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TWILIGHT: 2000™

Roleplaying
in the Devastation
of World War III



GDW
GAMES

ATTACK OF THE MOLE PEOPLE

The situation described can be located wherever coal is mined by deep shaft technology instead of strip mining. Local flavor can be added by changing the names and previous occupations of the NPCs to suit the chosen locale. The background history is given in terms of an American setting. But with a few select nomenclature modifications (changing a few personal names, replacing San Francisco with Lublin and Kentucky with Silesia, etc.) the adventure could be transferred to Poland.

Gas and dust explosions, common dangers in coal mines, are ignored in this adventure—they would complicate matters too much.

BACKGROUND

A village consisting of relocatees from the east—formed last year to reclaim farmland in the highlands—has effectively ceased to exist. People suddenly began vanishing from their houses; shelves full of supplies suddenly emptied; and animals disappeared from their pens. Mysterious sounds can be heard in the distance late at night, coming from no particular source. Strange figures are occasionally glimpsed in the distance, and odd odors hang over some remote hollows, almost as if something were perpetually on fire. The valley is a rich one; the soil is good; and the place is sheltered from the extremes of weather. It would make a good place to settle for a hard-working farmer—if it weren't haunted.

Of course, your patron doesn't believe in ghosts, werewolves, or "night haunts." Something funny is going on, and your job is to find out what.

APPROACH

The deserted village is falling apart, but not from neglect. Active looting has been taking place. Buildings have been systematically looted of their contents, and some show signs of deliberate dismantling, as if someone wanted the lumber and construction materials. One house has been carefully pulled apart, with the lumber stacked neatly in piles, as if awaiting for someone to haul it off.

Any character who investigates the area surrounding the village will find small, fenced-in plots planted in various crops—wheat, corn, various vegetables, and other food crops. Some of the fences are built of lumber salvaged from the houses in the village.

Day: Adam (leader of the Ianarian Church) has decreed that his followers must go into the outside world only at night, except in the most dire emergencies. So the chances of the PCs encountering anyone from the mine during the day are small. The mine has three major entrances, all of which have been camouflaged and are guarded day and night. In addition, it also has three smaller ventilation shafts, narrow conduits less than half a meter wide leading to various areas in the depths of the mine.

One of these is used as a chimney for the coal-burning boiler. PCs who inquire about anything odd should be told of the faint smell of something burning. Locating the source of this smell (the "chimney") is a task (AVG: RCN) and will consume the remaining hours of daylight.

Night: As soon as the sun sets, scouts from underground will come to the surface to reconnoiter. This team will consist of four Experienced NPCs armed with pistols and double-barrelled shotguns (the weapons will all be fully loaded, but the team will have no extra ammunition to reload them). The PCs will definitely encounter the scouting team sometime during the twilight hour at a distance of 1D10x10 meters. The referee should roll for spotting and surprise by both groups: Each group has a chance of spotting the other (AVG: RCN). The scouts from underground, being Experienced NPCs, have skill levels of 40 in RCN. The group that does not spot the other is surprised. If both groups spot each other neither is surprised, and a firefight will ensue, during which the scouts will fire once and flee for the mine entrance. If both groups are surprised, neither does anything for one turn, and then the firefight ensues. If the scouts achieve surprise over the PCs, one will remain to watch them while the other two return as quickly and silently as possible to the mine to sound the alarm.

The scouts, being religious fanatics, will provide no useful information if captured. PCs should make a percentile roll versus their Intelligence to notice that the scouts are covered with a faint, grimy coating of coal dust, indicating a mine nearby. It is strongly recommended that searching PCs discover one or two of the vent shafts before finding one of the entrances.

Alternative: An alternate approach is to have the PCs encounter an escaped slave shortly before they enter the valley. This slave (a Novice NPC) will be nearly exhausted. But he will be able to tell the group something about what is happening (to the extent that he understands) and lead the PCs to the ventilation shaft from which he made his escape. In

this scenario, the slave will be pursued by a scout team, as described above. Encountering the PCs will revitalize him, and he will demand that the PCs take him along in any raid on the valley. He has little knowledge of the mine, however, except for the area in and around the slave quarters.

MAP DESCRIPTION

The mine has three entrances, and four levels are currently occupied. The levels below are filled with water and are slowly being pumped out by slave labor. The interior of the mine is being fitted out as a home base for Adam and his followers (using material and supplies salvaged from the surface). From this base they will gradually repopulate the world. Until that time, however, they must continue to live in the mine, coming to the surface only to oversee the slaves.

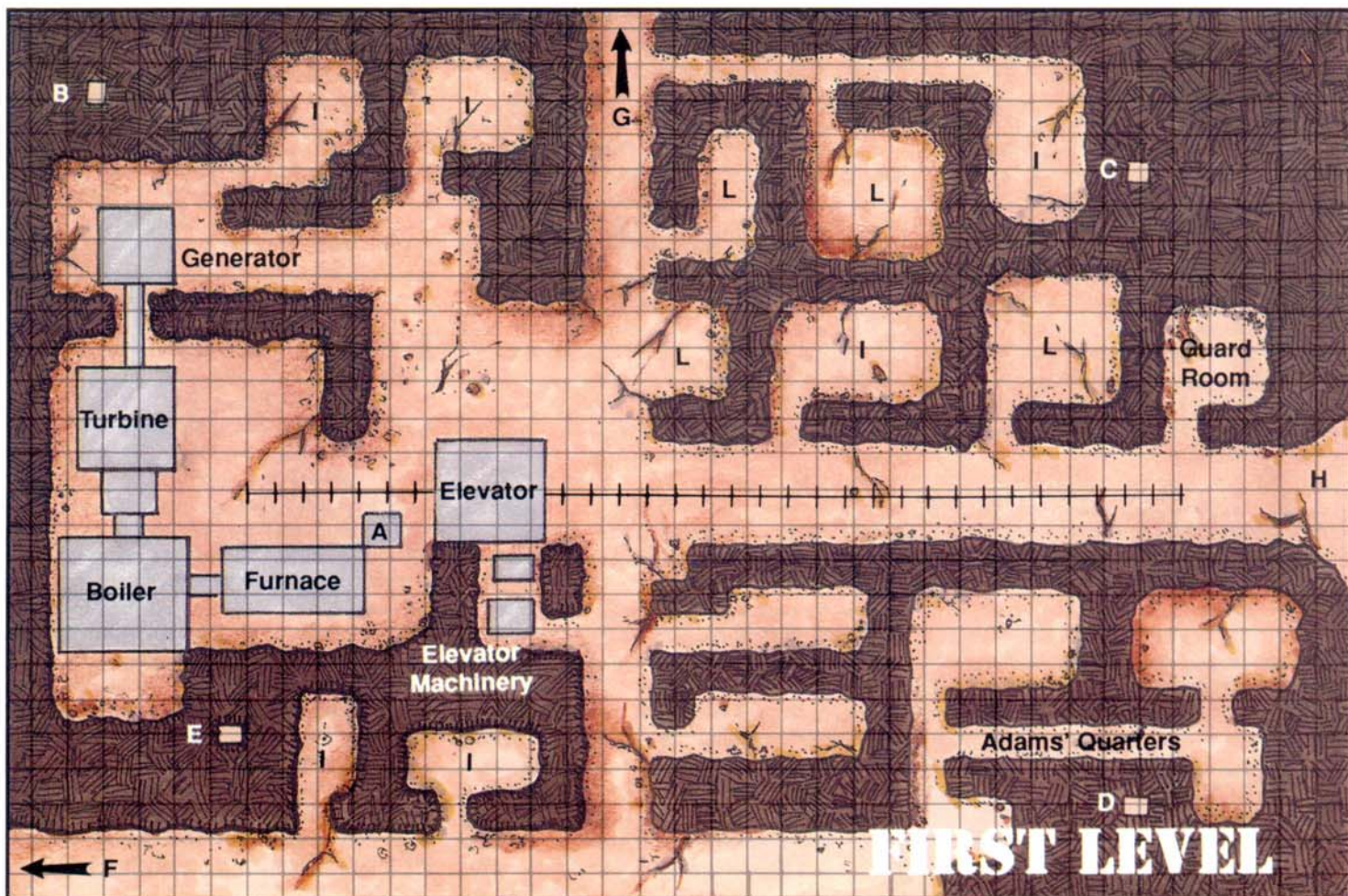
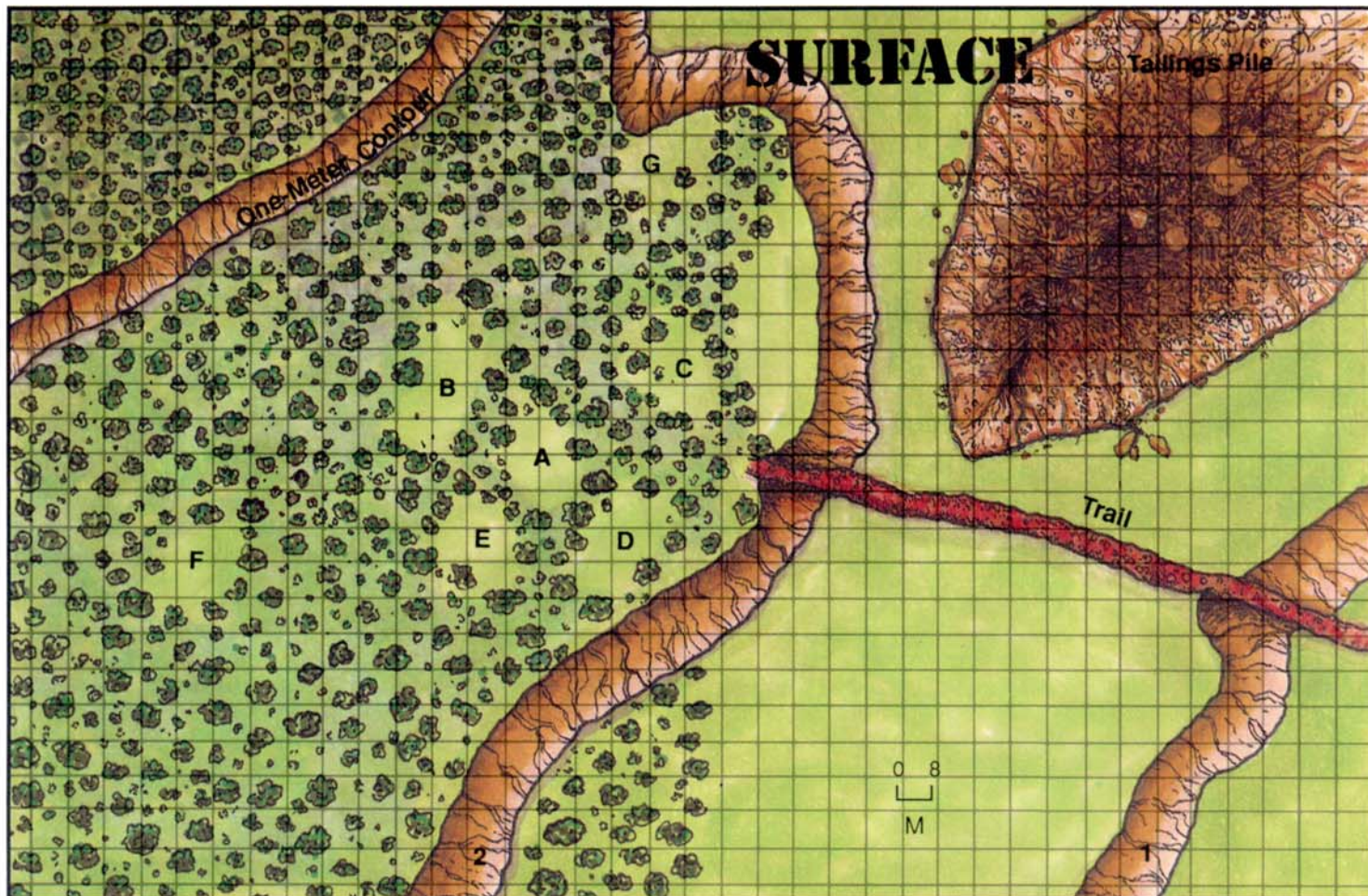
A-E. Ventilation Shafts: These are narrow shafts excavated at varying intervals to provide fresh air for the mine and to exhaust spent air from it. Most of these have been hand-excavated by the Ianarian Church, and are faced on the inside with concrete or wood where necessary. They are large enough for one person (without a backpack) to climb down, taking five minutes for the trip. Ropes and climbing gear are not necessary as the shafts are relatively narrow and rough enough to provide hand holds. Shaft A is the "chimney" leading to the turbine/boiler room; shaft B is the shaft through which the escaped slave made his exit. The others lead to various chambers or shafts which may or may not be occupied.

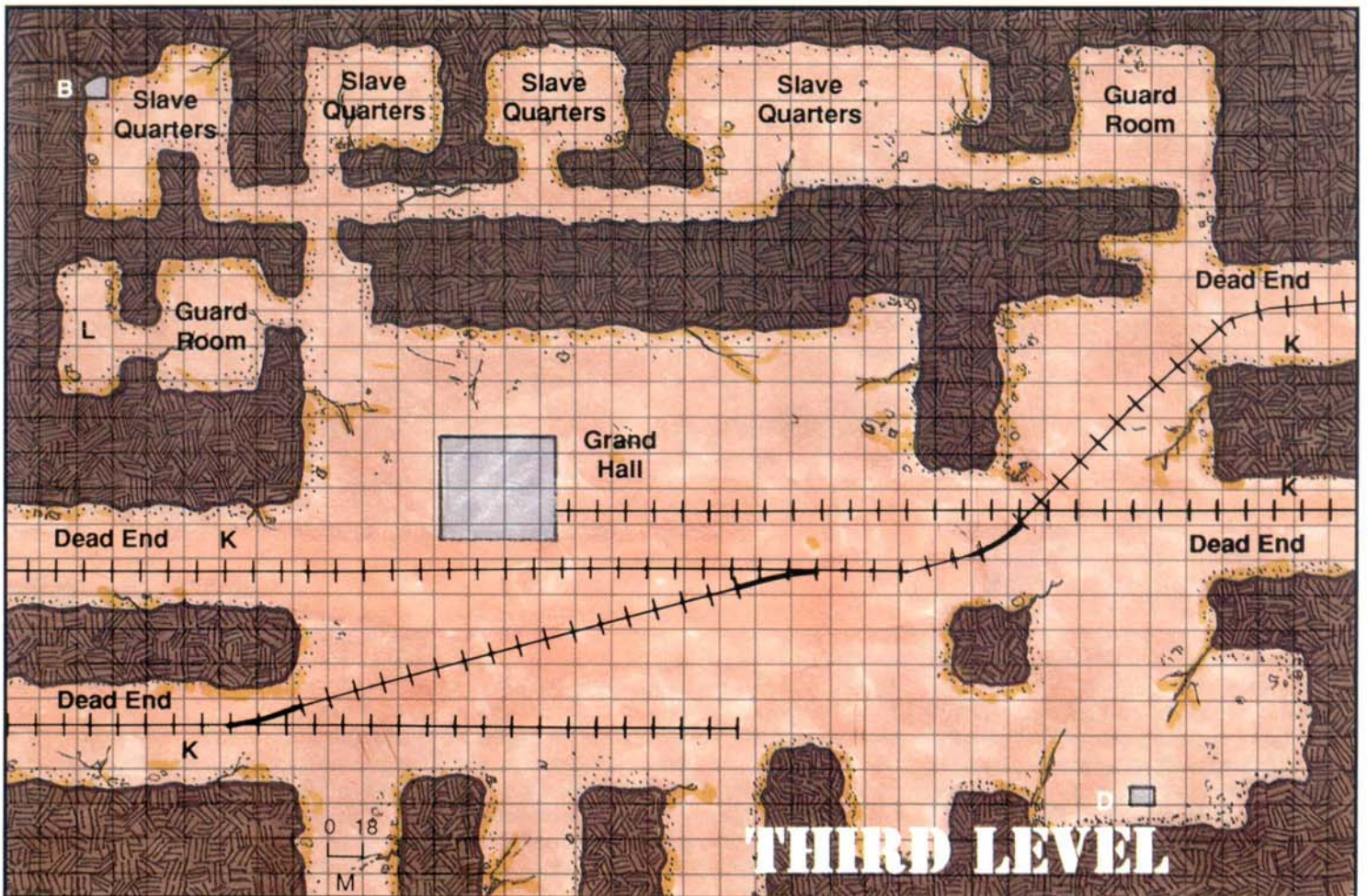
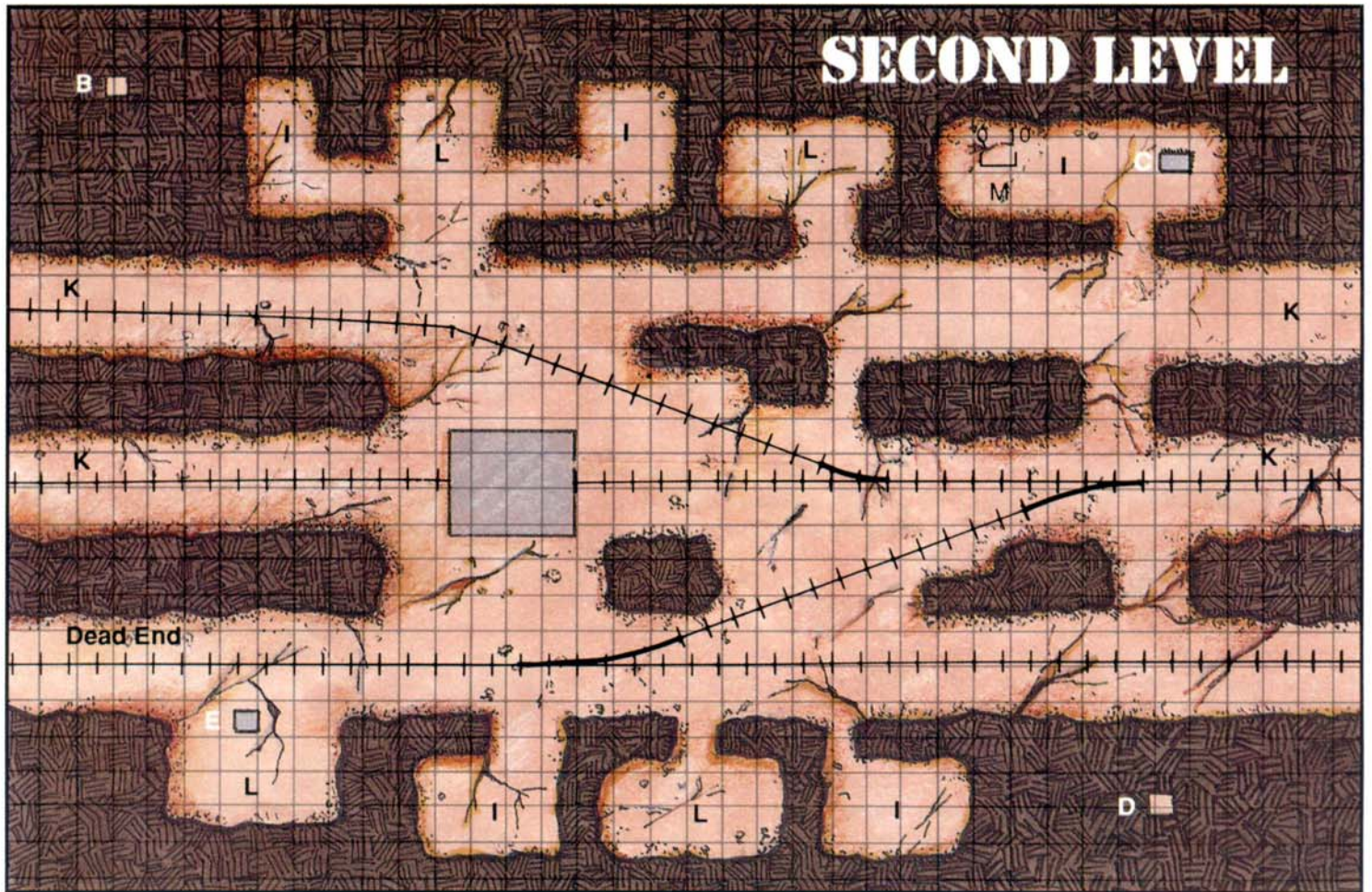
F-H. Main Entrances: Each entrance is carefully concealed from outside observers. Each is covered by a machinegun team consisting of three Experienced NPCs with two pistols and a machinegun (M60, MAG, or RPK, at the referee's option). Each entrance has a small demolition charge planted near it, so the Children of the Ianarians can blast it shut if it appears that their defenses will be penetrated (they count on being able to escape through the other entrances or the ventilation shafts).

I. Chambers: The Children have excavated chambers to serve as living quarters for themselves. Each chamber is occupied by a single family of three to six members. If the PCs enter the shafts during the day, these chambers will be occupied. At night, they will not. The inhabitants are unarmed, in any case, but will give the alarm if they see strangers.

K. Tunnels: These are two meters in width and height, and are equipped with the rails of a small tramway (originally for transporting coal, now largely unused). Cables run along the top, with light bulbs every few feet.

L. Storerooms: These were excavated for





storage of food and equipment. Most of them are empty now. Each has a 10-percent chance of containing one person, who is not likely to be armed but will give the alarm if strangers are spotted. Storerooms are not lit, so the PCs will need some form of light or will have to proceed at one-quarter normal speed. Storeroom L1 serves as the armory, but the weapons will be distributed if the alarm has been sounded.

Slave Quarters: These chambers were excavated for housing slaves. They are lit only by fires in the braziers, which provide a little heat as well.

Guardrooms: These are small guardposts excavated into the walls of the mine shafts. They are primarily located near the entrance and near the slave quarters.

Adam's Quarters: This chamber is fitted out with several private rooms and serves as the quarters for Adam and his family.

Grand Hall: This is a naturally occurring cavity in the rock. The original excavators of the mine made use of it as an equipment store-room and switching complex for the miniature tramway used to haul coal from the depths. It now serves as a grand gathering hall for services, lectures, and so on.

Generator Room: This room contains the portable generator which provides power for the mine. It has a single operator, constantly on duty monitoring its condition.

Boiler/Turbine Room: This room contains the boiler and steam turbine which drives the generator in the next room. This room has a duty watch of five (two to watch the boiler and turbine, and three to watch the stokers) plus six slave stokers/coal haulers. The chimney goes from this room to the surface. The bottom of the chimney is fitted with a small electric fan which pumps the smoke up it, but this is only loosely held in place and could be kicked out by someone descending from the shaft.

UNDERGROUND CONDITIONS

Several factors should be considered when the PCs enter the mine.

General Conditions: In areas of complete darkness, characters without light cannot see and will have to feel their way along very slowly if they are to avoid walking into walls or stumbling over slight irregularities in the floor. Flashlights provide good illumination for about 10 meters (beyond that it becomes almost impossible to distinguish details). Another limitation of flashlights is that they throw very strong light along a narrow cone, but very poor light in other directions. Torches and candles provide good illumination for about eight meters and four meters, respectively, but the light is flickering and inconstant. Matches and cigarette lighters provide weak light for two meters for a short time (even lighters eventually become too hot to hold).

Referees should not neglect to exploit the effects of poor or flickering light. In such light, it is easy to imagine things. People may think immobile objects are moving, or may see things that are not there (a bundle of rags or a pile of rocks can look like a crouching man). There is a 50/50 chance that a given PC has a cigarette lighter. Every player character can

have a small supply of matches (20 to 30).

Time and Movement: PCs move at any speed they are capable of but run the risk of not being able to see. A character running in total darkness could slam into a wall or fall into a hole. A PC can feel his way cautiously along in total darkness at the rate of about one to two meters per round. With a torch, match, lighter, or candle, a character cannot go too fast for fear of extinguishing it and should not move faster than three to five meters per round. With a flashlight or in illuminated areas, normal movement can be maintained.

Sounds: The referee should not neglect the auditory aspects of being underground. Is that scrabbling sound the PCs hear a rat running away or some murderous psychopath sneaking up on them? Noises made by bats, rats or dripping water, echoes from the PCs' own voices, or the faint sounds made by others as they move about can be exploited to add to the rising crescendo of panic. Remember that noises propagated through a maze of tunnels can seem to come from all directions, and that auditory hallucinations are as possible as visual ones. For instance, if a person is listening intently and expects to hear footsteps, he may hear a faint sound (such as distant dripping water) as footsteps.

UNDERGROUND COMBAT

Melee and body combat are conducted according to the standard rules. Fire combat requires one or two special considerations.

Underground Fire Combat: The referee should limit the PCs to small arms and hand grenades underground. Any firearms used underground have a chance of hitting something by ricochet (except shotguns—the pellets bounce, but lose power so swiftly that they are unlikely to do damage). Certain hand grenades used underground may cause a cave-in. Also, gunfire or explosions in an enclosed area can be painfully loud (this last effect may be implemented by the referee if desired).

If the PCs fire their weapons in the underground mine, the bullets will ricochet. For every round from any firearm (other than a shotgun) that does not hit its target, roll 1D10. On a 10, the round hits another target (chosen at random among the people in the area).

THE IANARIANS

In 1968, Willard Kleindienst, a part-time clerk in an alternative bookstore in San Francisco, had a vision in which he was instructed to found a new church and prepare for the destruction of humanity. Kleindienst was ordered to rename himself Adam, and to transcribe a series of laws and regulations for the new society, which would be dictated to him in the form of dreams by a series of creatures calling themselves the Ianarians. Adam transcribed the dreams and circulated them among a small circle of friends, who formed the core membership of a group that would eventually name itself the Ianarian Church for the Keepers of the Revealed Wisdom. The Ianarians (Adam said) were inhabitants of deep space who had long ago left their corporeal selves to travel in time and space. Earth was headed the

way of so many primitive intelligences, the Ianarians told Adam, and he had been picked to receive instructions on how to save a small portion of humanity from the fate that would soon overtake its homeworld. The Ianarians had chosen him because he was particularly receptive to their telepathic signals, although his mind (being an earthman's) was too primitive to receive direct communication—he could only receive dreams and images.

The society had over 5000 members by 1976. But after a time the membership began to drift away, and by the 1980s the church had practically ceased to exist except for a small group of families in southeastern Kentucky (where Willard's family had some property) on a farm they had named "Time Station: Uerthe."

When the nuclear strikes on the United States began in late 1997, Adam received a new message from the Ianarians. The moment had come, he was told: The world was about to be destroyed, and he and his followers were to move to a place underground until the war had cleansed the world of its burden of evil. The group took its carefully hoarded supplies of food and weapons, and occupied an abandoned coal mine about 100 miles from the Kleindienst property.

For more than three years, they lived a cramped underground existence, mining a small amount of coal to power their boiler/turbine/electrical generator and give them a few electric lights. Water was no problem—the lower chambers of the mine were below the water table. A few months ago, with supplies of food running low, Adam announced the Ianarians had spoken to him again. It was now safe to go to the surface, he said. Furthermore, anyone on the surface was contaminated, physically and spiritually, by the war, and was inferior to the inhabitants of the mine. Adam told his people that they must continue to inhabit the mine but that they must begin growing food on the surface, using slaves taken from the subhumans now living there. To prevent premature discovery by the forces of evil, however, Adam decreed that his followers must go abroad only at night, returning to the safety of the mine shaft by day. Any slaves captured were also required to follow this rule.

Following Adam's instructions, the Children of Ianaria, as they call themselves, have been kidnapping surface dwellers for use as slave labor (mining coal for the turbine, pumping out the lower levels of the mine to make room for future generations, tending the crops) all under the watchful eyes of the church.

The mine contains 72 church members and a dozen children under 12. In addition to the machineguns at the entries, the armory contains enough weaponry to give each adult an assault rifle, pistol, or shotgun. The community has less than 50 rounds per weapon (except for the machineguns, with 1000 rounds each). Slave guards normally carry weapons. Otherwise, weapons are issued only in times of dire emergency (such as an invasion of the mine). In any case, weapons are usually issued with only the ammunition their magazines contain, except for double-barrelled shotguns, which get an additional four rounds.

WHAT'S POLISH FOR G'DAY?

Fortified villages can be found anywhere, so this adventure can be set anywhere you wish. And when you're done with it, you can use the map as a good generic village for when you need a map but don't have time to make up a whole settlement.

*Some of the background to this adventure is perhaps a little bizarre. But a **Twilight: 2000** campaign should be unpredictable and, once in a while, a little unusual.*

BACKGROUND

The PCs are approached by the refugees from a nearby village which was recently captured by a band of Soviet deserters (this adventure can be used as the result of a normal refugee random encounter, if desired). Many of the village's citizens are still in the village, held prisoner by the deserters, while many others have been killed or abused in various ways. The deserters are mostly drunk and looting; a well disciplined and armed force could recapture the village and drive away the criminals. The village would be very grateful for the PCs' help, and could provide them with food, alcohol, and even a little gold, if necessary. The deserters have good weapons and ammunition, which the PCs could take as well.

If questioned, the villagers can provide fragmentary information on the attack and the deserters. There are perhaps 20 deserters, with several motor vehicles but no armored vehicles. The villagers saw no weapons other than small arms, but who can say what is in the trucks? The deserters gained entry to the village by treachery, having apparently bribed several members of the village militia to open the gates and let them in. Resistance was unorganized, and the few men who armed themselves were quickly gunned down. Most of the people were rounded up as prisoners; only this small band escaped.

Several of the men know the way through the village's minefields, so a stealthy approach will be possible. This situation is just the sort of thing PCs simultaneously relish and dread. There is plenty of danger here, but it's for a good cause and has a possibility of a substantial reward when it's all over. The referee may need to increase the promise of reward a bit, but probably not very much.

APPROACH

That night the PCs make their quiet approach to the village, accompanied by the six village men and women who are of military age and in good enough health to be of assistance. As the player characters view the village from the shadows of a low woods, they can see the flicker of flames from behind the village's walls and hear the sound of raucous celebration, occasional gunshots, women's screams, and what sounds like a recording of the Red Army Chorus singing military tunes through a public

address system at peak volume.

One of the refugees points to the base of the wall and says, "The minefields are each about 30 meters long. There is a field to either side of the road where it enters at each end of the village, and three more fields, evenly spaced, on each of the other two sides of the village."

"Two fields," another refugee puts in. "There are only two fields on each side, evenly spaced, like you said, but just two fields."

"What do you mean, two fields? I saw the plans myself, when old man Stranksi drew them up!"

"What do I know from plans? But whose brother-in-law dug the fields? Mine, that's who, and there weren't enough mines for three fields. So they only dug two."

"Your brother-in-law? Your moron brother-in-law who bought the two breeding mules?"

By now the argument will have begun to become loud and heated, and the PCs will have to quiet the two villagers. Careful questioning of the other villagers with them will reveal that none of them actually worked on the minefields, and none know for sure how many minefields there are and whether they are evenly spaced after all.

While the PCs give some thought to what their next move should be, they will hear "pst!" from about one meter away in the undergrowth. When they look that way, they will hear a clearly Australian voice say, "You better have your mates there quiet down, or we'll all be in the soup, trooper. You blokes need a hand?"

SAS to the Rescue: The men who approached to within a meter or so of the group undetected are a four-man Australian SAS patrol. The PCs will undoubtedly have a number of questions. The Australian SAS men will answer their questions in good humor, but without revealing much of value about what is obviously a top-secret, clandestine operation.

What are they doing here in Poland? "Had to make a pickup, sort of. Like a postman, see? Only different."

How did they get here? "Walked. Course, the sub was a big help, too."

An Australian submarine in the Baltic? "No. French, actually. Pretty nice bunch of blokes, too, if you ask me."

Why were the French helping? "Oh, you know. 'Hands across the water,' all that. Sort of an international brotherhood out there now,

you know—like the Organization of Nonirradiated Nations."

Most of these will be accompanied by laughter from the rest of the SAS patrol. But when the PCs ask them why they're willing to help, they'll all get more serious. "Well, that's plain enough. They've got one of our mates in there, see? And we're gonna bring him out."

Reliable Sources: The Australians have been watching the village from various points for several hours and waiting for an opportunity to make their move. Based on their observations, they will be able to provide the PCs with some additional information.

First, there aren't 20 deserters in the villages. It's more like 40. Also, they aren't all deserters, strange as that sounds. A small GRU (Soviet military intelligence) detachment is travelling with them. Since the deserters are moving back to the Soviet Union anyway, the GRU officers have decided to accompany them and offer them amnesty in return for protection.

The GRU detachment is holding the Australian SAS man prisoner.

Next, the minefields. There are two per side, not three. They are not evenly spaced, but they are each about 30 meters long and about half that in depth. How can they tell?

"It's as plain as the nose on your face, sport. Look down there at the base of the wall. See those patches of real tall grass? Those are your minefields. You wouldn't catch me pushing a lawn mower over a live minefield."

Finally, guards. Two guards are posted in each of towers one and four, with one additional guard each in towers two and six. There also appears to be a guard on the roof of the police station.

It's now up to the PCs to plan their assault. The SAS troops will go along with most plans, and the referee can use them to offer helpful tactical advice. The SAS men are interested in recovering their missing member, but since there is obviously going to be a serious fight here, they feel they owe it to the Americans and their villager allies to fight it through with them.

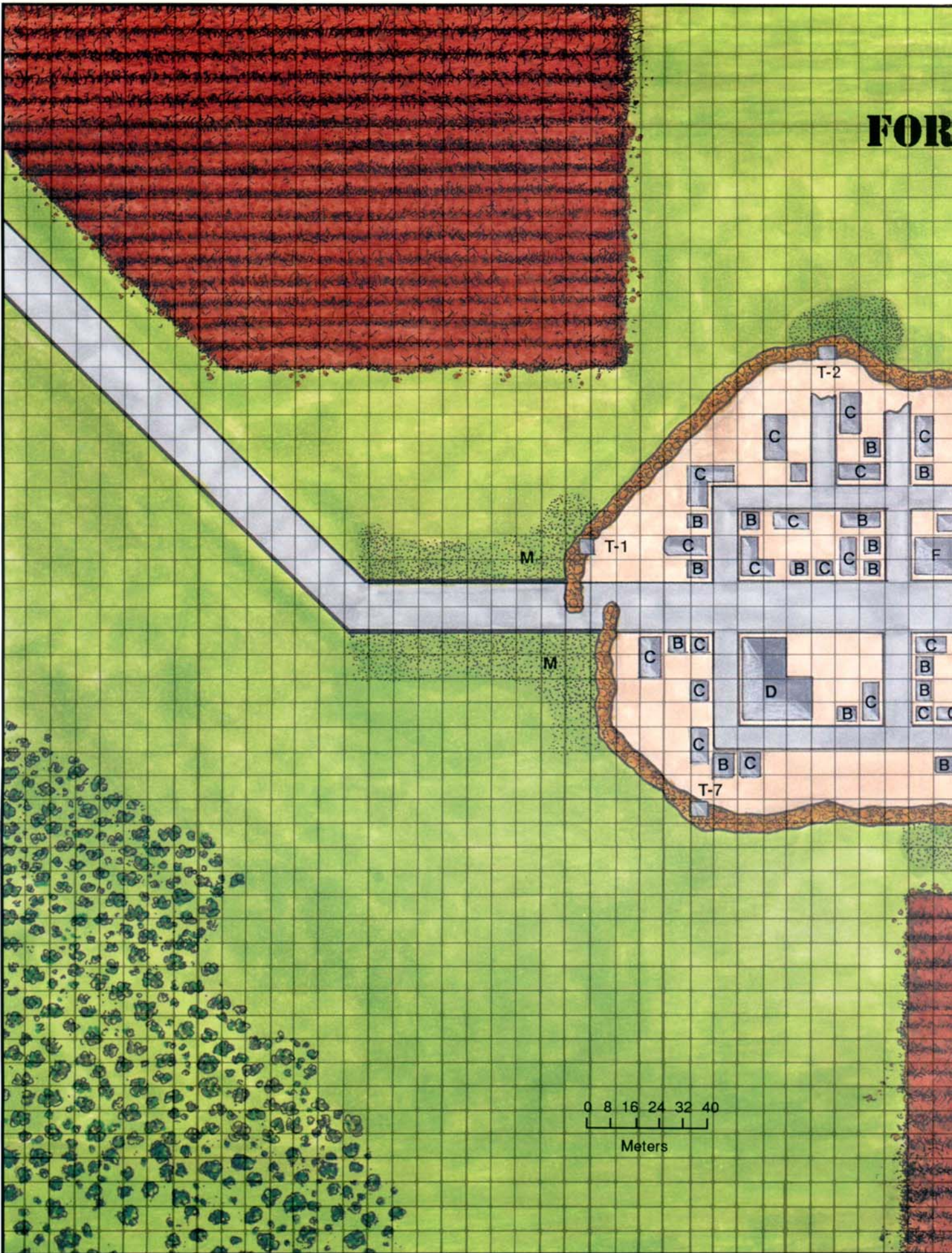
MAP DESCRIPTION

A. Horse Corral: About 30 horses are penned in here—all the draught animals and riding horses the village owns. They will be nervous because of the unaccustomed commotion and the obvious tension among their masters, and will spook or stampede easily.

B. One-Story Brick Building: A shop or residence, now deserted. On a 1D6 roll of 1, a drunken deserter is sleeping in the building.

C. Two-Story Brick Building: An apartment building, sometimes with a shop on the first floor. It's deserted. On a 1D6 roll of 1, a drunken deserter is asleep in the building.

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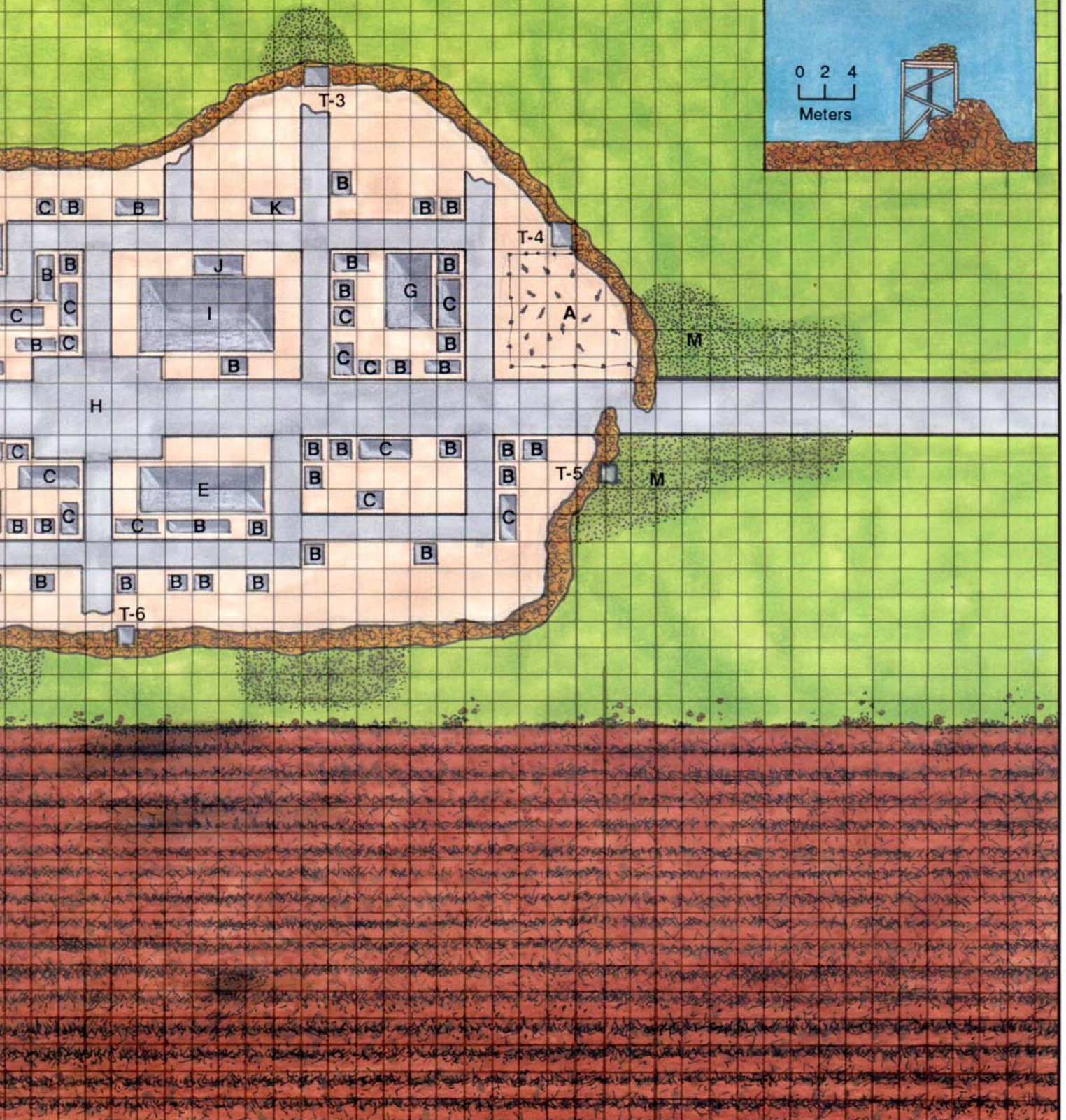


0 8 16 24 32 40
Meters

FIED VILLAGE

Earthen Wall & Guard Tower

0 2 4
Meters



D. School: This is a large, brick, two-story building with a lot of windows. Many of the Soviet deserters are using this as quarters. Ten are asleep, and 10 others are drinking and listening to music. Four of the village women are held prisoner here as well.

E. City Hall: This is a two-story concrete building with broad steps leading up to the double front doors. Most of the surviving villagers (about 200) are held prisoner in the basement of the city hall. Two armed soldiers are awake on the main floor as guards.

F. Police Station: This is a three-story concrete building. The GRU detachment is quartered here, and the Australian SAS man is held in a cell in the basement. Two officers and two enlisted men are asleep on the second floor, and one private is on guard on the roof.

G. Warehouse: The village's produce and trade goods are kept here in this large, two-story brick building. It has been looted, and much of the food has been ruined by drunken deserters.

H. Village Square: This is a cobblestone plaza in the center of town with a small fountain. The fountain has been knocked over by a five-ton truck. Two five-ton trucks, one 2.5-ton truck, one three-quarter-ton truck, and one UAZ-469 are parked at random angles in the plaza.

I. Church: The large brick and stone church has windows along each side, but they are so high up off the floor that it is difficult to see out. The steeple is the tallest point in the village. No one is in the church at the present.

J. Rectory: The living quarters of the village's priest are deserted.

K. Mayor's House: The sergeant leading the deserters is asleep here.

L. Village Wall: This wall is about six meters thick at the base and about half that at the top. It is made of stone, rubble, and piled-up dirt. There is a low breastwork around the outside top with a two-meter-wide firing step behind it. Seven timber guard towers (labeled T1 to T7) are scattered along the wall, each one about six meters tall, with the outside face protected by sandbags.

M. Tall Grass: Each patch of tall grass covers an antipersonnel minefield with a density of one mine per grid square.

REFEREEING THE ATTACK

Although the odds may seem intimidating, the PCs and their allies have everything on their side except for numbers. They are probably better equipped, have the benefit of surprise, are concentrated, and are probably better fighters.

Unless they make a terrible blunder or suffer extraordinarily bad luck, the trick to this attack will not be winning but rather will be to do so with minimum casualties.

The first part of the attack will involve crossing the wall. PCs and/or SAS troops may attempt to sneak up and silence a guard. They will have to crawl forward and make a task roll (AVG: RCN) in each grid square they enter to avoid detection. Each level they climb will require an additional roll, and rolls made in the

same grid square as the guard become DIF: RCN. If the guard detects them, he will fire a warning shot to alert the other guards, and surprise will be lost. Otherwise, he can be silenced using body or melee combat attacks.

The PCs can move cautiously through the streets at the walking movement rate, again rolling AVG: RCN to avoid detection if a soldier is in a position to see them.

Once the alert is sounded and gunfire begins, soldiers will begin waking up, and those who are already awake will grab their weapons. When the alert is sounded, the referee secretly rolls 1D6, the result being the number of complete combat turns that pass before the soldiers who are awake at the school realize what is happening, arm themselves, and shout to the sleeping soldiers to wake up. At the end of that time, the soldiers at the school will begin firing from the windows at any visible troops. If they do not see any, they will run from the building in the direction of their vehicles in the plaza.

At the same time that he rolls for the school soldiers, the referee should roll a separate 1D6 for the GRU detachment at the police station, the result being the number of turns it takes for them to wake up, arm themselves, and begin moving. They will move to the roof (after posting a guard at the front door), go into the plaza to rally troops, or take whatever other action the referee deems appropriate.

After the already awake school soldiers are fully armed, the referee begins rolling 1D6 at the beginning of each combat turn, the result being the number of additional sleeping soldiers in the school who become available. This continues until all the soldiers in the school are awake and armed. Each waking batch of soldiers will either fire out of windows or run after the other soldiers toward the plaza, at the referee's option. In any event a good deal of random automatic weapons fire will probably be directed at shadows and dark alleys.

Eight soldiers sleeping in scattered buildings throughout the village will begin waking up at the rate of one per combat turn, beginning at the same time that the school soldiers wake up. The referee may roll a die to randomly place these men, or he can arbitrarily place them. In all likelihood the men closest to the firing will wake up first.

The soldiers awake and on guard duty will be ready to move as soon as the alert sounds. Where two men are posted together, one will remain at the post while the other goes to "find out what's going on." If only one man is at a post, he will probably remain there, at the referee's option.

Sergeant Bolukov (leader of the deserters) is at the mayor's house. He will wake up, arm himself, and begin moving six full combat turns after the alert sounds.

NPCs SAS Patrol

- One Elite NPC with an M16A2, and two each of smoke and frag grenades.

- Three Elite NPCs with Sterlings, and two each of smoke and frag grenades.

Villagers

- One Experienced NPC with a Tokarev (two magazines).

- One Novice NPC with a double-barrelled shotgun (six cartridges).

- One Novice NPC with a .22 automatic (one magazine).

- One Novice NPC with a knife.

- One Novice NPC with a spear.

- One Novice NPC with a club.

(The PCs may, of course, loan any extra weapons they have to these NPCs.)

Deserters In Guard Towers

- Six Experienced NPCs with AK-74s.

Deserters in City Hall

- One Experienced NPC with an AKR.

- One Veteran NPC with an AK-74.

Drunken School Deserters

- Eight Novice NPCs with AK-74s.

- One Novice NPC with an RPK-74.

- One Veteran NPC with an SVD sniper rifle.

Sleeping School Deserters

- Six Novice NPCs with AK-74s.

- Two Novice NPCs with AKRs.

- One Novice NPC with a PK machinegun.

- One Novice NPC with a Makarov.

Sleeping Town Deserters

- Eight Novice NPCs with AK-74s.

Sergeant Bolukov

- An Elite NPC with a Tokarev.

Bolukov is the leader of the deserters by virtue of his strength, fighting skills, and homicidal nature.

Once the fighting begins, he will rally the deserters to overcome the attackers or fight their way out. If Shumilov argues with him, Bolukov will probably try to kill him.

NPC Motivation Results: *Club King:* Brutal. *Spade Queen:* Ruthless.

GRU Detachment

- One Experienced NPC with an SVD and two frag grenades.

- Two Experienced NPCs with AKRs and two frag grenades.

- One Experienced NPC with a Makarov and one frag grenade.

Major Shumilov

- A Veteran NPC with a Makarov and an AKR.

Shumilov is a major in the Soviet GRU.

Although the SAS prisoner has thus far revealed nothing of importance, the fact that an Australian commando has been captured is important enough to provide Major Shumilov with an excuse for leaving Poland to report to Moscow.

If he can make it home in one piece and hang onto the Australian prisoner, then Major Shumilov will be a hero once he reaches Moscow.

NPC Motivation Results: *Diamond King:* Selfish. *Club 5:* Aggressive.

NUCLEAR POWER STATION

*Abandoned nuclear power stations provide one of the more interesting sites for **Twilight: 2000** adventures. This adventure deals with one such station, occupied by hostile forces, which the player characters must penetrate and secure. The layout does not represent any real power plant, and has been idealized and simplified for the purposes of this adventure.*

BACKGROUND

A couple of alternative backgrounds are presented here, and referees should use these as a starting point to work the encounter into their campaigns. With slight alterations, the nuclear power station can be used almost anywhere in Europe or the United States and in many places throughout the rest of the world. Simply change the names of the groups, characters, and places involved to reflect the changed geography (such as by substituting marauders for the Spetsnaz).

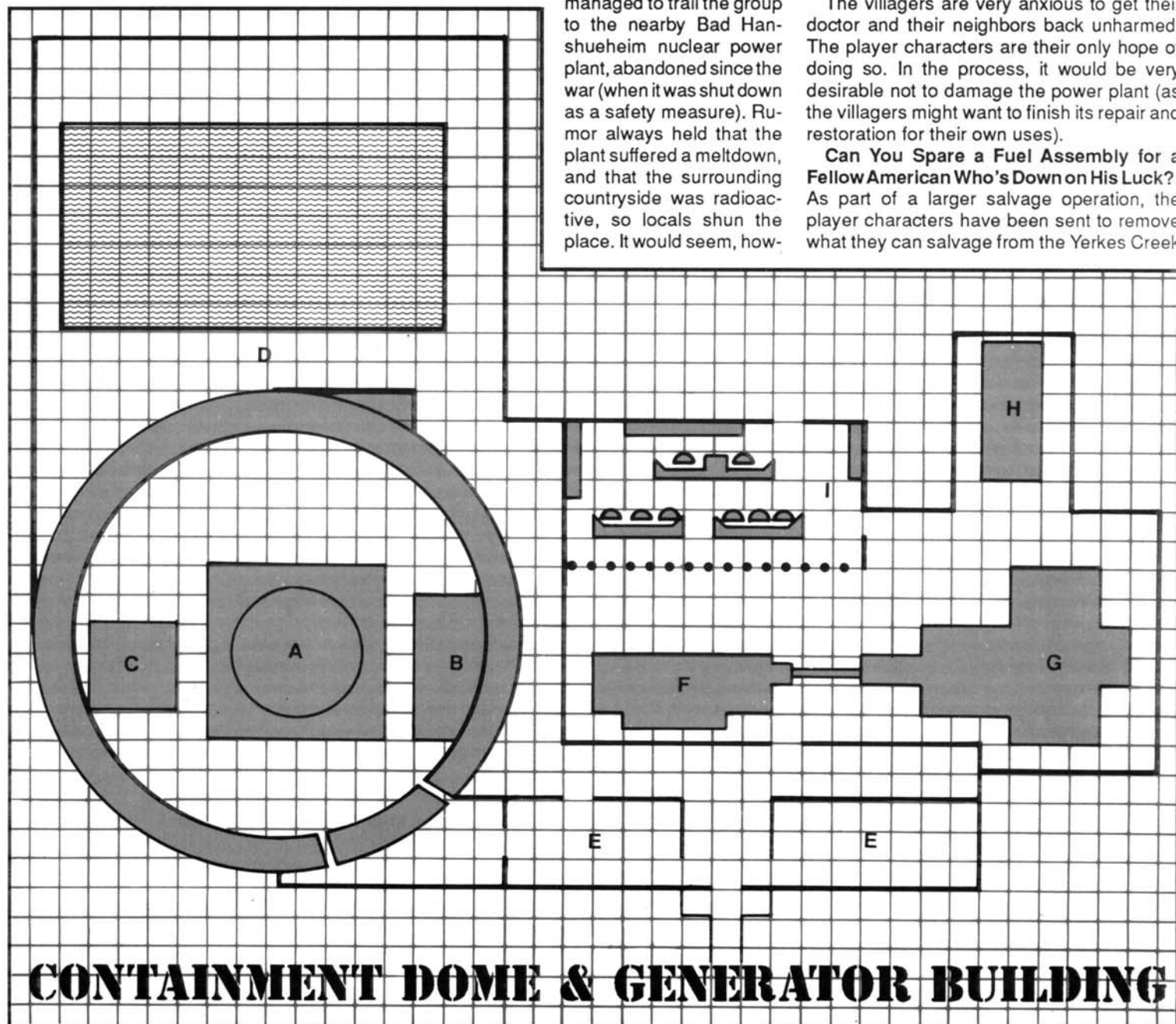
Doctor, Doctor: The characters learn from local villagers that a Spetsnaz unit has kidnapped their doctor. A few daring local hunters managed to trail the group to the nearby Bad Hantschueheim nuclear power plant, abandoned since the war (when it was shut down as a safety measure). Rumor always held that the plant suffered a meltdown, and that the surrounding countryside was radioactive, so locals shun the place. It would seem, how-

ever, that the rumors were wrong, for the Spetsnaz team has settled in and has begun kidnapping villagers from miles around, undoubtedly for some nefarious purpose.

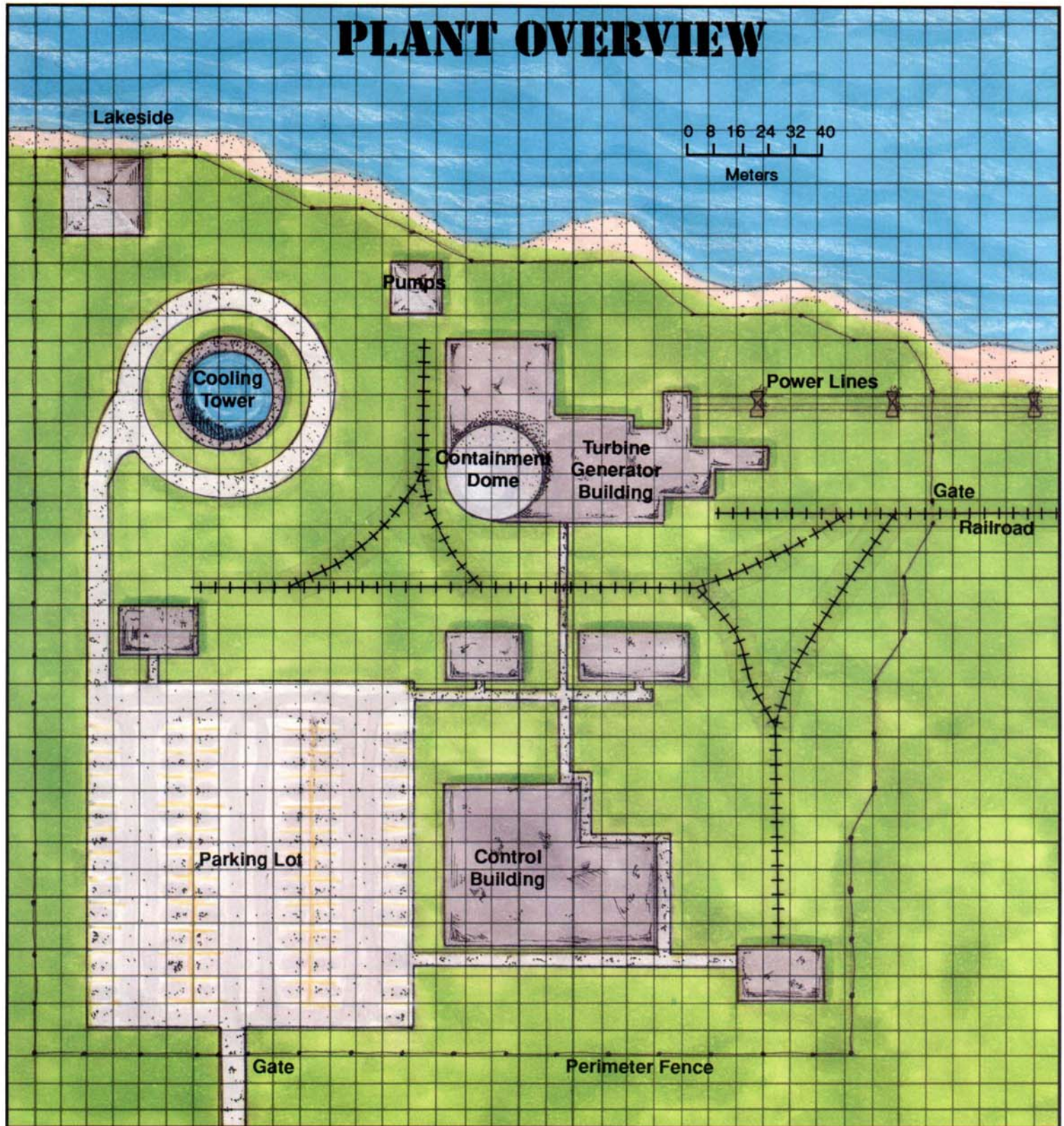
Suspicious were confirmed a couple of days ago, when a local abductee managed to escape with the tale of what's happening at the plant. The Soviets are forcing the doctor (who used to be a nuclear physicist) to restore the station to operating condition, using the villagers as slave labor. Since protective suits are in scarce supply, some of the captives are being exposed to lethal doses of radiation as part of the project (working with the fuel assemblies, etc.).

The villagers are very anxious to get their doctor and their neighbors back unharmed. The player characters are their only hope of doing so. In the process, it would be very desirable not to damage the power plant (as the villagers might want to finish its repair and restoration for their own uses).

Can You Spare a Fuel Assembly for a Fellow American Who's Down on His Luck?: As part of a larger salvage operation, the player characters have been sent to remove what they can salvage from the Yerkes Creek



PLANT OVERVIEW



Nuclear Power Plant (YCNPP). Yerkes Creek is not under anyone's control at this time, and a campaign to secure the surrounding territory is beyond the resources of the characters' sponsors. A scouting and recon party checked out Yerkes Creek last month, and determined that the plant contains many usable and almost irreplaceable electronic parts, as well as a number of other valuable items—among them a 12-ton diesel engine and generator in nearly perfect condition.

The player characters have been sent to se-

cure the station, and begin dismantling and packing up salvageable equipment. A slower-moving transport column has also been dispatched and will arrive in a few days. To help them in determining what is important and what is junk, the PCs have been assigned a technical advisor, a former nuclear power plant worker (who is almost as valuable as the parts they have been sent to salvage). Upon their arrival in the vicinity of the station, however, the group discovers that the place has been taken over by a band of marauders, which ev-

idently intends to carry off anything that isn't nailed down for sale to a nearby warlord.

The PCs must assault the power plant and kill or capture its garrison without damaging its vital machinery in the process. They must also bring the technician back unharmed.

APPROACH

The player characters' group is presumed to be able to approach within sight of the plant without detection by those inside.

Recon: Upon their arrival in the vicinity of



CONTROL BUILDING

the plant, the characters will presumably conduct a short reconnaissance of the area (this is a task, ESY: RCN). Catastrophic failure means the recon scout does not notice the booby traps around the perimeter of the plant, which means the characters may blunder into them. A normal success means the character spots the booby traps and all but one sentry position. Conspicuous success means the character spots all sentries and the booby traps along the perimeter fence.

The plant consists of the cooling tower, the containment dome/turbine building, and the control building. The plant also contains several storage buildings of various sizes. The power plant is surrounded by a perimeter fence, described later on.

Any character will be able to determine where the kidnapped villagers are being held. They are housed in hastily erected metal sheds in an improvised holding area next to the con-

tainment dome/generator building. This holding area is surrounded by a fence constructed of materials salvaged from the perimeter and augmented by a few coils of concertina wire.

Doctor: If the PCs have thought to bring along the recent escapee, they will know the general layout of the camp without having to perform a recon mission and will know the building in which the doctor is being held (otherwise they will have to gain this information by talking to one of the villagers—captured Spetsnaz soldiers cannot be made to reveal secrets in less than several days).

As a result of the recon (or the escapee), the PCs can be allowed to see the general station map (the referee may photocopy the map and cut away the surrounding text, or cover the text in some fashion to keep the PCs from accidentally reading it). In addition, the referee should give the PCs an idea of the number and type of troops they are facing (see below).

Spare: The shanty buildings shown on the map (used as captive labor quarters) shelter the camp followers of the marauder band.

Assault: After they see the map, the characters will need to formulate a plan of attack. Allow the group to discuss the question, but if the debate seems prolonged, spur the action on by some means (have a sentry discover the group, etc.).

MAP DESCRIPTION

Nuclear power installations typically have three main features: the cooling tower, the reactor containment dome, and the control center. Of these three, the cooling towers have little to interest PCs (although they must be intact for the plant to operate), and the containment dome (which houses the actual reactor) is a dangerous place to have a firefight (rather like juggling torches while floating on a plank inside a gasoline storage tank). The other

main terrain features are the turbine/generator building, the perimeter fence, the railroad siding (now unused), and the lake (from which the station used to get its cooling water).

Containment Dome: This building is a thick concrete structure designed to contain any leakage during an accident and thus prevent contamination of the outside environment.

A. Reactor Core: This is the center of the reactor and is where fission takes place. It is too radioactive to enter, even when shut down.

B. Primary Heat Exchanger: This device transfers heat energy from the core to the steam lines.

C. Secondary Heat Exchanger: This device transfers excess heat from the core to the cooling tower.

D. Fuel Rod Storage Room: This room contains a pool of water in which spare fuel rods for the reactor are stored. No rods are presently stored here.

E. Changing Rooms: These rooms contain lockers and racks of radiation suits. This is where workers who must enter the containment dome change into their protective suits. The suits originally stored here have been commandeered by the occupants of the plant.

Turbine/Generator Building: This building is near the containment dome (in some plants, it is in the same building) since steam lines must run from the main heat exchanger to the turbine. When the plant is operating, steam passes through the turbine, and the turbine turns the generator, producing electricity. In most plants, more than one turbine and generator combination are present, but this is a small facility.

F. Turbine: This machine converts high-pressure steam into rotary motion. It has been shut down, drained, and sealed.

G. Generator: This device converts rotary motion from the turbine into electricity. It has been shut down.

H. Condenser: Exhaust steam from the turbine is converted back into water and fed back into the primary heat exchanger for another trip through the system. It has been shut down, drained, and sealed.

I. Control Room: This is a secondary control room, where the generator and turbine are monitored. It is faced with glass and looks out over the rest of the building.

Control Building: This building houses the nerve center of the power plant.

J. Main Control Room: This room is where all functions of the reactor, turbine, and generator are monitored and controlled. It is a huge room filled with thousands of dials, gauges and computers, and tons of electric and electronic equipment.

K. Offices: The officials of the power company, the engineers who ran the power plant, and the various inspectors from the government regulatory agencies all have offices in the control building. These offices were abandoned when the plant was closed, but they are now used as quarters by the plant's occupants.

L. Lounge: Formerly the plant's employee break room, this room is now unused by the

marauders or is used as a cell to house the doctor by the Spetsnaz soldiers (depending on which adventure is being used).

M. Cafeteria: All food was removed long ago, and the room is abandoned.

N. Meeting Rooms: These rooms, like the offices, are now used as quarters.

Perimeter Fence: This is a four meter cyclone fence topped with a single strand of barbed wire. This fence is poorly maintained, except as noted below, and contains several holes large enough for a single person to crawl through or weak spots that could easily be broken through. The holes are booby trapped, but some of the weak spots remain undiscovered by the occupants of the plant.

Railroad Siding: The construction of the power plant required that a railroad siding be laid, and the rail line was retained for moving materials in and out of the plant. A large gate closes off the point where the rails enter the perimeter fence.

Lakeside: The lake is a feature of practically every nuclear power plant since it is a convenient way to provide the large quantities of cooling water needed to operate the plant. The lakeside is usually the site of some sort of pumping machinery building, but these large sheds containing huge water pumps are of little interest to the PCs in the present situation. The pipes are undoubtedly blocked and are not useful as an entryway into the plant anyway—they lead to the reactor building heat exchange unit.

The perimeter fence runs along the lakeshore a few meters in from the high water mark. This prevented unauthorized individual from gaining access to the plant grounds from the water (before the war, nuclear power plant cooling ponds were often used for recreational purposes also).

Secondary Buildings: Since these buildings are not the site of the main action, they are not described in detail. Every nuclear facility has many smaller buildings, ranging from storage sheds to office complexes. Diagrams of these buildings are not given because they aren't relevant to the adventure. In the event that a referee chooses to set a campaign or several adventures in and around a nuclear power station, the characters may require more detailed information. Storage sheds are easy to diagram—the referee simply draws a rectangle of suitable dimensions with a large cargo door at one end. The office complexes are too complex to be easily summarized. Any suitable floor plan containing a number of office suites can be adapted for use (this kind of building looks the same regardless of whether it is connected with a nuclear power plant or a construction firm).

NPCs

European and American names have been given for each character described below. The referee is free to substitute other names as desired. The escaped villager can be any Novice NPC of the referee's creation—his other characteristics are unimportant to the adventure.

Gustav/James Petronski

Dr. Petronski is not a medical doctor. His degree is in nuclear engineering, and his specialization was in theoretical design of nuclear reactors for the military (under a government contract with his firm). With the coming of the war, the design project shut down, and Dr. Petronski moved with his wife and family to a secluded community near the power plant. Dr. Petronski was a medical orderly during his military service, and when the postwar chaos erupted, the locals turned increasingly to his medical expertise. He became the village healer and acquired considerable skill at it.

He oversaw the general sanitation of the village, forced the villagers to rebuild their sewer system and water supply to suit their new environment, and managed to save many lives by squelching an outbreak of cholera before it got out of control. Through his hobby (botany) he was able to make optimum use of the medicinal plants in the area and amassed a pretty fair working knowledge of the local floral pharmacopeia. He is irreplaceable to the villagers, and his kidnapping will mean the loss of many innocent lives.

NPC Motivations: *Heart Jack:* Wisdom. The doctor is a very intelligent man. *Heart 10:* Loyalty. He is extremely loyal to his adopted village and wants only to help its inhabitants. He is a Novice NPC with MED 60.

The Enemy

Depending upon which adventure scenario the referee chooses, the plant will be occupied by a group of marauders or Spetsnaz soldiers. These are as follows:

Spetsnaz: Soviet Spetsnaz units, by 2000, have taken considerable casualties, and contain only a few Elite NPCs. The rest of the unit is usually filled out by regular Soviet soldiers collected from various sources, and of varying quality. The group consists of four Elite NPCs (the original Spetsnaz soldiers, who now act as officers) and 36 other soldiers (12 Veteran, 16 Experienced, and eight Novice NPCs). The group is armed with four Skorpion machine pistols, four Dragunov sniper rifles, eight pistols (assorted types), four automatic rifles (assorted types), and 28 AK-74 assault rifles. As a means of balancing play, the referee should adjust these numbers upward or downward, depending on the skill and makeup of the characters' group.

The Soviets hold captive about a dozen kidnapped villagers and the doctor. (Exactly where the doctor is when the PCs attack is up to the referee: He will be in the control building main control room during the day.)

Marauders: This group consists of four Elite (the leaders), eight Veteran, and eight Experienced NPCs. They are armed with four sub-machineguns, 12 assault rifles, and four automatic rifles (assorted types).

They are accompanied by a small number of hangers-on (camp followers, etc.). As a means of balancing play, the referee should adjust these numbers upward or downward, depending on the skill and makeup of the characters' group.

THE PASSING OF THE FLAME

Military cantonments are another increasingly common feature of the landscape. As centralized control and management of supply have broken down, military units are forced increasingly to rely on their own resources. Usually this means staking out a piece of territory and turning the men into farmers, mechanics, tailors, carpenters, and all of the other trades needed to sustain a community of several thousand souls. The Soviet Army, in many respects, had a head start on this—for years before the war units were forced to practice a limited form of self-sufficiency in certain areas. Many units, for example, grew their own vegetables, mended their own uniforms, built their own quarters, and so on. But every nation's army has been quick to learn.

BACKGROUND

A DIA agent normally working out of Lublin contacts the PCs wherever they happen to be at the moment. He tells them that he has information that a large gasoline convoy has just come into a nearby Soviet cantonment. The plan is to use the gas to make several divisions mobile for a big drive into Latvia. The U.S. forces there are in even worse shape than those in Poland, hard as that may be to believe. The PCs (the DIA agent insists) have a duty to their fellow soldiers to do what they can to keep the operation from coming off. In this particular case, doing what they can means penetrating the Soviet cantonment and blowing up the fuel trucks.

The DIA agent has been unable to convince any of the local people he works with to try anything this risky. A local partisan band, however, is willing to guide the group to the cantonment area and will stage a diversionary raid to help cover the mission.

APPROACH

The approach for this adventure will actually be divided into two phases: the operational approach and the tactical approach.

The operational approach begins when the PCs and their DIA friend link up with the partisan band. The DIA man will then leave them, and the partisans will guide them to the Soviet cantonment. The operational approach consists of three days of travel through cantonment-type territory with normally generated encounters. This in and of itself will be something of a challenge.

Once the group has reached the vicinity of the central camp, the PCs and their partisan allies must make their plans. The partisans are unwilling to make an attempted entry. They are actually rather down on the whole idea, but have agreed to go along with it because they need the continued backing of the DIA. (If it were up to them, however, they would far rather that this Soviet unit succeed in gassing up and moving out. Latvia's loss would be Poland's gain.) Nevertheless, out of loyalty to the Americans, they are willing to launch a diversionary attack. This will consist of an attack on one of the gates or guard towers, a lot of submachinegun fire and grenades, fol-

lowed by a couple of smoke grenades to add to the confusion. With a little luck they might even hurt a couple Russians. The important thing is that it will distract the Russians from whatever is going on and draw their reserves in that direction.

Whether the diversion is launched early (to cover the American's entry) or late (to cover their withdrawal) is up to the PCs. Once they break out they will probably not link up with the partisans again, as the PCs will be running at full speed themselves. The PCs should study the map and decide on their course of action.

MAP DESCRIPTION

Although a military cantonment area covers miles of outlying fields, dwellings, and guard posts, a central encampment constitutes the administrative hub of the organization. The map shows a typical central encampment with its associated civilian quarters.

A. Administration Building: This is the main headquarters building of the unit. It has a large central reception area with five or six desks for clerks and a telephone switchboard. The interior of the building is subdivided into a number of offices and conference rooms, as well as a suite of rooms dedicated to radio transmitters and receivers, decoding machines, and a radio direction finder.

B. Barracks: Each barracks is the home for 20 to 30 soldiers. Soldiers are quartered by unit, with several private rooms occupied by senior NCOs, and two or three large rooms with bunks for the privates. Officers are housed separately. Each barracks building will have 15 to 20 men asleep late at night. Seldom will more than three or four (roll 1D6) off-duty men be present at other times. Individual units are housed as follows:

B0: Officers' quarters.

B1: 1st Infantry Company.

B2: 2nd Infantry Company.

B3: 3rd Infantry Company.

B4: 4th (Weapons) Infantry Company.

B5: Vehicle crews (part).

B6: Artillery gunners.

B7: Medical personnel and remaining vehicle crews.

C. Motor Pool: All of the unit's remaining armored vehicles are parked here, with many

of the motor transports as well. Four or five vehicles will usually be in the maintenance shed undergoing repair. Ten driver/mechanics work here most of the time during the day, along with 10 civilian laborers. Two armed guards always stand at the gate, with one in the maintenance shed and one more walking the fence. The fence is two layers of chain link with barbed wire on the top. The area between the two fences is mined, with a mine density of 0.5 per grid square.

D. Grain Silo: This is a large grain silo with a corrugated metal shed attached. It is always partially full of bulk grain waiting to be ground at the flour mill. The metal shed houses a mechanical conveyor belt used to move the grain to and from trucks. Seldom is anyone working near the grain silo except when active loading is taking place.

E. Barns: The cantonment has two barns—the larger one houses about 40 horses, although many of these are usually in the connected pen. The smaller barn has 20 dairy cows. Two civilian workers are usually in each barn during the day. There is a 50-percent chance (roll 1-3 on 1D6) of an officer being in the barn caring for his own riding horse.

F. Fields: The edges of several outlying fields are visible on the map. These are usually covered with stubble in the fall and winter, and are only plowed immediately prior to planting. Standing crops cover them in the late spring, summer, and early fall. Crews usually work in the fields during the day during plowing and harvest, and teams of boys and girls are often used to weed the fields while the crops are ripening.

G. Livestock Pens: The livestock pens and their small attached shed house various numbers of sheep, pigs, and poultry. One civilian worker usually tends or works nearby each pen during the day.

H. Hospital: This is a small hospital with two wards, an operating theatre, and an attached clinic for treating the civilian personnel who live in and near the encampment. Six to eight medical personnel are usually on duty during the day and two at night.

I. Ammo Bunkers: Each of these concrete bunkers is sunk into the ground so that the roof is only one or two feet above ground level. The

earth has been excavated away from their front, and the front of each bunker has been further reinforced with sandbags. Each bunker holds a selection of small arms, small arms ammunition, mortar and artillery rounds, grenades, and bulk explosives. No one is ever on duty in the actual bunkers.

J. Mess Hall: This is a large central cafeteria with an adjoining kitchen facility, plus a separate room for the officers' mess and a small private dining room. Eight kitchen per-

sonnel are usually on duty here during the day and an armed guard at night.

K. Slaughter House: This is a large facility used to slaughter cattle and dress meat. A large cattle pen and small refrigeration plant are attached. Six civilians work here during the day, and an armed guard is present at night.

L. Flour Mill: The grain grown by the community is ground to flour here. Bagged flour is stored in an attached shed.

Six civilians work here during the day, and

an armed guard is present here at night.

M. Large Still: This is a large, fixed still (as described in the basic game) used to make fuel spirits out of cellulose waste from the flour mill and the wheat fields. The alcohol distilled here is pumped into the storage tanks at site N described below.

N. Fuel Depot: The four large raised alcohol tanks here each hold 500 gallons of alcohol. Gravity feed hoses with vise clamps are attached to the bottom of the tanks and are used



to fuel vehicles. Two civilians work here during the day.

O. Generator: The corrugated metal shed houses a large, alcohol-fueled generator that supplies the entire compound with electricity. At least one civilian worker is always on duty here maintaining the generator.

P. Fuel Truck Hardstand: This is a large, square depression, with the north side gradually sloped to form an entry/exit ramp. The floor of the depression is covered with pierced

steel plating. The 12 heavy fuel tank trucks filled with gasoline and parked here are covered with canvas tarps.

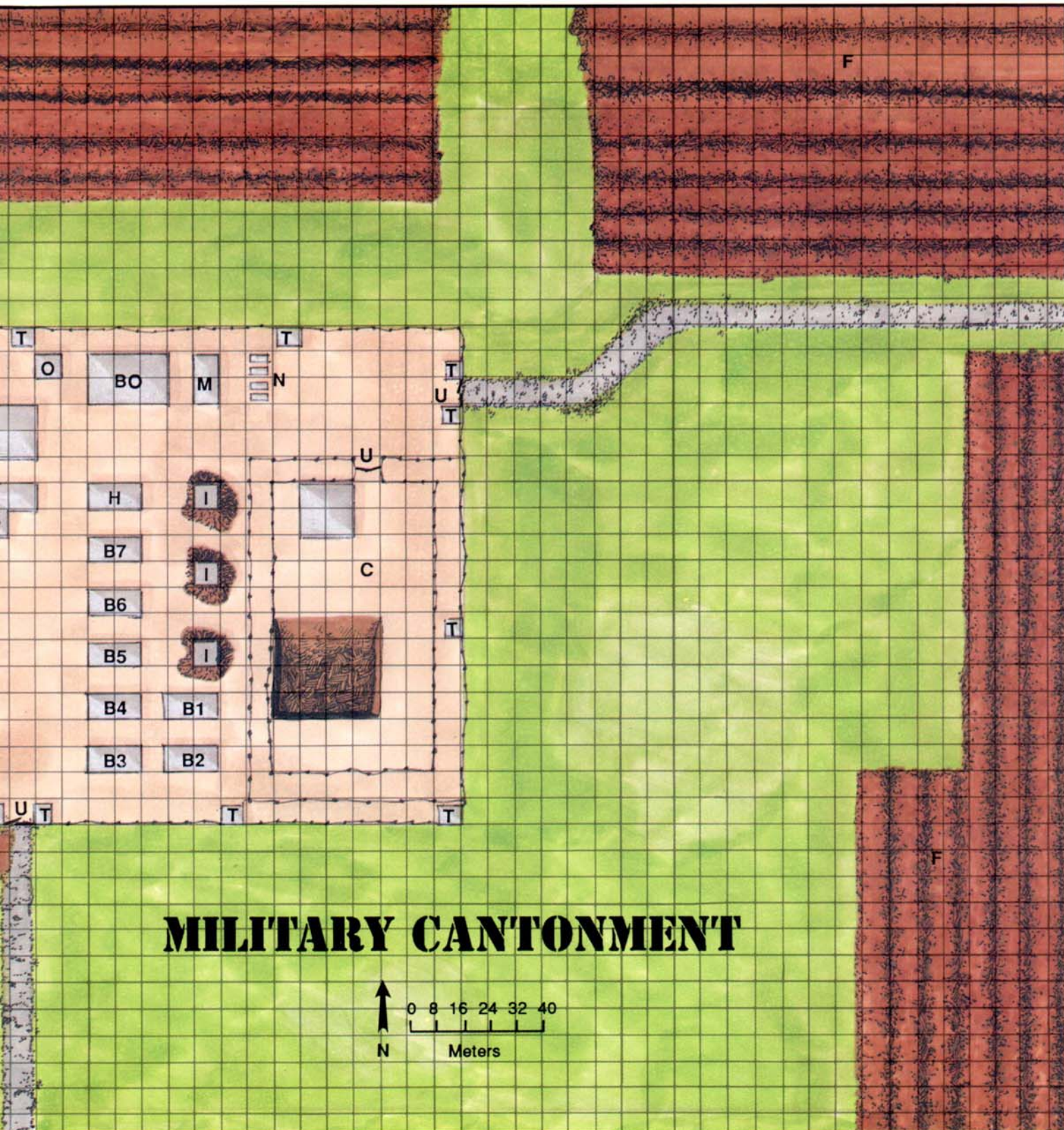
Q. Laundry: Several large, open fires are used to heat water for the laundry. The laundry proper is staffed by 12 civilian women during the day.

R. "The Kremlin": This is a two-story, irregularly shaped, leaning building of remarkable architecture and design.

It is built of corrugated metal, logs, timber,

bricks, and anything else the owners could scrounge up. It is amazing that it manages to stay standing at all. During the day it is quiet, with the owners and staff asleep upstairs. At night the bottom floor is a low-ceilinged, smoke-filled, noisy tavern that caters to the Soviet servicemen. There is some live entertainment, and the upstairs rooms are used to consummate sudden romances which develop between the patrons and staff.

S. Shantytown: This section of the canton-



ment is where the civilian workers, their families, and the various camp followers live. It is a confusing maze of cramped alleyways lined with tin and tar paper shacks. The inhabitants scratch out a living on the bare edge of survival, beset by poverty, crime, and disease.

T. Towers: Guard towers are spaced at intervals along the perimeter security fence. About half the towers have armed guards at any given time.

U. Gate: Each gate, including the one between Shantytown and the main camp, is guarded at all times by an armed soldier.

REFEREEING THE ATTACK

The first part of the attack will involve penetrating the compound. PCs may attempt to sneak up and silence a guard. They will have to crawl forward. In each grid square they enter, make a task roll (AVG: RCN) to avoid detection by a guard. Climbing a tower will require an additional roll, and rolls made in the same grid square as the guard become DIF: RCN. All rolls at night become one level easier. (DIF becomes AVG, etc.).

If a guard detects them, then he will fire a warning shot and alert the other guard posts—surprise will be lost. Otherwise he can be silenced using body combat or melee combat attacks.

Cautious movement through the compound is made at the walking movement rate. Roll AVG: RCN (ESY: RCN at night) to avoid detection if a soldier is in position to see the PCs.

Once firing breaks out, troops in the barracks will begin to appear, armed and equipped, after 1D6 full combat turns.

The troops will then begin moving in a variety of directions to secure various installations in the compound, so the referee should have random groups of 1D6 soldiers running in various directions throughout the compound area.

NPCs

Soviet Garrison: The guards on duty at any given time are provided by one company of infantry. The other troops will be training or off-duty during the day, in barracks or shantytown during the evening, and asleep in barracks after midnight.

HQ Section

- Two Veteran NPC officers with Makarovs.
- Eight Experienced NPCs with AKMs.

Vehicle Crews

- 10 Experienced NPCs with AKMs.
- 20 Experienced NPCs with Makarovs.

Vehicles include one T-90, one BMP-3, one BTR-70, one BRDM-3, 10 five-ton trucks, six three-quarter-ton trucks, and four UAZ-469s.

Artillery

Howitzer Battery

- 10 Experienced NPCs with AKMs and one D-30 howitzer.

Mortar Battery

- 10 Experienced NPCs with AKMs and one 120mm mortar.

Medical

- 10 Experienced NPCs with Makarovs.

Infantry

- 1st Company, 1st Section
Eight Veteran NPCs with AK-74s.
One Veteran NPC with an RPK-74.
One Veteran NPC with an RPG-16 and a Makarov.

- 1st Company, 2nd Section
Eight Veteran NPCs with AK-74s.
One Veteran NPC with an RPK-74.
One Veteran NPC with an RPG-16 and a Makarov.

- 2nd Company, 1st Section
Eight Veteran NPCs with AK-74s.
One Veteran NPC with an RPK-74.
One Veteran NPC with an RPG-16 and a Makarov.

- 2nd Company, 2nd Section
Eight Veteran NPCs with AK-74s.
One Veteran NPC with an RPK-74.
One Veteran NPC with an RPG-16 and a Makarov.

- 3rd Company, 1st Section
Eight Experienced NPCs with AK-74s.
One Experienced NPC with an RPK-74.
One Experienced NPC with an RPG-16 and a Makarov.

- 3rd Company, 2nd Section
Eight Experienced NPCs with AK-74s.
One Experienced NPC with an RPK-74.

- One Experienced NPC with an RPG-16 and a Makarov.

- 4th Company, 1st Section
Two Experienced NPCs with PK machine-guns.

- Three Experienced NPCs with AKMs.

- 4th Company, 2nd Section
Two Experienced NPCs with PK machine-guns.

- Three Experienced NPCs with AKMs.

- 4th Company, 3rd Section
Two Experienced NPCs with AGS-17.
Three Experienced NPCs with AKMs.

- 4th Company, 4th Section
Two Experienced NPCs with AT-4s.
Three Experienced NPCs with AKMs.

Partisan Band

- One Veteran NPC with an AKR and two frag grenades.

- 10 Experienced NPCs with AKMs, and one frag or smoke grenade each.

- 10 Novice NPCs with Mauser rifles.



WEEKEND IN THE COUNTRY

Fortified farms are a common occurrence throughout most of the world in the year 2000, so this adventure material can be used in almost any campaign you are running. Although the background section sets the scene as Poland, it could as easily be set almost anywhere. For example, in the United States an assassination might be attempted by a New America cell, or in the Persian Gulf by any of a number of factions.

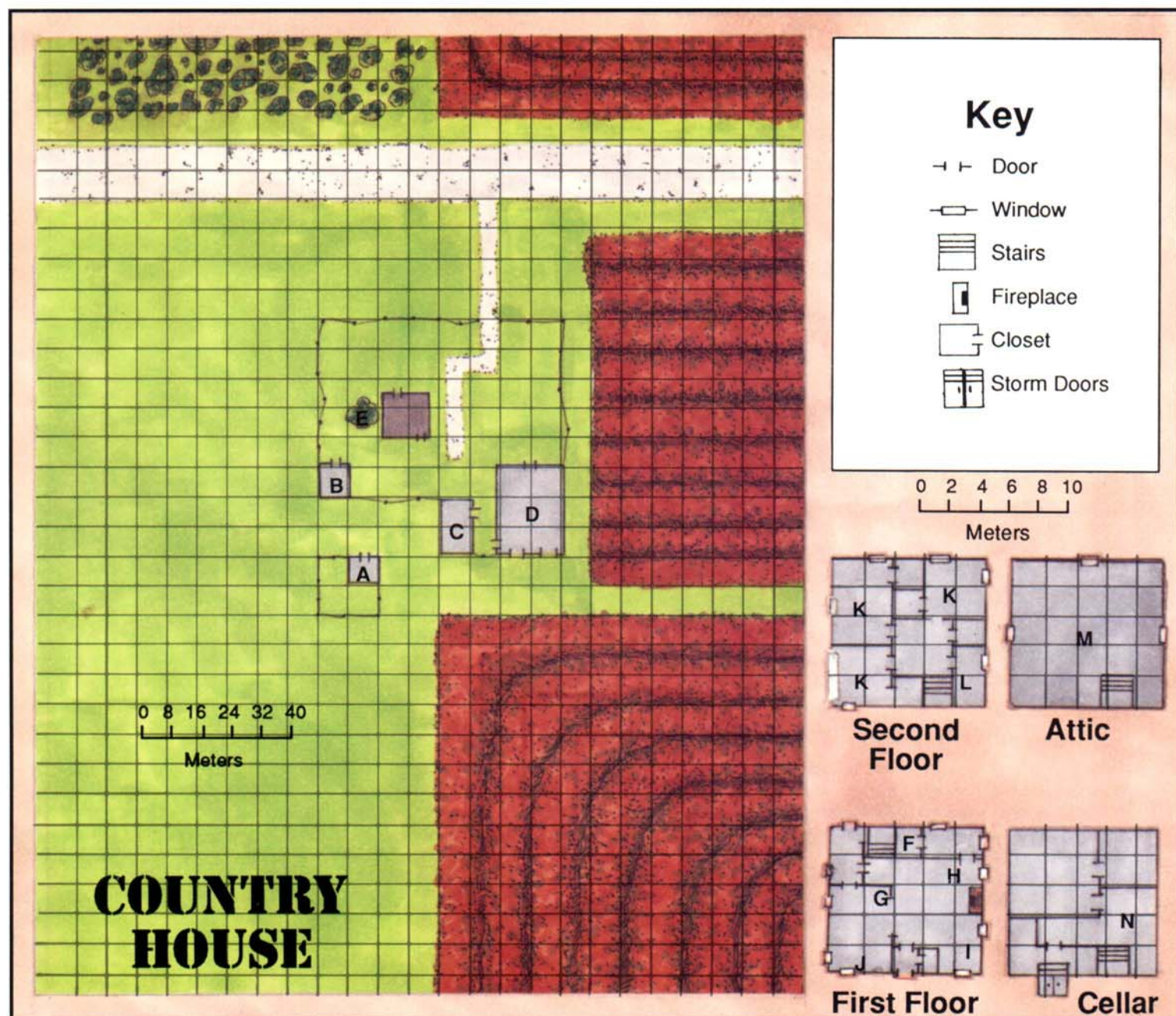
BACKGROUND

In the Free City of Krakow, Dr. Henryk Roszkowski has been an outspoken critic of the military rule of General Bohusz-Szysko since he deposed the *Dowodca* Josef Kutrzeba. Given the growing tide of populist sentiment in

the city and its environs, and Roszkowski's rising popularity as the spokesman for the movement, Bohusz-Szysko has been unwilling to take action against the doctor, especially as he has been trying to reshape his own image as a "man of the people."

Other forces at work, however, are not so reluctant to use force. Dr. Roszkowski's associates have gained information that the Greater Poland Freedom Front (GPFF) has laid plans to assassinate Roszkowski. Although Bohusz-Szysko has been warned and has taken some steps to ensure Roszkowski's safety, the Populist leaders frankly do not trust him or his security men. That is where the player characters come in.

The PCs are contacted by representatives of the Populist Movement in Krakow and are asked to guard Roszkowski through the weekend retreat, which he has arranged in the countryside outside the city. The Populists are



very certain that the GPFF will make its move then. If the GPFF's first major attempt at assassination can be beaten, then the leaders of the Populist Movement are certain they can assemble a trustworthy security force to take over the job. In the meantime, they need to have a well trained force upon whose politics they can rely. What better solution than U.S. soldiers?

APPROACH

The PCs will arrive at the farmstead several hours before the small motorcade bearing Dr. Roszkowski does. A representative of the Populist Movement will be waiting for them and will introduce them to the family who owns the farm. They are a young couple, their elderly mother, and two teenage boys. They will be leaving for the weekend, but the husband and one of the boys will return every morning to carry out necessary chores involving the livestock.

They are clearly anxious about the safety of their home and have packed away most breakable items in trucks and moved any delicate furniture into a locked room at the back of the house. (The PCs will have a key to this room.) Nevertheless, they believe in what Dr. Roszkowski is working for and are prepared to make this sacrifice for him. A supply of food is available in the kitchen, along with tin plates and cups, and stainless steel flatware. (The china and silver are both packed away in the cellar.)

The PCs will have time to inspect the farmstead (by examining the map and asking the referee questions about fields of view from different windows and so forth), and the Populist Movement representative will be relieved to see a show of professionalism.

When Roszkowski arrives, the player characters will be introduced to him. He is a small man, slender, with a cold expression and aristocratic bearing. He greets them briefly, shakes their hands, and enters the house with his aids. Soon, the entourage will leave, and the PCs will be left with Roszkowski and one male secretary.

Life On The Farm: It will become apparent very soon that Roszkowski does not like the characters very much. He is rude and supercilious to them, and will answer most of their questions, if at all, with grunts or monosyllables. He insists that the PCs prepare meals, and is fairly demanding about the level of service. If the PCs refuse to wait on him, he will have the secretary see to it and will become even less communicative. The PCs may overhear condescending conversations between the two about the cheap paintings on the walls of the home and the unimaginative, lower-class decorations, as well as demeaning comments about foreigners as well.

Very soon life will settle into a repetitive routine. Roszkowski arrived on Friday afternoon and will be returning to Krakow on Monday afternoon. The farmer plans to show up early Saturday and Sunday morning for three hours worth of chores, and the entire family will return on Monday.

Attack: The attack will be launched in the pre-dawn hours of Sunday morning. It will be carried out by the special death squad described in the NPC section below. If the PCs on guard duty are particularly vigilant (DIF: RCN) they will hear the distant sound of the approach (a slammed car door in the distance, the jingle of equipment, or perhaps a sudden noise from the sheep in the pens) which will enable them to begin waking the other characters. Otherwise, the first alert may come from gunfire from one group or the other.

The death squad will break into four groups and approach from different directions: the northern group toward the gate, the eastern group by way of the barn, the southern group by way of the animal pens and the two sheds, and the western group across the open meadow. They will attempt to remain undetected for as long as possible, and each group will refrain from firing until it is fired on or obviously detected.

Each group will continue its attack until half its men have been seriously wounded or killed.

MAP DESCRIPTION

The farm has five structures on it: the house, the barn, the machine shed, the tool shed, and the sheep outbuilding. A continuous, six-foot-tall barbed wire fence surrounds the house, linking the two sheds and the barn into a solid perimeter. The sheep outbuilding and sheep pens are outside this perimeter.

The farm has two light poles holding security lights, one by the machinery shed and one by the front gate. These provide good light for the farmyard and limited light for an additional four squares beyond it. Spotting movement in the limited light area is AVG: RCN; spotting it in the fully lit area is ESY: RCN. Once the player characters are alert to the approach of the enemy, it becomes ESY in limited light and automatic in full light.

A. Sheep Outbuilding: This building has a door facing the house and is open to the south. Sheep feed is stored in bins inside, and about 20 sheep are in the fenced-in pen.

B. Tool Shed: This is a windowless, sturdy wooden building with one padlocked door on the north side. The PCs have the key.

C. Machine Shed: This is a corrugated metal shed with a door on the east side (facing the barn) and two boarded-over windows on the west. Inside is an alcohol-powered generator fed from an underground tank which supplies power for the security lights at night. If the death squad reaches this building, it will turn off or destroy the generator, and the security lights will go off.

D. Barn: This is a large, two-story structure, with animal stalls along the side and a hayloft on the second story. A small door is on the west side, with large double doors on both the north and south sides above the doors, but the building is otherwise without windows.

E. Tree: A very large tree interferes with the visibility from several of the house's windows. From the two windows in the living room, one can see directly west, but from the southern

window, one cannot see northwest, and from the northern window, one cannot see southwest. The same is true of the west-facing window in the den and both second-floor windows. The west-facing attic window is totally blocked by the tree.

F. Entryway: Four steps lead up to the front door, as the ground floor of the house is elevated by about a meter off the ground and is set on a brick foundation. This gives good visibility from the ground level windows. The front door opens into a small entryway, and a second door leads into the living room. Both doors lock. They originally had glass in them but have since been boarded over.

G. Living Room: Windows face west and north.

H. Dining Room: Windows face east and north.

I. Kitchen: In addition to the window, note that an exterior door leads into the southern part of the enclosure. Also, a door on the southern half of the west wall leads down into the cellar.

J. Den: Windows face west and south.

K. Bedrooms: Windows face east, west and north from the three rooms.

L. Bathroom: Window faces east.

M. Attic: Windows face east, west, and north.

N. Cellar: The cellar has brick walls and dirt floors. The two entrances include the stairs to the kitchen and the storm doors leading to the south yard.

O. Storm Doors: These are double doors which open to steps leading down into the cellar.

NPCS

Dr. Henryk Roszkowski: The doctor is the spokesman for, and emerging leader of, the Populist Movement in Krakow. He supports the movement out of pragmatic concerns, not from genuine philosophical agreement. Roszkowski is an elitist. More than that, he is an arrogant snob.

Throughout the battle he will remain calm and silent, sitting in a chair in one of the upstairs bedrooms. When it is all over (assuming he has survived), he will not offer his thanks to either the PCs or the family whose home has probably been shot up.

Roszkowski is a Novice NPC for combat.

NPC Motivation Results: *Spade Jack:* Pompous. *Spade 8:* Ambitious.

Greater Poland Freedom Front (GPFF): This radical group is made up of disgruntled old-line communists unable to come to grips with the moderation of the party and right-wing nationalists intent on reasserting Poland's place as a strong, even aggressive, force in Europe. The 20-man death squad is divided into four identical teams for the assault. Each team has:

- One Veteran NPC with an SVD sniper rifle, eight magazines, and two smoke grenades.
- Two Experienced NPCs with assault rifles and six magazines.
- Two Experienced NPCs with submachine-guns, six magazines, and two grenades.

THE FLESH PEDDLERS

*Ruined villages are another common feature of most landscapes in **Twilight: 2000**, and the villains of this particular piece may prove to be all too common as well.*

BACKGROUND

The characters are travelling through the countryside and come across an abandoned village lying in ruins. They decide to camp there for the night and

perhaps scavenge for anything useful they can find left behind. Treat this situation as a regular ruined village encounter, then add the additional encounter section below.

APPROACH

In late afternoon, no more than half an hour before sundown, another group enters the village from the opposite side. When the player characters go to look, they will see a group of perhaps 100

people tied or chained together in a large shambling mob.

They are filthy; their clothes are reduced to gray rags; and they are obviously suffering from hunger, exposure, and, in many cases, beatings.

They are guarded by 10 mounted men, fairly well armed and well fed, who have several pack horses with them. This is obviously a party of slavers and their captives.

If the player characters challenge the



slavers, the slavers will warn them to mind their own business.

Those guards closest to the slaves will dismount and stand close enough that any stray rounds will hit the slaves. They will shoulder their own rifles and cover the PCs.

The PCs can choose one of four options at this point.

- They can mind their own business and leave the ruined village to the slavers and their prisoners. If so, the adventure is over, but what a heartless, spineless bunch of PCs you have!

- They can immediately open fire, despite the fact that this will mean a good many of the prisoners will be killed in the crossfire. While this isn't necessarily the clearest of thinking, at least their intentions are good. When everything is over you can lecture them about what the road to hell is paved with.

- They can back down and head back to their side of the village to think things over. If they decide to wait and see what develops, the slavers will attempt to attack them during the night and kill them or take them prisoner. This can make for an interesting fight, particularly if the player characters are on their guard and waiting for the slavers.

- They can back down and head back to their side of the village but begin sneaking back to attack the slavers as soon as night falls. This also can make for an interesting fight.

MAP DESCRIPTION

The abandoned village originally was a small rural community of 100 to 200 people but has been deserted for several months. Its streets are overgrown, and all the wood frame buildings have burned or fallen down.

Only brick and stone buildings are left, and all these are very heavily damaged. No glass remains in the windows; most roofs have fallen in or at least have large holes in them; and there are numerous signs of battle damage, particularly shell holes.

A. Town Square: This central square is covered with paving stones. In the center is a raised statue of a historical figure, unrecognizable now that the head has been knocked off.

B. City Hall: This is a large stone and mortar building, solidly built and still in passable repair. It is two stories tall, but there are several holes in the roof, and the upper floor has suffered a good deal of damage from the elements. The lower floor is much better.

C. National Bank Building: This is an

imposing, three-story, marble-fronted building. The interior is badly damaged as someone has apparently dynamited the vault and in the process brought down much of the first floor ceiling. Part of the first floor has collapsed into the basement as well, and the stairway from the first to the second floor has collapsed. If the PCs have a ladder or rope, they can climb to the second floor, and the stairway from there to the third floor is still intact. The third floor is mostly divided into offices and conference rooms.

D. Police Station: The police station is a two-story, reinforced concrete building that was apparently used as some sort of defensive position at one time. The front of the building has collapsed into the street, and the roof has fallen into the upper floor, causing about half of it to fall into the lower floor. There are several very large shell holes through the remaining walls, and much of the building is blackened by fire.

E. Church: The entire roof of the church has collapsed, although the stone walls are still solid, and the steeple still overlooks the town. The rectory is a burnt-out brick shell.

F. School: This is a sprawling, one-story brick building which was also the scene of some fighting, although it is not as badly damaged as the police station. The northwest corner has collapsed, and there are several shell holes through the walls, but the roof is almost completely intact.

G. Apartment Building: These are four-story brick buildings which are mostly intact. There are occasional shell holes, and internal explosions have brought down parts of one floor into another, but the building is still basically structurally sound. Each floor has from four to six apartments on it, each with three to five rooms.

H. Partially Demolished Apartment Building: As entry G above, but the building has suffered enough damage to have lost one or two floors worth of height. There are still occasional jagged wall remnants that reach perhaps one floor higher than the current upper floor. The upper floor is choked with rubble and has partially collapsed into the next lower floor. Most of the internal walls have been damaged, and several of these buildings are burnt-out shells.

I. Store Building: This is about the same size as an apartment building, but there are only two or three stories as the ceiling tends to be much higher. The main part of the first floor is mostly open, with shattered display cases and fixtures littering the floor. The upper floors are divided

into offices and conference rooms.

J. Partially Demolished Store Building: As entry I above, but very heavily damaged. In some cases the entire roof and upper floors have caved in, leaving the shell looking like an open box half-full of rubble. In most cases at least part of one of the interior ceilings is intact, but one or two walls are partially demolished.

K. Small Building: A number of small, one-story brick or stone buildings are in the village. Some of these were shops, while others were private residences. Most of the roofs are collapsed or in poor repair, but the walls are still sturdy.

L. Small Decrepit Building: These are as entry K above, but are in very poor condition. None have a roof, and most are missing part or all of one or two walls. There are also many shell holes through their standing walls. The main function of these buildings is to block visibility; some of them are little more than tall, irregular points in the rubble.

M. Warehouse: This building is two stories tall but has no interior second floor. Instead it has large front doors and loading docks for trucks. Several rusted derelict trucks still sit at the loading docks, and stacks of rotting cartons lie inside the warehouse, filled with upholstered furniture, plumbing fixtures, magazines, or any number of other products.

N. Enclosed Courtyard: These two locations are ideal sites for the slavers to hold their prisoners, and the slavers will pick whichever one is farthest away from the PCs. Access is fairly limited and can be watched. The slavers can remain indoors, out of sight, but keep a watchful eye over their prisoners in the open. At night they will build a fire in the center both to warm the prisoners and illuminate their compound.

Nearby the slavers will have tied their horses and unloaded the supplies. Once the battle is over, sufficient supplies are available to provide the prisoners with several good meals. The slavers' weapons will enable the prisoners to defend themselves on their way back home, and the weakest can ride the horses.

NPCS Slavers

- Two Veteran NPCs with AKMs (four magazines).

- Seven Experienced NPCs with AKMs (four magazines).

- One Experienced NPC with an RPK-74 (six magazines).

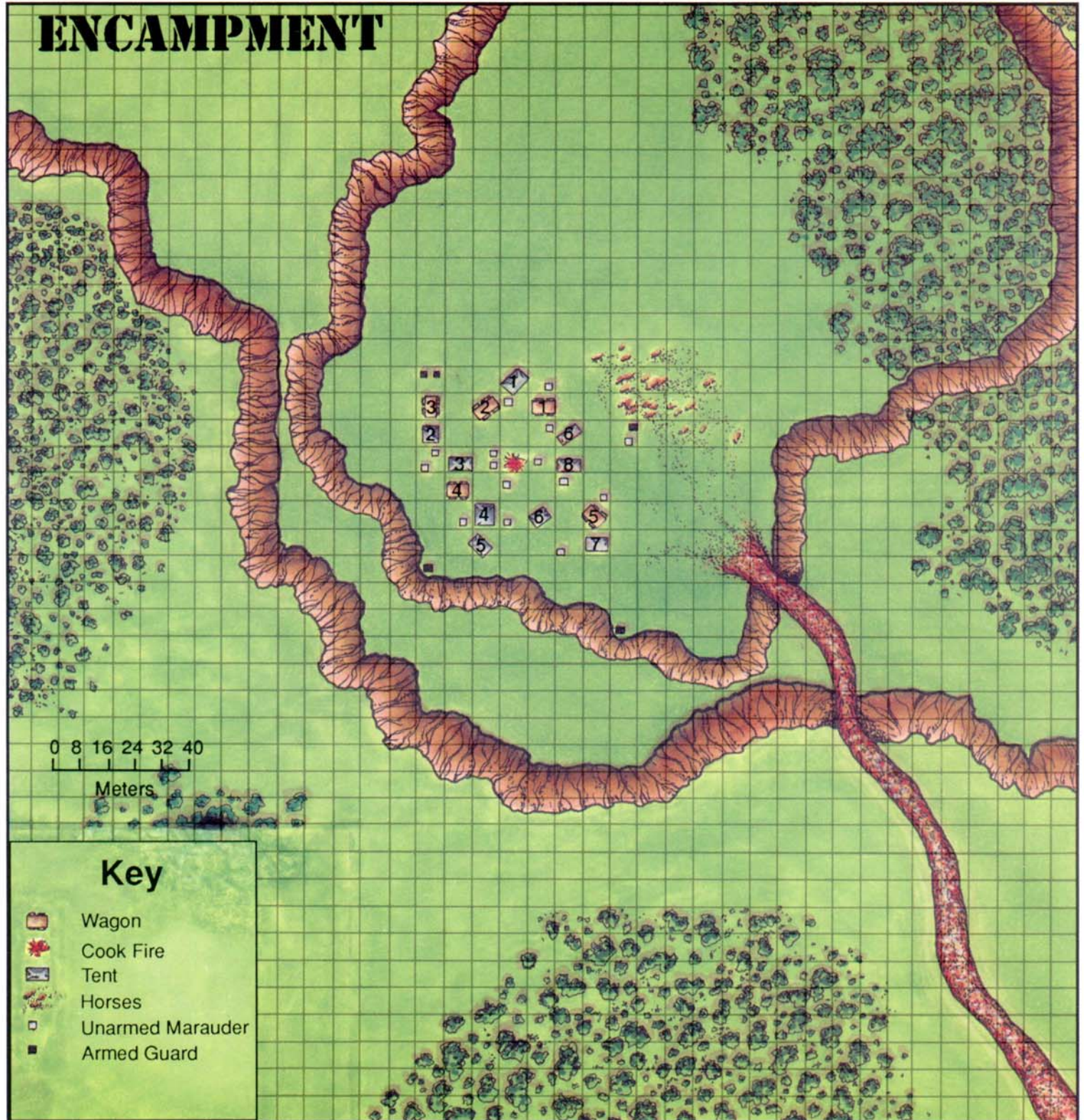
Prisoners

- 100 Novice NPCs, unarmed.

SHUTTERBUG

This adventure card makes use of a marauder encampment, but it could as easily be almost any sort of temporary camp or settlement.

Likewise, the theft of an aerial surveillance camera could easily be changed to almost any other item of sensitive equipment.



BACKGROUND

In the course of a routine encounter, the player characters capture a GRU (Soviet military intelligence) officer who is willing to trade information in return for his freedom.

The Soviet officer tells the player characters that the new commander of the 2nd Western Front has decided the only thing that will reestablish the rapidly deteriorating morale, discipline, and cohesion of his remaining combat troops is a major victory.

To this end, he now plans to attack and take over a large military cantonment jointly manned by U.S. and British troops in eastern Germany near the Polish border.

However, the front commander knows that a U.S./British force in its own fortified area will be too difficult to assault without the benefit of some advantage or advance preparation.

To achieve that end, his chief of artillery recently sought out and made serviceable three SS-21 surface-to-surface missiles. Each of these has a range of 120 kilometers. Two have HE warheads, and the other has a chemical warhead (nerve gas).

Although they are not nuclear rockets, these missiles have extremely large warheads and are perfect for destroying the central nerve center of the cantonment, provided accurate targeting information is available.

That is where the GRU came into the picture. The GRU chief of the Western TVD still had two operational MIG-31 photo recon aircraft serviceable at Lubno. For an undisclosed price, he was willing to commit one to the mission. It successfully completed its photographic run but developed engine trouble on its return leg. The pilot ejected over the PCs' current position (roughly).

The pilot parachuted to safety but was captured by a band of marauders almost immediately. He was persuaded to explain what his mission was and, armed with his information, the marauders then found the wreckage of the aircraft.

The camera's film canister was still intact, and the marauders' next move was to contact the GRU with news of the whereabouts of the film and the price for its return. The GRU officer the characters captured made the actual contact on the ground and arranged for the exchange point.

A heavily armed GRU delegation is flying out by helicopter with the payment (in gold, ammunition, and exotic weapons), and it should arrive at its destination

at about sundown.

If the GRU obtains the film from the canister, it will have the precise targeting information necessary for 2nd West Front to make the rocket strikes on the U.S./British cantonment.

The U.S. and British forces will probably be overrun, then killed, imprisoned, or scattered. The only way to prevent this from happening is for the characters to get to the marauder camp before the GRU arrives and either steal or destroy the film canister.

APPROACH

A quick cross-country march (of about an hour's duration) will take the characters to the spot indicated by the GRU officer. Once they arrive in the vicinity of the marauder camp, they will be able to approach to within 100 meters of its outskirts under the cover of trees and brush.

They will be able to see what looks like a gypsy encampment, with parked wagons, varicolored clothing hanging to dry from laundry lines, goats and chickens wandering through the camp, a cooking fire with several chickens roasting on a spit, and several men playing eastern-sounding music on stringed instruments. And several armed men are on guard duty.

The characters must now decide quickly whether they will attack at once or attempt to maneuver for position. If the player characters send only one scout to look at the camp instead of scouting as a group, the referee should show him the map and let him study it for 30 seconds. (If he studies it longer, the guards will make one additional roll to spot him each additional 30 seconds he spends. See the section below on Refereeing the Attack.) The scout may then go back and attempt either to describe or to sketch the camp layout to the others.

MAP DESCRIPTION

A. Tents: Most of the tents are a dirty gray-brown color, although one is a dirty blue nylon tent. They are of all different shapes, and none appear to be military issue. Inside of the tents player characters will find cots, dirty clothes, and footlockers full of various personal possessions. The film canister is in a footlocker in tent A4.

B. Wagons: The wagons contain most of the marauders' food and extra ammunition. The leader of the marauder band is in wagon B1.

C. Marauder: These are the positions of the unarmed marauders when the player characters begin their attack. These ma-

raiders do not have their weapons with them, but have them either stacked against a nearby weapon or in a tent.

D. Marauder Guards: The marauders on guard duty are armed and begin the attack in the positions marked.

E. Horse Herd: The horses are grazing where shown. They are hobbled and so will not stampede, but their nervousness will warn the marauders of any approach from their direction.

REFEREING THE ATTACK

As the characters approach the camp, the guards will have one opportunity to spot them (AVG: RCN 60). If the PCs send only one scout on ahead instead of scouting as a group, this task becomes DIF: RCN 60. The guards have one chance to spot for each 30 seconds (combat turn) spent studying the encampment. The referee should emphasize to the PCs how close they are to the camp and how close the guards look. The guards will have another chance to spot the PCs as their main force moves into position (AVG: RCN 60). If the PCs attempt to approach through the horse herd, the horses will shy and give them away.

If the guards spot them, they will open fire. While the guards will not be surprised, the unarmed marauders will immediately go prone and spend all of the first turn under cover. If the PCs achieve surprise, they will have one free combat phase of fire, and then all of the marauders will go prone and spend the first turn under cover.

Whether the PCs achieve surprise or not, at the start of the second combat turn, all of the unwounded, unarmed marauders will try to move to the tents or wagons to arm themselves. Once they reach a tent or wagon, they will spend one action picking up their weapon and will then be ready to fight.

Also at the beginning of the second combat turn, the leader of the marauders will emerge from his wagon (B1) fully armed.

NPCS

Marauder Leader

- One Elite NPC with a pump shotgun.

Marauder Band

(Initially unarmed.)

- Five Experienced NPCs with AK-74s.
- Five Novice NPCs with AKMs.
- Five Novice NPCs with Uzis.

Marauder Guards

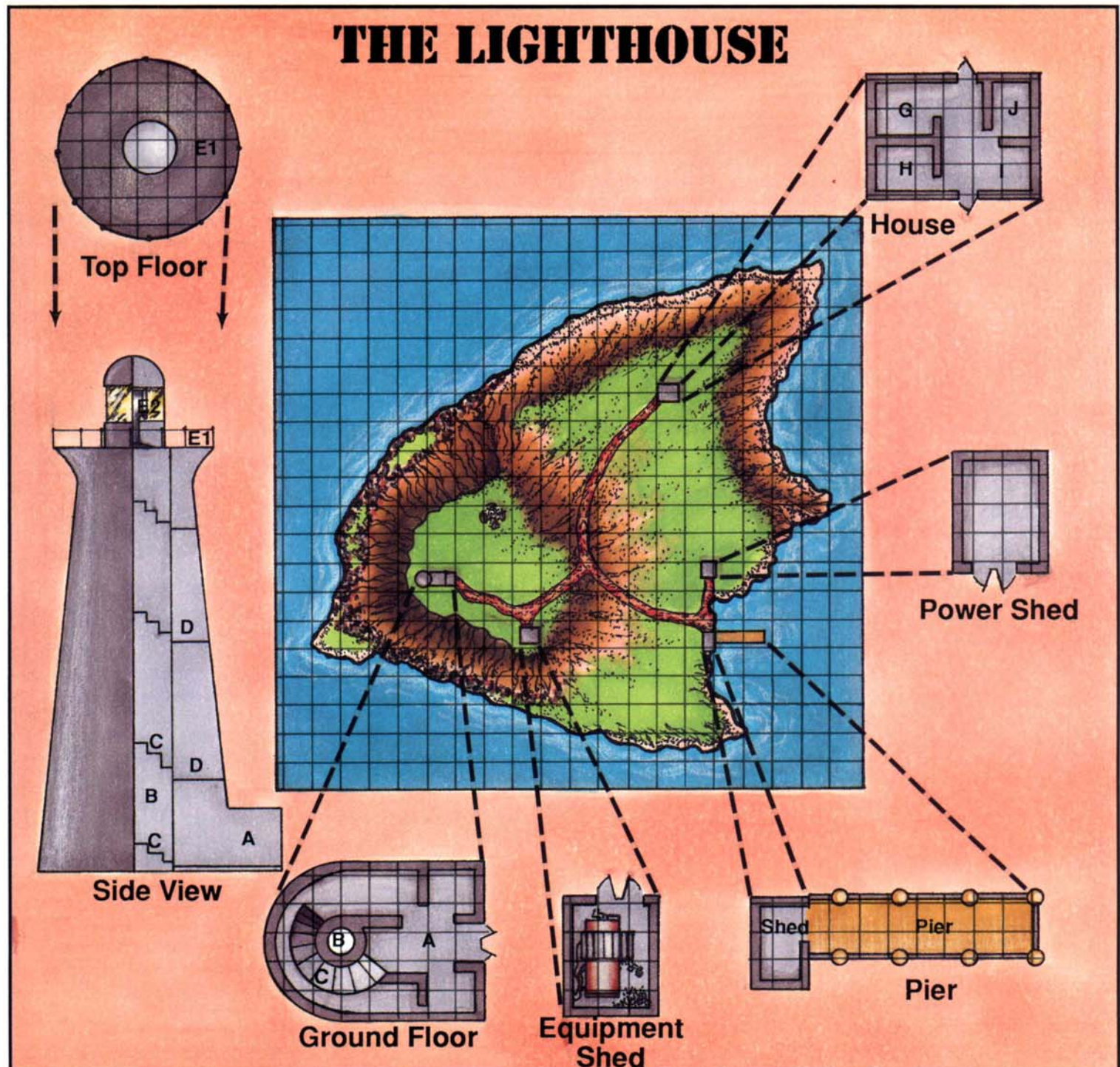
(Initially armed.)

- Five Experienced NPCs with AK-74s.

ABANDONED LIGHTHOUSE

Since ancient times, lighthouses have been built to mark hazards and to provide navigational signposts for maritime traffic. In ancient times a lighthouse was a tower atop which beacon fires were kept continually burning. In more modern times, they were converted over to electric power, and sometimes supplemented with foghorns and radio-navigation transmitters. Starting in the last quarter of the 20th century, they were increasingly automated, and the job of lighthousekeeper became increasingly rare.

The lighthouse depicted can be located just about anywhere in the world—the only differences are in climatic adaptations and the language on the dials. Note that lighthouses can be located in rivers (such as the Wisla) or large inland bodies of water (such as the Great Lakes).



BACKGROUND

The characters learn from local sources that a band of seaborne marauders has been raiding the coast in the area, depressing maritime trade and extorting food and supplies from fishing villages. The tribute they demand has become larger and larger, and the locals cannot pay it any longer.

The fishermen of the area would fight back, but the pirates have a Soviet ZSU-23-4 on their boat, and have demonstrated the fact that they have ample ammunition by totally destroying the first few fishing boats to resist.

APPROACH

Local sources will sketch a map of the island and will be able to describe the buildings there fairly well, but they will know nothing of the pirates' defensive arrangements. The island is approachable only by boat, but the characters may arrive by swimming if they choose (in that case, they will only be able to bring eight kilograms of weapons and equipment per person). The pirates will be able to observe the approach of a boat during the day and will take defensive precautions. Night is a different matter.

Sentries: The pirates have posted sentries walking random routes all night, but they do not cover the cliffs. The chances of a sentry being near enough to spot the characters while they are coming ashore is 25 percent. Otherwise, the characters will be able to land and conceal themselves (after which normal rules about encounter range and surprise apply).

Cliffs: Climbing the cliffs along the shore is a task (ESY: MTN; DIF: AGL if the character has no MTN skill), taking five minutes. Encumbrance makes this task one level more difficult. A character can be hauled up a cliff face in two minutes by rope by another character at the top of the cliff. All times are doubled at night.

MAP DESCRIPTION

Island: The island is a small, mostly rocky body with a high promontory. The only flat place on the island (and the only place with any soil) is the small plateau where the lighthousekeeper (and his family, sometimes) used to live in a small house. This plateau contains several small outbuildings and is located at the base of the small trail that leads up the promontory to the lighthouse itself.

This lighthouse was one of the last to be automated (in 1988), and although the house was emptied of its furniture and supplies, the building was left standing. It now serves as headquarters for the pirates.

Lighthouse: The lighthouse is a brick structure built the late 1920s, although several previous lighthouses had been located on the island long before that.

A. Ground Floor: The ground floor of the lighthouse contains the generator for the light and for the radio-navigation beacon, as well as the automated lighthouse machinery and a small workshop/storage room (A1) with spare parts for the light and the other equipment in the lighthouse. This floor also contains several small storerooms (A2 through A5) and a tiny

bedroom with a cot, a small oil-fired stove, and other leftovers from the 19th century. Several pirates sleep on this floor when they are not keeping watch upstairs.

B. The Central Shaft: This is an open shaft running from the ground floor to the top of the lighthouse. Once used to hoist heavy objects to the upper floor, it is completely enclosed for strength, although there are access doors at every landing in case the hoist jams. It has a large access door at the bottom and top for ease of loading.

C. The Staircase: A spiral staircase runs from the ground floor up to the top of the lighthouse, opening out onto the landings.

D. The Landings: The builders of the lighthouse provided landings to prevent something (or someone) from tumbling the complete length of the staircase. This lighthouse has three such landings D1 through D3).

E. The Top Floor: This floor is very narrow and completely walled in glass, with a narrow walkway around the outside (E1). It contains the light itself (E2), which looks like a huge version of a military searchlight. The machinery which rotates the light is also here, although neither it nor the light have been active since the generator ran out of fuel in 1998. Two pirate sentries keep watch from the walkway both day and night, ready to give the alarm with flare pistols.

Radio-Navigation Tower: In 1971 a radio-navigation tower was built on the island, linking it into a worldwide radio-navigation network. It is nonfunctional at present, but the electronics are largely intact.

Power Shed: The lighthouse and radio beacon are automated and powered by electricity brought from the mainland via a subsurface cable. The lighthouse and the radio-navigation beacon still have backup generators on the island in case of an interruption in power. When the nuclear strikes cut off external power, the automatic machinery took over, and the equipment ran for several months until the generators ran out of fuel. The generators are 1500 kw each, weigh one ton each, and are in good condition (the marauders have no fuel for them).

This shed contains the junction for the island's connection to the submarine power cable and two emergency backup generators. An underground fuel tank (now empty) is located near the shed (its only surface feature is a vent and an access cap).

F. Equipment Shed: This shed is empty, but serves as shelter for eight marauders.

House: The house is a small brick structure, built in the late 19th century to provide a dwelling for the lighthousekeeper. An addition was added in 1952, when the resident keeper decided to bring his family to the island and needed a larger house. It is a one-story, two-bedroom structure with a small storm cellar. When automated machinery was installed in the lighthouse in 1988, the house was abandoned and served no purpose except as a storage facility for spare parts. It was kept up to serve as an emergency shelter should inclement weather strand the inspection and

maintenance personnel who visited the island periodically to refuel the generators and keep the equipment functioning. At present, the house shelters the bulk of the pirate band's personnel and serves as their armory.

Behind the house, sheltered from the prevailing wind and on a sunny exposure, are the remnants of a small garden. This once provided fresh vegetables for the occupants and contained a few flowers as well. The plants have gone wild, and weeds have reclaimed the garden, but a few of the hardier flowers still remain. These bright spots on an otherwise drab rock outcropping are a testimony that someone who appreciated beauty once lived here. The pirates have yet to notice.

G and H. Bedrooms: These are empty except for the pirates' personal possessions.

I. Kitchen: This room contains a sink and a pump, connected to a cistern (the island has no well).

J. Pantry: This now serves as the armory for the pirates.

Pier: A small pier is located on the leeward side of the island (the side sheltered from the predominant winds). The pier was maintained for the use of the island's inhabitants, and was kept in good repair after the lighthouse was automated to facilitate the landing of bimonthly inspection and maintenance teams. The pier currently serves as anchorage for the pirates' two vessels. Two sentries are on duty here permanently.

Armed Boat: The pirates have possession of a terror weapon, a ZSU-23-4. They have mounted it on the foredeck of an old fishing boat and use the threat of the weapon to extort a living from regional fishing villages. The weapon is seldom fired, largely because its mere presence is so intimidating. The pirates are running short on ammunition for it, but this is a secret they are not anxious to let out.

Unarmed Boat: In addition to the armed fishing boat, the pirates have a small sporting sailboat, which they use for occasional trips to pick up tribute from submissive villages.

NPCS

This adventure requires no specific NPCs.

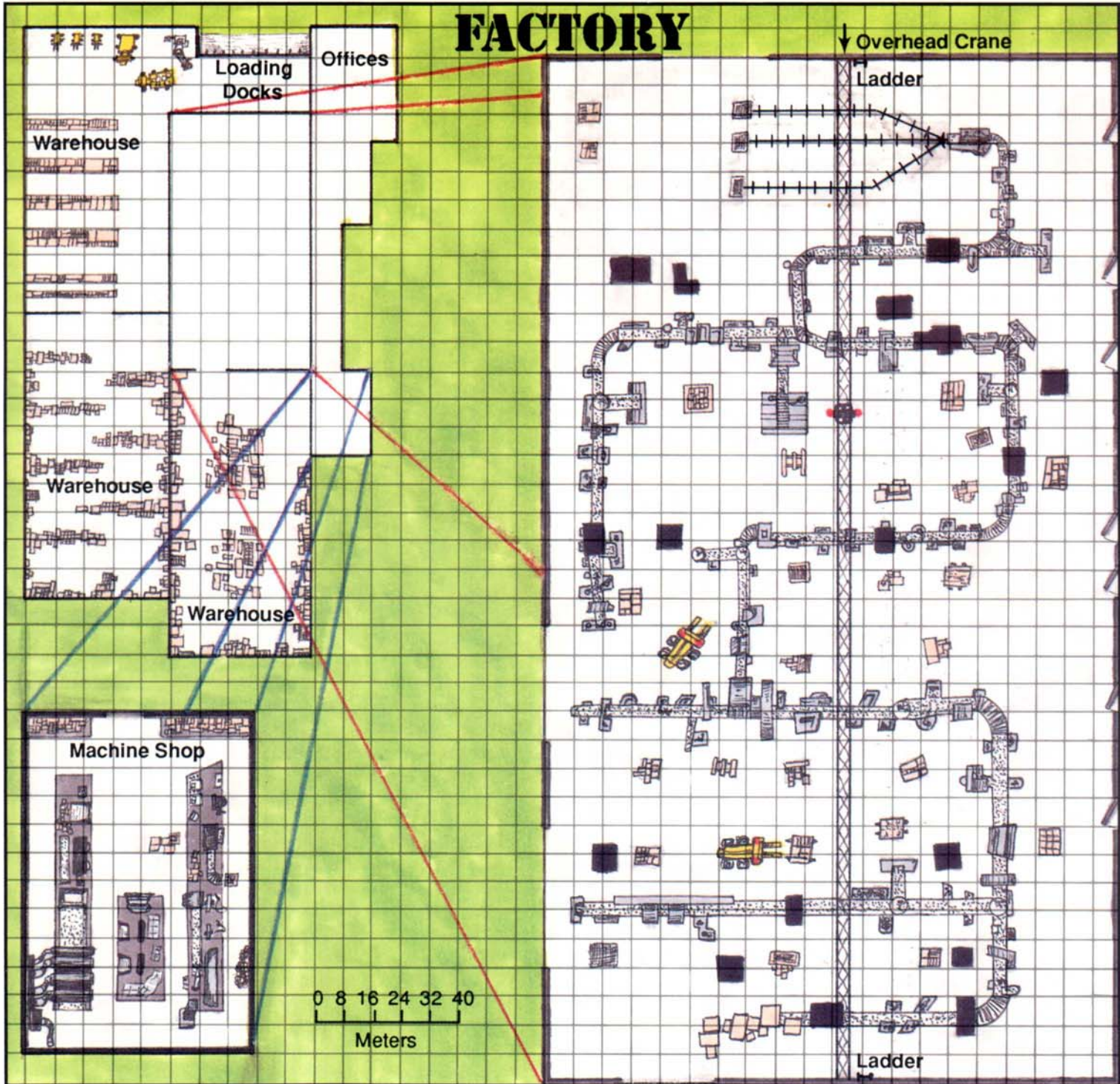
The Pirates

The island contains 30 fighters at any given time, not including another half dozen or so noncombatant hangers-on. The pirates have three Elite (the leadership), six Veteran, 12 Experienced and nine Novice NPCs. The pirates' main weapon is a single ZSU-23-4 gun looted from a Soviet AA battery, for which the pirates have only 360 rounds (90 per barrel) remaining. In addition to the Zoo (as it is nicknamed), the pirates have a dozen AK74s, six M16s, four MAG MGs, one M60 MG, four double-barrelled shotguns, and a dozen pistols of assorted types. Ammunition is short (less than 60 rounds per weapon), and the pirates are conservative about their firing. The characters should not know this going in, however.

The referee may wish to vary the number and armament of the pirates for play balance.

URBAN RENEWAL

This adventure takes place in an abandoned factory, but the setting could as easily be a revitalized factory after hours or even when a "normal" work shift is going on (normal for postwar industrial facilities can mean three or four workers in a plant that previously took hundreds). Due to the amount of interest people have in rebuilding industrial capacity, reasonably intact industrial facilities like this are liable to be prizes actively fought over. This adventure can easily be set in any industrialized area in either Europe or America. Possibilities include Nowy Huta near Krakow, the Gliwice/Chorzow/Katowice complex in eastern Silesia, Pittsburgh, Detroit, Chicago, and Seattle.



BACKGROUND

Sooner or later, the PCs will feel the need for something rare or difficult to obtain. It may be forged papers, a rare part to rebuild a rangefinder, or ammunition for that G11 they've been hauling around for months. When the time comes, they will have to go to the Boss.

The Boss is the fellow who runs the local rackets and black market, who has what they want if they're willing to pay the price. After a short period of spirited negotiations, a price is agreed upon and a meeting arranged.

The exchange (what the PCs want to trade for what the Boss wants to receive) will take place in an abandoned factory in a deserted part of town (alternatively, the factory can be partially restored and functioning at a low level—in which case the meeting will be scheduled for after working hours).

APPROACH

PCs can scout the approaches to the factory if they wish but will probably not find anything amiss.

The factory building is located on the edge of town, and is served (or was served) by several roads and a small trunk railroad line. The factory complex is surrounded by a three-meter chain-link fence (in good condition if the factory is revitalized, but with several large holes in it otherwise).

The appearance of the building will also depend on its current status. If it is revitalized, it will be in fairly good shape. Parts of it may have been cannibalized to repair other sections, replacement windows and doors improvised out of plywood, etc.

Actually, this situation is a double cross, and the Boss intends to kill them or take them prisoner (to turn over to whoever will pay the most—probably lots of people by now would like to get their hands on the player characters), and keep whatever the characters were going to use as payment.

The characters may smell the ambush. For whatever reason, it doesn't work as planned and comes down to a firefight in the factory—the PCs versus the Boss' henchmen.

MAP DESCRIPTION

The factory, if it is working at all, is operating at a reduced level from its former capacity.

For this reason, large areas of the building will be deserted or filled with miscellaneous junk of no particular utility. In some areas, this assorted material will provide cover and/or concealment for both the

characters and the Boss' henchmen during the firefight.

The factory building is a sprawling complex with several different areas under one roof and a few smaller outbuildings. Most of these are built of reinforced concrete with heavy-duty windows, tin or asphalt roofs, and concrete floors.

Machine Shop: This is a small area containing the tools and die-making equipment for the factory (assuming it is operational; otherwise this building is deserted). This area is most important, and the lathes, grinders, milling machines, and other equipment are vital to the continued operation of the factory. For this reason, armed guards are permanently stationed here in addition to the craftsmen and machinists.

Offices: These are the administrative offices for the factory management, shift supervisors, etc. Some of the offices open out onto the assembly line area. The rooms currently serve as quarters for the workers at the factory (assuming it is functional—otherwise they are deserted).

Main Work Area: This is the huge room containing the main assembly area. If the factory is in use, it will be underutilized since the plant is operating considerably below its prewar capacity. This is the largest single room in the factory building and will be filled with machinery, benches, storage bins and racks containing components and subassemblies for whatever is being manufactured here. All this will be distributed along an assembly line conveyor belt, with several small conveyors feeding into it from the sides.

The whole arrangement is about waist high and provides excellent cover (and some concealment) to all characters adjacent to it.

If the meeting is taking place at night and the lighting is poor, screened items block line of sight. All items provide cover equivalent to an armor factor of 2 up to one meter high for black items, 1.6 meters high for all other items. Characters may kneel and fire from behind all screened items, and may stand and fire from behind all black items (exposing head and chest to return fire).

Items indicated with a screen are considered to provide cover but do not block line of sight, meaning that people can see over them. Items noted in black block line of sight for all characters on the ground.

Overhead Crane: This device is a huge crane in the rafters of the main work area of the factory, used to install, reposition, and remove extremely heavy machinery. It has a small catwalk running the length of the building, and several of the Boss'

henchmen will take up ambush positions here (the exact number is up to the referee). Characters on the catwalk can see everyone on the assembly area floor and can fire on (and be fired on by) any character anywhere on the floor. The catwalk is accessible from ladders at either end of the main work area.

Warehouses: These hold the component parts needed for assembly operations and the final product prior to shipping. They are presently underutilized. Nevertheless, there still be many crates, boxes, and so on behind which the characters and their adversaries will be able to find cover during the fight.

Loading Docks: These are large bays enabling trucks to load/unload directly onto the factory floor using forklifts, etc. These are usually divided into incoming docks to receive component parts or subassemblies, and outgoing docks to ship the finished product.

NPCS

The referee should develop a name and background for the Boss, suited to the country where the adventure is taking place. Despite the pronouns used below, no reason exists why the Boss could not be a woman. This would be an excellent ploy on the part of the referee to divert suspicion if the characters have dealt with other bosses before. (The nickname "Dragon Lady" should be avoided as trite, however.)

The Boss

The Boss is typical of a type that exists in every country in 2000: the ultimate extension of entrepreneurial spirit combined with an almost total lack of respect for morality and massive greed. The Boss is totally ruthless in pursuit of his goals, which are to make himself as comfortable as possible during the present crisis.

NPC Motivation Results: *Spade King:* Deceitful. *Diamond King:* Selfish.

Henchmen

The Boss maintains a collection of thugs, knee-busters and sundry unsavory ne'er-do-wells to enforce his wishes and assist him in carrying out his nefarious schemes. These consist of three Veteran and 15 Novice NPCs armed with pistols and SMGs of the referee's choice. Ammunition is a little short, so the henchmen will have only two or three full magazines per weapon.

The Veteran NPCs will be deployed with the Boss; the remainder of the henchmen will be distributed in ambush positions throughout the factory.

CASTLE KEEP

Castles are, unfortunately, not very common to North America, but they can be found in many other parts of the world. It is a very barren role-playing campaign that does not sooner or later incorporate these symbols of romance and adventure.

BACKGROUND

This adventure can best be started when you roll up a wild dog encounter. Resolve the encounter normally, except that the dogs will continue to attack until all are killed. This unusual behavior will probably prompt the PCs to examine the dogs' bodies afterward, and most of them will have considerable amounts of frothy saliva around their mouths. The dogs were rabid.

It is possible that none of the player characters were bitten, and if that is the case, there is no real need to force the issue. The rabid dog attack can serve to set the backdrop for the

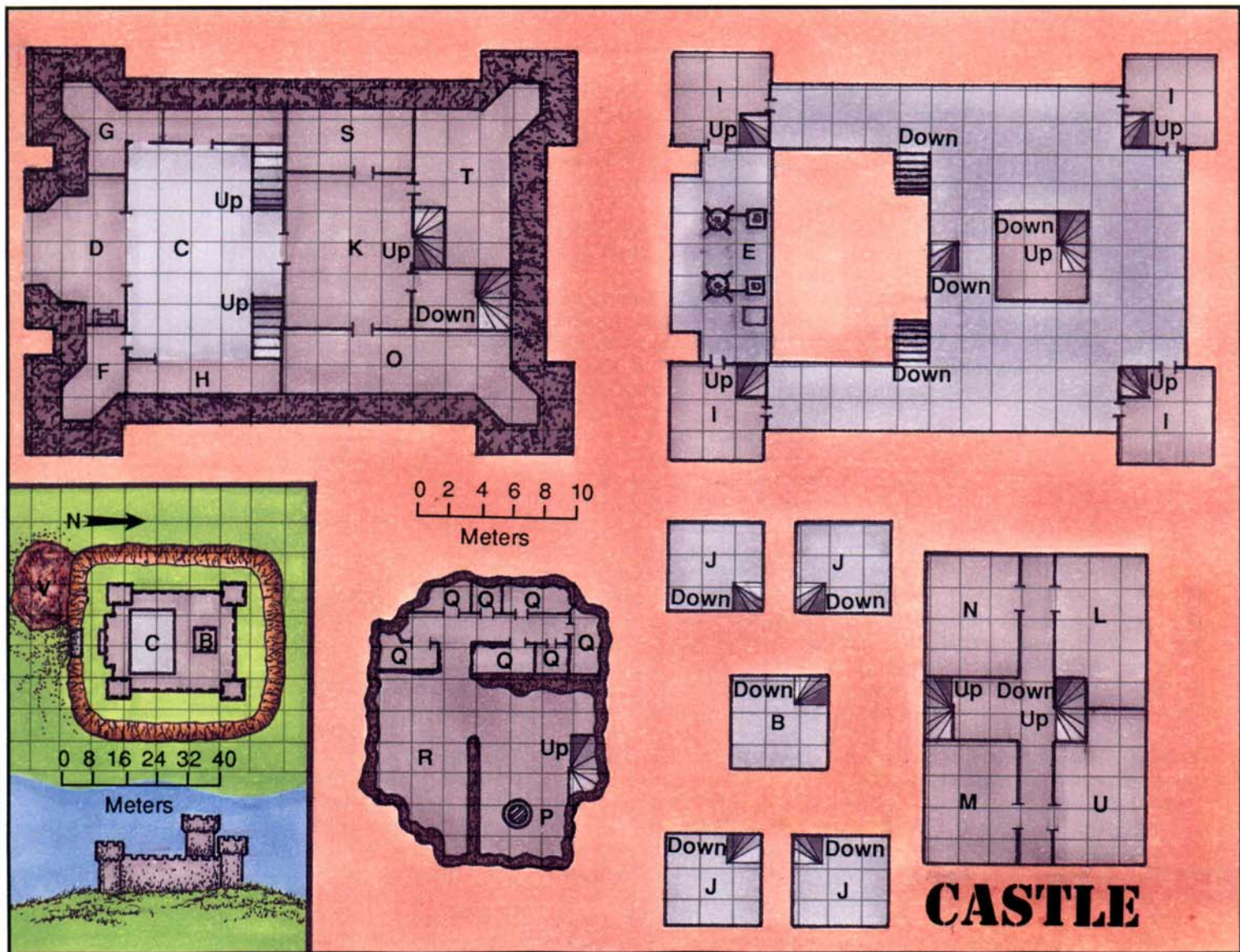
next encounter. This is a standard hunter encounter from the Group Encounter Table in the basic game.

The hunters whom the PCs meet are friendly. They are willing to trade information and maybe some fresh game for MREs. The village the hunters come from has been terrorized by wild, rabid dogs recently, and several people have been bitten, including their mayor, several hunters, and two children. As the villagers have no rabies antitoxin, they are very concerned for the victims.

If the PCs tell the villagers about killing the wild dogs, the villagers will be both impressed

and grateful that at least no one else will be victimized by them. If any of the PCs were bitten, the villagers will suggest that the villagers and PCs combine their efforts to help the victims. If none of the PCs were bitten, the villagers will appeal to this group of obviously capable men to help them out.

A local warlord has set himself up in an old castle in the vicinity. Several villages pay him tribute, but the village these hunters are from has steadfastly refused to pay. Their defenses are fairly strong, and, while the warlord might be able to overcome them, he has been unwilling to expend the men and ammunition needed to do so. When he heard that rabid dogs had attacked the village, however, he sent word that he had a supply of rabies antitoxin but that he would make it available only if the village surrendered half its arms and ammunition, and agreed to pay tribute. The may-



or has refused to agree, even though he is one of the victims and is facing a potentially horrible death.

The only way to get the needed medicine is to take it. Unfortunately, while the villagers are brave, none of them are trained soldiers, and they have no idea how to storm a castle. The PCs, however....

APPROACH

The villagers have 10 men with sufficient experience in woodcraft and combat not to be a liability in such an attack. They will take the village's best small arms and help the PCs storm the castle. They have never been inside, but the warlord is known to have a force of over 20 men defending his stronghold. The castle itself is only one day's march from the village.

The castle is on a low, grassy hill surrounded by a now-dry moat. The slopes of the hill are gentle but broken by occasional low rock outcroppings. The brush has grown fairly thick on it during the last year or so and is about two feet high. Although it does not provide very good concealment for a daylight attack, at dusk it will cast very broken shadows, and at night it will make PCs approaching it virtually invisible.

The castle has walls which are about six or eight meters high (20 to 25 feet), and the tops have crenelated battlements. Towers at the corners stand about three meters taller than the walls, and the rear of the castle has an enclosed keep with a somewhat taller tower.

A drawbridge and portcullis protect the gate at the front of the castle, and no other means of entry is obvious (aside from scaling the walls). During the day, a visible guard stands watch in the main tower, along with one on the east, west, and south (gate) walls.

Approaching undetected through the brush and/or climbing a wall undetected will be impossible during full daylight, DIF: RCN during dusk, and AVG: RCN at night.

MAP DESCRIPTION

This is a fairly early castle, as can be seen by the square rather than round towers. Despite that, it's in remarkably good shape, virtually mint condition.

A. Wall Guards: These are the positions occupied by the wall guards when the PCs attack. The walls themselves are AV 20.

B. Tower Machinegun Nest: The fourth visible guard is in the main tower and mans a PK machinegun. He watches to the north, but the gun can be repositioned to face any direction and sweep the courtyard below. Because of the difficulty of firing up, the machinegunner is considered obscured. He is completely covered by AV 20 stone walls except for his head.

Characters in the tower machinegun position may not fire down at targets in the grid square adjacent to the base of their tower unless they lean out through a battlement opening. If they do so, they are no longer obscured and have only their legs and abdomen covered.

C. Courtyard: This is an open cobblestone

courtyard which is connected to the gatehouse to the south, the keep to the north, and several small rooms to the east and west. The portcullis is made of heavy wood beams bolted together in an open framework, the joints reinforced with iron plates and rivets, and the points on the bottom capped with iron points. It has an AV of 5. The thick drawbridge is made of oak timbers and has an AV of 5 as well.

D. Lower Gatehouse: This is an enclosed entryway with overhead cover. The stone framing around the gateways at either end have AV 10. A ladder leads up the east wall to the upper gatehouse.

E. Upper Gatehouse: This is the roof of the gatehouse. A trap door with a ladder leads down to the gatehouse. The simple dead bolt is routinely left unbolted. Two large windlasses have now been connected to power winches. The one on the east raises and lowers the drawbridge, while the one on the west raises and lowers the portcullis.

F. Guardhouse: This is a room off the courtyard. An alert guard is stationed here, as well as the guard commander working at a desk.

G. Servants' Quarters: Several serving and cleaning women have their quarters here and will probably be here when the attack takes place.

H. Stable: The warlord's personal horses are kept here.

I. Tower Interior: The interior rooms of the towers on the battlement level have arrow slits on their exterior walls which provide good protection and fields of fire for riflemen. Treat fire on riflemen here the same as for the tower machinegun position. Characters in the tower interior rooms may not fire down at targets in the grid square adjacent to the base of their tower.

J. Tower Roof: These open tower tops also have good protection and fields of fire. Treat them the same as targets in the machinegun tower unless fired at from the machinegun tower itself. Then treat only the individuals' legs as covered by the wall and do not treat them as obscured.

Characters in the tower roof positions may not fire down at targets in the grid square adjacent to the base of their tower unless they lean out through a battlement opening. If they do so, they are no longer obscured and have only their legs and abdomen covered.

K. Great Hall: Heavy wooden tables and benches are here, as this is where the warlord and his men take their meals. The door to the great hall is thick oak (AV 2) and has a heavy bolt to secure it. It is not normally bolted, but an armed guard stands on duty here, and six off-duty guards lounge nearby.

L. Master Bedchamber: This is the warlord's private room. It is always locked when he is not present. About \$3000 in gold is hidden in a chest under his bed. Five assorted automatic pistols are in a case on the wall. Each has a loaded clip inserted and a round in the chamber.

M. Office: The warlord will be working in an office with a clerk and an armed guard at the

time that the attack on the castle begins.

N. Study: This was a library but now has an easy chair, several boxes of magazines, a compact disc player, and several hundred CDs on the shelves, mostly German heavy metal and U.S. country and western.

O. Guards' Quarters: Ten off-duty guards are here at the time of the attack.

P. Well: This is the castle's source of fresh water. If the PCs explore its depths, they will find that 10 feet down the shaft is a wooden door which opens into a small tunnel. This tunnel merges in the woods about one-quarter of a mile away from the castle.

Q. Dungeon Cells: These old prison cells are no longer used, and the doors are almost rusted solid.

R. Torture Chamber: This is a dusty and unused collection of various torture devices right out of an old horror movie. In the room is also an alcohol-powered generator which provides the castle with power.

S. Kitchen: This is a large room with a giant fireplace over which most food is cooked. A microwave oven is also available for late-night snacks for the warlord. Four servants are working here, and the same number of off-duty guards are talking to them.

T. Storeroom: This room is full of grain, sausages, bolts of cloth, china plates, and all sorts of supplies and treasures. It is the warlord's horde, and enough food is here to feed his 30 men for at least two months. This room is locked.

U. Arsenal: The arsenal has four M-60 machineguns, two 120mm mortars, 200 rounds of HE ammunition for the mortar, several crates of grenades, several RPG-18s and Armbrusts, an AT-4 launcher and three missiles for it, about two dozen assorted civilian sporting rifles, a like amount of pistols, and thousands of rounds of small arms ammunition. This room is always locked, and an alert armed guard is on duty here.

V. Horse Herd: The main horse herd is kept in this corral outside the walls of the castle.

NPCS

The Warlord

- An Experienced NPC with a Makarov.

The Warlord's Guard Commander

- A Veteran NPC with an Uzi.

The Warlord's Alert Guards

- Seven Experienced NPCs with AKMs.
- One Experienced NPC with a PKMG.

The Warlord's Off-Duty Guards

- 10 Experienced NPCs with Mausers.
- 10 Novice NPCs with Mausers.

The Village Strike Force

- One Veteran NPC with an AKM.
- Two Experienced NPCs with Mausers.
- Two Experienced NPCs with double-barreled shotguns.
- Two Experienced NPCs with bolt-action .22 rifles.
- Three Experienced NPCs with AKMs.

TWILIGHT: 2000

DELUXE 2ND EDITION

CONTENTS

This boxed deluxe 2nd edition of **Twilight: 2000** includes the following components:

- 1 **Twilight: 2000** rules book.
- 2 17"x22" encounter maps.
- 2 sheets of vehicle, troop, and building markers.
- 4 four-page encounter folders.
- 6 encounter cards.

CREDITS

The additional components included in **Deluxe Twilight: 2000** were created by the following people:

Design: Frank Chadwick and Loren Wiseman

Graphic Design and Production: Steve Bryant, Amy Doubet, Radley Masinelli, and Kirk Wescom

USING THE ENCOUNTER MAPS AND COUNTERS

Each encounter map is designed using the eight-meter outdoor grid. Map 1 shows a stretch of road in the countryside, while Map 2 shows a small village. These two maps are generally usable by themselves for small encounters, but may be linked for larger ones.

The two sheets of troop, terrain, and vehicle markers provided should be carefully cut apart. Terrain markers include buildings, barricades, trees, and open field. Note that the intact buildings are backprinted with a destroyed structure, so you can control the extent of damage in any town you lay out. The tree and field counters are used to change the pattern of vegetation and cover on the map, so your players can't always count on there being the same clump of trees just past every crossroads. A number of barricades and entrenchments can be used to convert empty terrain or a ruined village to a fortified encampment.

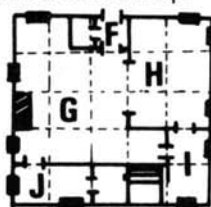
Vehicle markers are printed with a color version of the vehicle on one side and a wrecked version on the reverse. The numbers in the lower left and right corners are the combat movement, in grid squares, of the vehicle.

Troop markers are divided into nine-man squads, and each man has both a standing and prone counter. Various small arms and heavy weapons are printed on the backs of the troop counters.

CLARIFICATIONS

The encounter cards are designed for use with either first or second edition **Twilight: 2000**. When using the 2nd edition rules, be sure to divide skills by 10 (usually just dropping the final zero off the skill is enough) and use the correct corresponding 2nd edition skill. (Remember that Recon becomes Observation.)

There are two minor printing errors on the encounter cards. In "Attack of the Mole People" the underground maps all use a scale of two meters per grid square. The surface map is eight meters per grid square. Ignore the scales printed on the map.



First Floor

In "Weekend In The Country" the diagram of the first floor of the house was inadvertently turned upside down at the printer, while the letters (which were on a separate overlay) remained in their correct position. That floor plan should look like the one shown to the left.

The vehicle markers were originally produced for use with the first edition of the game. They are completely usable with this edition of the game as well, but some of the vehicle designations and speeds have changed slightly. For example, the BMP-2 and 3 were formerly called the BMP-B and C, and are so identified on the counter. The M988 vehicle, which was present in the first edition of the game, has been deleted from the second edition, and its marker can be used to represent the ADATS vehicle instead.

THE ETERNAL SOLDIER

GDW now publishes a newsletter on **Twilight: 2000** and related games (such as **Merc: 2000**). The newsletter provides ideas for adventures, statistics on new equipment, optional rules to cover unusual situations, helpful hints from other players and referees, and a rundown on the latest developments in military affairs and hardware. If you're in a **Twilight: 2000** campaign, either as a player or a referee, you can't afford to miss it!

Write to GDW for a free review copy and subscription information.

We came in by rubber boat, through the surf off Point Lopez, and buried the rafts in the soft, white sand above the high-water mark. After we humped our gear into the thick tangle of mangroves and bamboo 100 meters inland and set up our perimeter, I slipped off my rucksack and moved out alone to find the bad guys—that's my job.

I moved slowly and carefully because we knew these particular goons were Israeli-trained, and those people usually do a thorough job.

Surprise was on my side, though.

MERC: 2000

What if the world *hadn't* blown itself into a radioactive cinder?

For years, players have asked for a more conventional environment in which to set **Twilight: 2000** adventures. **Merc: 2000** is the result. The world never quite went over the brink in 1995, but the pattern of small border wars and revolutions still continues nearly everywhere. It's a ripe climate for the classic soldier of fortune.

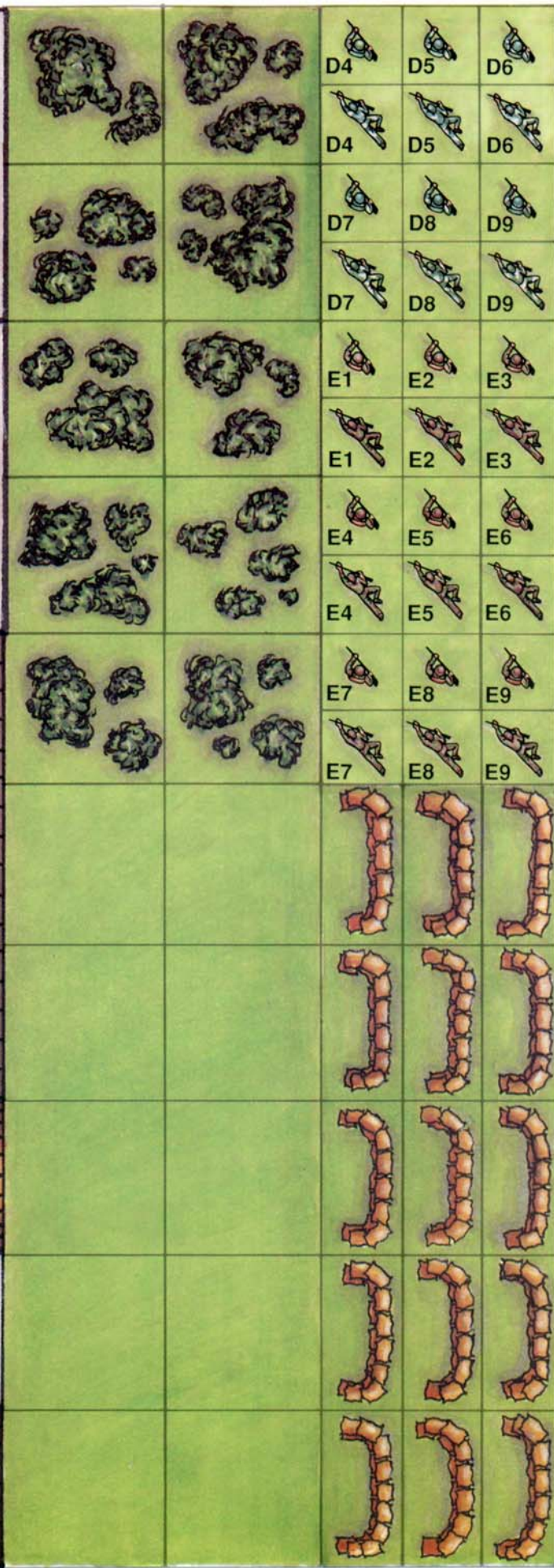
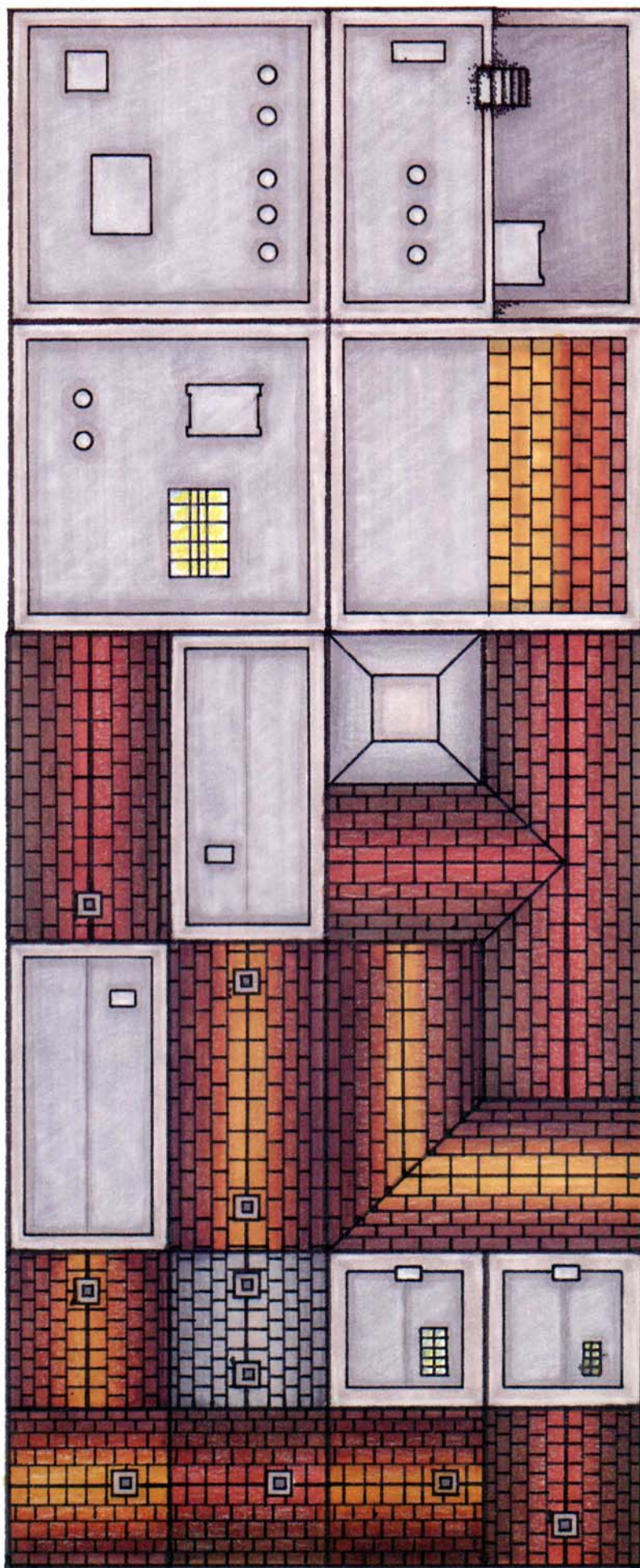
Merc: 2000 uses the basic **Twilight: 2000** character generation, task, and combat rules, but provides a completely new environment. It is a more "civilized" world than that of **Twilight: 2000**, but that doesn't make it less dangerous.

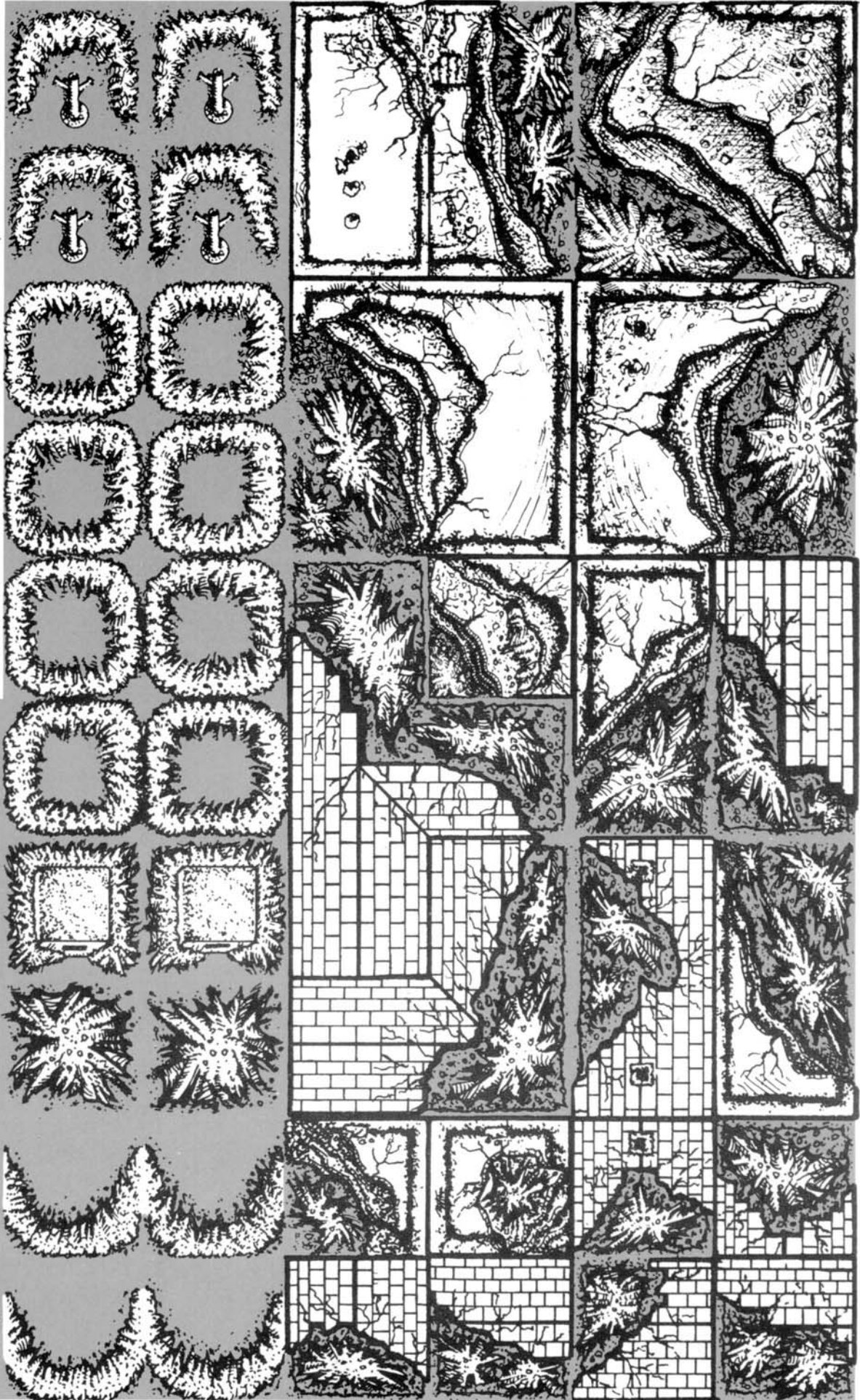
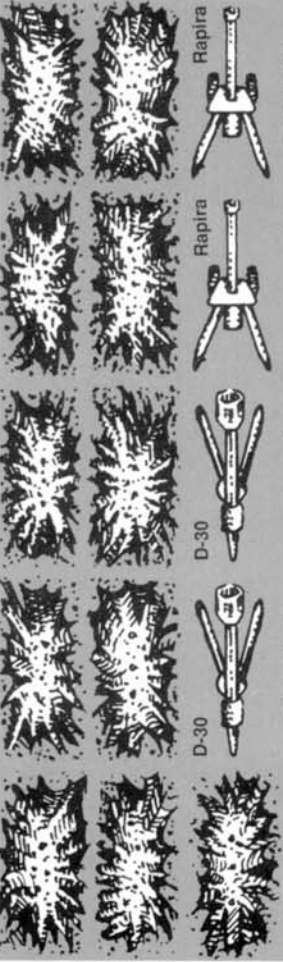
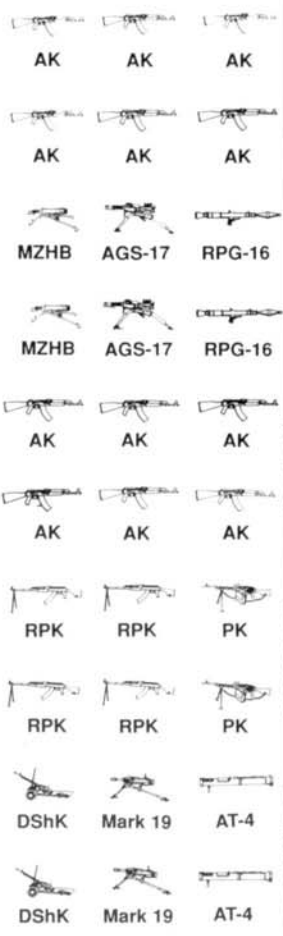
The **Merc: 2000** book provides an extensive listing of organizations that hire mercenaries in AD 2000, a rundown on trouble spots throughout the world, encounter tables for the different regions covered, and everything else you need for a variety of mercenary missions or campaigns. Not only are classic mercenary operations covered, but also missions as diverse as industrial espionage/sabotage between multinational corporations, raids on drug cartel headquarters, hostage rescue missions, and more.

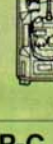
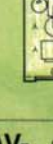
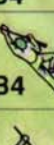
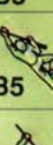
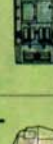
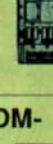
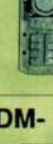
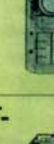
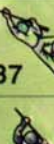
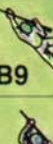
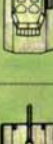
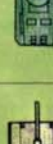
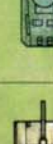
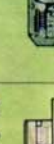
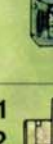
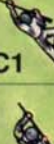
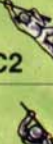
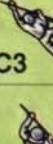
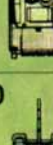
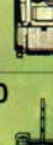
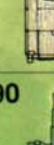
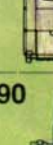
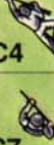
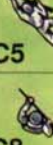
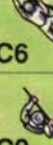
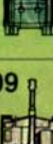
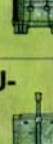
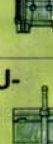
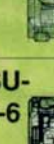
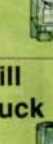
Merc: 2000 opens whole new vistas of adventure for dedicated **Twilight** players and continues to build on the best combat role-playing system in the world.

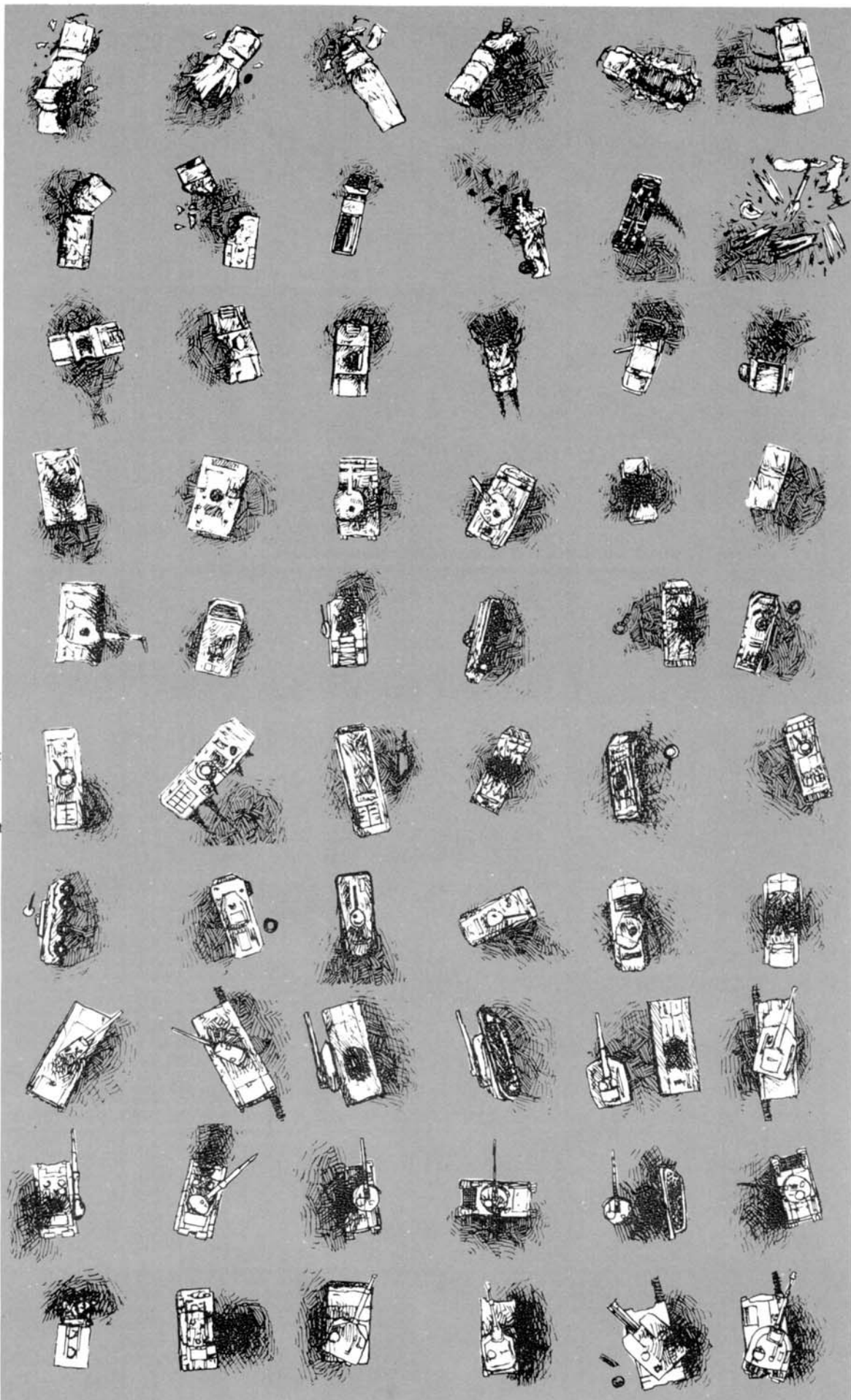
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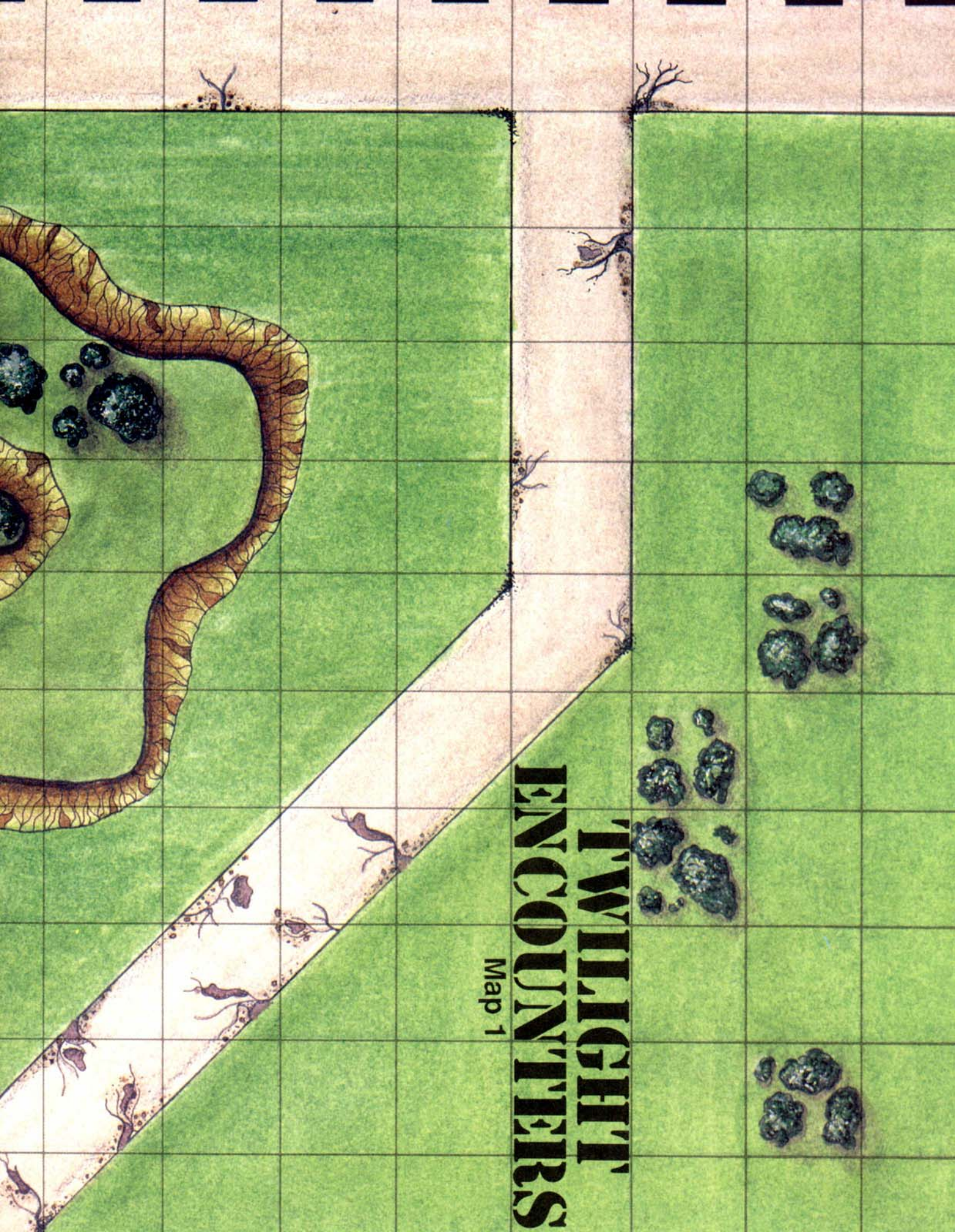
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Ox Cart  1/2 1/2	Car  8 2	Car  8 2	HMMWV  8 3	HMMWV  8 3	HMMWV  8 3	A7 	A8 	A9 
UAZ-469  8 3	UAZ-469  8 3	M2  6 4	M2  6 4	M113  5 3	M113  5 3	B1 	B2 	B3 
BTR-70  6 3	BMP-B  5 3	BMP-B  5 3	BMP-C  5 3	BMP-C  5 3	LAV-75  6 3	B4 	B5 	B6 
BTR-70  6 3	BTR-70  6 3	BTR-70  6 3	OT-64  7 3	OT-64  7 3	OT-64  7 3	B7 	B8 	B9 
LAV-25  7 3	LAV-25  7 3	BRDM-3  8 3	BRDM-3  8 3	OT-65  8 3	OT-65  8 3	C1 	C2 	C3 
M1  6 5	M1  6 5	M1 A1  5 4	M1 A1  5 4	M1 A2  6 5	M1 A2  6 5	C4 	C5 	C6 
T-72  5 3	T-72  5 3	T-80  5 3	T-80  5 3	T-90  5 4	T-90  5 4	C7 	C8 	C9 
M-109  4 3	M988  4 3	SAU-122  5 4	SAU-152  4 3	ZSU-30-6  8 5	Still Truck  7 2	D1 	D2 	D3 



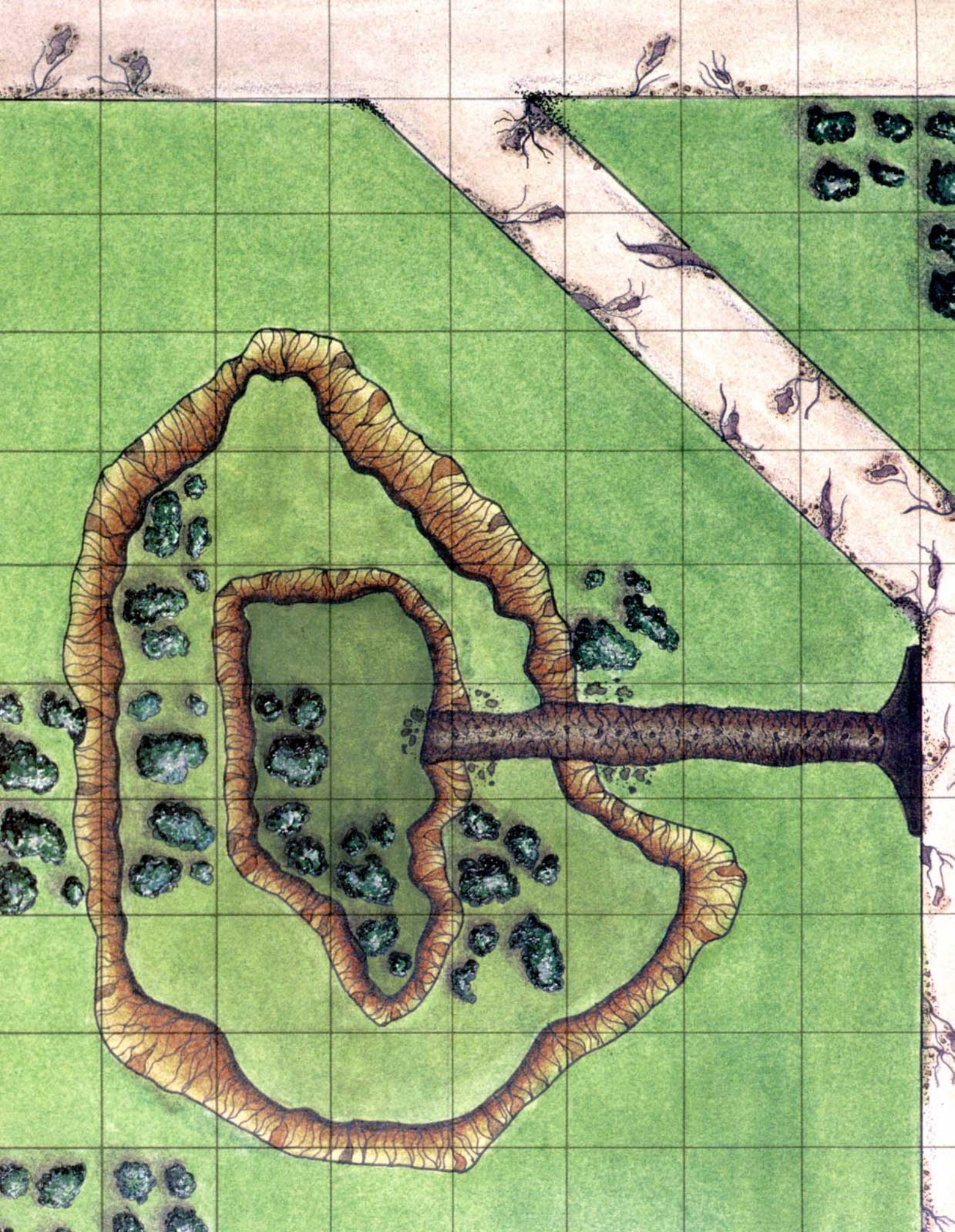


TWILIGHT ENCOUNTERS

Map 1



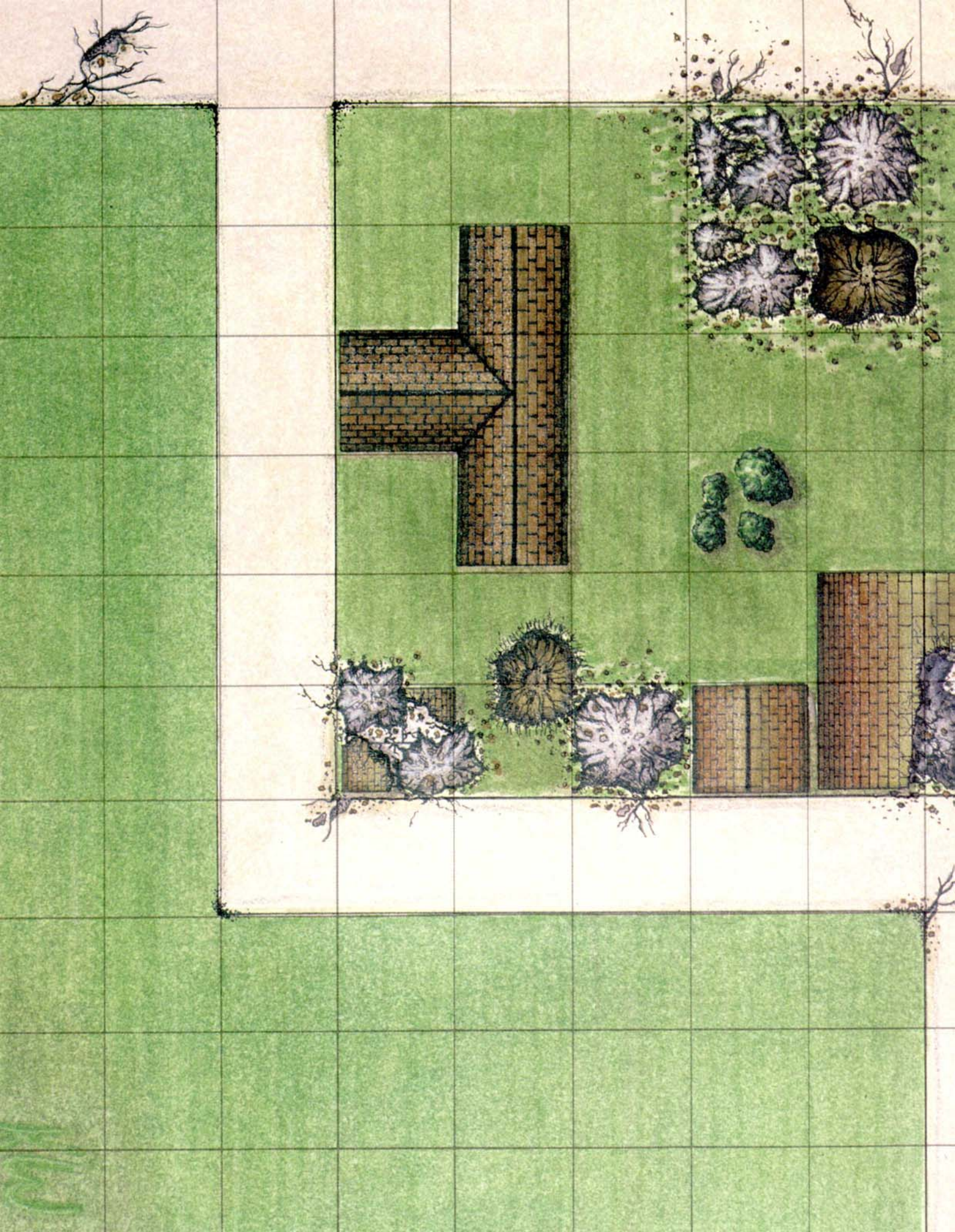


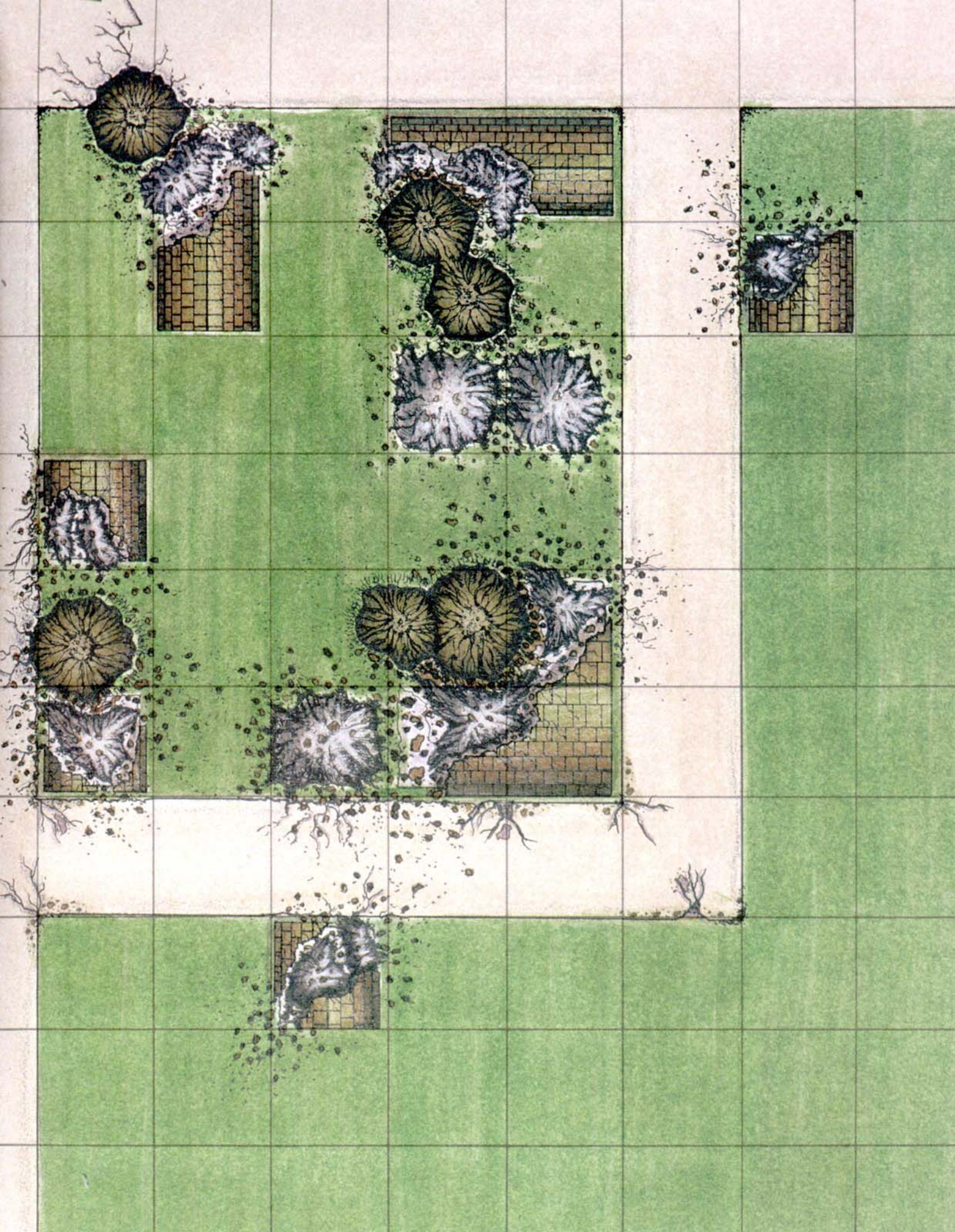


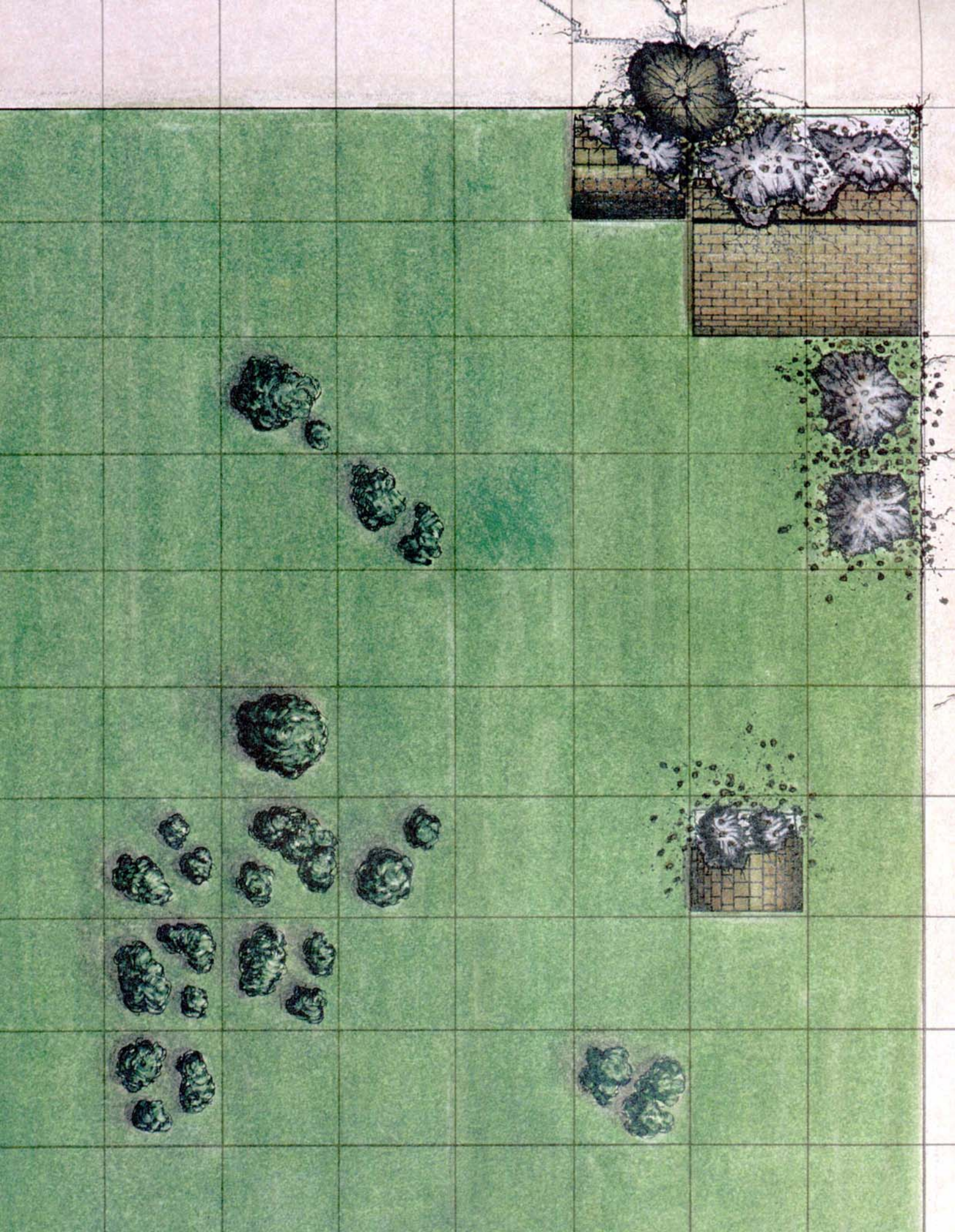
TWILIGHT ENCOUNTERS

Map 2









TWILIGHT: 2000

Roleplaying in the Devastation of WWII

This deluxe edition of **Twilight: 2000** combines 2nd edition rules with the striking referee aids of **Twilight Encounters**.

- 280-page rules book.
- 2 large, full-color tactical maps.
- 10 encounter cards (each a complete miniadventure).
- 2 sheets of over 200 color game markers.

"WHAT FOOLS WE WERE to allow ourselves to be lulled into a warm sense of security by the events of the late '80s and early '90s. How childlike we were in our trumpeting of the new age of peace, prosperity, and good will. Democracy had come to Europe, and that meant that peace had come to Europe, for democracies never made war on other democracies.

"What utter rot!

"How could we have believed such naive rubbish with the lesson of history so plainly before us? Democracies have always made war on other democracies; it has been a fact of life since the earliest democracies flourished in Greece, and warred continuously upon each other.

"How could we have forgotten that in the War of 1812 the two great western democracies made enthusiastic, aggressive war on each other?

"How could we have forgotten that democracies represent the will of the people, and that the will of the people is often for war?

"How could we have forgotten that Hitler was elected?"

—Janosz Skrivkin, Chancellor of Croatia, 1999.

The war has raged for years. The high-tech ammo is almost gone. High-tech equipment is failing, piece by piece, with no spares to fix it. The front lines are held by a few grim, desperate soldiers.

The US 5th Division holds the line in Poland. Now, a Soviet encirclement has cut it off in a province ruled by ambitious warlords, local militias, and bands of marauding deserters. HQ is 200 clicks to the rear and powerless.

Your last order sets you free...

**"Good luck.
You're on your own."**



US Cadillac Gage Stingray; Poland, 2000.

This is a Roleplaying Game

Players work together to experience an exciting adventure. One player (the referee) supervises the action while you and the others verbally play the roles of the characters. You all face real situations and react to them just like characters in a story—but the results are ones you create!

Here's What You Do

Generate Your Character: You select your nationality, character type, and your military and nonmilitary backgrounds.

Equip Yourself: Use your money for weapons, ammunition, equipment, vehicles, and spares.

Start Moving: You're in hostile territory. Your next encounter may be a friendly farmer, a frightened refugee, or a dangerous deserter. You pick your course of action; you decide your own fate in the chaos of World War III.

Twilight: 2000's award-winning game rules provide the foundation for role-playing in the chaos of World War III.

Combat: Fast-playing, easy-to-resolve combat system gives the feel of modern battles.

Travel: Types of travel, time scales, vehicles, encounters, maintenance, fuel, repairs.

Encounters: Dangerous environments, radiation, disease, contaminants, reasons for encounters, typical adventures.

Equipment: Weapons, supplies, vehicles, munitions, costs, availability.

Danger: Places to go and reasons to go there. Plus reasons to wish you hadn't.

Background: Chronology and history of World War III.

Twilight: 2000. The adventures are fast and furious. The prize is survival, and maybe, just maybe, a safe place to spend the night.

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