH CAMPAIGN. IT'S ALFIE'S TENNERS! THAT'S RIGHT, LED BY THE FOOTBALL-CRAZY MARCH HARE HIMSELF!



RATS UNITED'S COACH AND THE BRAINS BEHIND THE TOBRUK CUP, SGT. ARNOLD BREAKER, HAS AGREED TO ONLY FIELD HIS FIRST ELEVEN. OUR OWN CPT. HARKER WILL BE FILLING IN AS THE TENNERS' ELEVENTH, AND HIS BATMAN BERT SWIZZLE WILL BE ACTING AS THEIR COACH.



I'LL PROVE 'EM WRONG! WE'LL NOBBLE YOU!

IT'S OFF TO A GREAT START, AS STAN DRIVES THE BALL TOWARD... BUT WAIT, JAMESON DEFTLY SNATCHES THE BALL!



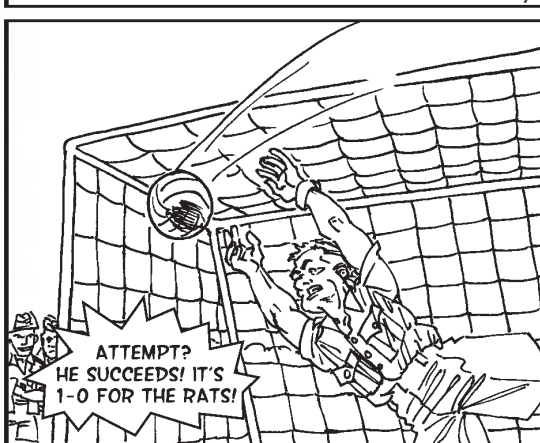
THE TENNERS' UPSET DOES NOT LAST LONG, AS RATS UNITED'S STAR PLAYER, 'SPIDER' KELLY SPRINGS BETWEEN HIM AND THE BALL!



'SPIDER' KELLY DODGES THE TENNERS AS HE WHIZZES TOWARD THE GOAL. WHAT WILL HE DO? WHY, IT LOOKS LIKE HE'LL ATTEMPT TO BEND IT!



ATTEMPT? HE SUCCEEDS! IT'S 1-0 FOR THE RATS!



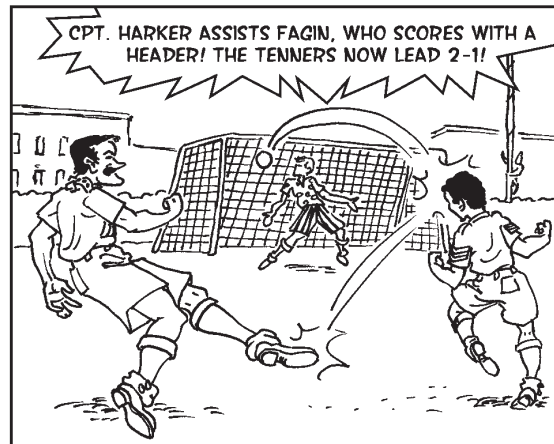
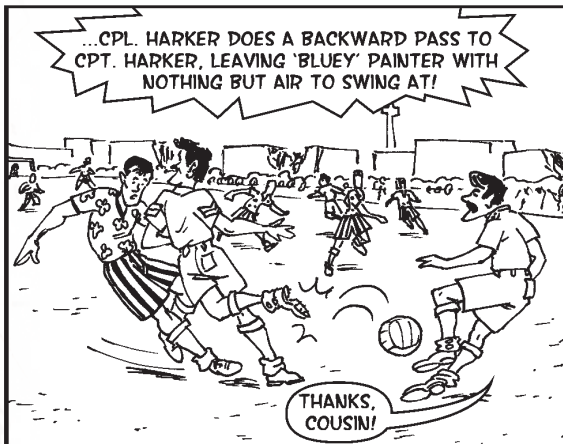
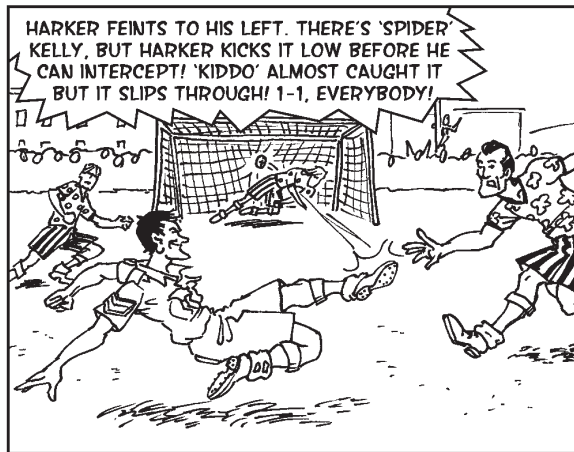
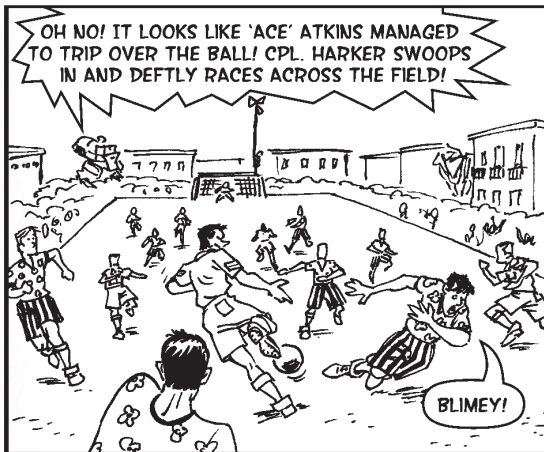
THOSE RATS MIGHT BE WEARING CURTAINS, BUT THAT'S A LOT LIGHTER THAN OUR KHAKI DRILLS, SO DON'T GO SNICKERING AT THEM! NOW, LET'S SHOW THEM WHAT WE'VE LEARNT!



RATS UNITED RAN IN "WARLORD" A DC THOMSON WEEKLY COMIC ANTHOLOGY IN 1985.

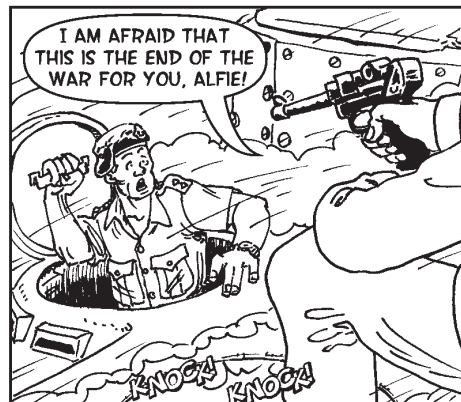
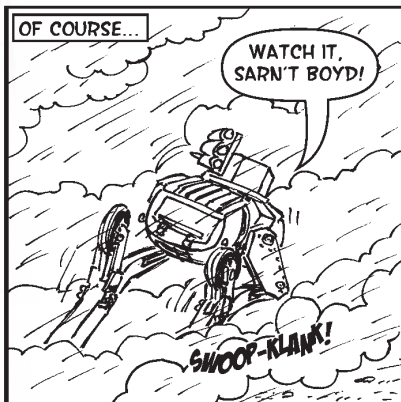
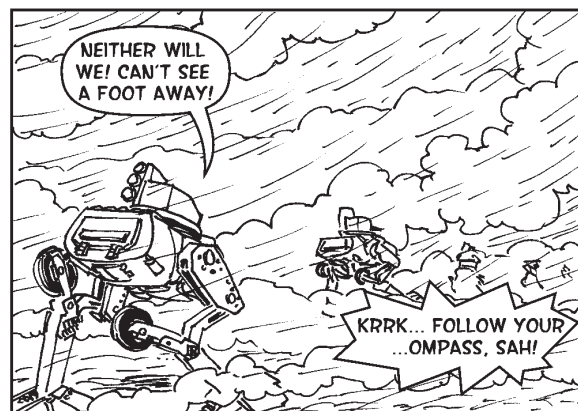
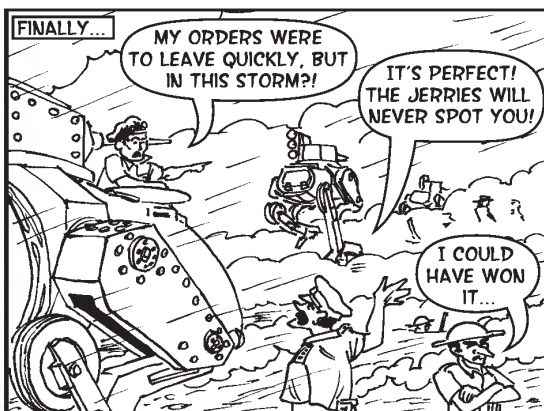
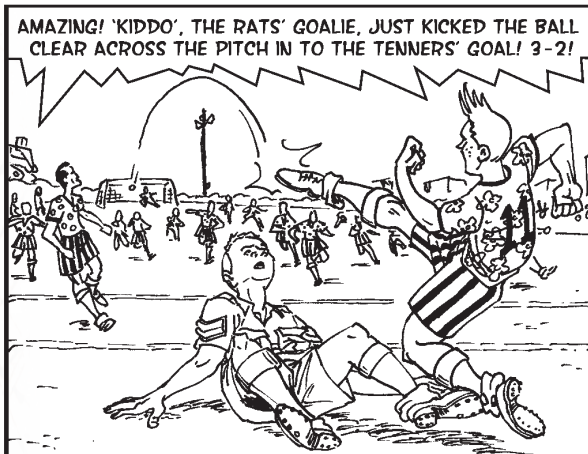
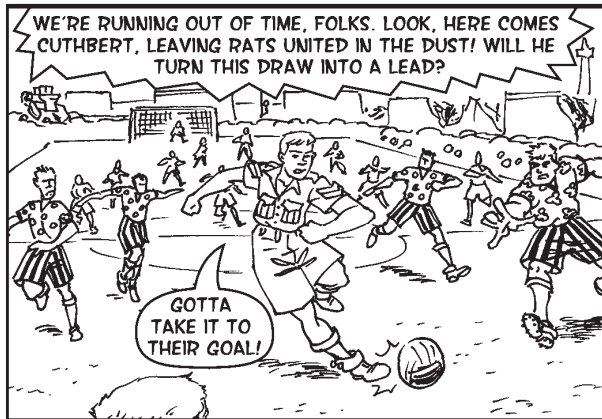
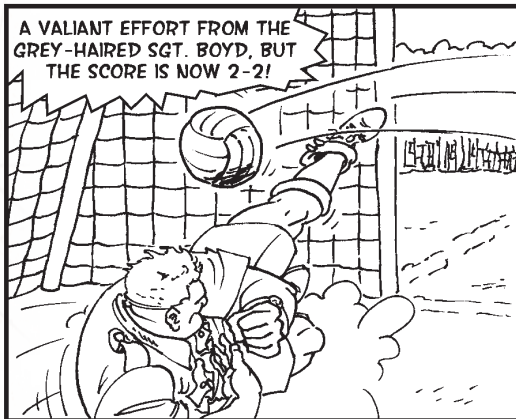
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ALFIE'S TENNERS



AURORA: THE SILHOUETTE MAGAZINE

ALFIE'S TENNERS



NEXT: ALFIE, PRISONER OF THE AFRIKA KORPS! (HEY, THIS REALLY IS LIKE A FOOTBALL COMIC...)

This is a module I've been working on for some time. It's the setting for a campaign currently being written with a scifi murder-mystery set in the world of Heavy Gear. It can also serve as the setting for any number of adventures, especially those with a gothic feel.

A module for the Heavy Gear Universe

BEND IN THE ROAD

Caporal Martineu woke up with a start. She was still in the watchtower rising at the center of the military outpost, hunched over the machine gun she was manning. Coughing and retching, she tossed quick looks about her. The night was still pitch black, Caporal Mikel was still looking out at the rain, and the spotlights still shone on the same puddle of mud in the middle of the road. According to the display on the edge of her field of vision, she'd only nodded off for a few seconds. Even as she tried to settle down from the sudden convulsion that shocked her awake, heart pounding in her chest, she reached into one of her pouches for a couple more doses of combat stimulant. After swallowing the bitter capsules she cleared her throat, squared off, and steadied the gun on its swivel. Mikel glanced over to her, grunted loud enough for Martineu to hear, and turned back towards the rain.

"Fall asleep again and I'm throwing you off the side," Mikel punctuated with a gesture to the 50-foot-drop ahead of them.

"Fuck off," Martineu growled back drearily, "I'm too tired to care."

"We're all too tired!" Mikel shot back. "I'm not going to salute a firing squad because you can't keep it together."

"I've been up here for four shifts with no relief, snakefucker!" Martineu spat, before muttering "You'd plug one into your ear if you tried staying awake as long as me."

She knew Mikel was right. If an officer noticed either one of them asleep at their post, they'd both get shot for it. Martineu did what she could, holding onto the gun and wrestling with exhaustion minute by increasingly long minute, waiting for the stimulants to kick in. Patting the pouch where they were, she realized she'd run out of pills long before then.

"I don't give a shit and neither will the brass," Mikel replied, "They're too on edge to let anything slide."

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HERAKLION - PART 3

CESAR MATED GONZALEZ

"What is the point, anyway? The humanist assholes won't show up. They're not going to march up here," she added. "They'll just lurk in the bushes, take pot-shots and keep us awake without ever actually doing anything."

At that moment, headlights bobbed into view through the rain around the road's last bend, coming towards them. Martineu tightened her hold on the machine gun's grip reflexively, while Mikel focused his night-vision goggles.

"It's the patrol that went into town earlier. They've finally come back," he said.

"They're goddamn late; I think my replacement went with them," Martineu grumbled.

There was a squawk of radio static somewhere below them. Soldiers, and the pair of Jäger gears on guard duty, came to the opening gate to cover the Caiman APC as it struggled on the bogged-up road. Mikel chuckled to himself as he adjusted the dial on his goggles. "You might be tired, but you should be thankful. Those poor bastards down there are trying to push their ride up the mountain through the mud."

"What? You're kidding," Martineu peered through the gun's scope. There were half-visible silhouettes past the headlights. They looked as though they were trying to wrestle the Caiman onto its nose. The APC's hull had sunk several feet into the mud. It now refused to budge. As Mikel and Martineu watched, the Caiman's treads caught just enough friction to lurch forward, lift its nose and bury its stern even deeper, spraying a gushing tidal wave of muck nearly ten feet into the air. The soldiers trying to push were scattered, half-buried in the mess. Martineu chortled despite herself, nearly choking on spit. Mikel began to laugh when he heard the croaking sound she made. She joined in when she reined in her coughing fit.

Martineu kept right on laughing, loud and undignified, too tired to hold back. They both laughed while the soldiers crawled back onto their feet and, looking like a pack of mud creatures come to life to take revenge on the troop carrier, began to push again. "Heave, you sadsacks! Heave!" Mikel yelled out the window.

After a couple more minutes the regiment's Stonemason engineering gear rolled out of the outpost with its emergency lights spinning and the pilot getting soaked through the open roll cage bars it had instead of a head. A feeble cheer went up as the gear took the hook to its winch in one of its robotic hands

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HERAKLION - PART 3

and fastened it to the APC's turret as though it was a beast of burden mired in the muck.

Sinking its feet into the mud, the Stonemason began to pull. The gear's engine roared over the rain with every tug. Laboriously, inch after inch, the Caiman troop carrier rose from the mud. The Stonemason dragged the Caiman along out of the pit it had dug for itself. Another triumphant, full-throated cheer boomed, this time from the base as well as the Caiman's crew, when the APC managed to crawl out the last few feet.

Even Martineu thrust a victorious fist into the air while Mikel grinned.

The rain, for a brief moment, sounded like applause.

It was interrupted by a thump, followed almost simultaneously by a dry, concussive shockwave. The Stonemason reeled to one side, stumbling to one side before it crashed onto its side and fell off the edge of the road. The winch cable snapped taut, slamming the Caiman onto its side before dragging it into the void after its wrangler.

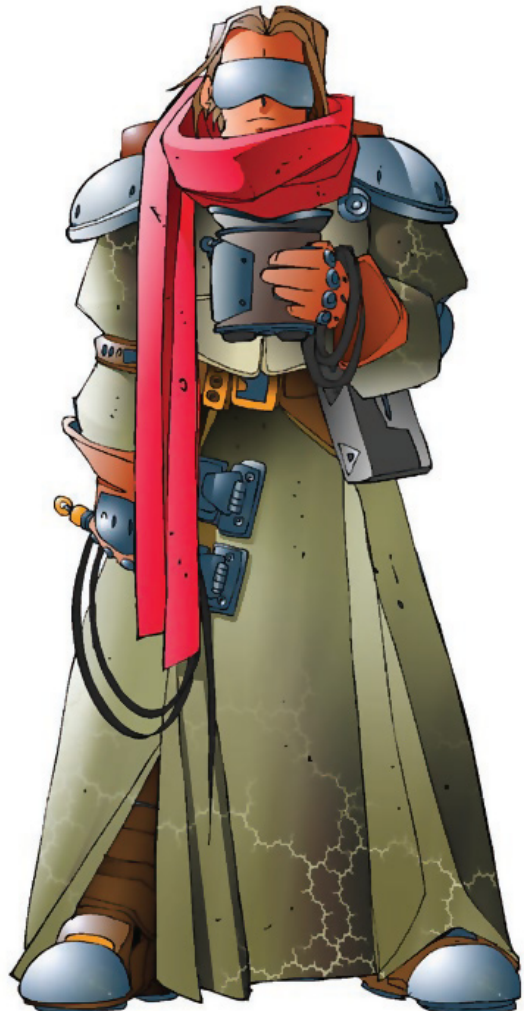
For another split-second there was silence, until, Martineu started firing blindly. She didn't know at what, but she thought she saw something, a shudder in the trees on the side of the mountain, a plume of smoke in the pitch-black night. Shouting, confusion and rage boomed beneath the watchtower. Mikel was yelling too, pointing into the trees.

"Rockets! Rockets!"

However, nothing came out of the trees. Martineu didn't stop firing until the gun's barrel vaporized raindrops that fell on it, but nothing fired back. The Jagers had begun several fires in the thick brush as well when they returned fire at nothing. The flames sputtered out in the rain after a few minutes. Once the chaos died down, there was nothing to be found past the deep grooves left in the mud.

The night went on as though nothing had happened, as if nothing came around the road's last bend. One by one, the soldiers that didn't go over dragged themselves in. Martineu watched them as they came in, pressed her lips tight, looked up at the bend of the road, setting her sights on it, and squared herself away for the rest of her watch.

"Just seven more hours. Just seven more..." she muttered. Mikel gripped the edge of the window with both hands, saying nothing.



COMMANDANT ALEXANDER BRECHT (KNIGHT)

Commandant Brecht, a citizen of the Southern Republic, originally enlisted with the SRA at the height of the War of the Alliance. He served honorably, but, lacking political connections he was passed over for promotion several times. He transferred to the MILICIA Military Police, and was immediately assigned to police the Humanist Alliance - Eastern Sun Emirates' border crossing, one of the most volatile regions throughout Terranova. After several bloody and challenging tours there, he was allowed to choose his next assignment, Heraklion, where has been posted for the past seven cycles. When the local HAPF forces collapsed due to the Thetan blight, leaving Heraklion unprotected, Brecht was there to fill the vacuum. As a figure of the Southern League's authority he has a seat in the executive council, though he rarely attends the meetings personally.

Profession

Commandant Brecht is a professional, cool-headed and methodical whenever he is on duty. As an officer of a military police unit, his job on the field was particularly challenging, but he never allowed anyone to see his discipline waver. Military Police officers have to be particularly heartless as they have to deal with the worst elements amongst their comrades. The MILICIA MP is as unforgiving as they come, especially since they are also tasked with controlling the forcibly conscripted prisoner/soldiers. Commandant Brecht knows the burden of duty all too well, though he carries it in a way that's meant to be an example for his men. He also understands the challenges the players will have to overcome in order to complete their assignments. Whether he will or not is dependent on their results and the situation.

Attitudes

As with many others in his profession, Brecht's controlled and emotionless demeanor is only skin-deep. That deception is essential for his survival, but the mounting tension has to be released. As a result, he will be professional and decisive while he's on duty. Behind closed doors, however, Brecht is a fragile man, with a shudder in his hands and an uneven temper. He came to Heraklion, thinking that he'd find peace there. At first he didn't, and he spent entire days in a drunken stupor to escape himself. He did not expect to have to play the kind of role the situation in Heraklion is calling for, and it's taking a toll on him.

Combat Reactions

Commandant Brecht has been exposed to almost all forms of violence humanity has created, both as an individual and as a MILICIA officer. Consequently, he is nearly impossible to surprise. However, he isn't a killing machine like other expert soldiers. As an MP, his prerogative has been to maintain order. He always aims to subdue his attackers rather than using lethal force. His first tool of choice for that will be his own voice, the second will be the riot shield and baton. Guns are only used as a last resort. This is only true while he is on-duty. Off duty, Brecht is a different man altogether, and he will respond to violence viciously. In those instances, he still won't go for the killing shot. Instead, he'll try to wound, maim and cause as much pain as possible. There have been several incidents in his past where this was the case, but the MILICIA were willing to ignore them.

Contacts

Czesiek Zeitig (age: 48 cycles, specialty: diplomacy, trade), one of Heraklion's commoners, he's made a small fortune for himself by catering to Commandant Brecht's tastes in liquor, and the occasional errand. Nahid Blommel (Age: 42, specialty: investigation, military law), an officer in the MILICIA MP, whom Brecht trained, stationed in Saragossa. Lucina Reymond (age: 38, specialty: Surveillance, investigation), a young officer assigned to Commandant Brecht's unit who has proven to be an asset.

CHIEF ADMINISTRATOR INACHUS ABBATE (KNIGHT)

Inachus was born TN 1873 to a Commoner family in White Rock. He was the first in his family to rank as a preceptor on his aptitude tests. This success was a source of both pride and isolation, driving him away from his blue-collar family at a young age. He poured every ounce of time and energy into his studies, and later into his work. He proved himself to be a superb administrator, and he worked his way up the Humanist hierarchy, obsessed with his career. He was given the opportunity to manage the aqueduct and vineyard in Heraklion, which he accepted enthusiastically. He saw it as a chance to prove himself and advance even further within the preceptors' ranks. He never left Heraklion, not when the war of the alliance erupted, not when Earth's armies came to reclaim its colony, and not when the Theban blight decimated the ranks of his fellow preceptors. The fact that he refused to answer the call hasn't been overlooked by his superiors, but the Humanist Alliance has had much greater problems than one preceptor's treason by inaction. They've left him in his meaningless backwater town, too entrenched for them to remove, but he knows that their reckoning will come. As for now, the MILICIA at his doorstep are more pressing. His willingness to surrender the town was a ploy to keep his position as its master, even if it is in service to someone else. Now, his betrayal is willful. As to why he chose stay in Heraklion, foregoing his ambition and living in obscurity, it's simple. Once he had control over Heraklion, he had something he could call his own. Once he had it, he couldn't let go.

Profession

Inachus has been the senior preceptor in Heraklion for decades, and as such he knows every aspect and inch of his town by heart. He knows all of his subordinates, their sins and obsessions, and he's willing to use every bit of that knowledge to manipulate them to do his will. He is a master politician in the confines of his realm. However, his authority doesn't project beyond Heraklion. Aware of this, he protects his territory with Machiavellian schemes that pit his would-be rivals against each other, and to deter outsiders from infringing on his territory. When he has to, he does tolerate outside forces in his territory, such as the MILICIA contingent that recently arrived to "maintain order", as well as the small HAPF contingent opposing them. Their low-intensity conflict places Heraklion at risk, but, thus far, Inachus has been able to play one side against the other.

Attitudes

When Inachus was young, he thought that great things were in store for him. He saw himself as the founder of a new league, born from the frustration of the common man over the tyranny of the caste system. When he came to Heraklion and learned its secrets, he thought he had found a tool he could use to achieve that goal. However, Heraklion's devoured his ambition. Instead, he became the introverted tyrant, holding on with as firm a grip as he could to his one possession. He's becoming increasingly paranoid, suspecting that someone, whether it's the Southern Republic, the Humanist Alliance, or Earth agents, are trying to depose him or unearth Heraklion's secrets. He sees a threat in any disruption of his day, and he is already overreacting.

Combat Reactions

Inachus is not a fighter. As a politician, he has endeavored to avoid situations where he'd be in personal danger. As he has grown older, sinking further and further into paranoia, he has gradually increased his own protection. He is always with an armed escort of at least four of the best Heraklion's security force has to offer. These Khayr Ad Din mercenaries may not be supersoldiers, but they are competent. The only exception to this are his quarters. The guards are posted outside, but they are forbidden to intrude unnecessarily into his private quarters. If all else fails, he'll die standing, protecting his dignity if he can't protect his life.

Contacts

Ven Olden (age: 42, specialties: security, tactics), officer of his own security detail, a hired mercenary from the Badlands. Riordan George (age: 52, specialties: extortion and sabotage), leader of the small organized crime that operates in and around Heraklion. Sele Rezanov, (age: 39, specialties: information broker, espionage), a MILICIA officer of Humanist Alliance origins whom he has manipulated into helping him.

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HERAKLION - PART 3

COMMANDANT ALEXANDER BRECHT (KNIGHT)

Vital Statistics

Age: 55 cycles Height: 1.90m Weight: 120 kg Hair: black Eyes: brown

Attributes

AGI	1	APP	0	BLD	2	CRE	0	FIT	0
INF	1	KNO	1	PER	2	PSY	0	WIL	3
STR	1	HEA	1	STA	40	AD	8	UD	8

Skills

Athletics	2	Combat Sense	2	Defense	2	Notice	2
Investigation	3	Leadership	3	Melee	2	Interrogation	3
Survival	2	Hand-to-Hand	2	Small Arms	3		

Perks/Flaws

Military Rank	12	Flashbacks (Nightly terrors)	-2
Authority	3	Code of Honor	-2
Connections	5	Addiction (alcoholism)	-2
Subordinates	5		

CHIEF ADMINISTRATOR INACHUS ABBATE (KNIGHT)

Vital Statistics

Age: 72 cycles Height: 1.72m Weight: 48 kg Hair: Bald Eyes: Blue

Attributes

AGI	0	APP	0	BLD	-1	CRE	1	FIT	0
INF	3	KNO	2	PER	0	PSY	0	WIL	3
STR	0	HEA	1	STA	25	AD	2	UD	2

Skills

Negotiation	3	Notice	2	Social Sciences (Politics)	3
Leadership	3	Forgery	2	Interrogation	2
Etiquette	3	Business	2	Information Warfare	2

Perks/Flaws

Famous	3	Influence	5	Property (Villa)	5
Authority	3	Rank	10	Age	-2
Connections	5	Subordinates	3	Paranoid	-3

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HERAKLION – PART 3

HEAD OF RESEARCH DR. CATHERINE LEN (KNIGHT)

The center of Heraklion's existence is found in the genetic laboratories that lie in the old research complex. Consequently, the head of research is the pinnacle of Heraklionite society. This position been filled by born-and-bred citizens of Heraklion for centuries, handed down from mentor to a pupil they adopt as their own child. Doctor Len became the head of research when her adoptive father, Dr. Marcus Len-Philippe, bequeathed the position to her ten cycles ago. After graduating from one of Oxford's biology schools, she returned home to Heraklion, like many of her Heraklionite peers. She joined the research staff there, impressing her superiors with her ability to grasp the most complex aspects of, as well as her passion for, the work. Aside from being an excellent scientist, she was also able to navigate the perilous waters of the laboratory's inner politics, unlike most of her peers. As a result, she was picked from amongst a dozen other candidates to be Marcus' adoptive child, and was initiated on Heraklion's deepest secrets. While she is a member of Heraklion's executive council, she has little interest in the city's administration. All she cares about are her labs, and the research that takes place in its hidden laboratories.

Profession

Catherine is both the top researcher and the representative of the biochemical labs in the executive council, which makes her the second most influential person in Heraklion. She handles this two-fold role with ease, though her focus has always been the science. She is truly in her element when she is in the lab, and her authority there is absolute. During Catherine's tenure, the labs have made several significant breakthroughs in the field of agricultural genetics. She has created crops with more nutritious yields, greater resistance to pests, and so on. Her successes have made Heraklion prosperous, which has served her well in the council. Catherine's goal is to finish Heraklion's foundational and grandest research project.

Attitudes

Catherine comes across as full of quiet joy, making her easy to like and trust. While that demeanor is not an act, as she will try her best to help someone in need, her sympathy isn't unconditional. If she senses that someone is an obstacle to her true obsession, she will not stop at anything to brush them out of the way. That insidiousness, combined with her vast medical and scientific knowledge, makes her a surprisingly dangerous enemy. What may seem a cordial disagreement with her may be discussed over tea. A few hours later, a comma, a seizure, or some apparently innocent illness 'removes' her obstacle. Catherine, seemingly filled with concern, will sit by the bedside of her unknowing adversary for a few hours, truly distraught. At present, however, she sees no obstacles before her.

Combat Reactions

Without any form of training or even direct experience with violence, beyond what a sheltered Humanist Alliance citizen would be exposed to, Catherine has no combat skills whatsoever. What she does have is a vicious temper. Once it does, and it will if someone confronts her with the intent to harm her, or her research, she is likely to grab the nearest sharp object and leap at them. Nevertheless, she is just as likely to panic if she is confronted suddenly.

Contacts

Desiderio Novitsky (age: 33, specialties: computers and science), Catherine's right hand and presumptive successor. Abby Peterman (age: 28, specialties: espionage, military protocol), a young MILICA officer and drug addict Dr. Len is supplying with medical-grade narcotics. Christian Angers (age: 57, specialties: politics, diplomacy), Dr. Len's ex-lover, a high-ranking preceptor in Oxford.

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HERAKLION - PART 3

TECHNICIAN LUKAS PHAN LIU (ROOK)

Lukas Phan Liu has held the post of Master Technician longer than any of his predecessors, overseeing the maintenance of Heraklion's gradually dying machines, and representing the technicians before Heraklion's executive council. His rotund frame, made heavy by a lifetime of hard work rather than gluttony, has been molding the same chair in the administrator's offices for the past twenty cycles. He is a brilliant engineer, inventor, and strategist. Otherwise, he wouldn't have survived the dangers of Heraklion's aqueduct or its politics. He carries himself with pride, glaring down those who don't display the proper deference to him and his brothers, but he still feigns subservience when he has to. After all, he is a technician, a barely acceptable commoner in Heraklion. As of late, he has spent less time the surface, preferring the underground reaches of his brotherhood, avoiding the turmoil above. Rumor has it that he's scheming something, as his technicians scuttle about through the streets with purpose before disappearing below. The details, past that increased activity, are nebulous.

Profession

His genius has saved Heraklion from a number of disasters that most of its resident never heard of. He knows the Aqueduct better than anyone else alive, and he has an uncanny understanding of its machinery. However, his age is slowing him down, forcing him to rely on his assistants rather than tackle every problem himself. Nevertheless, he still is best technical mind in Heraklion, with the masterpieces of his genius hidden in the dark. Over time, even his technical proficiency has not been enough to maintain Heraklion's mechanisms. He has been unable to secure replacements for the machines that simply break down out of wear in ways that are impossible to fix. Tragically, he doesn't have the contacts, the money, or the social graces to pull off that miracle. So, instead, he does what he can with the tools that he has, yielding as little ground as he's able to entropy and yet yielding a little more every time.

Attitudes

Lukas Phan Liu is very proud of his own genius, and he never misses a chance to flaunt it as spectacularly as possible, but he does so in such a way that it doesn't give away his arrogance. Usually his only audience is his fellow technicians and his daughter, for whom he has built monuments deep in the Aqueduct. This was enough while he was younger. Now, however, he's frustrated by the fact that he doesn't have the respect and admiration he thinks he is due from anyone besides his subordinates. Even his daughter has lost interest in the treasures he wrought for her. He knows he's running out of time to change that, and as Heraklion breaks down piece by piece, he is running out of chances before Heraklion collapses under its own weight. He is planning something. That much is clear. Whether this project will save Heraklion or just celebrate his brilliance remains to be seen.

Combat Reactions

As a young man, Technician Phan Liu was a troublemaker and a brawler, but those days are long past. He has favored ambushes, traps, and overwhelming preparation whenever violence is called for during his tenure, and that is unlikely to change. In the off-chance that he's caught unprepared, he knows how to use a few of his tools as improvised weapons, and he can do so rather well.

Contacts

Rick Czerniak (age: 48, specialties: firearms, tactics), one of the HAPF's protectors who recently returned to Heraklion, and the son of one of Lukas' apprentices. Nicolaus Blouin (age: 45, specialties: smuggling, haggling), one of the few foreign merchants in Heraklion that Lukas trusts, not useful when it comes to machinery.

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HERAKLION - PART 3

HEAD OF RESEARCH DR. CATHERINE LEN (KNIGHT)

Vital Statistics

Age: 62 cycles Height: 1.68m Weight: 70 kg Hair: White Eyes: Green

Attributes

AGI	0	APP	0	BLD	0	CRE	2	FIT	0
INF	1	KNO	3	PER	2	PSY	1	WIL	1
STR	0	HEA	1	STA	30	AD	3	UD	3

Skills

Medicine	3	Etiquette	2	Notice Craft	3
Natural sciences (Biology)	3	Leadership	2	(Genetically-modified flora)	3
Negotiation	2	Investigation	3		

Perk/Flaws

Authority	3	Rank	12
Connections	3	Famous	5
Influence	3	Goal	-3

TECHNICIAN LUKAS PHAN LIU (ROOK)

Vital Statistics

Age: 70 cycles Height: 1.80m Weight: 150 kg Hair: Brown-white Eyes: grey

Attributes

AGI	0	APP	0	BLD	0	CRE	3	FIT	0
INF	1	KNO	2	PER	2	PSY	1	WIL	1
STR	0	HEA	1	STA	30	AD	5	UD	3

Skills

Tinker	3	Leadership	2	Demolitions/Traps	3
Technical sciences (Engineering)	3	Notice	2	Combat sense	2
Forgery	2	Melee	2	Craft (Heavy Machinery)	3

Perks/Flaws

Machine-touch	5	Contacts	3
Authority	3	Sense of Direction (3D - Aqueduct)	5
Subordinates	5	Influence	3

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HERAKLION – PART 3

CAPORAL WINIFRED “FREDDIE” MARTINEU (PAWN)

As a young woman, Caporal Martineu joined the MILICIA to escape the lower middle class of the Mekong Dominion. At first she thought she'd land a cushy rear-guard post, do a single tour of duty, and use her pay to finance her studies. By the end of the first tour, however, she had pacified riots, roamed the badlands on bandit patrol, and survived coming face to face with a Mordred G.R.E.L.. By the end of her second tour, she couldn't imagine herself as anything other than what she had become; a short-tempered, scarred and cynical soldier. She has been an infantryman ever since. She was assigned to the MILICIA's 53rd Infantry Regiment for close to a cycle before Commandant Brecht “took” Heraklion. Since then, she has been on every possible front-line mission the regiment carries out. She has patrolled Heraklion's streets and trails, guarded supply convoys, and stormed suspected HAPF hideouts.

Profession

Caporal Martineu is a known quantity, a veteran who has been under fire numerous times and come out of it relatively unscathed. She knows how to manage herself, and she has the tactical instincts to pull herself through nearly any combat situation. She is able to read them in an instant, and she is well trained in close-quarter combat, both armed and unarmed. While she prefers to use carbines, she can use the long-bladed vibromachete she usually has strapped to her belt. Beyond mere combat ability, she is also an expert survivalist, particularly in the jungles south of Terra Nova's equator.

Attitudes

Caporal Martineu realized some time ago that her identity was devoured by her career as a soldier. Her immediate family has passed, or simply stopped trying to reach her. She has no personal friends, only comrades, and none of them have had a lasting presence in her life. Despite being aware of all of this, she believes her life has purpose. To Martineu, her duty is the reason for her existence and that is enough. This goes counter to all her negativity and snide remarks she makes almost constantly about the MILICIA, the mission, her superiors, and her fellow soldiers. She has come to terms that she will die while in uniform, whether on the front line and heaped with glory (which she finds meaningless), or behind a desk decades from now. Given the choice, she'd choose the former. She fears she may be headed for an eventual psychotic breakdown, but she isn't always worrying about it. Now that she's abusing stimulants, however, her fear that she may simply go insane is getting stronger.

Combat Reactions

Like any other MILICIA soldier, she has been trained to do three things in a combat situation: Follow orders, find cover, and fight to the bitter end. This makes her tenacious but predictable in combat. She'll take cover and seek favorable ground, to then she'll turn and engage with every ounce of strength in her. This usually works well in most situations, but she rarely has had to fight alone.

Contacts

Sergeant Tahlia Chan (age: 30, specialties: contraband, negotiation), one of the outpost's quartermaster NCOs, owes several favors to Caporal Martineu. Frederic Polck (age: 42, specialties: repair, tinkering), one of the mechanics attached to the regiment's motor-pool.

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HERAKLION - PART 3

COLETTE PHAN LIU (PAWN)

The presence of malcontents amongst Heraklion's commoners isn't something new or surprising. Unlike most, however, Colette didn't leave Heraklion when she had the chance. Instead, she remained by her father's side, though not to keep him company or even follow his footsteps as a technician. Instead, she lives what appears to be a privileged life with her father's wealth. In truth, she leads a small band of commoners, including a few technicians, who seek to break the researcher's grip on Heraklion and its people. She isn't a guerrilla-fighter or saboteur, merely a charismatic idealist who was able to convince her childhood friends to take a pledge they didn't put much stock in at the time. However, they came to realize that she was serious, and to believe that she was right. Her situation, as her father deteriorates and the world around Heraklion is in turmoil, has become increasingly unstable. She senses an opportunity to make real changes in her town, but she doesn't know how to seize upon it. Her conspiracy has achieved some small successes in undermining the researcher's hold in Heraklion. They've done so by pushing commoners to buy the farms around town, as well as by opening businesses of their own. On more than one occasion, her conspiracy has required people to be "forcibly removed". She hasn't shied away from that either, though she hasn't gotten her own hands dirty.

Profession

Colette is the foreman at a small farm equipment manufacturer, selling mundane goods to the locals. She's quite successful there, managing both the personnel and physical aspects of her work with ease. Her talents shift from that day-job to her clandestine struggle well enough. She knows Heraklion better than most commoners or technicians, both as a result of being her father's daughter and her own drive to find any advantage she could for her cause. Beyond that, she is able to manipulate and deceive when she needs to, but her preferred method of leadership is through her charisma, and an unassailable belief that she is in the right. She is able to convince others of the righteousness of her cause, and some of her followers are willing to do the dirty work she is unable to do herself.

Attitudes

Colette goes to great lengths to have a positive outlook, to think of things in the long run and to be as enthusiastic as possible of her greater goals in the face of short-term problems. Her morals bend around accomplishing her final goal, and that has focus has seen her through hard times and choices. Even now, she declares absolute confidence in her success. However, keeping that up when confronting uncertainty is taxing, and she doesn't know how to react to the MILICIA's sudden involvement in Heraklion's affairs. She is running out of ideas, even if she senses that there is a way for her to exploit the chaos, and the seeming anxiety of the researchers. She also suspects that she is about to lose her father, and that affects her more than she is willing to admit. Beneath her usually sunny facade, her frustrations are threatening to boil over, and she is likely to take more risks than she should.

Combat Reactions

Colette's confidence, when it comes to violence, is tempered by the fact that she doesn't know how to use a gun. Nevertheless, she is physically capable. If she was confronted with violence, she would try to escape first. If she is cornered, she'd die for her cause. In a brawl, however, she could be a threat, especially if she has some of her shop tools within easy reach.

Contacts

Balthasar Stolz (age: 28, specialties: firearms, melee,) thug on the run from the Mekong Dominion, acts as Colette's muscle when violence is called for by her cause. Allyce Phoebus (age: 25, specialties: repair, tinkering,) A technician who believes in Colette's cause. Dardanus Semmel (age: 42, specialties: smuggling, theft,) a clerk in one of Heraklion's general stores, and a believer in Colette's cause.

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HERAKLION - PART 3

CAPORAL WINIFRED (FREDDIE) MARTINEU (PAWN)

Vital Statistics

Age: 32 cycles Height: 1.70m Weight: 72 kg Hair: Red Eyes: Green

Attributes

AGI	2	APP	0	BLD	1	CRE	0	FIT	1
INF	0	KNO	0	PER	1	PSY	0	WIL	1
STR	1	HEA	1	STA	35	AD	5	UD	7

Skills

Melee	2	Notice	1	Defense	1	Heavy Weapons	1
Small Arms	3	Survival	1	Athletics	2		
Combat Sense	2	Hand-to-hand	2	Stealth	1		

Perk/Flaws

Military rank	2	Code of honor	-2
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COLETTE PHAN LIU (PAWN)

Vital Statistics

Age: 28 cycles Height: 1.72m Weight: 48 kg Hair: Brown Eyes: Grey

Attributes

AGI	0	APP	1	BLD	0	CRE	0	FIT	1
INF	2	KNO	0	PER	0	PSY	1	WIL	1
STR	0	HEA	1	STA	30	AD	4	UD	3

Skills

Melee	1	Combat sense	1	Leadership	2
Notice	2	Streetwise	2	Defense	1
Tinker	3	Negotiation	2		

Perks/Flaws

Allies	5	Goal	-3
Connections	2	Obligation	-2

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HERAKLION - PART 3

HAPF GUERRILLA FIGHTER (PAWN)

The small force of protectors that came to challenge the MILICIA's occupation is made up of volunteers. They're well trained and know the terrain, since most of them are Heraklion natives. They have some support in the town as well, mostly people who are willing to shelter them and generally provide aid. However, they're outnumbered 12 to 1, meagerly equipped and without a real plan. Their tactics are limited to small-scale raids and precisely executed ambushes on isolated MILICIA patrols, usually carried out by six-man squads. Their weapons of choice are semi-automatics, along with rockets and remote-detonated explosive charges. They will attempt to avoid capture by any means, but they're not suicidal.

HAPF GUERRILLA FIGHTER (PAWN)									
Attributes									
AGI	1	APP	0	BLD	1	CRE	0	FIT	2
INF	0	KNO	0	PER	1	PSY	0	WIL	1
STR	1	HEA	1	STA	35	AD	7	UD	7
Skills									
Melee	2	Demolition/traps	1	Stealth	2				
Hand-to-Hand	2	Combat sense	2	Defense	1				
Small arms	3	Notice	1	Heavy weapons	1				

MILICIA SOLDIER (PAWN)

Despite their low morale, MILICIA soldiers are professionals and veterans. Furthermore, the MILICIA is used to dealing with hostile occupations and guerrilla warfare. The members of the 57th regiment are no different, but they have been hunting for the HAPF's fighters for weeks now, with little to no success. This frustration is reflected in the increasingly undisciplined behavior of the rank-and-file. They use standard infantry and police tactics while out on the field, but they're escalating much quicker these days. Not all of them are infantry soldiers, however, as there is a fair number of support personnel, such as mechanics and medics, who are stationed with the 57th. There is also a small contingent of Gear pilots, but they'd never take the field without their machines.

MILICIA SOLDIER (PAWN)									
Attributes									
AGI	1	APP	0	BLD	1	CRE	0	FIT	2
INF	0	KNO	0	PER	1	PSY	0	WIL	1
STR	1	HEA	1	STA	35	AD	7	UD	7
Skills									
Melee		2	Combat sense		2	Heavy weapons		2	
Hand-to-Hand		2	Notice		1				
Small arms		3	Defense		2				

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HERAKLION – PART 3

HERAKLION RESEARCHER (PAWN)

After nearly a lifetime of training and indoctrination, the common Heraklion researcher will be zealously devoted to their projects. They sincerely believe that their work is for the betterment of mankind and that they are the only ones capable of seeing it through. Every researcher is an individual, but their semi-cloistered existence affords them little chances to see the world from another perspective than their own. Nevertheless, they are top-notch scientists to the last, with absolute mastery of biology and chemistry. As a fighting force, they're meaningless. Even so, their knowledge of Heraklion, their collective megalomania and their ability to make extremely toxic poisons make them another kind of threat.

HERAKLION RESEARCHER (PAWN)									
Attributes									
AGI	0	APP	0	BLD	0	CRE	1	FIT	0
INF	1	KNO	2	PER	1	PSY	0	WIL	1
STR	0	HEA	0	STA	25	AD	7	UD	7
Skills									
Etiquette				2	Notice				2
Medicine				3	Investigation				2
Natural Sciences (Biology)				2	Craft (Genetically-modified flora)				2

HERAKLION TECHNICIAN (PAWN)

The members of Heraklion's brotherhood of technicians have received a lifetime's worth of education beneath Heraklion by the time they're journeymen. In order to survive as a technician in Heraklion's maze-like Aqueduct, they have to be clever and quick on their feet. Apprentices usually do the simple maintenance jobs on the surface, while the more experienced technicians either supervise the apprentices' work, or handle the more difficult tasks below-ground. They usually work in crews of three or more, with equipment that has been used, handed down, and maintained for generations. They are not soldiers or thugs, though. If they're confronted, they'll run, and they know the best hiding places anywhere within Heraklion's sphere of influence.

HERAKLION TECHNICIAN (PAWN)										
Attributes										
AGI	0	APP	0	BLD	0	CRE	1	FIT	0	
INF	1	KNO	2	PER	1	PSY	0	WIL	1	
STR	0	HEA	0	STA	25	AD	7	UD	7	
Skills										
Tinkering				3	Melee		1	Demolition/traps		1
Technical Sciences (Engineering)				2	Athletics		1	Survival		2
Notice				1	Information Warfare		2			

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HERAKLION – PART 3

HIRA AGENTS (PAWN)

The agents of the Human Insight and Regulation Authority are amongst the best-trained spies in Terra Nova. Their role is enforcement rather espionage or counterintelligence, which is reflected by the missions they undertake. They are cautious, methodical, and determined. They also have the best equipment available, including stealth suits, surveillance equipment and weapons. Their tactics rely on subtlety and misdirection rather than direct confrontation. However, Heraklion is proving to be a challenging place, with very few places or opportunities to monitor their target, as well as a dedicated and vigilant antagonist they can't influence very easily. To make matters worse, as the conflict between the HAPF's guerillas and the MILICIA forces escalates, there is very little room left for the HIRA agents to maneuver.

HIRA AGENTS (PAWN)									
Attributes									
AGI	1	APP	0	BLD	1	CRE	0	FIT	1
INF	0	KNO	0	PER	2	PSY	0	WIL	1
STR	1	HEA	1	STA	35	AD	7	UD	7
Skills									
Melee	2	Information Warfare	2	Investigation	2				
Hand-to-Hand	2	Combat sense	2	Defense	1				
Small arms	2	Notice	1	Stealth	3				

SRID OPERATIVES (PAWN)

The South Republic Intelligence Directorate is the Republic's internal counter-intelligence agency. They are tasked with monitoring the South Republic's own citizens for signs of corruption and treason. Their operatives are amongst the best spies in Terra Nova, and a team of them has been sent to Heraklion. Their methods, when dispatched outside of the Republic, don't rely on subtlety. Intimidation, assassination and kidnapping are amongst their tactics of choice, but from time to time they will stop, watch and listen. Their equipment is state-of-the-art, but they don't have access to some of the more exotic equipment other agencies have. When they go "loud", they make sure it's with overwhelming force and the element of surprise.

SRID OPERATIVES (PAWN)									
Attributes									
AGI	1	APP	0	BLD	1	CRE	0	FIT	1
INF	0	KNO	0	PER	2	PSY	0	WIL	1
STR	1	HEA	1	STA	35	AD	7	UD	7
Skills									
Melee	2	Combat sense	2	Defense	1				
Hand-to-Hand	2	Notice	2	Stealth	2				
Small arms	2	Investigation	2	Information Warfare	1				

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HERAKLION - PART 3

KHAYR-AD-DIN MERCENARIES (PAWN)

These men and women are members of the private security detail Chief Administrator Abbate set up to protect himself and the researchers, using their profits. They're consummate professionals, hired out of Khayr-Ad-Din on a permanent retainer. They're no match for a standing army, nor are they meant to be. They're bodyguards, armed with heavy flak suits and a mixture of SMGs and rifles. They do have a handful of antiquated gears for patrol duty, and the support these machines need to stay running, but very little else. They stand as a neutral party to the unrest between the MILICIA and the HAPF, lacking the firepower or interest to engage either one of them. Their only objective is fulfilling the terms of their contract, which is to protect the residential quarter and the biochem labs. Chief Administrator Abbate has ordered them to collaborate with the MILICIA, and they do so by staying out their way. However, their loyalties are not as solid as Abbate may like. They've noticed who truly holds sway in Heraklion, and whose work actually pays their contract.

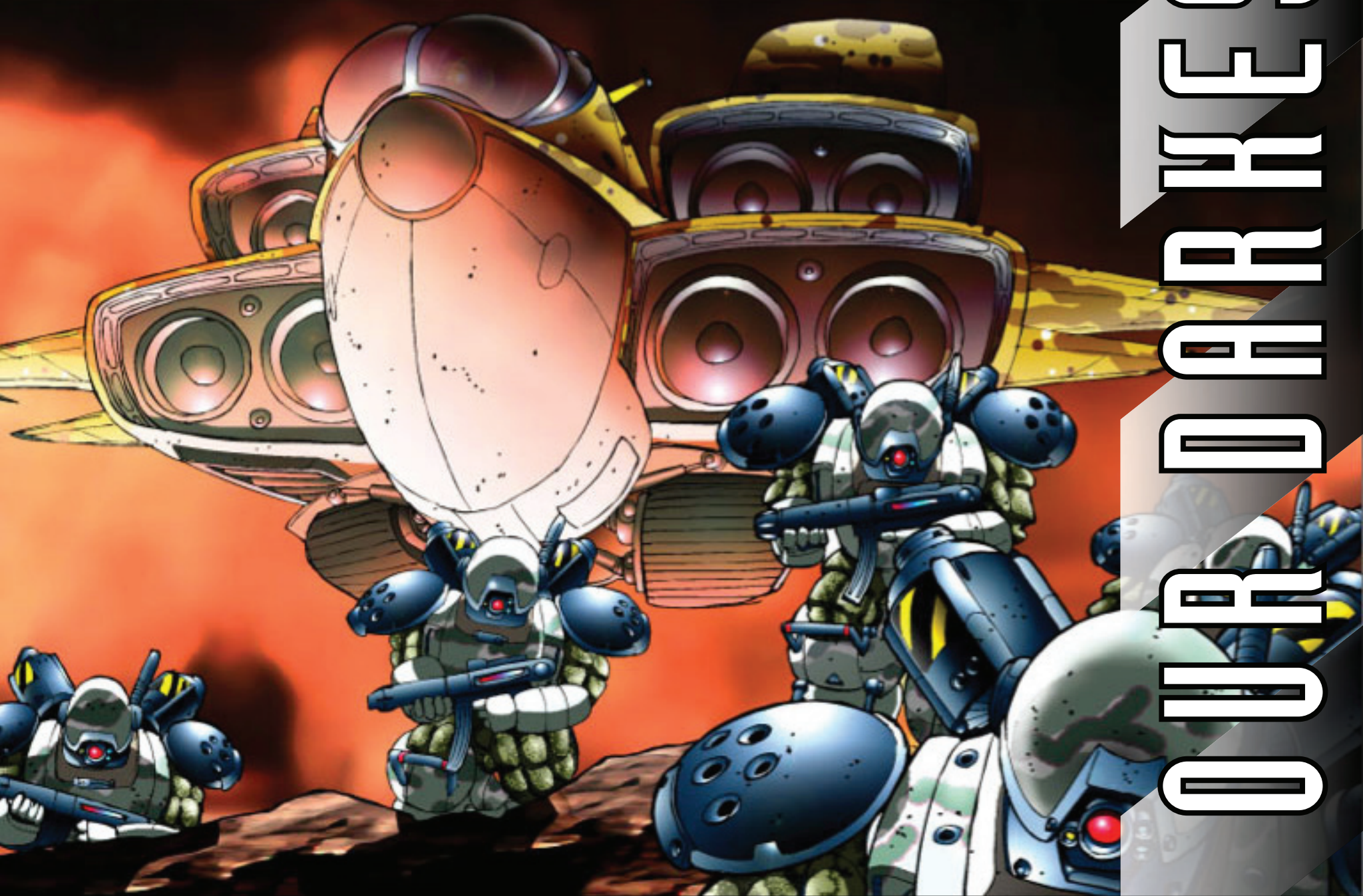
KHAYR-AD-DIN MERCENARIES (PAWN)									
Attributes									
AGI	1	APP	0	BLD	2	CRE	0	FIT	1
INF	0	KNO	0	PER	1	PSY	0	WIL	1
STR	1	HEA	1	STA	40	AD	7	UD	7
Skills									
Melee	2	Survival	2	Heavy Weapons	1				
Hand-to-Hand	2	Combat sense	2	Defense	2				
Small arms	2	Notice	2	Stealth	1				



d6
COMPATIBLE

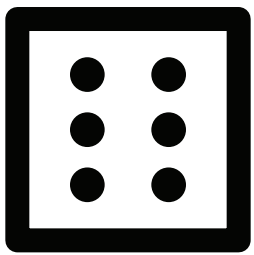
HEAVY GEAR D6

OUR
LARGEST
HOUR



A D6 Total Conversion for the Heavy Gear Universe

HEAVY GEAR d6



Welcome to the exciting world of Heavy Gear d6! Set on the distant colonly world of Terra Nova, Heavy Gear offers a rich and believable science-fiction setting for fast-paced Mecha action and adventure. Abandoned millenia ago by Earth's government, the colonists on Terra Nova were beset by the dangerous and diverse environmental conditions of the dry and hot planet. Despite this adversity, the proud and tough settlers banded together in polar confederations, developing advanced 4 meter tall walkers, or "Gears," to make the difficult work ahead of them more manageable. Today, the ubiquitous Gears are found across the desert world, whether in police forces, livestock ranches, gladiatorial bouts, construction teams or, most famously, mechanized military regiments. Gears have transformed life on the harsh world of Terra Nova, and colour every aspect of life here.

CHARACTER CREATION

There are many kinds of adventures you can have on Terra Nova, but creating heroes for any type of story is easy. At the start of a new series, each player simply picks a character template (found at the end of this book), and assigns 7 dice worth of skills. Each skill has a base rating equal to the associated attribute (whether Dexterity, Perception, Knowledge, Strength, Mechanical or Technical). Adding 1 dice to a skill simply increases the skill by 1D over the base. Thus, a character with 3D+1 Technical may be assigned 2D Demolition, increasing this skill to 5D+1. No skill may be increased by more than 2D at this stage. The number that comes after the dice code is a bonus added to the roll, so that 3D+2 would be rolled as 3 six-sided dice with two pips added to the total roll.

ADVANCING SKILLS

As the series progresses, usually at the end of each episode, the gamemaster will award character points according to how well the players worked together as a group and how many objectives and victories they achieved. Generally speaking, this is typically around 2 to 8 character points a session, but the award can be tailored to whatever the gamemaster feels is appropriate.

To advance a character's skill, simply spend a number of character points equal to the current skill dice code (ignoring any bonus after the dice code). For example, advancing a 4D+1 skill costs 4 character points. When advanced, the modifier after the dice code increases by +1, unless this would bring the total modifier above +2, in which case the +2 modifier is erased and the skill dice code is advanced by 1D. To take the previous example, spending another 4 character points would advance the 4D+2 skill to 5D. Now, further advances will cost 5 character points each.

To pick up a new skill, simply spend a number of character points equal to the associated attribute dice code (ignoring modifiers) to gain the skill at +1D. Future advancement of that skill is as above.



RESOLVING TESTS

The characters in a Heavy Gear series must always be on their mettle and will frequently be called upon to put their skills to the test. When a character must overcome an obstacle or face some challenge, the gamemaster will inform the player what skill she must roll to succeed. If the character lacks the necessary skill, she may still roll the associated attribute instead. The sum of the dice roll is compared to the difficulty of the challenge, as determined by the gamemaster. If the roll is equal to or higher than the difficulty, the attempt succeeds. Otherwise, the attempt fails and the character will likely soon be in a desperate situation unless her friends can jump to the rescue. Some typical difficulty numbers are given below:

5	VERY EASY (A ROUTINE CHALLENGE, EASILY ACCOMPLISHED)
10	EASY (A STANDARD TASK, MANAGED WITH BASIC PROFICIENCY)
15	MODERATE (A COMPLICATED TEST, REQUIRING SOME EXPERTISE)
20	DIFFICULT (AN COMPLEX CHALLENGE, DEMANDING MASTERY)
30	VERY DIFFICULT (AN UNPRECEDENTED AND INTRICATE TRIAL)

COMBAT

Combat in the world of Heavy Gear is fast and furious. Whether engaging in a shootout at a hidden Southern Republic intelligence complex or trading slugs between Gears on the frontline, these basic rules will allow you to handle virtually any combat situation.

While time is normally measured narratively in the game, when the action turns to violence, the game breaks down into combat rounds (each about 30 seconds long). Each round, the gamemaster describes the scene as the characters would see it from their vantage point, while secretly deciding the actions for the opposition. The players then declare what actions their characters will attempt that round and in what order (or "segment") these actions will fall. There is technically no limit to the number of actions a character can attempt, but each declared action after the first reduces all of her rolls that round by -1D.

Once all actions are determined, each character and enemy resolves their first segment action, then each resolves their second segment action and so on until all declared actions have been attempted for the round. If two actions in the same segment conflict, such as when one combatant shoots at another, then the highest roll for the action gets a split-second priority and is resolved first. Some actions, like moving or reloading, do not require a roll. When priority has to be established against an opponent's action, simply roll the Dexterity attribute (with penalties for multiple actions) to determine how quickly the combatant acts.

EXAMPLE: *Jayde is diving into a passing light rail car in the first segment, just as an SRA assassin unloads a clip of submachine gun bullets at her. The assassin rolls his Small Arms skill of 4D+1 for a total of 17. Jayde is moving, so she rolls her Dexterity of 3D+2, netting a surprising 19. Jayde leaps into the vehicle at the last second, making a safe get away, at least for the moment!*

In addition to regular actions, combatants can also declare one special reaction to each normal enemy action at any point in the round. Reactions allow a combatant to respond to the opponent's moves, whether dodging away or locking sabers. One may even react with a melee or brawl attack against an enemy acting within arm's reach. Reactions occur immediately in the same segment after the opponent makes her roll. Like regular multiple action, reactions reduce this and all subsequent rolls for the round by -1D.

ACTIONS:

- Shoot (Small arms skill)
- Melee (Melee skill)
- Brawl (Brawling skill)
- Reload or draw weapon
- Go prone or stand up
- Move

REACTIONS:

- Dodge (Dodge skill)
- Melee parry (Melee parry skill)
- Brawling parry (Brawling parry skill)
- Melee (Melee skill)
- Brawl (Brawling skill)



FIGHT SCENES

Each round of combat is fought out amidst rich and detailed scenery. A canny player will use this to her advantage, taking the high ground, using the objects of the setting for cover or otherwise interacting with the world around her. By default, each

new round automatically begins with the firefight barreling into an adjacent area, replete with new obstacles and objectives prepared by the gamemaster. If the players specifically declare that they are holding this ground and not carrying the action into a new zone, then the gamemaster should allow this heroic stand but should also not be shy to throw mounting waves of enemies at the now dangerously stationary heroes.

Movement within a round takes place completely within this fight scene. A gamemaster could rule that a movement up to the reactor controls would take several "move" actions, including climbing up the ladder, crawling underneath the fallen coolant shaft and running along the gangway to the controls. The precise distance is not important here—only the narrative effect. If the player is crawling in the second segment of the round, they might be harder to hit by an opponent in that segment. They could continue crawling across the gangway, but would they get there in time before the reactor goes critical?

Movement can also be related to an opponent instead of a static piece of terrain. A combatant attempting to close with the enemy might call for competing Dexterity skill rolls if the enemy is also trying to get away. When weapon ranges come into consideration, it becomes important to have an idea of how close a combatant can get to an enemy. In general, with a successful (or unopposed) move action, a character can advance 10m for each full 1D in her Dexterity dice code towards the enemy. Terrain obstructions, bad footing and a number of other issues might reduce this distance, as the gamemaster sees fit. At personal scale, a single fight scene is usually only 50m across at most, so it should be easy (although perhaps not always safe!) for characters to close into melee, barring obstacles or other impediments.

ATTACKS AND DAMAGE

When making an attack, the player must roll her relevant skill against the difficulty given by the gamemaster. For melee weapons, this is always equal to the base difficulty of the weapon being wielded (or the complexity of the brawl technique). A simple weapon, like a knife, has a difficulty of 5, while a more complicated or exotic weapon, like a shockwhip, might have a difficulty as high as 20. For ranged weapons, the difficulty is based upon the distance to the target. Each weapon has an effective range in meters. If the target is within this range, the player must roll a 15 or better to hit for medium range. If within half of this range, the player must only roll a 10 or better to hit for

short range. At twice the effective range, the player must roll a 20 or better for long range. Attacks up to double this long range only hit on a 30 or better (at maximum range). Finally, if the target is also within 3m the ranged attack is considered to be "point blank," allowing point blank attacks with Rate of Fire weapons.

Whether being shot at or jabbed, a combatant can always declare a reaction after seeing the attack roll to avoid taking damage. As mentioned previously, reactions are taken immediately when they are declared, and reduce all die rolls for the round by -1D like any normal multiple action (although this does not affect previous rolls this round). There are three reaction skills to avoid harm, according to whether one is being shot at, jabbed with a weapon or grappled in hand-to-hand combat. Functionally, all three skills work the same—simply roll the relevant skill (or associated attribute, if the skill is untrained), and add it to the difficulty number for the attack. If this increases the difficulty number beyond the attack roll, the attack fails.

If an attack hits, the player then makes an opposing roll between the weapon's damage code and the opponent's Stamina skill. Unlike other rolls, these two rolls are never penalized for any reason (multiple actions, wounds etc.), but are simply rolled straight. A well armoured combatant may gain a bonus to their Stamina for extra protection, as indicated in the equipment section. If the damage roll is less than the Stamina roll, the target is knocked down and stunned, unable to take further action for the rest of the round. If the damage roll is greater, then the target is injured and takes -1D on all rolls until they receive serious medical care. Further such results are treated as if the damage roll was twice the Stamina roll. If the damage roll is twice the Stamina roll, the target is injured and knocked unconscious for the rest of the battle, and will be in critical condition until medical care can be obtained (any further damage and the target is dead or dying). At three times the Stamina roll, the target is dead or dying. Dying characters roll 2d6 each round—if they ever roll equal or less than the number of round they have been dying, the character bleeds out and passes on.

After the grenade lands, it will explode in that segment, harming any target within maximum (4x) blast range and clear line of fire from the bomb. The grenade, like all explosives, loses 1D of strength each range band after short (half) blast range: -1D at medium, -2D at long and -3D at maximum. Opponents can still take a Dodge reaction away from the explosion by making a successful Dodge skill roll against a difficulty set by the blast range band (20 for short, 15 for medium, 10 for long and 5 for extreme) and modified for available cover. Successful tests will allow the target to add her Dodge skill to her Stamina to resist damage from the blast. Targets that "hit the deck" or duck down, become immediately prone, if they were not already.

Machineguns and other automatic weapons also have

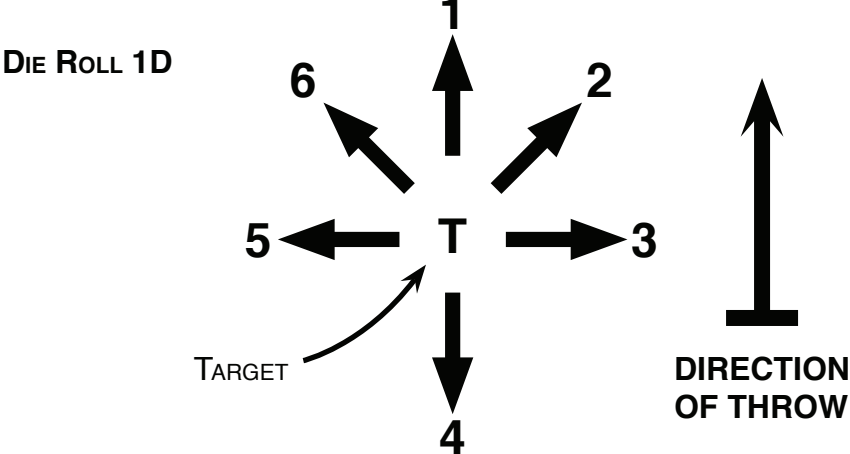
special rules that make them particularly lethal in any firefight. Each automatic weapon should have a ROF (or Rate of Fire) rating, usually from 1 to 4. These ROF ratings may be spent each attack to boost the attack and damage rolls, according to what range band the target is distant from the attacker. If the target is at long range, the attack and damage rolls gain +1 pip for each ROF rating spent. If the target is within medium (effective) range, the attack rolls gain +1D and the damage rolls gain +1 pip for each ROF spent. At short range, the attack rolls gain +1 pip and the damage rolls gain +1D. At point blank, both attack and damage rolls gain +1D for every ROF used. Automatic attacks are of no benefit at extreme ranges (beyond long range). Each expenditure of ROF rating reduces the ammunition in the clip or magazine by 10 rounds (whereas a normal shot only spends 1 bullet). To fire a single ROF burst, the attacker needs at least 3 rounds in the clip, and once at least 10 rounds are spent, any left over rounds can be spent as another ROF burst in that attack (up to a maximum equal to the ROF rating of the weapon. For example, an assault rifle with 6 rounds could fire them all for one ROF and an assault rifle with 21 rounds could empty the clip for three ROF. The benefits to attack and damage rolls for ROF attacks are summarized below:



POINT BLANK	SHORT	MEDIUM	LONG
+1D/+1D	+1/+1D	+1D/+1	+1/+1

GRENADES AND MACHINEGUNS

Certain weapons have special rules for attacking the opposition. Grenades are thrown using the Grenade skill against a difficulty number appropriate to the area of ground targetted. The grenade automatically scatters 1D meters in a random direction if the attack hits or 3D if it misses:



GEAR SCALE

The combat rules for Gear battles are much the same as the rules for personal scale, only with a few adjustments to account for the heavy equipment that Gears bring to the fight. The first notable difference is that the scale of the battle is much larger. Instead of alleyways and laboratory rooms, Gear fights occur across city blocks and airfields, stadiums and swampy jungle valleys. The typical fight scene is 500m across, but can be a kilometer or more in size. Other ranges, like grenade scatter or "point blank" range are ten times their personal scale distance (i.e., point blank range becomes 30m instead of 3m). The suggested timeframe of 30 seconds per combat round remains the same.

Attack scale is also adjusted. Although weapon damage and armour appear similar to personal scale, these are in reality relative to the 5m tall, heavily armed and armoured Gears trading blows. When attacks are made from personal scale to Gear scale, or vice versa, a scale difference of 4D is applied to

attacks, damage and damage resistance. Personal scale attacks gain a +4D to hit the larger Gear targets, while their weapon damage is reduced by -4D and the Gear armour is increased by +4D. Gear attacks against personal scale targets are -4D to hit, but increase damage by +4D and reduce the target's Stamina roll by -4D (down to 1D). ROF bonuses to hit still apply, but ROF never increases damage between scales (the bullet grouping is either too wide or too weak to make much of a difference).

Gears are also augmented by the heavy hardware that they bring to the fight. While a Gear essentially fights as a character on foot would, their equipment boosts their abilities and gives them access to new maneuvers. Below is a typical Gear technical readout.

OACS-01L/SC IGUANA

SPEED: 3D (Walk), 4D+2 (Ground)
MANEUVER: 4D
ARMOUR: 2D+2

SENSORS: 2D (4km)
COMM: 3D (30km)

ARMAMENTS:
MGPU-22 Pack Gun
(Fire Control: 1D,
Damage: 2D+2)

Vogel-7 Rocket Pod
(Fire Control: 1D,
Damage: 4D)

AUXILIARY SYSTEMS: VU-11 Vibromachete (Difficulty: 5, Damage: 2D+2). Backup Sensors, ECM 2D, Hostile Environment Protection (Desert), Target Designator 3D.

Weapons Payload	Effective Range	ROF	Ammo
<i>MGPU-22 Pack Gun</i>	200 meters	2	30 / 30
<i>Vogel-7 Rocket Pod</i>	100m / 5m	3	24 / 24

SPEED: This is used in place of Dexterity when determining priority for moving in a segment of combat. Add this dice code to the pilot's Gear Piloting skill and roll the total dice and modifiers. When determining closing distance, a Gear can move up to 100m for each full 1D of its Speed dice code. Gears often have two different Speed values, whether they are in rough terrain (Walk) or if they are traversing a flat surface and can deploy the wheels built into the machine's feet (Ground).

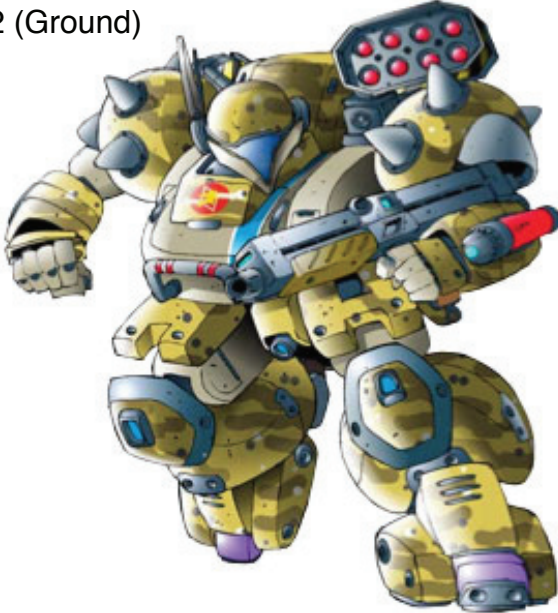
MANEUVER: This is used in place of the Dodge skill. As a reaction, add this value to the pilot's Gear Piloting skill to avoid incoming attacks and roll the total dice and modifiers.

ARMOUR: This is used in place of Stamina for resisting damage from attacks. Like Stamina, it is never reduced by penalties.

SENSORS: Sensors allow the Gear to scan the horizon, out to a distance given by the sensor rating. To get more battlefield intelligence about nearby enemies, add this value to the pilot's Information Warfare skill and roll the total dice.

COMM: The comm unit, or communication array, allows the Gear to communicate over secure channels at great distances. In order to warn friendly units of danger, or call in air support, add this to the pilot's Information Warfare skill and roll the total dice. The range of the comm unit is given in the profile.

ARMAMENTS: This details the weaponry wielded by the



Gear. Fire Control is added to the pilot's Gunnery skill for making attacks. Like personal scale weapons, Damage is never reduced by penalties.

AUXILIARY SYSTEMS: This section covers extra weaponry carried on the Gear but not readily in hand, as well as supplemental systems that are unique to this machine.

WEAPONS PAYLOAD: This table describes the performance values for the ordnance carried in the Gear's arsenal. Each weapon is given an effective range and ROF rating as well as a typical ammunition loadout. The number given before the slash is the ammo carried in one magazine while the number after is the total ammunition count present on the Gear.

TAKING DAMAGE

Gears and other vehicles take damage in combat much like individual characters in personal scale, although an armoured machine is in many ways less vulnerable than a human. If the damage roll is less than the armour roll, the attack glances off harmlessly and is ignored. If the damage roll matches or exceeds the armour roll, the Gear loses all actions for the round (as it crashes to the ground) and takes a cumulative, ongoing -1D penalty to all future actions for light damage. If the damage roll is twice or more the armour roll, the effect is the same as light damage, except that the gamemaster will also roll on the system damage table below. At three times or greater damage, the Gear is totalled and the damage dice are rerolled against the pilot's Stamina. Resolve this crew damage as a normal hit, but ignore scaling rules (the shelter of the crew compartment protects against heavy calibre ordnance, but the pilot is still in danger from erupting fires and exploding munitions).

ROLL 1D	SYSTEM DAMAGED AND EFFECT
1	V-ENGINE (Starts to lose power, -1D Speed)
2	ACTUATOR ASSEMBLY (Maneuver reduced to 0D)
3	SENSOR SPHERE (Sensors reduced to 0D, 1km)
4	COMMUNICATIONS ARRAY (Comm reduced to 0D, 5km)
5	ARMAMENTS (1 random weapon destroyed, Gear takes one automatic hit from weapon)
6	AUXILIARY SYSTEMS (1 random system destroyed)



GAMEMASTER TIPS

For gamemasters new to the Heavy Gear world, there are a plethora of great books, source manuals and guides available from nearly two decades of Heavy Gear action. Do not feel overwhelmed! Conversion between the original Heavy Gear game and the d6 system is easy.

CONVERTING WEAPONS

To convert personal scale weapons (including small arms mounted on vehicles), divide the original Damage rating by 5 for the dice code (any remainder of 1 or 2 becomes +1 and any remainder of 3 or 4 becomes +2). To get the effective range, simply take the "Medium" range value from original profile (or twice the base hex range). Rate of Fire is converted straight into d6 as well. Weapon accuracy is ignored in personal scale, but becomes bonus dice to Fire Control in Gear Scale (as does Gear FireCon), modifying the base Fire Control value of 2D. Gear scale weapon damage is the original rating divided by 3 (any remainder of 1 or 2 becomes a +1 or +2 modifier).

EXAMPLE 1: PAXTON S59G SUPPRESSED SUBMACHINEGUN

The original range of this weapon is given as 15/30/60/120. To convert this to Heavy Gear D6, simply take the 30m "medium range" value for the effective range. To convert the x18 Damage for this personal scale weapon to a dice code, simply divide the 18 by 5, getting 3 with a remainder of 3 (which becomes 3D+2, as a remainder of 3-4 in personal scale is +2). The magazine of 30 rounds remains the same and the ROF +3 rating becomes ROF 3.

PAXTON S59G (RNG 30M, DMG 3D+2, ROF 3, AMMO 30).

EXAMPLE 2: SWRI 90MM ASSAULT GUN "SNUB CANNON"

The original base range of this weapon is 1 hex or 50m, making medium range 100m—our effective range. The Damage rating of x28 is divided by 3 for Gear scale weapons, resulting in 9 with 1 remainder (which becomes 9D+1). The weapon has no ROF to consider, but a -1 Accuracy will reduce the Fire Control of the Gear that uses the cannon by -1D. The ammo of 6 remains the same.

SWRI 90MM (RNG 100M, DMG 9D+1, AMMO 6).

CONVERTING GEARS

Gears and other vehicles follow a simple formula for deriving their statistics. The Gear's Walk speed is equal to the original Primary Top Speed value divided by 3, with a remainder of 1 becoming a +1 modifier and a remainder of 2 becoming +2. Ground speed is determined in the same way using Secondary Top Speed. The base code for Maneuver is 3D, which is modified by the original Maneuver bonus or penalty (+1 becoming +1D, -2 becoming -2D and so on). Sensors and Comm have a base rating of 1D and are modified in the same way by the original bonuses and penalties. Sensors and Comm ranges are the same as in the original profile.

To determine a Gear's armour dice code, simply take the original Light Damage rating and divide it by 5 (remainders of 1 or 2 become a +1 bonus, while remainders of 3 or 4 become a +2). Extra hardware, like ECM, is given a dice code equal to its rating, if necessary. The base Fire Control code for all weapons

on the Gear is 2D, which is then modified by the original FireCon value of the vehicle as well as the Accuracy rating of the weapon (-1 becomes -1D, +2 becomes +2D and so on).

EXAMPLE 1: OACS-04M/AR BLACK ADDER

The Black Adder's ponderous Primary Top Speed of 7 is divided by 3 to get 2 and 1 remainder (for a Walk dice code of 2D+1). The Secondary Top Speed of 12 similarly becomes Ground 4D. The Maneuver code starts at 3D and, with an original Maneuver rating of +0, remains 3D. With no original modifiers, Sensors and Comm similarly remain 1D each (with their respective ranges of 2km and 10km). The Light Damage armour rating of 16 is divided by 5 to get 3 and 1 remainder (for an Armour code of 3D+1). The Gear is now ready to mount weaponry (which will have a base Fire Control of 2D, unchanged by the Gear's +0 FireCon, but modified for each weapon's accuracy). The Black Adder also gains a few Auxiliary Systems, including Hostile Environment Protection, a Reinforced Crew Compartment and a Sensor Dependent flaw (the gear has no manual optics and is blind without sensors).

BLACK ADDER (WALK 2D+1, GROUND 4D, MANEUVER 3D, ARMOUR 3D+1, SENSORS 1D/2KM, COMM 1D/10KM, HOSTILE ENVIRONMENT PROTECTION, REINFORCED CREW COMPARTMENT, SENSOR DEPENDENT)

CREATING DRAMATIS PERSONAE

Whether as an ally or enemy, a strong and colourful persona makes for an interesting non-player character in your campaign series. While Terra Nova is full of many different and compelling personalities, designing the values for any NPC is an easy task. By default, every NPC has base attributes of 2D. Simply assign two skills at 4D to represent their specializations. If a related, lesser skill comes up during play, feel free to set that at 3D when appropriate. Then, spend a little time thinking of the personality of each character who is not just a mindless mook—what drives them? Throughout Heavy Gear literature, you will find strong themes of ambition, family, honour, pride, freedom, faith, justice, prejudice, custom and tradition.

EXAMPLE: SRID OFFICER EUSTACE QAMUUN

The Southern Republic Intelligence Directorate demands only the best. Eustace uses his 4D skills of Command and Search to interrogate his targets and ransack their domiciles. Later, a Bureaucracy test comes up and the gamemaster decides it is relevant enough for a 3D skill.

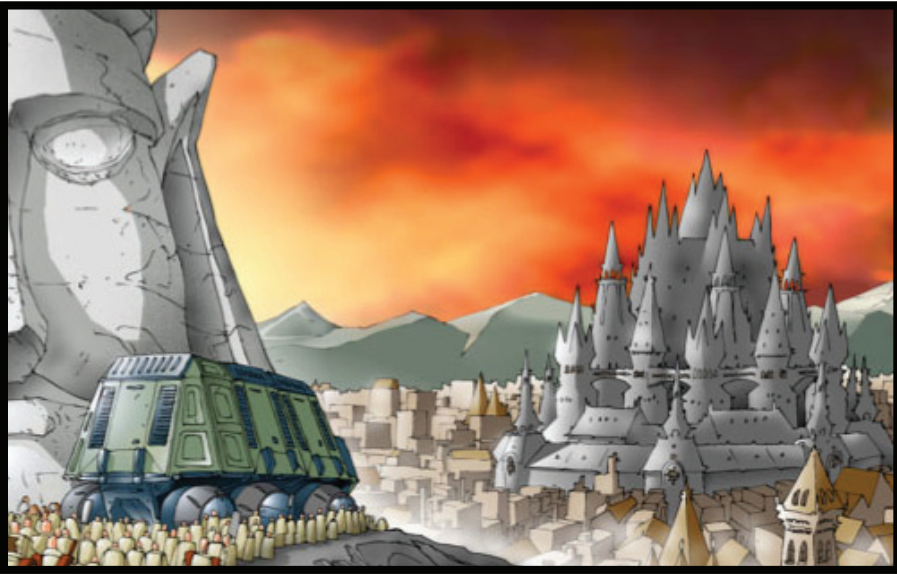
BUILDING A UNIVERSE

Getting to the action and excitement on Terra Nova is easy. Thanks to decades of excellent publications by the creators and fans, the Heavy Gear setting has really come alive as a vibrant, believable and action-packed universe. Gamemasters new to Heavy Gear are highly recommend to start with the Heavy Gear rulebook (second or third edition), as well as the Terra Nova Companion and story arc books. The latest miniature game from Dream Pod 9, Heavy Gear Blitz, is also a great source of inspiration, as is their website (www.dp9.com). There is also a burgeoning fan community online, with the Aurora fanzine (<http://aurora.dp9forum.com/>), Banzaidyne (<http://home.comcast.net/~english229/>) and Hermes 72 (<http://www.hermes72.com/>).

CAMPAIGN FRAMES

With such a diverse setting as Terra Nova, truly any type of story is possible. Terra Novan history is full of political intrigue, romance, ambition, action and adventure. The following section has just a few campaign frames to give you an idea of what is possible. It is important to note, however, that while these ideas seem fairly self-contained, there is in reality no need for a series to stick to one theme or another. Indeed, you may find that your story starts out in one way and the action quickly takes it in another direction. It is not implausible for heroes to begin a series as Badlands cattle ranchers, only to find themselves mixed up in inter-polar war, ending the war as special operatives taking the fight to distant space. Feel free to take cues from your players and roll with the action, wherever it takes you!

Many of the campaign frames will suggest character templates that make for an easy fit. If you talk to your players and decide on a basic theme for the game, do not worry if they want to pick characters outside of the immediate scope of the genre. Be creative; work with the players to find interesting reasons why their characters have gotten involved. A Noble amidst the filth and dreck of the Khayr ad-Din? Perhaps she is a disgraced scion to an aristocratic house, working to redeem her name and find her parents' killers in the seedy den of cutthroats. A Stoic Grel



on a cattle ranch in the Badlands? Perhaps he is running from the war, hoping to rebuild his life in a land where everyone is too busy trying to survive to care about the colour of your skin. What happens when the other worlds these characters left behind come crashing in on their new lives? Explaining the odd fits, or just leaving it as an open discussion to be returned to later, can often make the difference between a mundane campaign and an exciting, engaging one. After all, Terra Nova was settled by "odd fit" people, and its subsequent history and culture has been largely driven by this.

If you have an entirely different idea for a campaign, that is great too. Check out the Heavy Gear RPG books from Dream Pod 9 to find all the source material you need to give you inspiration. Most of all, keep in mind that source material is just that—inspiration. The scenarios described here were sparked from reading those very same books, but you may notice some small details here and there are different. It is your world, make it your home. While Heavy Gear is ultimately more about the convictions that drive people rather than the people themselves, there is plenty of room in the wide open world for heroes to rise and fall—and to cause monumental changes when they do. If you stick with it and come up with a truly excellent story, write back or share it with the online community to keep the collective narrative going. Who knows? It might end up becoming the script to the next Joe Gear summer blockbuster!

CSI GROPIUS

Even in the 62nd century, somethings never change. Despite the relative standard of living enjoyed in the wealthier leagues, regardless of the idealistic utopian social experiments of the Humanist Alliance, crime is still a constant reality for the cities and population centers of Terra Nova.

The challenges that law enforcement face varies for each league and every district. Rural police on the border often have to deal with illegal smuggling from the Badlands and more minor felonies. Cops in the big city are faced with multiple homicides, organized crime, chemical drug labs, conspiracies and plots against the rule of government, bomb threats, assassination attempts and other more vicious crimes. Against such threats, urban tactical police units are outfitted with the latest in



firepower—special police configurations for Heavy Gears. Armed with this hardware, police forces can serve their leagues to combat any challenge, whether protecting the fragile democracy of the North, fighting the corruption of the Mekong Dominion or working towards a more perfect future in the Humanist Alliance.



The obvious character choices for a police campaign are the Hardened Cop and the Marshall (acting as a bounty hunter following the same target), but police often bring military consultants onto the case. Likewise, the Noble and Senatorial might take a personal interest in the investigation (or may be the subjects of it!), while characters like the Shy Techy or Field Scientist may bring their expertise to help the case. The Outlaw and the Smuggler might even cut a deal to cooperate.

THE BLACK TALONS

For the average league citizen, there is little concern beyond life on Terra Nova. Since intercepting secret transmissions about their stellar neighbors, however, each League has secretly invested in programs to monitor and influence the affairs of the other distant colony worlds. The arrival of Earth has only underscored the urgency of this classified directorate, and since then an inter-league covert organization known only as the Black Talons has formed. Tasked with gaining intelligence on Earth's deployment and activities across the universe, the Black Talons have since embarked on countless daring sorties and raids.

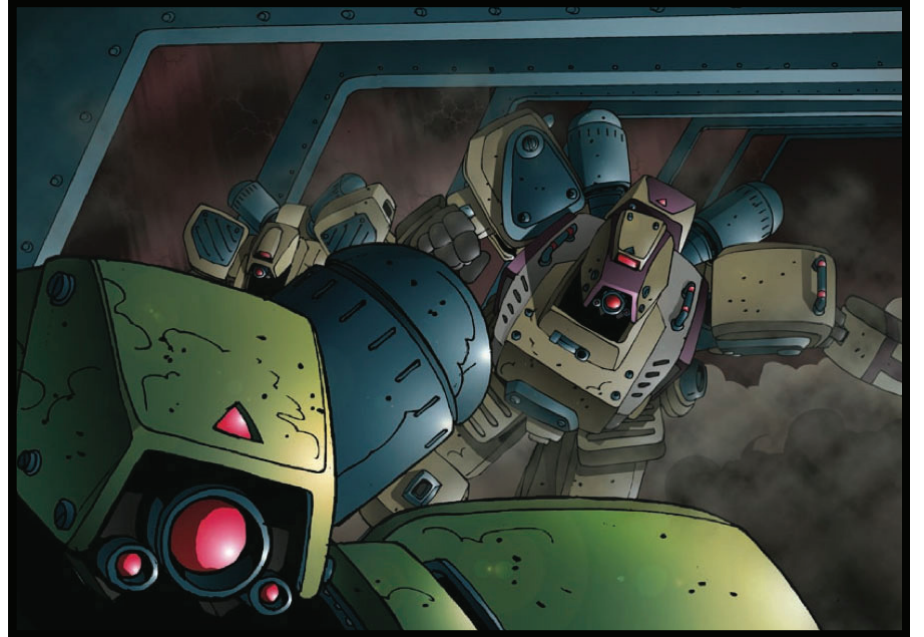
While this clandestine activity is unbeknownst to most Terra Novan civilians, the work of the Black Talons is a crucial part of the leagues' military space strategy for containing threats from



abroad. Whether it is straightforward reconnaissance, industrial sabotage, spying or high-level assassinations, no mission is too difficult for these expert operators. Drawn from all backgrounds of military and civilian life, the Black Talons have access to the latest, cutting-edge technology, space ships and Heavy Gears to augment their formidable skills. The stakes are high. If they are caught, their government will disavow them. If they fail, Terra Nova itself swings in the balance.

DUELISTS OF KHAYR AD-DIN

Since their inception as light construction and utility machines, the versatile Heavy Gears have impacted all aspects of life and culture on Terra Nova. No where is this more evident than in the dueling pits of Khayr ad-Din. Building on a long-standing Terra Novan tradition of honour duels, fast and thrilling Gear duels have become one of the most popular televised sports on the planet. While many lesser leagues have been set up in every region, the largest and most prestigious by far is the famed arena at Khayr ad-Din, a sprawling independent city in the Badlands. Although commentators will often mention the storied history of the dueling league, the true reason for Khayr ad-Din's popularity is simple: Outside of the jurisdiction of Polar governments, "anything goes" in the Khayr ad-Din arena. Using modifications and tactics illegal in any sane arena, the action and violence is without peer.



Despite the fanfare of Khayr ad-Din, the global popularity has done little to help the people of the city. Bookies and crimelords pocket any proceeds, while the vast majority of residents continue to live in abject squalor. The only other major industry in the town, a massive waste disposal complex, sets the tone for what is often called "Trash City." Those who visit Khayr ad-Din, typically naive tourists and Gear pilots looking to restart their career, are often surprised to find only a filthy den of cutthroats and beggars.

Life in this wretched hive of scum villainy is often short. This is especially true for duelists, who learn that staying alive between games is often more difficult than in the arena. Crimelords will often expect pilots to throw matches and will even sabotage the Gears to get their way. Those who do not cooperate will quickly find themselves in a world of trouble, with mounting debts and hitmen on their tail.



ONCE UPON A TIME IN THE BADLANDS

To many, the equatorial desert of the Badlands is a lawless frontier. Yet, for those who live there, the harsh desert wasteland stands for unadulterated freedom, beyond the yoke of the Polar governments. This is not to say that life in the Badlands is without its challenges, of course. Maglev train robberies, cattle hustling and tense Heavy Gear showdowns in the dusty streets are regular events, making life in the Badlands always a risky gamble.

A Badlands series is packed with the action of the Wild West. Characters may start on the range, herding Barnaby across the basin with retrofitted Gears to sell at market. Very quickly, the action might change as the heroes come across a Stagecoach robbery, or are rounded up into an informal posse by the local long arm of the law to hunt a notorious criminal. The desert also has its share of mysteries, with the esoteric spiritual rites of the reclusive Sand Riders or the enigmatic history of the colonial-era Stoneheads left by the earliest settlers, which are strewn across the desert in greater number than anywhere else on the planet. A Badlands campaign series can also quickly turn to war, as the equatorial desert is frequently the sparring ground for the bellicose Polar governments as they fight a war by proxy across the no-man's land. Regardless of their desire to be left out of these imperialistic ambitions, Badlanders often find themselves caught up in the violence of a war they did not choose.



RAIDERS OF THE LOST ARK

Although home to nearly a quarter of a billion souls, Terra Nova still holds many dark corners and unsurveyed regions. An exploration-based campaign is fraught with perils and adventure, as daredevil treasure-seekers and brave scouts plumb the depths of the darkest jungles or climb into the most forbidding mountain ranges. Whether seeking out ancient colonial artifacts, investigating unusual scientific phenomena or staking claim in new territory, an exploration series is sure to be action-packed.



While this may seem like a lonesome profession, fortune-hunters and prospectors are rarely alone in their interest. They may arrive at their destination only to find rival parties have beat them to it. This might be a competing team out to get the prize first, frontier warlords committing atrocities while the treasure lies unbeknownst beneath their feet or even a covert section of the Southern Republic military, hoping to exploit the mysterious object

for occult gain in their megalomaniac quest for absolute power.

An exploration campaign makes excellent use of characters such as the Marshall (as a sort of frontier legal expert), the Sand Rider (the noble scout), the Field Scientist (on assignment from the central academy), the Smuggler (to discretely transport the goods once acquired) and the Outlaw (to make the right connections in bordertowns). A few Heavy Gears makes the work of exploration much easier, and their heavy armaments might also come in handy in the end, making Gear pilots an important part of the team as well.



THE BATTLE FOR TERRA NOVA



In the early years of the 62nd century, the factions of Earth made a monumental and dramatic return to Terra Nova. Reformed and empowered after the Third World War, the fascist New Earth Commonwealth had struck out once again to reconquer the long lost colony by force. Although the invasion was sudden and unforeseeable, the Terra Novans put up a stubborn defense and, over the course of a bloody four-year

long conflict, proved an intractable foe for the superior Earth forces. Having set aside their differences to drive out the foreign invaders, this unlikely struggle became known by both the North and the South as the War of the Alliance.

TIMELINE

• YEAR 1: OUR DARKEST HOUR.

Without warning, the massive fleet of the Commonwealth Expeditionary Force arrives in far orbit above Terra Nova, just outside planetary sensors. Quickly appropriating the colonial-era Hermes 72 satellite network, the CEF simultaneously gains complete intel over Terra Novan defenses while putting the planet in complete communications blackout. Major industrial and population centers are the first to receive orbital bombardment before the CEF unleash their technologically advanced military on the North and South. The first year is one of constant setbacks and defeats for Terra Nova.

• YEAR 2: THE RESISTANCE.

Starting with guerilla tactics and hit and run maneuvers, the allied forces of Terra Nova begin to strike back.

• YEAR 3: 08TH GEAR TEAM.

Mounting victories and the success of drone attacks on the Earth fleet allow the Terra Novans to go on the offensive. Hidden landships are put into action and the military commands reform.

• YEAR 4: WAR IN THE POCKET: BATTLE FOR BAJA.

Desperate to turn the tides, the CEF launch a critical attack on the strategic city of Baja, creating a dangerous salient. Terra Novan forces rush to encircle and destroy the last vestiges of the CEF.



OUTLAWS

Terra Nova is a world of haves and have nots, particularly in the harsh and despotic South. The Outlaw campaign can represent the organized crime of the Mekong Dominion just as easily as it might the brutal popular rebellions of the Eastern Suns Emirates. Whether inciting revolution against a corrupt dictator or breaking into a high-tech firm to rob corporate secrets, a campaign series about outlaws is sure to pack a punch. Characters might be spies, assassins, conspirators or criminal masterminds, set against rival gangs, soulless corporations or heartless aristocracy. Arrayed against the outlaws are all manner of bounty hunters, secret police and covert mercenary killers.



While it may seem that criminal and rogue groups do not have access to the heavy equipment, high profile targets means better funding and bigger guns. It is not unheard of that a well-outfitted gang might employ black market Heavy Gears in their caper—a threat to which the police respond in kind. Fast-moving shoot outs on downtown streets makes for a lot of paperwork, of course, but the danger of allowing criminal elements to escape with that kind of firepower is enough to warrant a heavy-handed response. Nevertheless, sometimes outlaws can become popular heroes for bucking authority and getting away with it.



PERSONAL EQUIPMENT

Whether personal gadgets or heavy hardware, the Terra Novan is never without the serious gear that helps her survive on this harsh planet. Below is a list of equipment for personal and gear scale.

RANGED WEAPONS	RNG	DMG	ROF	AMMO
Socorro 6mm Revolver	4m	2D+2	0	6
Socorro 11mm Magnum	12m	3D+2	0	6
Paxton Alliance 9mm	6m	3D+1	0	10
Northco SM-58 MP	30m	3D	2	50
Paxton S59 9mm SMG	30m	3D+2	3	30
Paxton R23 7mm AR	100m	5D+2	1	30
Dartland 9mm Sniper	240m	7D	0	6
Northco HR-38 Hunting	160m	8D+1	0	5
Pump-Action Shotgun	12m	5D+1	0	5

EXPLOSIVES	RNG	BLAST	DMG
Fragmentation Grenade	10m	8m	5D+1
Concussion Grenade	10m	2m	6D*
* Cannot kill.			

ARMOUR	PROTECTION*
Flak Vest	+1 Stamina vs Damage
Flak Helmet	+1 Stamina vs Damage
Turtleshell Armour	+1D Stamina vs Damage
* Flak Vest and Helmet stack. Reduce all Dexterity-based rolls by total protection worn.	

MELEE	DIFFICULTY	DMG
Combat Knife	5	1D+1+Strength
Cutlass	10	2D+2+Strength
Whip	15	1D+Strength
Katana	20	2D+2+Strength

PERSONAL EQUIPMENT	COST
Dataglove	\$100
Heads-Up Interface	\$250
Portable Satellite Dish	\$20,000
Information Pad	\$75
Personal Computer	\$400
Trideo Receiver	\$250
Trideo Recorder	\$1,000
Communication Headset	\$200
Personal Communicator	\$30
Medical Belt and Scanner	\$1000
Medical Kit	\$250
Survival Blanket	\$5
Water Purification Tablets (box of 100)	\$10
Canteen (1 liter)	\$2
Inlfatable Raft (6 person)	\$600
Backpack (50 kg capacity)	\$20
Climbing Gear	\$250
Gas Mask	\$50
Survival Rations (1 meal)	\$2
Tent (2 person)	\$50
Flashlight	\$10
Mechanical Tool Kit	\$400
Electronics Tool Kit	\$600
Rope (50m, 5 ton capacity)	\$10
Binoculars	\$50
Nightvision Goggles	\$200
Stealth Suit	\$40,000
Desert Suit (w/ water recapture system)	\$250
Flak Helmet	\$40
Flak Vest	\$250
Turtleshell Armour	\$5,000

This list should give a broad picture of the kind of equipment available to a character on Terra Nova. Most weapons and specialized gear, such as Turtleshell Armour and Stealth Suits, are not officially available for civilian purchase, but would rather be requisitioned by military characters from a central armoury or quartermaster. In general, gear costs the same on Terra Nova as the 21st century equivalent would on Earth, although the 62nd century Terra Novan counterpart is much more capable and powerful.

GEAR HARDWARE

True to their versatile combat roles and deployment, Gears are also decked out with the latest hardware and systems. When a Gear takes injured (-1D) or greater damage, one or more of these systems may be damaged or disabled by the attack. Some common upgrades are described below.

ADVANCED COMPUTER: This advanced system allows the Gear to take some actions on its own, reducing any multiple action penalty by 1D.

AMMO/FUEL CONTAINMENT SYSTEM: These additions protect ammunition or fuel from damage, each granting a +1 Stamina to crew damage rolls.

AMPHIBIOUS: This upgrade allows the Gear to operate underwater, although at a significantly reduced speed (dropping Walk movement down to 1D).

AUTOPILOT: This system allows the Gear to manage its own movement as the pilot concentrates on more pressing issues. When engaged, reducing any multiple action penalty during Movement actions by 1D .

BACKUP SYSTEM: With this perk, a secondary system will kick in if the first fails. Backup systems are available for sensors and communications arrays.

ECM: An ECM unit, or Electronic Counter Measure array, allows a Gear to jam the sensors and communications of nearby opponents. The ECM has a range equal to the Gear's sensors, and allows the pilot to take a ECM reaction against any sensor or communication event initiated by an enemy within this range. Add the ECM rating to the pilot's Information Warfare skill and roll the total. The opponent rolls his pilot's Information Warfare skill and Gear Sensor or Comm rating (as appropriate). If the ECM roll is higher, the action fails.

HOSTILE ENVIRONMENTAL PROTECTION: This package gives the Gear backup systems to protect against one of Terra Nova's many harsh environments. Without this system, the Gear will quickly succumb to rust, sand damage or other mechanical malfunction.

HOVER: Hover thrusters allow a Gear to boost over low objects and maneuver in outer space. Hover movement has its own Speed rating, which determines the distance of the jump as well (100m for each full 1D).

REINFORCED CREW COMPARTMENT: This structural reinforcement allows the Gear to absorb damage to the crew compartment, granting a +1D to crew damage rolls.

SATELLITE UPLINK: This system allows communication with an orbital satellite.

SEARCHLIGHTS: Common in border patrol units, the searchlight is an invaluable addition for night patrols.

STEALTH: Stealth hardware allows a passive defense against active enemy sensors (simply roll the pilot's Information Warfare skill and Stealth rating over the Sensor attempt). This does not spend an action.

TARGET DESIGNATOR: A high-powered laser targetting devise, the target designator is useful for calling in accurate artillery strikes and air support.

In addition to these advantages, some Gears may have inherent flaws in their design that provide the occasional disadvantage. When a Gear has such a weakness, or gains one from damage, the gamemaster is encouraged to exploit it as critical moments to turn up the tension.



HEAVY GEAR GARAGE

Since the invention of the first prototype Hunter, a military design based off of industrial machines, countless Gear designs have been tested and put into battle by both the Northern Confederacy and the Allied Southern Territories. As field testing became more refined, Gears gradually settled into standardized loadouts, whether as reconnaissance, support, espionage or as humble frontline grunts. Even today, many designs seem to mirror their counterparts between North and South. Yet the more veteran soldiers, however, are not hard-pressed to recall firefights against unidentified models, customized Gears or unusual loadouts. The following is a garage full of the more common Gear designs.

OACS-01M/SU JÄGER

SPEED: 2D+1 (Walk), 4D (Ground)

MANEUVER: 3D

ARMOUR: 3D

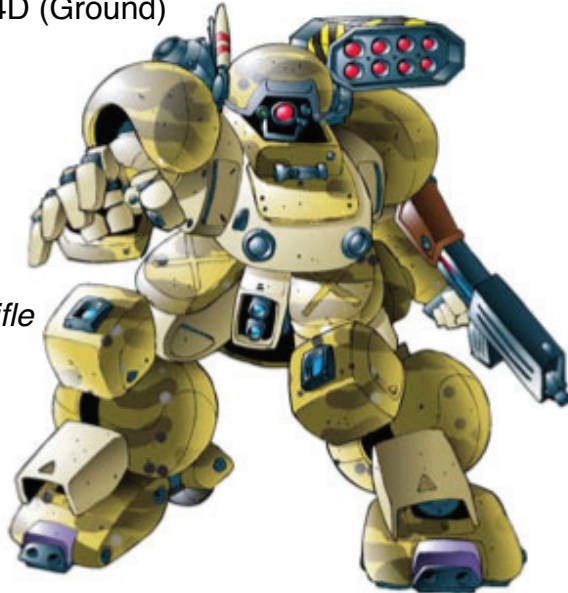
SENSORS: 1D (2km)

COMM: 1D (10km)

ARMAMENTS:

PR-25 Autocannon Rifle
(Fire Control: 2D,
Damage: 2D+2)

Vogel-6 Rocket Pod
(Fire Control: 1D,
Damage: 4D)



HLB-16 AP G Launcher (Fire Control: 1D, Damage: 5D+1, personal scale)

AUXILIARY SYSTEMS: HG-2 Hand Grenade (Fire Control: 1D, Damage: 5D), HHVB-3 Vibroblade (Difficulty: 5, Damage: 2D+2). Hostile Environment Protection (Desert).

Weapons Payload	Effective Range	ROF	Ammo
<i>PR-25 Autocannon Rifle</i>	200 meters	2	60 / 300
<i>Vogel-6 Rocket Pod</i>	100m / 4m	3	24 / 24
<i>HLB-16 AP G Launcher</i>	100m / 5m	0	1 / 6
<i>HG-2 Hand Grenade</i>	50m / 10m	0	1 / 3

The OACS-01M/SU Jäger is the principle mobile infantry unit in the Southern Republic's MILICIA. Adaptable and versatile, the Jäger has proven itself time and again in the diverse combat conditions found across Terra Nova. Whether traversing steamy jungle swamps in the equatorial south or scaling the arid ravines of the badlands, the humble Jäger remains one of the few dependable gear designs that can be relied upon to carry the battle to the enemy through the harshest terrain.

This is, of course, despite its age. One of the earliest mass-produced combat designs, the Jäger remains today largely a clone of the equally successful Hunter. While both the Jäger and its Northern counterpart are relatively underarmoured and outgunned in comparison to more modern designs, these simple Gears are still the staple of mechanized infantry forces across Terra Nova. Increasingly, more advanced and state of the art designs continue to push the humble Jäger to the margins, relegating the aging machine to lower priority missions. Yet, on the eve of another global war, the sturdy and prolific Jäger will doubtlessly reprise its role as a frontline fighter.

OACS-05M/SU BLACK MAMBA

SPEED: 3D (Walk),

4D+2 (Ground)

MANEUVER: 4D

ARMOUR: 3D+1

SENSORS: 2D (3km)

COMM: 2D (12km)

ARMAMENTS:

PR-55 Autocannon
(Fire Control: 3D,
Damage: 3D+1)

Vogel-8 Rocket Pod
(Fire Control: 2D,
Damage: 4D)

GL-01 (Fire Control 2D, Damage 5D+1, personal scale)

AUXILIARY SYSTEMS: HG-C4 Hand Grenade (Fire Control 2D, Damage 5D), VU-11 Vibromachete (Difficulty: 5, Damage: 2D+2). Autopilot, Hostile Environment Protection (Desert).

Weapons Payload	Effective Range	ROF	Ammo
<i>PR-25 Autocannon Rifle</i>	300 meters	1	40 / 200
<i>Vogel-8 Rocket Pod</i>	100m / 4m	3	32 / 32
<i>GL-01 Grenade Launcher</i>	100m / 5m	0	1 / 6
<i>GL-01 Grenade Launcher</i>	100m / 5m	0	1 / 6
<i>HG-C4 Hand Grenade</i>	50m / 10m	0	1 / 3



HACS-02MG-MPS JAGUAR

SPEED: 3D (Walk),

4D+1 (Ground)

MANEUVER: 4D

ARMOUR: 3D+1

SENSORS: 1D (3km)

COMM: 2D (15km)

ARMAMENTS:

MR25 Autocannon
(Fire Control: 3D,
Damage: 3D+1)

RP-111 Pepperbox II
(Fire Control: 2D,
Damage: 4D)

MK IV Grenade Launcher
(Fire Control: 2D, Damage: 5D+1, personal scale)

AUXILIARY SYSTEMS: M-2A Hand Grenade (Fire: 2D, Damage: 5D), HW-VB1 Vibroknife (Difficulty: 5, Damage: 2D+2). Hostile Environment Protection (Desert).

Weapons Payload	Effective Range	ROF	Ammo
<i>MR25 Autocannon</i>	300 meters	1	40 / 200
<i>RP-111 Pepperbox II</i>	100m / 4m	4	32 / 32
<i>MK IV Grenade Launcher</i>	100m / 5m	0	1 / 6
<i>M-2A Hand Grenade</i>	50m / 10m	0	1 / 3



OACS-01K/SU SPITTING COBRA

SPEED: 2D (Walk),
3D+1 (Ground)
MANEUVER: 2D
ARMOUR: 4D+1

SENSORS: 1D (2km)
COMM: 1D (10km)

ARMAMENTS:

MR60 Autocannon
(Fire Control: 2D, Damage: 4D)

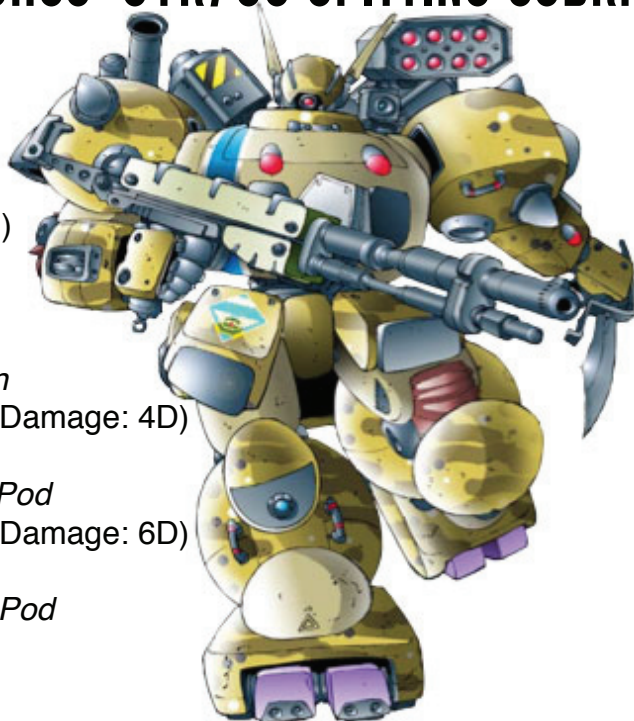
FSRP-36 Rocket Pod
(Fire Control: 1D, Damage: 6D)

SCRP-98 Rocket Pod
(Fire Control: 1D,
Damage: 6D+2)

MGU-77 Minigun (Fire Control: 2D, Dmg: 6D, personal scale)

Vogel-H Mortar (Fire Control 1D, Damage 5D)

AUXILIARY SYSTEMS: HG-2 Hand Grenade (Fire Control 1D, Damage 5D), VU-11 Vibromachete (Difficulty: 5, Damage: 2D+2). Hostile Environment Protection (Desert), Reinforced Crew Compartment.



Weapons Payload	Effective Range	ROF	Ammo
<i>MR60 Autocannon</i>	300 meters	1	30 / 150
<i>FSRP-36 Rocket Pod</i>	200m / 6m	3	18 / 18
<i>SCRP-98 Rocket Pod</i>	300m / 6m	4	48 / 48
<i>MGU-77 Minigun</i>	100 meters	4	400 / 400
<i>Vogel-H Mortar</i>	300m / 10m	0	1 / 10
<i>HG-2 Hand Grenade</i>	50m / 10m	0	1 / 6

HACS-02HG-MPS GRIZZLY

SPEED: 2D (Walk),
3D+2 (Ground)
MANEUVER: 2D
ARMOUR: 3D+2

SENSORS: 1D (2km)
COMM: 1D (10km)

ARMAMENTS:

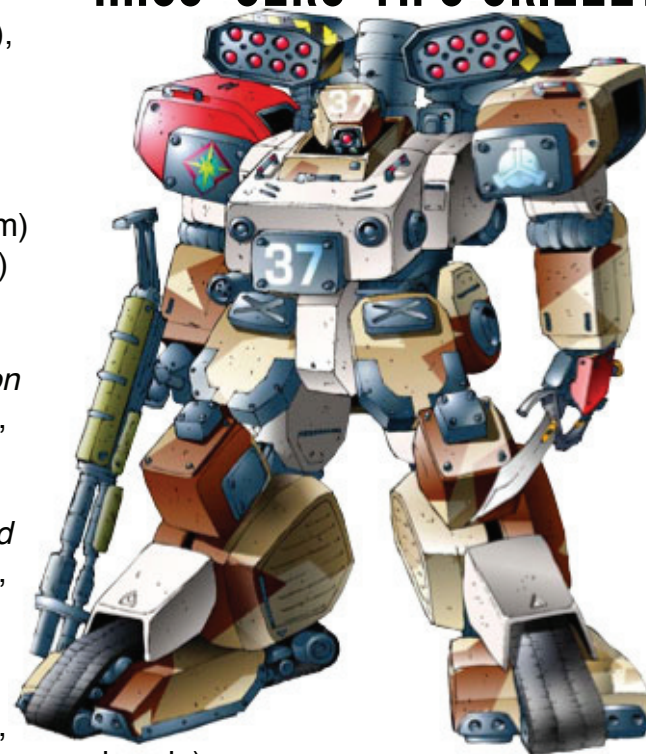
M225 Autocannon
(Fire Control: 2D,
Damage: 4D)

GH-8 Rocket Pod
(Fire Control: 1D,
Damage: 6D)

GU-10 Gatling
(Fire Control: 2D,
Damage: 8D+2 personal scale)

TD-76 Mortar (Fire Control: 1D, Damage: 6D+2)

AUXILIARY SYSTEMS: M25 Pack Gun (Fire: 1D, Damage: 2D+2), HW-VB1 Vibroknife (Difficulty: 5, Damage: 2D+2). Hostile Environment Protection (Desert), Reinforced Armour (4D Armour against frontal attacks).



Weapons Payload	Effective Range	ROF	Ammo
<i>M225 Autocannon</i>	300 meters	1	30 / 150
<i>GH-8 Rocket Pod</i>	200m / 6m	3	18 / 18
<i>GH-8 Rocket Pod</i>	200m / 6m	3	18 / 18
<i>GU-10 Gatling</i>	100 meters	3	300 / 300
<i>M25 Pack Gun</i>	200 meters	2	30 / 30
<i>TD-76 Mortar</i>	500m / 12m	0	1 / 12

HACS-01MG HUNTER PARA

SPEED: 2D+1 (Walk), 4D (Ground)
MANEUVER: 3D
ARMOUR: 3D

SENSORS: 1D (2km)
COMM: 1D (10km)

ARMAMENTS:

M206 Paratrooper Rifle
(Fire Control: 2D,
Damage: 2D+2)

M206 Grenade Launcher
(Fire Control: 1D, Damage: 5D)

MK IV (Fire Control: 1D, Damage: 5D+1, personal)

AUXILIARY SYSTEMS: Hostile Environment Protection (Desert).



Weapons Payload	Effective Range	ROF	Ammo
<i>M206 Paratrooper Rifle</i>	200 meters	2	60 / 300
<i>M206 Grenade Launcher</i>	100m / 10m	2	20 / 20
<i>MK IV Grenade Launcher</i>	100m / 5m	0	1 / 5
<i>MK IV Grenade Launcher</i>	100m / 5m	0	1 / 5

HACS-01LG-SCT CHEETAH

SPEED: 3D+2 (Walk), 5D (Ground)
MANEUVER: 5D
ARMOUR: 2D

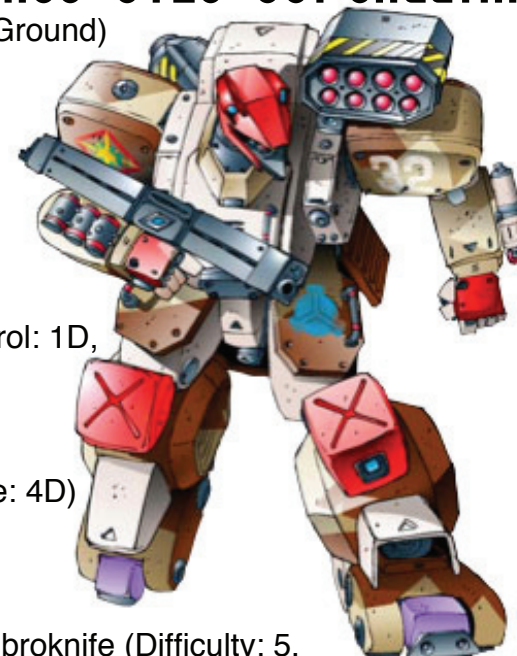
SENSORS: 3D (5km)
COMM: 2D (25km)

ARMAMENTS:

M25 Pack Gun (Fire Control: 1D,
Damage: 2D+2)

RP-109 Pepperbox
(Fire Control: 1D, Damage: 4D)

AUXILIARY SYSTEMS: M-2A Grenade (Fire: 1D, Damage: 5D), HW-VB1 Vibroknife (Difficulty: 5, Damage: 2D+2). Hostile Environment Protection (Desert), Target Designator 2D.



Weapons Payload	Effective Range	ROF	Ammo
<i>M25 Pack Gun</i>	200 meters	2	30 / 30
<i>RP-109 Pepperbox</i>	100m / 4m	3	24 / 24
<i>M-2A Grenade</i>	50m / 10m	0	4 / 4

TYPE 2-07 FRAME

SPEED: 2D+2 (Walk), 6D+2 (Hover)
MANEUVER: 3D (1D in Hover)
ARMOUR: 3D+1 (2D+2 Rear)

SENSORS: 1D (4km)
COMM: 3D (10km)

ARMAMENTS:

Light Laser Canon
 (Fire Control: 3D,
 Damage: 5D+1)

152mm Heavy Mortar
 (Fire Control: 1D,
 Damage: 8D+1)

55mm AP Mortar
 (Fire Control: 1D,
 Damage: 8D, personal scale)

AUXILIARY SYSTEMS: Advanced Computer 1, Hostile Environment Protection (Desert), Hand Grenade (Fire Control 1D, Damage 5D).



Weapons Payload	Effective Range	ROF	Ammo
<i>Light Laser Canon</i>	500 meters	0	20 / 20
<i>152mm Heavy Mortar</i>	600m / 15m	0	8 / 8
<i>55mm AP Mortar</i>	200m / 15m	0	12 / 12
Hand Grenade	50m / 10m	0	1 / 1

OACS-03M/SC SILVERSCALE

SPEED: 2D+1 (Walk), 4D+1 (Ground)
MANEUVER: 3D
ARMOUR: 2D+2

SENSORS: 2D (5km)
COMM: 2D (20km)

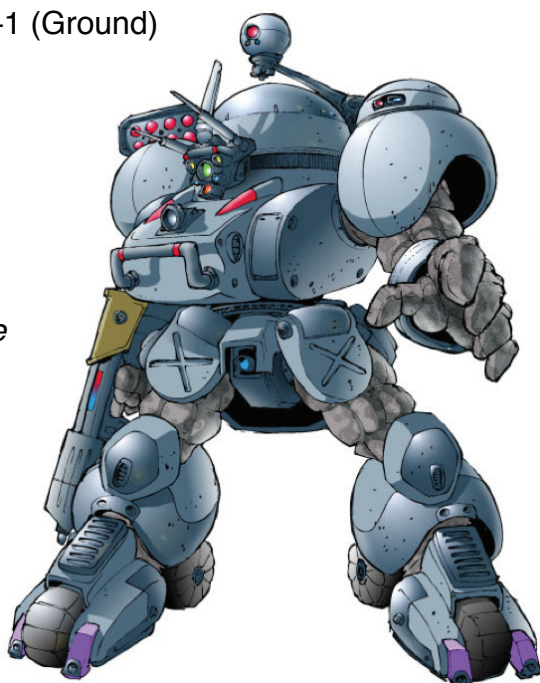
ARMAMENTS:

PR-25 Autocannon Rifle
 (Fire Control: 2D,
 Damage: 2D+2)

TA Werg-II 52mm Rocket Pod
 (Fire Control: 1D,
 Damage: 4D)

HLB-12 AP Grenade Launcher (Fire Control: 1D, Damage: 5D+1, personal scale)

AUXILIARY SYSTEMS: HG-2 Hand Grenade (Fire Control: 1D, Damage: 5D), HHVB-2 Vibroknife (Difficulty: 5, Damage: 2D+2). Hostile Environment Protection (Desert), ECM 2D, Target Designator 2D on Extension Arm.



Weapons Payload	Effective Range	ROF	Ammo
<i>PR-25 Autocannon Rifle</i>	200 meters	2	60 / 300
<i>TA Werg-II Rocket Pod</i>	100m / 4m	1	8 / 8
<i>HLB-16 AP G Launcher</i>	100m / 5m	0	1 / 6
<i>HG-2 Hand Grenade</i>	50m / 10m	0	1 / 3

OACS-01K/ART SUPPORT COBRA

SPEED: 2D (Walk), 3D+1 (Ground)
MANEUVER: 2D
ARMOUR: 4D+1

SENSORS: 1D (2km)
COMM: 1D (10km)

ARMAMENTS:

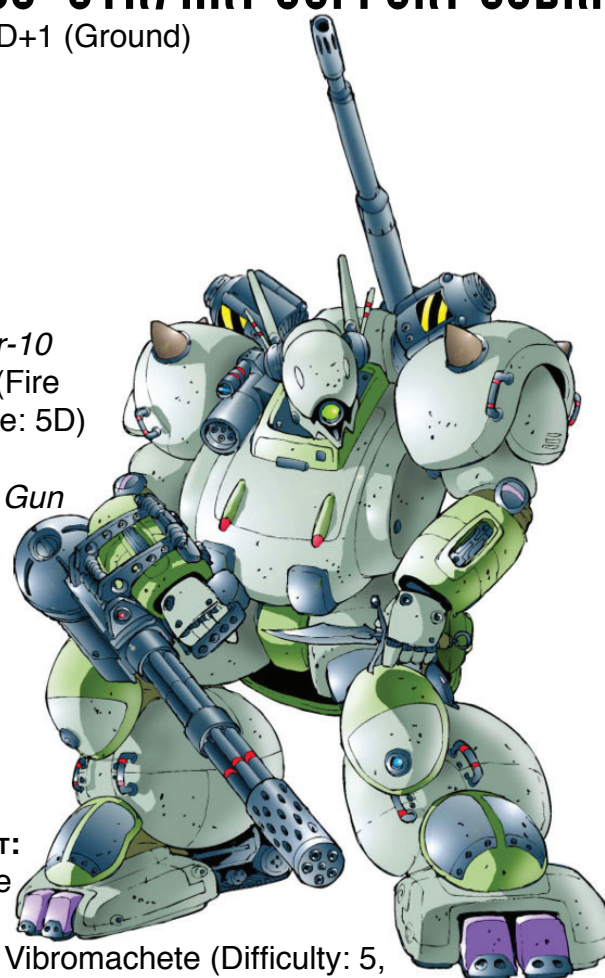
45mm Junglemower-10 Heavy Autocannon (Fire Control: 2D, Damage: 5D)

LTV-28 56mm Field Gun
 (Fire Control 1D,
 Damage: 6D+2)

MGU-77 Minigun
 (Fire Control: 2D,
 Damage: 6D,
 personal scale)

ADDITIONAL EQUIPMENT:

HG-2 Hand Grenade (Fire Control 1D, Damage 5D), VU-11 Vibromachete (Difficulty: 5, Damage: 2D+2). Backup Sensors, ECM 2D, Hostile Environment Protection (Desert), Target Designator 3D.



Weapons Payload	Effective Range	ROF	Ammo
<i>45mm Junglemower-10</i>	300 meters	1	40 / 200
<i>LTV-28 56mm Field Gun</i>	500m / 12m	0	12 / 12
<i>MGU-77 Minigun</i>	100 meters	4	400 / 400
<i>HG-2 Hand Grenade</i>	50m / 10m	0	1 / 6

HACS-02MG-SEC JAGUAR MP

SPEED: 3D (Walk), 4D+1 (Ground)
MANEUVER: 4D
ARMOUR: 3D+1

SENSORS: 0D (3km)
COMM: 2D (15km)

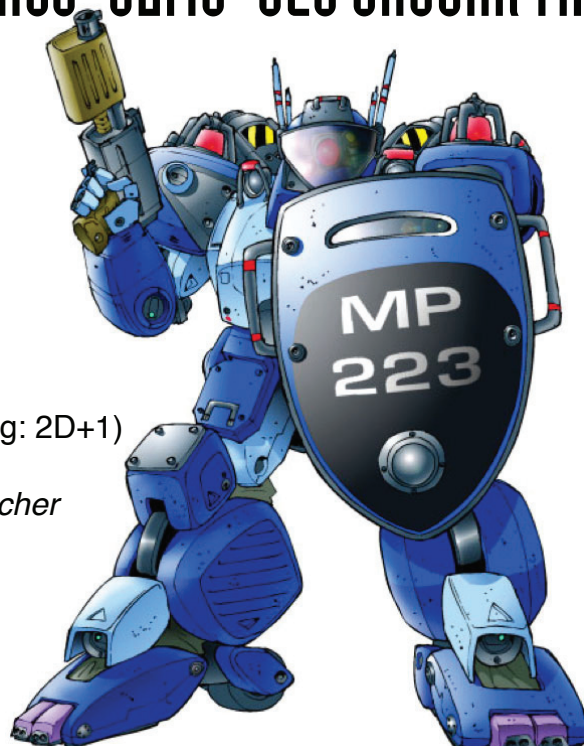
ARMAMENTS:

60mm Frag Cannon
 (Fire Control: 3D, Dmg: 2D+1)

MK IV Grenade Launcher
 (Fire Control: 2D,
 Damage: 5D+1,
 personal scale)

AUXILIARY SYSTEMS:

HW-VB1 Vibroknife (Difficulty: 5, Damage: 2D+2). Hostile Environment Protection (Desert), Backup Sensors, Shield (+1D against frontal attacks).



Weapons Payload	Effective Range	ROF	Ammo
<i>60mm Frag Cannon</i>	100m / 4m cone	0	1 / 16
<i>MK IV Grenade Launcher</i>	100m / 5m	0	1 / 12
<i>MK IV Grenade Launcher</i>	100m / 5m	0	1 / 12

THE ASSASSIN

NAME: _____
HEIGHT: _____ SEX: _____
WEIGHT: _____ AGE: _____

DEXTERITY 3D+2

SMALL ARMS _____
BRAWLING PARRY _____
DODGE _____
GRENADE _____
HEAVY WEAPONS _____
MELEE _____
MELEE PARRY _____

KNOWLEDGE 2D

ALIEN SPECIES _____
BUREAUCRACY _____
CULTURES _____
LANGUAGES _____
STREETWISE _____
SURVIVAL _____
TECHNOLOGY _____

MECHANICAL 2D+2

BEAST RIDING _____
GUNNERY _____
PILOT AIR _____
PILOT GEAR _____
PILOT GROUND _____

PERCEPTION 4D STRENGTH 3D TECHNICAL 2D+2

BARGAIN _____	BRAWLING _____	DEMOLITION _____
COMMAND _____	CLIMB/JUMP _____	REPAIR _____
CON _____	LIFTING _____	MEDICINE _____
GAMBLING _____	STAMINA _____	INFORMATION _____
HIDE/SNEAK _____	SWIMMING _____	WARFARE _____
SEARCH _____	_____	_____

PHYSICAL DESCRIPTION:

EQUIPMENT: Dual Paxton P9 9mm Automatic Pistol (Rng 10m, Dmg 3D+1, Ammo 15), Paxton P9R 9mm Machine Pistol (Rng 10m, Dmg 3D+2, ROF 2, Ammo 20), Dartland Premiere 9mm Sniper Rifle (Rng 240m, Dmg 7D, Ammo 6), Nightvision Goggles, Flak Vest, Fragmentation Grenade. \$2,000.

You did not choose this line of work. It chose you. Although to strangers you appear cold and professional, your story is actually heartfelt and tragic. Born on the periphery of the Badlands, you witnesses untold bloodshed in your childhood. The Polar powers have always used this middle ground to wage their proxy wars, so that violence never came to their comfortable heartlands. Having seen neighbors, friends and family die over and over, killing just became natural to you. Without a formal education, you were picked up by League special forces and adopted into their own unit. Put through rigorous tests and trials from an early age, your paramilitary training is second to none. Yet as a special operator, you were allowed to make the calls when bystanders were in harms way—a choice your family was never given. Now partially out of the service, you have found that you cannot simply return to a civilian life. Even in the private sector, people need your skills, and you are more than happy to set the terms.

QUOTE: "No women... no kids... that's the rules."

THE BRASH DUELIST

NAME: _____
HEIGHT: _____ SEX: _____
WEIGHT: _____ AGE: _____

DEXTERITY 3D

SMALL ARMS _____
BRAWLING PARRY _____
DODGE _____
GRENADE _____
HEAVY WEAPONS _____
MELEE _____
MELEE PARRY _____

KNOWLEDGE 2D

ALIEN SPECIES _____
BUREAUCRACY _____
CULTURES _____
LANGUAGES _____
STREETWISE _____
SURVIVAL _____
TECHNOLOGY _____

MECHANICAL 4D

BEAST RIDING _____
GUNNERY _____
PILOT AIR _____
PILOT GEAR _____
PILOT GROUND _____

PERCEPTION 3D STRENGTH 3D TECHNICAL 3D

BARGAIN _____	BRAWLING _____	DEMOLITION _____
COMMAND _____	CLIMB/JUMP _____	REPAIR _____
CON _____	LIFTING _____	MEDICINE _____
GAMBLING _____	STAMINA _____	INFORMATION _____
HIDE/SNEAK _____	SWIMMING _____	WARFARE _____
SEARCH _____	_____	_____

PHYSICAL DESCRIPTION:

EQUIPMENT: P9 9mm Automatic Pistol (Rng 10m, Dmg 3D+1, Ammo 15), Cutlass (Difficulty 10, Dmg 2D+2+Strength), Heavy Gear (choose with your gamemaster) with Vibrorapier (Difficulty 15, Dmg 2D, Armour Piercing -2D), Pilot Helmet (counts as a Flak Helmet), Pilot Uniform, Duelist Laurels. \$2,000.

Despite your age and relative lack of experience in the field, you rose to the top ranks in your Gear Regiment with lightning speed. Testing out of all preliminary trials in the Gear Training Academy, you went on to ace the individual combat trials and achieve some of the highest scores on record in the venerable institution's honour rolls. Quickly propelled to the position of Regiment Duelist, you are a natural in a Gear seat. Now your duty is to carry the honour of the entire regiment, leading the spearpoint into the thickest combat and taking on all challengers to earn the accolades and glory of personal combat. But honestly, you couldn't care less about all that. For you, there is no other experience like kicking your Gear into top drive and locking Vibrosabres with an equally talented opponent. Since leaving your simple life in the rural province, you have never felt more alive. Your closest friends tell you to slow down, be more careful, that you are still young and overconfident, but nothing can stop you when you are in a Gear!

QUOTE: "Alright pal, NOW it's personal!"

THE COMMANDER

NAME: _____
HEIGHT: _____ SEX: _____
WEIGHT: _____ AGE: _____

DEXTERITY 2D+2

SMALL ARMS _____
BRAWLING PARRY _____
DODGE _____
GRENADE _____
HEAVY WEAPONS _____
MELEE _____
MELEE PARRY _____

KNOWLEDGE 3D

ALIEN SPECIES _____
BUREAUCRACY _____
CULTURES _____
LANGUAGES _____
STREETWISE _____
SURVIVAL _____
TECHNOLOGY _____

MECHANICAL 3D+2

BEAST RIDING _____
GUNNERY _____
PILOT AIR _____
PILOT GEAR _____
PILOT GROUND _____

PERCEPTION 3D+1 STRENGTH 2D+1 TECHNICAL 3D

BARGAIN _____	BRAWLING _____	DEMOLITION _____
COMMAND _____	CLIMB/JUMP _____	REPAIR _____
CON _____	LIFTING _____	MEDICINE _____
GAMBLING _____	STAMINA _____	INFORMATION _____
HIDE/SNEAK _____	SWIMMING _____	WARFARE _____
SEARCH _____	_____	_____

PHYSICAL DESCRIPTION:

EQUIPMENT: Paxton P9 9mm Automatic Pistol (Rng 10m, Dmg 3D+1, Ammo 15), Military Uniform (slightly out of date). \$2,000.

You have seen countless battles, hopeless engagements and glorious victories. You have seen a landship break apart and lose all of its crew to the flames. And you thought those days were behind you. Settling into a quiet, pastoral life in a rural township, you were surprised to receive that fateful call that brought you back into this mess. And who else could they trust? Who else had the experience? You grumbled and complained about leaving peaceful retirement, but secretly you were fired up at the prospect of returning to the action. Of course, this mission is perhaps not what you had in mind at first. You studied small unit tactics in the academy before, but this kind of battlefield was completely new to you. Not that it matters. You heard others laughing, snickering that you were past your prime. It is time to show them how you earned those stars.

QUOTE: "I'm getting too old for this!"

THE DEMO-EXPERT

NAME: _____
HEIGHT: _____ SEX: _____
WEIGHT: _____ AGE: _____

DEXTERITY 3D+1

SMALL ARMS _____
BRAWL PARRY _____
DODGE _____
GRENADE _____
HEAVY WEAPONS _____
MELEE _____
MELEE PARRY _____

KNOWLEDGE 3D

ALIEN SPECIES _____
BUREAUCRACY _____
CULTURES _____
LANGUAGES _____
STREETWISE _____
SURVIVAL _____
TECHNOLOGY _____

MECHANICAL 2D+1

BEAST RIDING _____
GUNNERY _____
PILOT AIR _____
PILOT GEAR _____
PILOT GROUND _____

PERCEPTION 2D+1	STRENGTH 3D	TECHNICAL 4D
BARGAIN _____	BRAWLING _____	DEMOLITION _____
COMMAND _____	CLIMB/JUMP _____	REPAIR _____
CON _____	LIFTING _____	MEDICINE _____
GAMBLING _____	STAMINA _____	INFORMATION _____
HIDE/SNEAK _____	SWIMMING _____	WARFARE _____
SEARCH _____	_____	_____

PHYSICAL DESCRIPTION:

EQUIPMENT: Paxton P9 9mm Automatic Pistol (Rng 10m, Dmg 3D+1, Ammo 15), Dataglove, Explosive Ordnance Disposal Suit (counts as Turtlesell Armour), DRT-72 Demolition Danson Utility Drone (Ground 1D, Maneuver 2D, Armour 1D+1, Sensors 1D 0.5km, Comm 1D 1km, Drone Controller. \$1,000.

When you joined the military, working with explosives wasn't necessarily what you had in mind. Yet, there was something exhilarating in working with a compact, little bomb that could bring down a Strider or Landship with one big boom. This pursuit may even be surprising to those who know you—normally quite shy and reserved, friends would say that there is nothing explosive about your character! As a sapper in the infantry engineer corps, you received the same combat training as the rest of the regiment, but your ordnance expertise has proved a valuable skill outside of the service as well. Whether contracted by police units for defusing a tense situation or using your ability to help covert break-ins and demolitions in the secret wars fought by politicians, ruling houses or freedom fighters, finding work has not been a problem. You may have met any military character while serving a tour of duty. You may have been employed by the Cop, the Assassin or the Outlaw.

QUOTE: "Uhh... you may want to stand back for this..."

THE FIELD SCIENTIST

NAME: _____
HEIGHT: _____ SEX: _____
WEIGHT: _____ AGE: _____

DEXTERITY 3D

SMALL ARMS _____
BRAWLING PARRY _____
DODGE _____
GRENADE _____
HEAVY WEAPONS _____
MELEE _____
MELEE PARRY _____

KNOWLEDGE 4D

ALIEN SPECIES _____
BUREAUCRACY _____
CULTURES _____
LANGUAGES _____
STREETWISE _____
SURVIVAL _____
TECHNOLOGY _____

MECHANICAL 2D+2

BEAST RIDING _____
GUNNERY _____
PILOT AIR _____
PILOT GEAR _____
PILOT GROUND _____

PERCEPTION 3D+2	STRENGTH 2D+2	TECHNICAL 2D
BARGAIN _____	BRAWLING _____	DEMOLITION _____
COMMAND _____	CLIMB/JUMP _____	REPAIR _____
CON _____	LIFTING _____	MEDICINE _____
GAMBLING _____	STAMINA _____	INFORMATION _____
HIDE/SNEAK _____	SWIMMING _____	WARFARE _____
SEARCH _____	_____	_____

PHYSICAL DESCRIPTION:

EQUIPMENT: Socorro Ranger 6mm Snubnose Revolver (Rng 4m, Dmg 2D+2, Ammo 6), First Aid Kit, Backpack, Canteen, Sleeping Bag, Portable Lab, Personal Computer, Personal Recorder, Journal. \$1,000.

Absentminded, scatterbrained, daydreamer; you have been called all of these things. You prefer to think of yourself as focused, if only on a very narrow set of interests. Even amongst your peers in the prestigious graduate academy, you were considered brainy. Unfortunately, not everyone shares your fascination with scientific study, and fewer still will entertain you with a good conversation. It doesn't matter, humans were always the least interesting subject in school. At least in the professional world you have had little trouble in getting donors for your fieldwork. Terra Nova still has a lot to explore and many value your expertise in history, languages, physical sciences and the earth and life sciences. Yet this latest job is the most unusual you've accepted. Ever the professional, you will give your consultation and try not to get killed on this latest adventure!

QUOTE: "Ooh, and look! Isn't it amazing how the Water Viper egg clutch shimmers when you touch it! What do you mean? I'm sure the mother won't be coming by any time soon..."

THE GEAR TRAINER

NAME: _____
HEIGHT: _____ SEX: _____
WEIGHT: _____ AGE: _____

DEXTERITY 3D+2

SMALL ARMS _____
BRAWL PARRY _____
DODGE _____
GRENADE _____
HEAVY WEAPONS _____
MELEE _____
MELEE PARRY _____

KNOWLEDGE 2D

ALIEN SPECIES _____
BUREAUCRACY _____
CULTURES _____
LANGUAGES _____
STREETWISE _____
SURVIVAL _____
TECHNOLOGY _____

MECHANICAL 3D+2

BEAST RIDING _____
GUNNERY _____
PILOT AIR _____
PILOT GEAR _____
PILOT GROUND _____

PERCEPTION 3D	STRENGTH 2D+2	TECHNICAL 3D
BARGAIN _____	BRAWLING _____	DEMOLITION _____
COMMAND _____	CLIMB/JUMP _____	REPAIR _____
CON _____	LIFTING _____	MEDICINE _____
GAMBLING _____	STAMINA _____	INFORMATION _____
HIDE/SNEAK _____	SWIMMING _____	WARFARE _____
SEARCH _____	_____	_____

PHYSICAL DESCRIPTION:

EQUIPMENT: P9 9mm Automatic Pistol (Rng 10m, Dmg 3D+1, Ammo 15), Heavy Gear (choose with your gamemaster), Pilot Helmet (counts as a Flak Helmet), Pilot Uniform. \$1,000.

Training fresh Gear pilots is one thing, training newly built Gears is another. Few outside of your small world understand that each Gear has its own personality, backed up by heuristic learning sequences intended to make piloting the massive machine easier on new recruits. When a new Gear comes off the line, though, it can be as stubborn as a Barnaby. Although you originally joined the military for fame and glory, you have spent your career in a very sheltered environment, training and retraining Gears on base while instructing new pilots in basic maneuvers. You have seen countless generations of graduates excitedly make the grade and go off into the fast-paced world of Gear combat. You envy them in a parental way, having become old and grey haired on base, but this seems to be the only world you know now. That is why this latest mission both surprised and thrilled you—finally, the chance to show those young trainees what decades of practice makes you. You may have trained any military character.

QUOTE: "Blue 5, bank left! You're too close to the line of fire! That's not how you do it, full throttle!"

THE GRUNT

NAME: _____
HEIGHT: _____ SEX: _____
WEIGHT: _____ AGE: _____

DEXTERITY 3D+2

SMALL ARMS _____
BRAWLING PARRY _____
DODGE _____
GRENADE _____
HEAVY WEAPONS _____
MELEE _____
MELEE PARRY _____

KNOWLEDGE 2D+2

ALIEN SPECIES _____
BUREAUCRACY _____
CULTURES _____
LANGUAGES _____
STREETWISE _____
SURVIVAL _____
TECHNOLOGY _____

MECHANICAL 2D+2

BEAST RIDING _____
GUNNERY _____
PILOT AIR _____
PILOT GEAR _____
PILOT GROUND _____

PERCEPTION 2D+1 STRENGTH 3D+2 TECHNICAL 3D

BARGAIN _____	BRAWLING _____	DEMOLITION _____
COMMAND _____	CLIMB/JUMP _____	REPAIR _____
CON _____	LIFTING _____	MEDICINE _____
GAMBLING _____	STAMINA _____	INFORMATION _____
HIDE/SNEAK _____	SWIMMING _____	WARFARE _____
SEARCH _____	_____	_____

PHYSICAL DESCRIPTION:

EQUIPMENT: Paxton R23 7mm Bullpup Assault Rifle (Rng 100m, Dmg 5D+2, ROF 1, Ammo 30), Combat Knife (Difficulty 5, Dmg 1D+Strength), Flak Helmet, Flak Vest, Three Fragmentation Grenades, Backpack, Sleeping Blanket, Canteen, 1 Week Rations, First Aid Kit, Personal Communicator. \$1,000.

Few people know war like you do. A well seasoned soldier, you have seen the thick of it, fighting on foot in the middle of the worst barrages of enemy ordnance. You've seen good friends fall around you. Most would not understand what it means to be ground infantry in the 62nd century. It is neither glamorous or glorious, like the Trideo specials about Heavy Gears would suggest. Yet, you do not resent your mechanized infantry allies. Many a time has a towering Gear stooped over your pinned squad and given you much-needed fire support. You and the pilots both understand that you are best working together, in coordination. And it is this relationship that has kept you alive through countless tours. Even off the battlefield, your understanding of tactics and combat has proven valuable—as a mercenary or a strategic consultant. You may have worked as a bodyguard for the Noble or Senatorial. You may have served with any military character and particularly look up to the Commander, having many stories of camaraderie with him.

QUOTE: "Spread out, create a base of fire!"

THE HARDENED COP

NAME: _____
HEIGHT: _____ SEX: _____
WEIGHT: _____ AGE: _____

DEXTERITY 3D+2

SMALL ARMS _____
BRAWL PARRY _____
DODGE _____
GRENADE _____
HVY WEAPONS _____
MELEE _____
MELEE PARRY _____

KNOWLEDGE 3D

ALIEN SPECIES _____
BUREAUCRACY _____
CULTURES _____
LANGUAGES _____
STREETWISE _____
SURVIVAL _____
TECHNOLOGY _____

MECHANICAL 2D+1

BEAST RIDING _____
GUNNERY _____
PILOT AIR _____
PILOT GEAR _____
PILOT GROUND _____

PERCEPTION 4D STRENGTH 2D+2 TECHNICAL 2D+1

BARGAIN _____	BRAWLING _____	DEMOLITION _____
COMMAND _____	CLIMB/JUMP _____	REPAIR _____
CON _____	LIFTING _____	MEDICINE _____
GAMBLING _____	STAMINA _____	INFORMATION _____
HIDE/SNEAK _____	SWIMMING _____	WARFARE _____
SEARCH _____	_____	_____

PHYSICAL DESCRIPTION:

EQUIPMENT: Riley C55 11mm Holdout Pistol (Rng 6m, Dmg 4D, Ammo 5), Pump-Action Shotgun (Rng 12m, Dmg 5D+1, Ammo 5), Bell ES 2J Stun Baton (Difficulty 10, Dmg 1D+1+Strength), Flak Vest, Handcuffs, Police Heavy Gear (choose with your gamemaster), Picture of Your Kids (how old are they now?). \$1,000.

Your squad mates think you take your job too seriously, your chief thinks you are a loose cannon and your spouse? Well, you haven't heard from your spouse in a while. You are the archetypal hard-boiled cop, and you don't rest until you have your perp. Despite your remarkable record, your unorthodox tactics and penchant for destroying public and private property in pursuit of a suspect have landed you in hot water more than a few times. It doesn't matter to you, though. You've been on this beat so long that this life is the only one you know, and you will not turn it down a notch and disgrace what your badge represents. You feel a call to a higher duty, one that even your peers around you fail to see. That is why you are getting involved with this new case—you want to live up to the ideals of your profession and don't mine getting your hands dirty in the process. You may be working for the Senatorial, or have been tipped off by any character. You likely have had run-ins with the Outlaw or the Smuggler in the past.

QUOTE: "Halt with your hands up!"

THE MARSHALL

NAME: _____
HEIGHT: _____ SEX: _____
WEIGHT: _____ AGE: _____

DEXTERITY 4D

SMALL ARMS _____
BRAWL PARRY _____
DODGE _____
GRENADE _____
HVY WPNS _____
MELEE _____
MLE PARRY _____

KNOW 2D+2

ALIEN SPEC _____
BUREAUCRACY _____
CULTURES _____
LANGUAGES _____
STREETWISE _____
SURVIVAL _____
TECHNOLOGY _____

MECHANICAL 2D+2

BEAST RIDING _____
GUNNERY _____
PILOT AIR _____
PILOT GEAR _____
PIL GROUND _____

PERCEPTION 3D STRENGTH 3D+2 TECHNICAL 2D

BARGAIN _____	BRAWLING _____	DEMOLITION _____
COMMAND _____	CLIMB/JUMP _____	REPAIR _____
CON _____	LIFTING _____	MEDICINE _____
GAMBLING _____	STAMINA _____	INFORMATION _____
HIDE/SNEAK _____	SWIMMING _____	WARFARE _____
SEARCH _____	_____	_____

PHYSICAL DESCRIPTION:

EQUIPMENT: Paxton Collins 13mm Revolver (Rng 14m, Dmg 5D, Ammo 5), Combat Knife (Difficulty 5, Dmg 1D+1+Strength), Double-barreled Shotgun (Rng 12m, Dmg 5D+1, Ammo 2), Flak Vest, First Aid Kit, Fragmentation Grenade, Stun Grenade. \$1,000.

You've got what Polar folks don't—Grit. As a Badland's Marshall, you've seen countless shoot outs; often taking one to the chest and getting right back up again and to lay hands on a perp. Heck, you've got so good at tracking down those lowlives that the Polar states sometimes pull you in as a consultant, although they're too proud to admit it. But your home at the end of the day is the open Badlands, where no government or politician is going to tell you how to live your life. You know a bit about survival and may have befriended the Sand Rider. You may have been hired by the Noble or Young Senatorial to clean up one of their messes. Any military character could hire you on as an advisor in a tough spot.

QUOTE: "That's not a knife. Now this is a knife!"

THE NOBLE

NAME: _____
HEIGHT: _____ SEX: _____
WEIGHT: _____ AGE: _____

DEXTERITY 3D
SMALL ARMS _____
BRAWLING PARRY _____
DODGE _____
GRENADE _____
HEAVY WEAPONS _____
MELEE _____
MELEE PARRY _____

KNOWLEDGE 4D
ALIEN SPECIES _____
BUREAUCRACY _____
CULTURES _____
LANGUAGES _____
STREETWISE _____
SURVIVAL _____
TECHNOLOGY _____

MECHANICAL 3D
BEAST RIDING _____
GUNNERY _____
PILOT AIR _____
PILOT GEAR _____
PILOT GROUND _____

PERCEPTION 4D	STRENGTH 2D	TECHNICAL 2D
BARGAIN _____	BRAWLING _____	DEMOLITION _____
COMMAND _____	CLIMB/JUMP _____	REPAIR _____
CON _____	LIFTING _____	MEDICINE _____
GAMBLING _____	STAMINA _____	INFORMATION _____
HIDE/SNEAK _____	SWIMMING _____	WARFARE _____
SEARCH _____		

PHYSICAL DESCRIPTION:

EQUIPMENT: Dartland 6mm Snubnose Automatic Pistol (Rng 6m, Dmg 2D+2, Ammo 8), Rapier (Difficulty 15, Dmg 2D+1), Several Changes of Clothing in the Latest Styles, Personal Hovercar. \$2,000.

You were born into the aristocracy, the top one percent of Terra Novan elite with all of the power, and you are used to getting your way. You might be a flashy rising Emir of the ESE or the young scion of a powerful House in the Mekong Dominion. Some might call you arrogant, but those of lower castes look up to you for your glamorous and high-born lifestyle. Yet it is not all private jets and extravagant parties—few down below know what it means to be on top and struggle to stay there. Your family has made many enemies, and it is only with unshakeable trust and aggressive tactics that your house was able to claw its way to the top. And you will go to any length to ensure that it stays there. You may have hired the Outlaw, the Smuggler or the Assassin for some unscrupulous task. You may be under investigation by the Cop. As a young patrician, you likely served a symbolic tour in the military and have stories with those you met there.

QUOTE: "Listen. I don't know who you are, or where you came from, but from now on, you do as I tell you. Okay?"

THE NOVICE ROOKIE

NAME: _____
HEIGHT: _____ SEX: _____
WEIGHT: _____ AGE: _____

DEXTERITY 3D+2
SMALL ARMS _____
BRAWL PARRY _____
DODGE _____
GRENADE _____
HVY WEAPONS _____
MELEE _____
MELEE PARRY _____

KNOWLEDGE 2D+2
ALIEN SPECIES _____
BUREAUCRACY _____
CULTURES _____
LANGUAGES _____
STREETWISE _____
SURVIVAL _____
TECHNOLOGY _____

MECHANICAL 3D
BEAST RIDING _____
GUNNERY _____
PILOT AIR _____
PILOT GEAR _____
PILOT GROUND _____

PERCEPTION 3D+2	STRENGTH 2D+1	TECHNICAL 2D+2
BARGAIN _____	BRAWLING _____	DEMOLITION _____
COMMAND _____	CLIMB/JUMP _____	REPAIR _____
CON _____	LIFTING _____	MEDICINE _____
GAMBLING _____	STAMINA _____	INFORMATION _____
HIDE/SNEAK _____	SWIMMING _____	WARFARE _____
SEARCH _____		

PHYSICAL DESCRIPTION:

EQUIPMENT: P9 9mm Automatic Pistol (Rng 10m, Dmg 3D+1, Ammo 15), Heavy Gear (choose with your gamemaster), Pilot Helmet (counts as a Flak Helmet), Pilot Uniform, Trideo Recorder and Receiver (for sending letters home). \$1,000.

It's true, you are idealistic and you look up to those around you. How could you not when you stand in the midst of such greats? Since your childhood (which was not too long ago!) you have read the stories and eagerly listened to the radio reports on the flashy Gear pilots fighting the good fight. You went to bed wishing to join them and escape the boring civilian life planned by your parents. You were surprised then when they finally relented at your graduation from secondary school and let you fill out the form at the Mechanized Infantry recruitment booth. Now you are living your dreams and sending letters home to Ma and Pa to tell them all about it! But military life isn't always as easy as you had assumed. Your regiment mates sometimes snicker at your jovial nature, but you think your buoyant optimism lifts up those around you. And certainly the big heroes you are fighting alongside wouldn't let anything bad happen to you. They're the good guys, after all! You have likely served with any military character (much to their annoyance).

QUOTE: "Oh boy, now's my chance to prove myself!"

THE OUTLAW

NAME: _____
HEIGHT: _____ SEX: _____
WEIGHT: _____ AGE: _____

DEXTERITY 4D
SMALL ARMS _____
BRAWLING PARRY _____
DODGE _____
GRENADE _____
HEAVY WEAPONS _____
MELEE _____
MELEE PARRY _____

KNOWLEDGE 3D
ALIEN SPECIES _____
BUREAUCRACY _____
CULTURES _____
LANGUAGES _____
STREETWISE _____
SURVIVAL _____
TECHNOLOGY _____

MECHANICAL 2D+2
BEAST RIDING _____
GUNNERY _____
PILOT AIR _____
PILOT GEAR _____
PILOT GROUND _____

PERCEPTION 2D	STRENGTH 3D+1	TECHNICAL 3D
BARGAIN _____	BRAWLING _____	DEMOLITION _____
COMMAND _____	CLIMB/JUMP _____	REPAIR _____
CON _____	LIFTING _____	MEDICINE _____
GAMBLING _____	STAMINA _____	INFORMATION _____
HIDE/SNEAK _____	SWIMMING _____	WARFARE _____
SEARCH _____		

PHYSICAL DESCRIPTION:

EQUIPMENT: Paxton P9R 9mm Machine Pistol (Rng 10m, Dmg 3D+2, ROF 2, Ammo 20), Paxton Maus 6mm Automatic Pistol (Range 8m, Dmg 2D+2, Ammo 10), Flak Vest. \$1,000.

Life is good for Terra Nova's mega-rich, but some people have to eek out another kind of life in the margins. Operating on the fringe, you ran into some bad business and things turned south quickly. Maybe you were a desert bandit, a Maglev train robber or a common criminal. After getting the attention of major authorities, all you do now is keep moving, hide and survive. Yet, your expertise for breaking in, violence and making a clean getaway are prized in the underworld, and your solid reputation can net you some surprising clients. Other times, local sovereigns or officials might detain you, only to flip the tables and offer some amnesty for assistance with some unpalatable problem. You don't mind, as long as you can keep moving, hiding and staying alive. You may have been hired by the Senator or the Noble. You may have been captured and pressed into military service, serving with any military character. You may have sour memories of the last time you crossed the Marshall.

QUOTE: "This wasn't part of the deal!"

THE SAND RIDER

NAME: _____
HEIGHT: _____ SEX: _____
WEIGHT: _____ AGE: _____

DEXTERITY 2D+2

SMALL ARMS _____
BRAWLING PARRY _____
DODGE _____
GRENADE _____
HEAVY WEAPONS _____
MELEE _____
MELEE PARRY _____

KNOWLEDGE 4D

ALIEN SPECIES _____
BUREAUCRACY _____
CULTURES _____
LANGUAGES _____
STREETWISE _____
SURVIVAL _____
TECHNOLOGY _____

MECHANICAL 3D

BEAST RIDE _____
GUNNERY _____
PILOT AIR _____
PILOT GEAR _____
PIL GROUND _____

PERCEPTION 2D STRENGTH 3D TECHNICAL 3D+1

BARGAIN _____	BRAWLING _____	DEMOLITION _____
COMMAND _____	CLIMB/JUMP _____	REPAIR _____
CON _____	LIFTING _____	MEDICINE _____
GAMBLING _____	STAMINA _____	INFORMATION _____
HIDE/SNEAK _____	SWIMMING _____	WARFARE _____
SEARCH _____	_____	_____

PHYSICAL DESCRIPTION:

EQUIPMENT: Northco HR-38 10mm Hunting Rifle (Rng 160m, Dmg 8D+1, Ammo 5), Combat Knife (Difficulty 5, 1D+1+Strength), First Aid Kit, Backpack, Canteen, Week's Rations, Sleeping Blanket, Sandstorm Burnous. \$1,000.

You're a survivalist, at home in the most savage and cruel landscape on Terra Nova—the great equatorial desert. The more civilized Leaguers consider you rough around the edges and laconic, a real wasteland wanderer. But the moment the scenery changes from the idyllic Polar climes to the dry deserts, you are the only one who knows the etiquette and language of the dunes. Leaguers come to your people on occasion to hire a desert guide because they know no one else has the ability to keep squishy Polar tourists and soldiers alive in the great sands. That's fine with you. You don't care for their politics or which side of the war you are on, just as long as you get paid. You'll barter your skills to them, but you will always keep an eye out for your own people.

QUOTE: "Oh, you like the stripes on that gecko? I'm sure you'll be interested to know that his scales excrete enough poison to kill an adult Barnaby."

THE SENATORIAL

NAME: _____
HEIGHT: _____ SEX: _____
WEIGHT: _____ AGE: _____

DEXTERITY 3D

SMALL ARMS _____
BRAWL PARRY _____
DODGE _____
GRENADE _____
HEAVY WEAPONS _____
MELEE _____
MELEE PARRY _____

KNOWLEDGE 4D

ALIEN SPECIES _____
BUREAUCRACY _____
CULTURES _____
LANGUAGES _____
STREETWISE _____
SURVIVAL _____
TECHNOLOGY _____

MECHANICAL 3D

BEAST RIDING _____
GUNNERY _____
PILOT AIR _____
PILOT GEAR _____
PILOT GROUND _____

PERCEPTION 4D STRENGTH 2D TECHNICAL 2D

BARGAIN _____	BRAWLING _____	DEMOLITION _____
COMMAND _____	CLIMB/JUMP _____	REPAIR _____
CON _____	LIFTING _____	MEDICINE _____
GAMBLING _____	STAMINA _____	INFORMATION _____
HIDE/SNEAK _____	SWIMMING _____	WARFARE _____
SEARCH _____	_____	_____

PHYSICAL DESCRIPTION:

EQUIPMENT: Socorro Ranger 6mm Snubnose Revolver (Rng 4m, Dmg 2D+2, Ammo 6), Stylish Clothing, Personal Communicator. \$1,000. \$10,000 assets in credit account, currently frozen.

Public speaking always came natural to you, so it's understandable that you went down the road of politics. Your privileged upbringing and family wealth did not hurt either, of course. As a young and rising senator in one of the Terra Novan Leagues, you are getting a crash course on the reality of politics, however. Backroom deals, shady negotiations, power plays and betrayals have sobered your once idealistic notion of serving your League. Now you have uncovered just the tip of the iceberg, and you will need a small group of trusted allies to uncover the whole truth. You are a born leader, and you will not cower behind an oppressive bureaucracy while your state is devoured from the inside by conspiracies and plots.

QUOTE: "What you do next is not for your lives, glory or wealth. It is for something much greater. It is for the Republic!"

THE SHY TECHY

NAME: _____
HEIGHT: _____ SEX: _____
WEIGHT: _____ AGE: _____

DEXTERITY 2D+1

SMALL ARMS _____
BRAWLING PARRY _____
DODGE _____
GRENADE _____
HEAVY WEAPONS _____
MELEE _____
MELEE PARRY _____

KNOWLEDGE 4D

ALIEN SPECIES _____
BUREAUCRACY _____
CULTURES _____
LANGUAGES _____
STREETWISE _____
SURVIVAL _____
TECHNOLOGY _____

MECHANICAL 2D+2

BEAST RIDING _____
GUNNERY _____
PILOT AIR _____
PILOT GEAR _____
PILOT GROUND _____

PERCEPTION 2D+1 STRENGTH 2D+2 TECHNICAL 4D

BARGAIN _____	BRAWLING _____	DEMOLITION _____
COMMAND _____	CLIMB/JUMP _____	REPAIR _____
CON _____	LIFTING _____	MEDICINE _____
GAMBLING _____	STAMINA _____	INFORMATION _____
HIDE/SNEAK _____	SWIMMING _____	WARFARE _____
SEARCH _____	_____	_____

PHYSICAL DESCRIPTION:

EQUIPMENT: Dataglove, Heads-Up Interface Remote ECM Pod, Tech Rig, Portable CAD Mainframe, Portable Satellite Dish, Personal Computer, Information Pad, Personal Communicator, Field Repair Kit, Mechanical Tool Kit, Electronics Tool Kit. \$1,000.

In social situations, you are awkward, tongue-tied. You were never able to speak the language of parties and popular society. But when you are with machines, any machines, you find it effortless to communicate with them. When you joined the military engineer corps, you thought you could get away from the pressures of public life and spend all your time in the barracks basement tinkering away at a new gadget. Now that you have finished your service, however, you have found that your skills are increasingly in demand by tech-savvy clients. You are a master at repairing any machine, from the lowest droid to the most advanced Heavy Gear. Your skills with slicing computers allow you to quickly get around any firewall and hack into the core databanks. You may have been hired by the Senatorial or Noble to get dirt on an enemy. You may have served with any military character, but they probably don't remember you!

QUOTE: "Uhh... I... uhh... rerouted the circuit distributor and... uh... could could could you give me a moment?"

THE SMUGGLER

NAME: _____
HEIGHT: _____ SEX: _____
WEIGHT: _____ AGE: _____

DEXTERITY 3D+1

SMALL ARMS _____
BRAWLING PARRY _____
DODGE _____
GRENADE _____
HEAVY WEAPONS _____
MELEE _____
MELEE PARRY _____

KNOWLEDGE 2D+1

ALIEN SPECIES _____
BUREAUCRACY _____
CULTURES _____
LANGUAGES _____
STREETWISE _____
SURVIVAL _____
TECHNOLOGY _____

MECHANICAL 3D+2

BEAST RIDING _____
GUNNERY _____
PILOT AIR _____
PILOT GEAR _____
PIL GROUND _____

PERCEPTION 3D STRENGTH 3D TECHNICAL 2D+2

BARGAIN _____	BRAWLING _____	DEMOLITION _____
COMMAND _____	CLIMB/JUMP _____	REPAIR _____
CON _____	LIFTING _____	MEDICINE _____
GAMBLING _____	STAMINA _____	INFORMATION _____
HIDE/SNEAK _____	SWIMMING _____	WARFARE _____
SEARCH _____	_____	_____

PHYSICAL DESCRIPTION:

EQUIPMENT: VTOL Light Freight Transport, Sawed-off Shotgun (Rng 4m, Dmg 5D+1, Ammo 2), Paxton P9 9mm Automatic Pistol (Rng 10m, Dmg 3D+1, Ammo 15), Personal Communicator. \$2,000. \$25,000 in debt to a crime boss.

Between the puritanical morality laws of the North and the oppressive regimes of the South, business is good. You have a nack; an ability to get anyone anything, and it has made you rich. At least, that was the plan. There were times when it looked like you were about to finally break through, but a few bad transactions later and you find yourself in a heap of trouble. Running from the authorities is one thing—now you have certain criminal associates on your tail. Yet even while keeping a low profile, you find your skills are in high demand. You may have transported some contraband for the Noble, or helped the Sand Rider or Marshall out of a tight spot in the Badlands. You may have hired the tongue-tied Engineer to keep your rig from falling apart.

QUOTE: "Well... that's the real trick, isn't it? Then it's going to cost you something extra. Ten thousand... all in advance."

THE STOIC GREL

NAME: _____
HEIGHT: _____ SEX: _____
WEIGHT: _____ AGE: _____

DEXTERITY 2D+2

SMALL ARMS _____
BRAWLING PARRY _____
DODGE _____
GRENADE _____
HEAVY WEAPONS _____
MELEE _____
MELEE PARRY _____

KNOWLEDGE 2D

ALIEN SPECIES _____
BUREAUCRACY _____
CULTURES _____
LANGUAGES _____
STREETWISE _____
SURVIVAL _____
TECHNOLOGY _____

MECHANICAL 3D

BEAST RIDING _____
GUNNERY _____
PILOT AIR _____
PILOT GEAR _____
PILOT GROUND _____

PERCEPTION 2D STRENGTH 5D TECHNICAL 3D+1

BARGAIN _____	BRAWLING _____	DEMOLITION _____
COMMAND _____	CLIMB/JUMP _____	REPAIR _____
CON _____	LIFTING _____	MEDICINE _____
GAMBLING _____	STAMINA _____	INFORMATION _____
HIDE/SNEAK _____	SWIMMING _____	WARFARE _____
SEARCH _____	_____	_____

PHYSICAL DESCRIPTION:

EQUIPMENT: Northco GU-101 Heavy Machinegun (Rng 200m, Dmg 8D+2, ROF 2, Ammo 100)*, Combat Knife (Difficulty 5, Dmg 1D+1+Strength). \$250.

**Only the Stoic Grel is strong enough to carry and fire this weapon without a tripod.*

Designed in a laboratory on Earth, you are one of the Genetically Recombinant Expeditionary Legionaries (or GREL) deployed in the attempted reconquest of the Terra Novan colony world. Born with a barcode and termination date, you were bred for war and to this day you don't feel comfortable without your combat knife nearby. Now that the Earth forces have abandoned their foothold after the failed invasion, you and thousands of your tube-siblings are left on this harsh planet without orders or purpose. For the moment, Polar military strategists have been content to put you through trials and assess your battlefield utility. You'll do what they say for now, but you don't fight for money or glory. You have a death stamp on you, a ticking timebomb, and your only hope are the sidelong promises of League scientists to find a cure.

QUOTE: "I've... seen things you people wouldn't believe... Attack ships on fire off the shoulder of Orion. I watched c-beams glitter in the dark near the Tannhäuser Gate. All those... moments... will be lost in time, like tears... in... rain."

THE VETERAN PILOT

NAME: _____
HEIGHT: _____ SEX: _____
WEIGHT: _____ AGE: _____

DEXTERITY 3D

SMALL ARMS _____
BRAWL PARRY _____
DODGE _____
GRENADE _____
HVY WPNS _____
MELEE _____
MELEE PARRY _____

KNOWLEDGE 2D+2

ALIEN SPECIES _____
BUREAUCRACY _____
CULTURES _____
LANGUAGES _____
STREETWISE _____
SURVIVAL _____
TECHNOLOGY _____

MECHANICAL 3D

BEAST RIDING _____
GUNNERY _____
PILOT AIR _____
PILOT GEAR _____
PILOT GROUND _____

PERCEPTION 3D STRENGTH 3D+1 TECHNICAL 3D

BARGAIN _____	BRAWLING _____	DEMOLITION _____
COMMAND _____	CLIMB/JUMP _____	REPAIR _____
CON _____	LIFTING _____	MEDICINE _____
GAMBLING _____	STAMINA _____	INFORMATION _____
HIDE/SNEAK _____	SWIMMING _____	WARFARE _____
SEARCH _____	_____	_____

PHYSICAL DESCRIPTION:

EQUIPMENT: P9 9mm Automatic Pistol (Rng 10m, Dmg 3D+1, Ammo 15), Pump-Action Shotgun (Rng 12m, Dmg 5D+1, Ammo 5), Heavy Gear (choose with your gamemaster), Pilot Helmet (counts as a Flak Helmet), Pilot Uniform, Field Repair Kit, First Aid Kit. \$1,000.

Old. That's how you feel. You've given a lot of thought to just putting in a retirement request, but the regiment has filled up with so many fresh faces lately that you cannot help but feel responsible. You have more combat experience behind a Gear than any of these young bucks combined. They may ignore you on base, assuming you are past your prime, but once the unit deploys in the field, they quickly come to admire and depend on your knowledge and ability. You don't mind. You are calm, quiet and strong. Protective of those under your care, your squad mates, taking them under your wing helping them to work together as a team. After all, this is the only family you know anymore, after so many years in the service. You don't get along with the higher ups (indeed, they probably see you as obsolete and risky), but you come to be loved as a parental figure by your team. You have likely served with any military character. You don't deal well with authority, and you may have had a run in with the Cop or Senatorial while on leave.

QUOTE: "Careful team leader, this reeks of a trap."

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By 1943, the Luftwaffe possessed around ten different fighter jet designs, a fleet of luftforteresses, and were building jet and rocket designs under the moniker "Amerika Bomber" and "Vergeltungswaffe." While the RAF (and its counterparts the USAAF and VVS) did have a few fighter jet designs, these were mostly used as interceptors defending against German blitz raids.

The RAF's main tool against the Reich itself was its fleet of medium and heavy bombers which, despite being escorted by fighters such as the Beaufighter and the Mosquito, were getting shot down by these advanced designs. Aircrafts fast enough to avoid these were needed. Fortunately, the Air Ministry had foreseen such a situation, or perhaps had simply stumbled into a revelation.

Miles M.39 Libellula

In 1941 the Air Ministry put out Specification B11/41 for a fast bomber. This specification was written for the Hawker P.1005, a two-engine propeller plane designed to carry a 2,000 lb. over 1,600 miles. Two other proposals were submitted, the DH.99 by de Havilland and the M.39 by Miles Aircraft. However, by July, the P.1005 was cancelled, and by November, the DH.99 was retooled for Specification E6/41 and eventually became the Royal Navy's first jet fighter, the de Havilland Vampire. The remaining design was a tandem wing aircraft, meaning that it two pairs of wings, which allows for more control and stability. It was actually the second tandem wing design by F.G. Miles, who had built and tested the M.35 in six weeks in late 1940.

Named after the Latin name of the dragonfly, the M.39 lived up to its namesake. It was powered by three Power Jets W.2/500 turbojets attached to the rear fuselage. The advanced gun sights and onboard computer allowed the plane to zip upon their target and pull out in record time. Pilots experienced easier landings, which they attributed to the cockpit's excellent forward visibility.

Heavier Steps

To test the effectiveness of jet engines, heavy bombers were a logical choice, given their sturdy frames and their numerous propeller engines that could be relied upon in the case of any malfunction. The first of these was the Avro Lancaster No. BT308, which was outfitted with a rear-mounted Metropolitan-Vickers F.2 turbojet. Despite the fact that it looked ridiculous, the test was a success.

Avro Lancastrian

This was a Lancaster converted to be a passenger and mail transport, quite useful for ferrying VIPs and boffins quickly. The narrow fuselage lent itself to a cramped passenger space. As a practical troop transport, it could never replace its sister design, the Avro York, or numerous other civilian transports.

Converting Lancasters to jet engines: 50 TV

Change speed: 11/21

Change Maneuver: -3 (-4*)

Change stall speed: 6

Remove: Maximum Ceiling (5)

*Jet penalties included vis-à-vis turn radius

Golden Rocket

Strategic bombers faced an ever-increasing threat of getting downed jet fighters. It was obvious that a plane that could fly higher and faster was needed. While built from the ground up as a stratospheric jet bomber, the Golden Rocket still retained design elements from conventional heavy bombers. Due to all the gun-ports straddling the plane, the crew had to don high-pressure suits before embarking. The plane also included a number of devices, such as the magnetic force field, developed at Scaw Fell to be used as a test bed for Project: Swordfish.

Magnetic Force Field

Another by-product of the mind of Nikolai Tesla, the force field is a direct descendant of the Area Defence Field. Having obtained a device through the Lend Lease program, Scaw Fell's lead designer, a renowned Scottish physicist, noticed the way the Tesla energy affected the area within its reach. Theorizing that the energy could be polarized to an intense degree, he set out to modify the device. The resulting field repulsed engineers approaching the device while carrying metallic objects. The principles having been proven sound, the device's radius was expanded. However, it did have a tendency to short out now and then.

While the magnetic force field did not end up getting installed into the Swordfish, it did eventually see use in an atomic fighter during the late 1950s, the equally amphibious Firebird.

Special Rules: The Force Field requires an action per round to maintain. It pushes vehicles and solid projectiles away from its area of effect. The Gravitic Push rule from Jovian Chronicles applies here. Any vehicle within the field benefits from a +3 obscurement when attacked by any ranged weaponry, even indirect fire. The obscurement bonus does not apply to spotting, only attacking. To penetrate the field, a plane must make a successful piloting skill roll vs. the Magnetic Force's Margin of Success.

Purchasing the Magnetic Force Field: the Force Field costs 50 TV and can be purchased from 1944 onward.

AURORA: THE SILHOUETTE MAGAZINE

BRITISH JET BOMBER HISTORY

SX-1 Swordfish

Sharing its name with the torpedo bomber biplane manufactured by Fairey Aviation, the SX-1 bears a closer resemblance to its ichthyic namesake than to the biplane. A nuclear-powered fighter bomber armed with eight homing rockets, the Swordfish can travel underwater, making it in effect a flying submarine. But given the speed, the pilot needed to have quick reaction skills. It was to be a remotely controlled vehicle, otherwise known as a drone, but the devastating surprise offensive by Axis forces in the final year of the war led to a rushed production, and the complex computator was replaced by a pilot. The pilot would lay prone in the cockpit, similarly to that of the Northrop P-79, and could eject safely by having the nose detach from the fuselage. While it was originally planned that the manufacturing be done at Scaw Fell, the events leading up to production meant that most of the planes were built in a secret remote facility.

After the war, with the sound barrier broken, the secret of the atom revealed and space open to exploration, the aviation arms race intensified. New construction methods were developed thanks to powerful computers. Aircraft companies and air forces had to adapt their ways of thinking to the changing face of technology. Models became obsolete as soon as they entered production. Designs such as the Golden Rocket and the Swordfish gave way to the V Bombers series, the Firebird amphibious atomic fighter, the Harrier jump jet, and other such planes.

Models: Most of the vehicles are understandably hard to find in 1/285 scale.

Miles M.39 Libellula: A model of the M.39B is sold on Shapeways. There are a few differences, it might be a bit small, and there is of course the rather high of it being a Shapeways printout.

Avro Lancastrian: Convert a Lancaster by sanding off the gun bays, drilling into the two outer engine pods to simulate jet engines and sculpting the nose and tail.

Both the Golden Rocket and the Swordfish have limited-edition "mantelpiece-scale" official models by Hachette. There are also unofficial limited edition 1/72 models available on the Internet.

Golden Rocket: Take a Boeing B-17, remove the wings and elongate the fuselage. Add new wings based on the GR's silhouette with rectangular intakes and exhausts near the roots. Or paint them, if that's simpler.

Alternately, take a de Havilland Comet, chop off a quarter of each wing's length, and add gun bays and an elongated tail position.

Swordfish: Simply take a Douglas X-3 Stiletto, remove the wings and place them above the fuselage at a 5° angle. Add a bottom tail fin.

Notes: This project came about due to asking about the history of large jet airplanes. While the various German "Luft 1946" are well-known, when did the Allied powers start working on jet airplanes that weren't one-pilot fighters? It wasn't until the late 1940s that such airplanes started to be designed. Both the Avro Lancaster and the Boeing B-29 were used as test beds for jet engines from 1943 onward. As such, the Miles Libellula was one of the earliest Allied multi-crewed jet proposals, even though it never went beyond the under-performing scale-down M.39B prototype. After the war, F.G. Miles resurrected the project as the jet mail carrier M.63B, but it was quickly shelved.

The other reason was simply how quirky the M.39 looked. And that's part of the whole Super Science appeal: quirky iconic designs that catch your eye.

The threat values were fudged to a certain degree. I must admit that I couldn't even recreate the Avro Lancaster's TV as it was presented in Luft Krieg. Of course, given that the designs evolve into long-range nuclear-powered jet bombers that populated post-WWII speculative fiction, it's normal that the TV should balloon thanks to the speed and deployment range. And while I focused on British designs (no thanks to a number of Belgian writers), the Americans and the Soviets had their own post-WWII programs that went after the same goals.

The Swordfish's deployment range was specifically measured to be the distance traveled from the Strait of Hormuz to Tibet in a return trip. In the original source, the armament consists of sixteen atomic rockets, which is even more overpowered than what I've written up. But it was created at the dawn of the atomic age, when the full implications hadn't been fully realized. While the dangers of radiation are presented to the reader in some scenes, other scenes, like troops storming up a hill that had just been bombarded by about ten atomic rockets, simply feel ridiculous.

Having not found anything on calculating the TV for bomb loads, I simply went by adding 30 TV per 500 lb. capacity. I did the same with the heat-seeking rockets.

References:

Miles Aircraft History Site
The Aeroplane Spotter, June 1, 1944 edition
Flight (magazine), May 16th, 1946 edition
Hrubisko, Raul, IPMS Stockholm
Gosnell, Richard (son of a Lancastrian jet passenger)
Jacobs, Edgar P.
Dewisme, Charles

Wikipedia and numerous forums on the Internet.

Real life airplanes used as references:

Miles M.39B Libellula
Avro Lancaster
Avro Lancastrian
de Havilland Comet
Boeing B-17 Flying Fortress
Douglas X-3 Stiletto
Lockheed F-104 Starfighter

GEAR KRIEG™

MILES M.39
LIBELLULA

Year in Service:	1943	Maneuver:	-2 (-3*)	Armour:	7/14/21
Threat Value:	280	Fire Control:	-1	Movement:	Air 11/21, Grd 2/3
Size:	8	Sensors:	-1/75 km	Dep. Range:	2500 km
Crew:	3	Comm:	-2/100 km	Stall Speed:	6

* Jet penalties included vis-à-vis turn radius

PERKS & FLAWS

Jet, Streamlining, Instability (High Speed), Twin Linked

WEAPONS

Name	Arc	S	M	L	Ex	Acc	DM	#	Ammo	Spec.
Hispano 20mm	FF	2	4	8	16	0	x6	2	100 ea.	Linked, ROF +2
Bombs 2000 kg (4)										

GEAR KRIEG™

AVRO 691
LANCASTRIAN

Year in Service:	1944	Maneuver:	-3* (-4*)	Armour:	15/30/45
Threat Value:	430	Fire Control:	-3	Movement:	Air 11/21, Grd 1/2
Size:	10	Sensors:	-1/10 km	Dep. Range:	2671 km
Crew:	5	Comm:	-3/100 km	Stall Speed:	6

* Jet penalties included vis-à-vis turn radius *Bomb-load penalty not included

PERKS & FLAWS

Jet, Instability (High Speed), Maximum Climbing Angle (5), Large Sensor Profile (1), Cargo Bay (3560 kg) and Passengers (9), or Passengers (13)

GEAR KRIEG™

SCAW FELL GR-1
GOLDEN ROCKET

Year in Service:	1945	Maneuver:	-3 (-4*)	Armour:	12/24/36
Threat Value:	900	Fire Control:	-3	Movement:	Air 13/26 Grd 1/2
Size:	13	Sensors:	-1/10 km	Dep. Range:	4200 km
Crew:	9	Comm:	-3/100 km	Stall Speed:	6

* Jet penalties included vis-à-vis turn radius *Bomb-load penalty not included

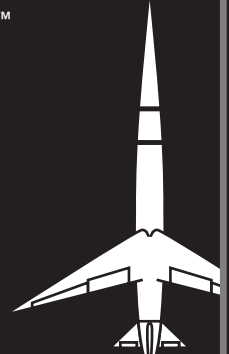
PERKS & FLAWS

Jet, Stratospheric Flight, Instability (High Speed), Large Sensor Profile (2), No Dead Zone, Twin-Linked

WEAPONS

Name	Arc	S	M	L	Ex	Acc	DM	#	Ammo	Spec.
Hispano 20mm	FF	2	4	8	16	0	x6	2	100 ea.	Linked, ROF +2
Browning .303 MG	Rr	1	2	4	8	0	x2	2	600 ea.	Linked, ROF +2
Browning .303 MG	DT	1	2	4	8	0	x2	2	600 ea.	Linked, ROF +2
Browning .303 MG	R	1	2	4	8	0	x2	1	600 ea.	ROF +2
Browning .303 MG	L	1	2	4	8	0	x2	1	600 ea.	ROF +2
Browning .303 MG	VT	1	2	4	8	0	x2	2	600 ea.	Linked, ROF +2
Browning .303 MG	VTr	1	2	4	8	0	x2	2	600 ea.	Linked, ROF +2
Magnetic Force Field	T	0	0	0	0	0	0	1		AE2, Obsc +3, PH (2) *
Bombs 6450 kg (13)										

GEAR KRIEG™

SCAW FELL SX-1
SWORDFISH

Year in Service:	1946	Maneuver:	+1 (0*)	Armour:	10/20/40
Threat Value:	1500	Fire Control:	+1	Movement:	Air 35/70, Naval 19/38, Sub 15/30
Size:	8	Sensors:	-1/80 km	Dep. Range:	7000 km
Crew:	1	Comm:	-3/100 km	Stall Speed:	15

* Jet penalties included vis-à-vis turn radius

PERKS & FLAWS

Jet, Stratospheric Flight, Instability (High Speed), Amphibious, Cannot Glide, Ejection System, Reduced G-Effect, Poor Landing Gear

WEAPONS

Name	Arc	S	M	L	Ex	Acc	DM	#	Ammo	Spec.
40mm Vickers S	FF	3	6	9	12	0	x8	1	200	ROF +1
Size					Speed	Fuel	Man.			
Seeker-head Air-Air	FF	1	12	2	-1	x8	8	-4		AE:1, Autopilot

HEAVY GEAR REFERENCE SHEET 1



STEP 1: PLAYER ORDER (Pg.6 FM)

- All Models regain their Actions
- Players roll 1d6 each to determine player order
 - i. If player has fewer combat groups add +1
 - ii. If player has the highest Leadership Skill add +1
- Highest roll decides player order
- Reroll any tied results

STEP 2: COMBAT GROUP ACTIVATION

- Each Player takes turns activating a Combat Group
- During activation, every Model in the Combat Group is activated
- Once all Combat Groups are Used moved to Step 3

STEP 3: SUPPORT EVENTS

- Using the same player order, players alternate turns during each phase
- Reserves (1st): Players resolve any reserve rolls
- Airstrikes (2nd): Players resolve any airstrikes
- Artillery (3rd): Players resolve any artillery strikes
- Move onto Step 4

STEP 4: MISCELLANEOUS EVENTS

- Events occur simultaneously
- All unused Actions are lost
- Stand By tokens are lost.
- Resolve any special weapon traits
- Resolve any unusual events
- Step 4 Ends, New Round Begins from Step 1

COMBAT LOCK (Pg.10 FM)

You have **Combat Lock** if:

- There is no Concealment between the detecting Model and the target
- The attacking Model is within the defending Model's size rating in inches, unless blocked by Solid concealment
- The attacking Model's Detect rating is greater than the Concealment value to the defending Model (see page 11 for Concealment)

ACTIVE LOCK (Pg.10 FM)

Roll EW Skill + Sensors rating versus a Threshold equal to the target Concealment Rating. If successful you get a free action to:

- Attack the target with an Indirect or Thrown Weapon (Model has Forward Observed for itself)
- Designate a target for Coordinated Attacks (see Special Actions on page 13)
- Forward Observe the Target for Indirect Fire from other Models in its own force (see Indirect Attacks page 14 for more information) or Artillery (see page 31)

MOVEMENT (Pg.8 FM)

STOPPED

- Can move a maximum of 1"
- Can turn at any moment

COMBAT

- Must move a minimum of 1"
- Can move a maximum of its Combat Speed in MP limit

TOP

- Must move a minimum of Combat Speed in MP limit
- Can move a maximum of its Top Speed in MP limit
- Must use an action to be at Top Speed

RANGED ATTACK MODIFIERS (Pg.12-13 FM)

RANGE

- Optimal +0
- Suboptimal -1
- Extreme -2

COVER

- In the Open +1 (less than 25% cover)
- Some cover (at least 25% cover) +0
- Partial cover (more than 50% cover) -1
- Full cover (100% cover) -2

OTHER MODIFIERS

- Weapon Accuracy
- Attacker Attack Rating at current Speed
- Scenario special effect
- Damage Modifier [Pg.18 FM]
- Target behind any Solid Cover -1
- Non Melee Weapon in Melee Range (3") -1 [Pg.17 FM]
- Attacker Stunned -1 [Pg.18 FM]
- Using extra actions for the attack +1D6 to the level for each extra action used

CONCEALMENT (Pg.11 FM)

- Light: +1 Concealment per full 4", and provide +1 if at least 2" is present
- Medium: grant a +1 Concealment per full 2", and provide +1 if at least 1" is present
- Heavy: +1 grant per full inch present
- Models give +1 per Model in between Attacker and Target. At least half of the Target Model must be concealed by the intervening model for this to apply
- Target Hiding at Stationary +2 [Pg.19 FM]
- Target Hiding at Combat Speed +1 [Pg.19 FM]
- Target at Stationary +0
- Target at Combat Speed -1
- Target at Top Speed -2
- Target used Ranged attack this turn -1
- Target have Large Sensor Profile Perk in Active Lock -1 [Pg.37 FM]

MOVEMENT TABLE (Pg.8-9FM)

MODE	MAX NUMBER OF TURNS AT STATIONARY	1 TURN FOR EVERY		MP PER INCH									
		COMBAT	TOP	CLEAR/ OPEN	SOFT	ROUGH	VERY ROUGH	DENSE	VERY DENSE	ROADS	SHALLOW WATER	DEEP WATER	ROUGH WATER
WALKER	∞	-	2"	1	3	2	3	3	4	1	2 ^A	IMP. ^A	+1
GROUND	2	2"	3"	1	2	3	4	3	IMP.	0.50	2 ^A	IMP. ^A	+1
HOVER	3	2"	4"	1	1	1	1	IMP.	IMP.	1	1	1	2

IMP. = Impassable. A. Counts as Clear for models with the Amphibious perk.

HEAVY GEAR REFERENCE SHEET 2



INDIRECT FIRE ATTACKS (with a forward observer) [Pg.14 FM]

Roll Attack vs. a Threshold of 4 and record the raw roll

If a miss it will deviate:

- ♦ Roll for direction
- ♦ Roll 1D6 minus the Attacker Sensors Modifier, plus Margin of Failure for Distance

THROWN ATTACKS [Pg.15 FM]

Roll Attack vs. a Threshold of 4 and record the raw roll

If a miss it will deviate:

- ♦ Roll for direction
- ♦ Roll 1D6 minus the Attacker Sensors Modifier, plus Margin of Failure and **halve** the total for Distance

RATE OF FIRE (RoF) AND AMMO TRACKING [Pg.16 FM]

Each point of RoF can be used to:

- ♦ Increase damage multiplier by +1
- ♦ Increase Area of Effect by +1

AMMO CHECK

RoF Used	Ammo Check (unmodified Attack roll)
None (RoF 0)	Fumble
Less than half	2 or less
Half or more	3 or less
Full RoF with RoF 1 weapon	3 or less
Full RoF	4 or less

RANGED DEFENSE MODIFIERS [Pg.16 FM]

- ♦ Defender Speed and Mode Modifier
- ♦ Damage Modifier [Pg.18 FM]
- ♦ Defender been Cross fired (after the first attack) -1 [Pg.13 FM]
- ♦ Attack directed at defender rear arc (Rear 180°) -1
- ♦ Defender does not have lock to attacker -1
- ♦ Attacked from above -1
- ♦ Defender Stunned -1 (if movement and speed modifier less than 0) [Pg.18 FM]

DAMAGE [Pg.18 FM]

STURDY

No modifiers

LIGHT

-1 penalty to any Difficult or Dangerous terrain roll

HEAVY

-1 penalty to all skill rolls

Can no longer select top speed and drops down to combat speed if at Top speed

CRITICAL

-2 penalty to all skill rolls

Can no longer select top speed and drops down to combat speed if at Top speed

Loses all Auxiliary Perks

MELEE COMBAT [Pg.17 FM]

ATTACKER MODIFIERS

- ♦ Weapon Accuracy
- ♦ Damage Modifiers [Pg.18 FM]
- ♦ Attacker is of greater size +1
- ♦ Attacker is at faster speed band +1
- ♦ Attacker Stunned -1 [Pg.18 FM]
- ♦ Attacker of greater size in a Ramming Attack +1D6 to skill level

DEFENDER MODIFIERS

- ♦ Damage Modifiers [Pg.18 FM]
- ♦ Using a Melee weapon to defend + Weapon Accuracy
- ♦ Defender is of greater size +1
- ♦ Attack directed at defender rear arc (Rear 180°) -1
- ♦ Defender Stunned -1 (if movement and speed modifier less than 0) [Pg.18 FM]

If the attack result in at least a box of damage and the weapon Damage is greater than the defender size the attacker may inflict a Stun Counter rather than inflicting the damage.

If a successful Ram Attack and both models are within 4 sizes of each other, they will drop one speed band and gain a Stun counter. Stationary Models will remain Stationary. Rams are Armor Crushing (AC).

FREE ATTACKS [Pg.17 FM]

- ♦ Model Fumbled a Melee Attack or Ram against the Defending Model
- ♦ Model in melee combat with the Defending Model leaves Melee Range
- ♦ A Model makes a Ranged Attack while in Melee Range with a weapon without the Melee (M) trait
- ♦ A Fumble on a Free Strike generates a Free Strike against the Defending Model

SPECIAL ACTION [Pg.19 FM]

COORDINATED ATTACK

HULL DOWN

Minimum Defense roll is:

- 1 if behind Light concealment
- 2 if behind medium concealment
- 3 if behind heavy concealment
- 4 if behind solid concealment
- +1 if model have the Low Profile Perk [Pg.37 FM]

HIDING

- +1 concealment if at Combat Speed
- +2 concealment if Stationary
- +1 if model have the Low Profile Perk [Pg.37 FM]

REACTION FIRE

STAND BY FOR COORDINATES

A forward observer can only spend a maximum number of stand by tokens up to its EW skill

HEAVY GEAR REFERENCE SHEET 3



COMBINED MODELS (Pg.20 FM)

- ♦ Must be in 2" maximum cohesion distance
- ♦ Don't have a rear arc
- ♦ All weapons are considered Turreted (T)
- ♦ All attacks are measured from the nearest base to the target
- ♦ Have only one action for all the bases
- ♦ Ads +1 RoF per each extra base attacking with the same weapon, except in melee
- ♦ Attacks directed at combined models are directed at individual bases, but AE attacks can affect multiple bases
- ♦ If an AE attack affects multiple bases add extra D6's to the defense skill roll (as extra skill levels) equal to the number of bases after the first to be affected. Count only a maximum number of Sixes (6) rolled equal to the combined model defense skill rating

TRANSPORT DESTRUCTION AND TRANSPORTED MODEL SURVABILITY (Pg.20 FM)

Roll 1D6 per model, add +1 if the transport was over killed (destroyed).

- 1-3 The model takes a Stun counter and no damage
- 4-5 The model takes a Stun counter and a box of damage
- 6 The model takes a Stun counter and two boxes of damage
- 7 The model is destroyed

COMMUNICATION EVENTS (Pg.21 FM)

ECM

A model with ECM perk can block communications events by spending an action if it has Combat Lock to the model generating the communication event. A model in Auto Comm distance (in inches) from the communicating model can not be blocked.

Blocker (attacker) rolls EW skill + Comm Rating + ECM rating vs. Communicating model (defender) EW Skill + Comm Rating + ECCM Rating (if any)

An ECM model can block Active Lock attempts.

Blocker (attacker) rolls EW skill + Comm Rating + ECM rating vs. Communicating model (defender) EW Skill + Sensor Rating + ECCM Rating (if any)

Only one ECM attempt per communication event.

Extra models with ECM can contribute in a blocking attempt, each extra model add +1D6 to the skill roll as extra skill levels (HGB! Way of rolling skill).

ECCM

A model with ECCM perk may attempt to aid a model overcoming ECM if the ECCM model has Combat Lock to the friendly model and spends an action.

Aiding model rolls EW skill + Comm Rating + ECCM rating.

This roll can be used in place of the defending model roll in the blocking attempt

COMMAND POINTS (Pg.22 FM)

An Army Commander can spend a maximum of 1 Command Point (CP) per level of Leadership.

A Combat Group Leader can spend a maximum of 1 CP for each two (2) full levels of Leadership but only in its own combat group.

Spending a command point is a communication event. If it is blocked, the point is not spent.

Command points can be used for the following:

- ♦ Reroll any skill test, second roll replaces the first
- ♦ Activate a not yet activated model out of sequence
- ♦ Grant an extra action to a model to be used immediately. This action can be used to fire a weapon with the Limited Ammo trait or the Melee Trait (in melee) even if already fired this turn
- ♦ Reroll any non skill die or dice roll. This count as an expenditure of the army commander but not to a specific model, so can not be blocked

Command Points can interrupt other activations and movement but not actions currently being resolved.

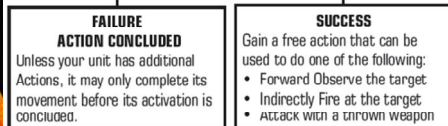
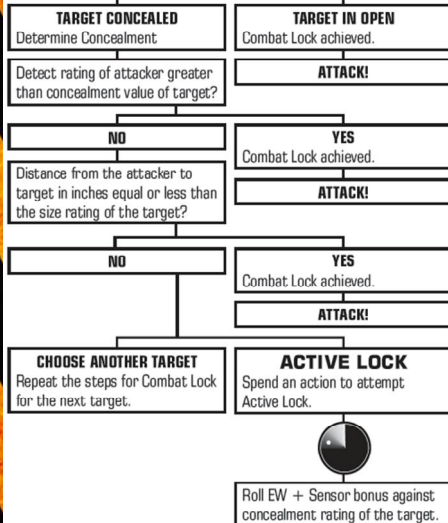
If the Army Commander is dead or destroyed the army loses 1 CP and the next higher Leadership model is the new Army Commander.

RULES REFERENCE

09/09/2013

All page references refer to Heavy Gear Blitz: Field Manual Rulebook Companion as of the creation of this document. All rules are updated and interpreted according to the official errata and Rules Question thread in the DP9 Forum.

COMBAT LOCK



THROWN WEAPONS

To use a thrown weapon at an opposing unit, the Attacking Model must have Lock to the Target Model. Only weapons with the Thrown Weapon trait (TW) may be thrown.



ROLL AGAINST THRESHOLD OF 4 (5+1)

- Cover modifier
- RANGE modifier
- ACC modifier
- ATTACK modifier
- Stun penalty
- Damage penalty

MISS

Proceed to Damage

ATTACK DEVIATION

The center of the attack deviates $[1D6 + \text{the Margin of Failure of the miss} + \text{Attacking Model's Sensor rating}] \div 2$ in a random direction determined in 60° increments around the intended target.

AREA OF EFFECT

Additional models under the blast radius must roll against the unmodified result of the previous threshold roll.

MISS

Unless your Model has additional actions, it may only complete its movement before its activation is concluded.

Proceed to Damage

INDIRECT FIRE

A Model that achieves Active Lock receives a free action that allows it to use Indirect Fire.
Any Model may also use Indirect Fire if there is an available Forward Observation from a friendly Model.
Only weapons with the Indirect Fire trait (IF) may be fired indirectly.



ROLL AGAINST THRESHOLD OF 4 (5+1)

- Apply the movement modifiers to attacker.
- Target Designated Forward Observation gives a +1 to attacks with weapons having the Guided trait (G).
- cover modifier from forward observation
- range modifier
- stun modifier
- damage modifier
- ACC modifiers of weapon

MISS

ATTACK DEVIATION
The Attack deviates $1D6 + \text{the Margin of Failure of the miss}$ in random direction determined in 60° increments around the intended target.

HIT

AREA OF EFFECT

Does the Attack possess the Area of Effect trait (AE)?

NO

Target Model rolls Defense against the raw attack result.

YES

Target Model rolls Defense against the raw attack result.

BLAST RADIUS

Additional Models within the blast radius (The AE radius rating in inches) rolls Defense against the raw attack result.

MISS

Unless your Model has additional actions, it may only complete its movement before its activation is concluded.

HIT

Proceed to calculate Damage

DIRECT FIRE

To fire directly at an opposing unit, your attacking Model must first achieve Combat Lock to the Target Model



DETERMINE MODIFIERS

- Cover modifier
- RANGE modifier
- ACC modifier
- ATTACK modifier
- Stun penalty
- Damage penalty

ATTACK

The attacker applies modifiers to their roll
Defender applies modifiers to their roll (pg. 16)
Did the attacker roll exceed the defender roll?
(Note that weapons with the AP Trait still succeed on a MoF and are exceptions to this rule. See Page 39.)

NO

Unless your Model has additional actions, it may only complete its movement before its activation is concluded.

YES

Proceed to calculate Damage.

MELEE ATTACK

Target must be within Unit's Melee Range.
(3 inches)



DETERMINE MODIFIERS

- Speed Band
- Weapon Accuracy
- Size

ROLL OPPOSED DEFENSE SKILL

MARGIN OF SUCCESS

Proceed to Damage or apply Stun Counter

MoF of 0 OR LESS

Attack Failed

COMMUNICATION EVENT

Model attempts a Comm Event

- Forward Observation
- Issuing a Command Point
- Airstrike
- Artillery
- Coordinated attack



Enemy Model attempting to ECM?

YES

Proceed to the next step

NO

The Communication Event is successful

Does the enemy model have Lock to the target it is attempting to block?

YES

Proceed to the next step

NO

The Communication Event is successful

Are there any other Blocking models that have a Lock to the Model, have ECM, and a free ACTION?

YES

Add +1D6 for each contributing Model and proceed to the next step.

NO

Proceed to the next step

Attacking Model rolls Roll EW Skill + Comm rating + ECM rating

Does the Defender have ECM?

YES

Roll EW Skill + Comm Rating + ECCM rating

NO

Proceed to the next step

Are there any friendly Models with a lock on Defending model with ECCM?

YES

Proceed to the next step

NO

Roll EW Skill + Comm rating

Does the friendly model have a free ACTION?

YES

Friendly model rolls its EW Skill + Comm Rating + ECCM rating. This roll is in addition to the defending model. Use the higher result.

NO

Defending Model rolls EW + Comm rating.

Compare results. The highest result wins. In the event of a tie defender wins.



KRAUT PATROL

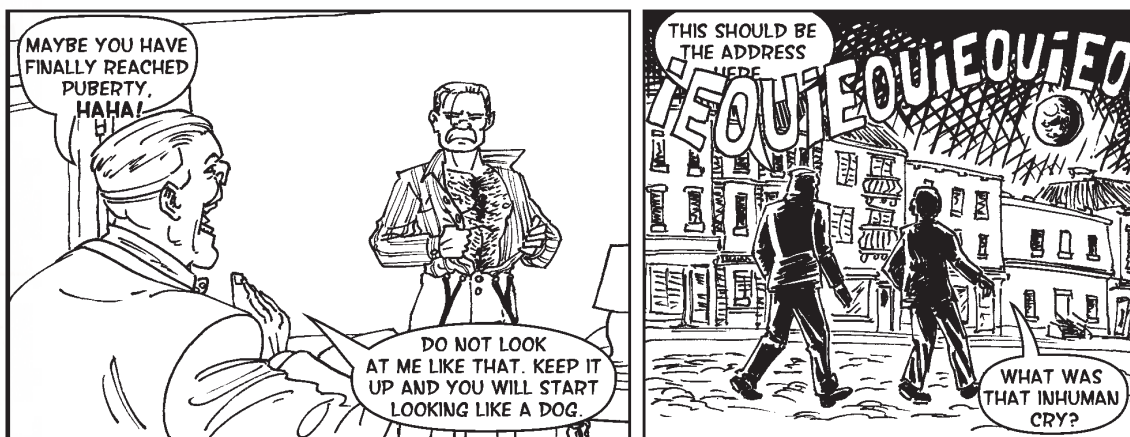
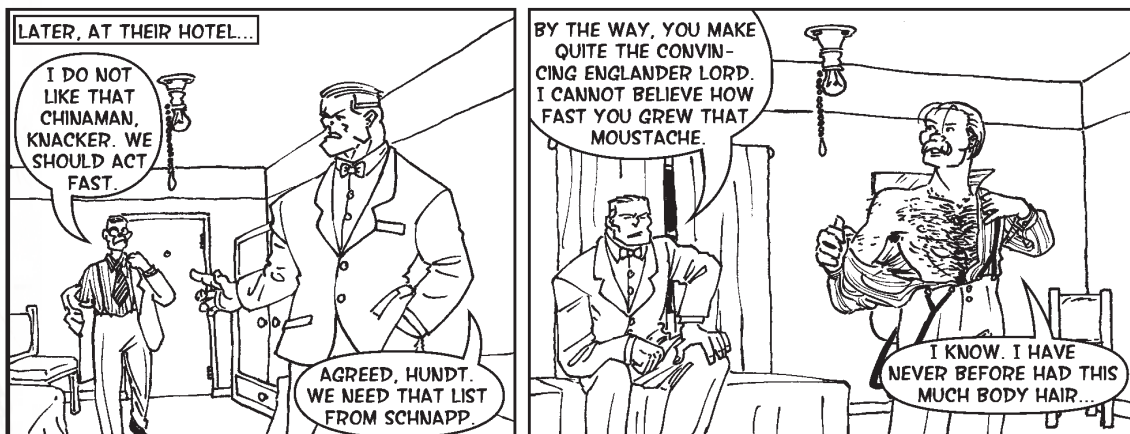
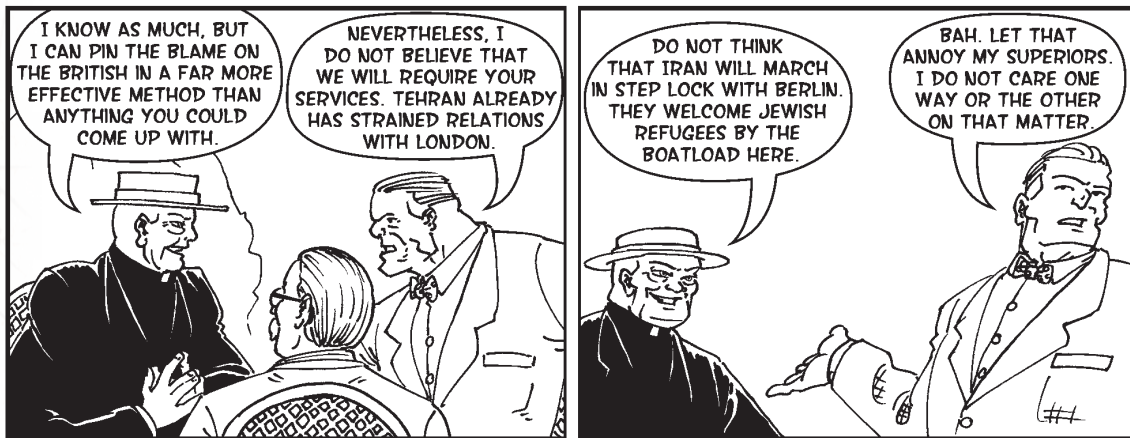
JOHN BELL

1941 - DECLARED TRAITORS BY THE NAZI PARTY, OTTO KNACKER AND TRAUGOTT HUNDT HAVE BEEN FORCED TO WORK UNDER THE ORDERS OF SS HAUPSTURMFUHRER SCHRAUBER AND THE MYSTERIOUS DR. KRAUSS. THEY ARE NOW THE...



AURORA: THE SILHOUETTE MAGAZINE

KRAUT PATROL



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SUBMISSION GUIDELINES

Article Guidelines

The Aurora Magazine focuses on the worlds created by Dream Pod 9. As such, we are primarily interested in, but not limited to, articles dealing with SilCore and Blitz! rules (variants, additions and explorations of the rules) and on fiction, mechanized designs, equipment, artwork and similar ideas that draw on the established DP9 universes. This does not mean, however, that articles that are generic in nature or that do not deal with unique or original material, only that the focus is on exploring Silhouette and it's attendant universes.

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

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

Fiction may be a one-off or serial based, as desired. Please note that long works of fiction may be split into multiple pieces over multiple issues for length reasons; if you are writing a long story it is best to indicate breaks in the story (chapters, for example) that allow us to chose the best point to split the story, if necessary. Stories are encouraged to 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 however, and stand-alone pieces will be considered and published.

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

Submission Guidelines

All work for Aurora should be submitted in an .rtf or .doc 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.

Copyright Guidelines

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

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

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The End Print

Please send all submissions to the following email address:

auroramag@gmail.com

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

Deadline for Submissions for Issue #8.1: December 20th 2013

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. Please double check your work! You may also 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. If you are tweaking rules that exist within the game already, please clearly denote those as well as the reference to where the original rules reside. Do not copy any existing game rules text, only note what is changed from the existing rules.

Note that all rules will be clearly marked as "House Rules" or "Home Brew Rules" when published within Aurora, to distinguish them from official rules that can be used at tournaments, conventions, and etc. Around the home gaming table, however, we all love house rules!

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.

Something Else!

We pride ourselves on the creativity of our gaming friends. If you have something else to contribute that's not listed here, please submit it!