Players' Guide to
TWILIGHT: 20000 (version 1.0)

Role-Playing in the Aftermath of World War III
*Basic information about the **Twilight: 2000** role-playing game system.*

The 1980's were a time of apprehension. With the Soviet Union a super-power co-equal with the United States in world affairs, the globe was locked in a Cold War (and had been since the end of World War II): neither side dared escalate their conflict beyond minor border skirmishes and regional wars. Yet each side maintained massive stockpiles of nuclear weapons as deterrents to World War, and with the associated danger that they would someday use them.

President Ronald Reagan's address to the House of Commons set the tone:

"If history teaches anything, it teaches self-delusion in the face of unpleasant facts is folly. We see around us today the marks of our terrible dilemma-- predictions of doomsday, anti-nuclear demonstrations, an arms race in which the West must, for its own protection, be an unwilling participant. At the same time we see totalitarian forces in the world who seek subversion and conflict around the globe to further their barbarous assault on the human spirit. What, then, is our course? Must civilization perish in a hail of fiery atoms? Must freedom wither in a quiet, deadening accommodation with totalitarian evil?"

President Ronald Reagan
Speech to the House of Commons
June 8, 1982

It was in this pervasive atmosphere of fear of impending doom that **Twilight: 2000** burst on the role-playing scene at Thanksgiving, November 26, 1984. Traditionally, the Thanksgiving-to-Christmas period was the highest game sales period of the year, and game publisher GDW worked hard to ensure that their new game would be available by Thanksgiving. To make a strong announcement of the game's availability, GDW ran three full-color pages in **Dragon** Magazine; they appeared for November.

The response was gratifying. The initial **Twilight: 2000** boxed game print-run of 10,635 was exhausted by March and another print run of 10,000 was ordered for April.

THE CHALLENGE OF MILITARY ROLE-PLAYING

Serious role-playing games are built around drama, and there is no situation more dramatic than that of a soldier in wartime, so you might think the military is a natural setting for role-playing. However, RPGs work best in anarchic situations--- where the player characters are their own bosses--- and, in the army, discipline and coordinated group action are the keys to success. To get around this, the most successful military RPGs have settings where small groups can act with a large degree of autonomy, on commando raids, during guerilla warfare, or (most popular of all) after civilization has broken down due to holocaust or invasion.

The first attempt at military role-playing was Eric Goldberg's **Commando** (SPI, 1979), which was primarily a board game of small-unit combat that had some role-playing features. The first version of **The Morrow Project** (Timeline, 1980) was also mainly a set of combat rules, but the designers were perceptive enough to set it in a post-holocaust future where the players could have freedom of action. This was also the case with **Aftermath** (Fantasy Games Unlimited, 1981), a game of paramilitary survival after a nuclear war.

These were followed by **Behind Enemy Lines** (FASA, 1982), a World War II game; **Recon** (RPG Inc., 1982), set on the fringes of the Vietnam War; and **Merc** (Fantasy Games Unlimited, 1983), which tried to capitalize on the brief public fascination with mercenary soldiers fighting in Third-World nations. None of these games met with sustained success. It looked as there might not really be a steady market for military RPGs until GDW released Frank Chadwick's **Twilight: 2000** in 1984. Once again the setting was after civilization was shattered by World War III, but this time background was more believable and worked out in great detail. The rules were unexciting but solid, and GDW supported them with a steady stream of scenarios and supplements that catered to players' fascination with modem military machinery. Other contemporary military systems debuted in 1986 (**The Price of Freedom**, West End Games; **Phoenix Command**, Leading Edge Games; **Delta Force**, Task Force Games; **Freedom Fighters**, Fantasy Games Unlimited), but none have been able to make much headway against **Twilight: 2000**, which recently [1988] received a complete updating and revision.

Lawrence Schick
Heroic Worlds,
A History and Guide to Role-Playing Games,
Amherst, NY: Prometheus Books 1991

Game Designers' Workshop began to make a name for itself in modern military war games with the introduction, in 1983, of its **Assault** tactical war-game series (consisting of **Assault**, **Boots & Saddles**, **Chieftain**, and **Reinforcements**). **Assault** dealt with the capabilities of small units and individual armored vehicles in the modern (World War III) military environment. Close on its heels (early 1984) came the **Third World War** strategic war-game series (consisting of **Third World War**, **Arctic Front**, **Southern Front**, and **Persian Gulf**), laying out all of Europe in consistent scale maps in four different games. **Third World War** dealt with the strategic operations of military units in a hypothetical, but genuinely possible, World War III.

Is it any wonder that board game publisher GDW turned its attention to a military role-playing game? Initially, Frank Chadwick's design concepts envisioned extreme environments with features of Mel Gibson's **Mad Max** and Andre Norton's **Star Man's Son**. Unfortunately, such concepts were already common (and not especially successful) to the market place. The breakthrough came on a long drive back from the Origins Game Convention (Dallas, 1983). In an overloaded rental van, Frank Chadwick, Loren Wiseman, Bill Keith, and Andrew Keith talked for hours about a modern military role-playing game which concentrated on equipment and realistic military situations, and by the end of the trip the concept for **Twilight: 2000** was far enough along for specific design to begin in earnest.

The **Twilight: 2000** role-playing game system is available as Ebooks at DriveThruRPG.com. They have exclusive arrangements with many top RPG publishers (including us!) for Ebook editions of out-of-print and current role-playing books, adventures, and modules. Ebooks are in secure PDF format (you need Adobe Acrobat 6 with Digital Rights Management activated).

The Core Rules for (version 1.0) for **Twilight: 2000** are available in a printed, hardcopy format. The softcover book includes all of the materials from the original boxed edition, plus the four Poland adventures (The Free City of Krakow, The Pirates of the Vistula, the Ruins of Warsaw, and the Black Madonna), and the published errata for the core rules. $35.

Click Here to Order
http://www.farfuture.net/ffe/n2099.html

THE TWILIGHT: 2000 CONCEPT

Five years ago, the nations of the world began their war for global supremacy.

Three years ago, a massive nuclear exchange failed to give any side the decisive advantage they sought.

One year ago, the US Fifth Infantry Division launched a drive into enemy-held Poland, part of an offensive to knock the Soviets back to their homeland.

It failed. Now the Red Diamond is deep in enemy territory, reduced to small units without support, supply, or reinforcement. The war for Europe has turned into the war for survival.

Now what?

> *GDW presents a new concept in role-playing. World War III began five years ago. It's still going on, but that's the least of your problems. A few days ago, you were soldiers in the U.S. 5th Division. Now you're just fighting to survive while the world falls apart around you.*

Welcome to 2000 AD. Your equipment was brand new in 1995; now it's wearing out. Gasoline is rare, so your vehicles run on alcohol you distill yourself. And 5th Division's cavalry—when there was a 5th Division—rode horses. There's not much government left in central Europe, just warlords, marauders, and free cities. Even the major powers are collapsing; some units, even whole divisions, are refusing orders and heading home.

Your division is gone, and you're hundreds of kilometers inside enemy territory; fortunately, the Soviets aren't in much better shape than you are.

Your job is to stay alive, find enough fuel and spare parts to keep moving, get home (wherever that is), and maybe even strike at the enemy.

The real trick in designing a role-playing game is to produce detailed, accurate effects with simple systems. That takes inspiration and a lot of work, and that's what we did. **Twilight: 2000**'s comprehensive rules cover combat, skills, survival, encounters, and more with easy-to-use and flexible but well-defined systems.

Canon. noun. A body of rules or principles generally accepted as authoritative and fundamental in a field or art or philosophy: for example, "the neoclassical canon"; "canons of polite society."

THE TWILIGHT: 2000 CANON

The canon (the "official" texts for the **Twilight: 2000** role-playing game) consists of the rules, adventures, and sourcebooks published by Game Designers' Workshop, either directly or through **Challenge** Magazine. A few select materials have become apocryphal (that is, contemporaneous, but not quite official): **City of Angels** (3W), and three Finnish language **Twilight: 2000** modules, **Erikoisjoukot**, **Pohjoismaat**, and **Kööpenhaminaan**! (FGH).

Twilight: 2000 has three authoritative game rules systems. Version 1.0 is the original rules set (1984) associated with stock numbers in the 500 series. Version 2.0 is the revision (circa 1988) associated with stock numbers in the 2000 series. In an effort to enhance compatibility between game systems, GDW ultimately produced Version 2.2 (1991) which conformed to the GDW "house" system which made it compatible with the **Traveller: The New Era** game system.

TWILIGHT: 2000 Version 1

0500 v1.0 Boxed Set	97,518
0501 Free City of Krakow	33,037
0502 Pirates of the Vistula	20,186
0503 Ruins of Warsaw	20,367
0504 US Army Vehicle Guide	35,170
0505 The Black Madonna	13,220
0506 Going Home	16,184
0507 Red Star, Lone Star	15,183
0508 RDF Sourcebook	15,360
0509 Armies of the Night	9,972
0510 Allegheny Uprising	10,195
0511 Airlords of the Ozarks	10,011
0512 Gateway to the Spanish Main	10,172
0513 King's Ransom	10,219
0514 Soviet Vehicle Guide	20,320
0515 Urban Guerilla	10,150
0516 Small Arms Guide	21,150
0517 The Last Submarine	10,500
0518 Kidnapped	10,586
0519 Howling Wilderness	10,300
0520 Mediterranean Cruise	10,100
0521 Boomer	10,000
0522 Satellite Down	11,250
0523 Return to Warsaw	6,300
0524 Bear's Den	7,275
0525 Heavy Weapons Guide	10,200
0526 NATO Vehicle Guide	10,500
0527 White Eagle	5,100
0528 Survivors' Guide to the UK	7,110
0551 Last Battle	8,063
0552 Twilight Encounters	6,030

TWILIGHT: 2000 Version 2

2000 V2.0 Rules (includes 7,757 v2.2)	39,937
2001 V2.0 Boxed Set	5,240
2002 Infantry Weapons	14,743
2003 US Vehicle Guide	10,237
2004 Soviet Vehicle Guide v2	12,240
2005 Merc: 2000	10,073
2006 Bangkok	5,000
2007 NATO Vehicle Guide v2	7,000
2008 Merc Gazetteer	7,544
2009 Nautical and Aviation Handbook	9,940
2010 Twilight Nightmares	7,113
2011 Heavy Weapons Handbook	10,323
2012 Special Operations	7,572
2014 Castle by the Sea	5,000
2015 Referee's Screen	7,219
2016 Operation Crouching Dragon	5,000
2017 Eastern Europe Sourcebook	4,100
2018 Rendezvous in Krakow	4,450
2019 Death on the Vistula (unpublished)	0
2020 Warsaw Phoenix (unpublished)	0

THE APOCRYPHA

5401 City of Angels	2,000
0101 Erikoisjoukot (= Special Units)	1,000
0102 Pohjoismaat (= Scandinavia)	1,000
0103 Kööpenhaminaan! (= Copenhagen)	1,000
0000 Twilight: 2000 (Paragon) (computer)	23,730

These listings include stock number, title, and total units printed (and theoretically sold). Data was taken from printing records (GDW-published material) and royalty reports (3W and FGH).

COMPARING THE MODULES

The published **Twilight: 2000** modules were rated in a survey of 42 players and owners who were asked to rate each module on a scale from 1 to 10 (10 is best). No specific criteria were specified; the assumed criteria being "general satisfaction." The responses were tabulated to create a set of uniform ratings for the modules.

Normed Ratings: Some respondents clustered their ratings in the 7-8-9 range; others used the entire range of values from 1 to 10. To account for these differences, each set of responses was "normed." Each respondent's ratings were averaged. Responses above average were re-stated in equal one-fifth increments between average and 10, and responses below average were restated in equal one-fifth increments between 1 and average. For example, "John's" ratings averaged 8. That 8 is normed to 5, and all 9's become 7.5 and all 10's become 10. "Bill's" ratings averaged 4. That 4 is normed to 5 and all 5's become 5.8, all 6's become 6.6, all 9's become 9.1, and all 10's remain 10. Average rated modules are shown here as 5's: their highest rated modules are similarly high, their lowest rated modules are similarly low. Zero or no response ratings were ignored.

For the entire range of modules shown, a normed 5 is the equivalent of a raw 7.36. If one new rating of 10.0 for a module were to be received, the ranking would be increased by approximately 0.15. If one new rating of 1.0 were to be received, the ranking would be decreased by approximately 0.15.

Interpreting These Results. Any rating less than 5 is below average. By definition, half of all modules are below average. For example, Rendezvous in Krakow (3.3) received the lowest rating of the group; its raw average rating was 4.0. RDF Sourcebook (7.9) received the highest rating of the group; its raw average rating was 9.0.

No.	Title	Rating
0508	RDF Sourcebook	7.37
0506	Going Home	6.65
0514	Soviet Vehicle Guide	6.36
0501	Free City of Krakow	6.31
0500	v1.0 Boxed Set	6.30
0528	Survivors' Guide UK	6.21
0519	Howling Wilderness	6.17
2001	v2.0 Boxed Set	5.84
0526	NATO Vehicle Guide	5.75
0504	US Army Vehicle Guide	5.72
2008	Merc Gazetteer	5.67
0521	Boomer	5.64
0515	Urban Guerilla	5.58
5401	City of Angels (by 3W)	5.54
0512	Gateway to Spanish	5.49
2012	Special Operations	5.47
2003	American Vehicle Guide	5.44
2017	Eastern Europe SB	5.41
0505	The Black Madonna	5.40
2011	Heavy Weapons Handbook	5.38
0509	Armies of the Night	5.37
0511	Airlords of the Ozarks	5.36
2002	Infantry Weapons	5.23
2004	Soviet Vehicle Guide v2	5.23
2007	NATO Vehicle Guide v2	5.15
2006	Bangkok	5.14
0516	Small Arms Guide	5.09
2000	v2.2 Rule Book	5.09
0502	Pirates of the Vistula	5.07
0507	Red Star, Lone Star	5.04

No.	Title	Rating
0000	Average Module	5.00
2005	Merc: 2000	4.98
2009	Nautical Aviation Handbook	4.97
2010	Twilight Nightmares	4.97
0524	Bear's Den	4.95
0517	The Last Submarine	4.95
0520	Mediterranean Cruise	4.90
0525	Heavy Weapons Guide	4.87
0513	King's Ransom	4.77
0522	Satellite Down	4.66
0518	Kidnapped	4.65
0551	Last Battle	4.62
0510	Allegheny Uprising	4.59
0503	Ruins of Warsaw	4.52
2015	Referee's Screen	4.35
0552	Twilight Encounters	4.16
0523	Return to Warsaw	4.03
2016	Operation Crouching	3.90
0527	White Eagle	3.77
2014	Castle by the Sea	3.60
2018	Rendezvous in Krakow	3.41
2019	Death on the Vistula (unpublished)	0.00
2020	Warsaw Phoenix (unpublished)	0.00

THE TWILIGHT MODULES

Version 1.0 of the **Twilight: 2000** series includes the Core Rules set and 28 supplementary modules numbered 501 through 528.
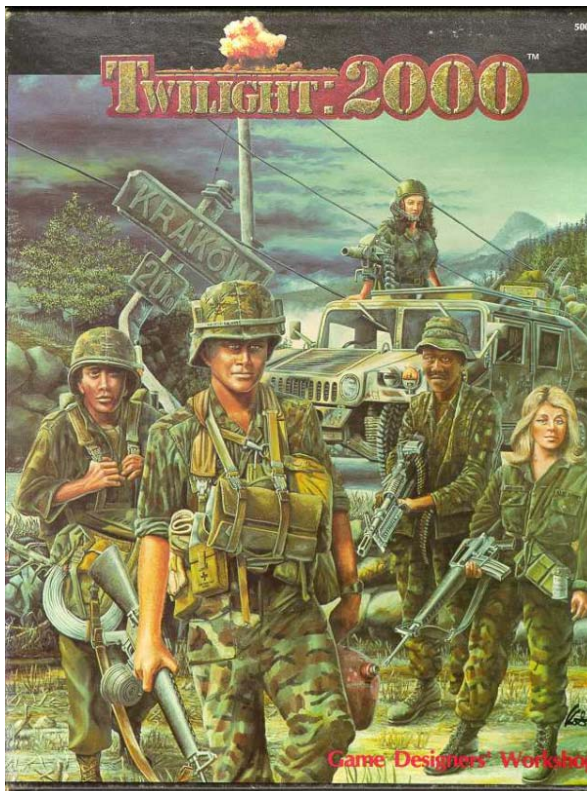
**0500   Twilight: 2000 v1.0 Boxed Set   6.30**

Twilight: 2000 is a complete role-playing system for survival in a devastated post-holocaust world. Rules cover character generation, living off the land, encounters, combat, skills and skill improvement, medicine, vehicles, ammunition, trade and much more.

The combat rules are a major breakthrough. One general combat resolution procedure covers all types of combat: hand-to-hand, melee weapons, small arms fire and fire against armored vehicles. Once the basic three-step combat sequence is understood (Did you hit? Where did you hit? How hard did you hit?), combat is quick and easy to resolve, but the wide range of weapons values keeps the system rich in detail.

(What are those stickers on some of the covers? 0508, 0511, 0512 for example)

GDW routinely commemorated the publication of each new product by marking the first ten copies off the assembly line with a signed sticker. The labels were numbered 1 of 0, 2 of 10, etc, and carried the title, date of publication, and the signature of the designer. Copies were given to the designers, to staff at GDW, and placed in the company archives.

The cover scans for many of the modules shown were made from copies in the archives, and thus bore the first publication stickers.
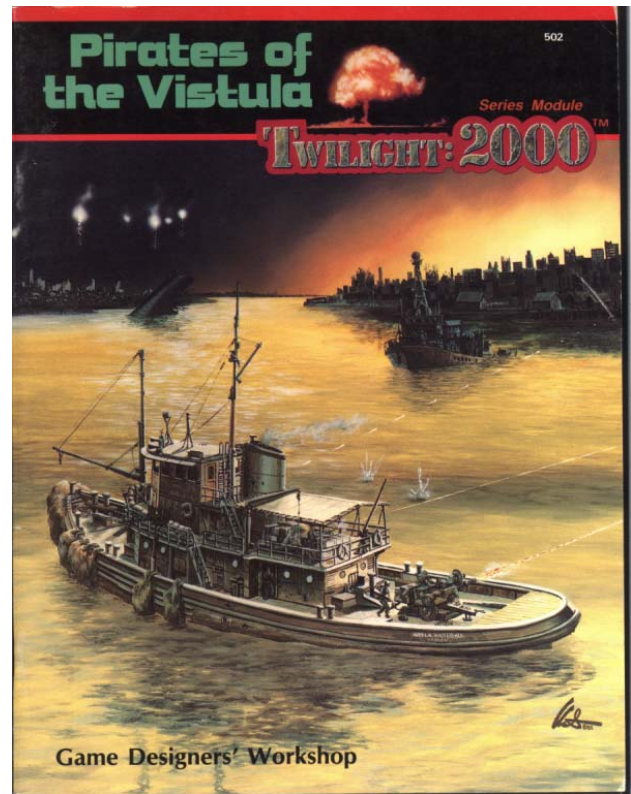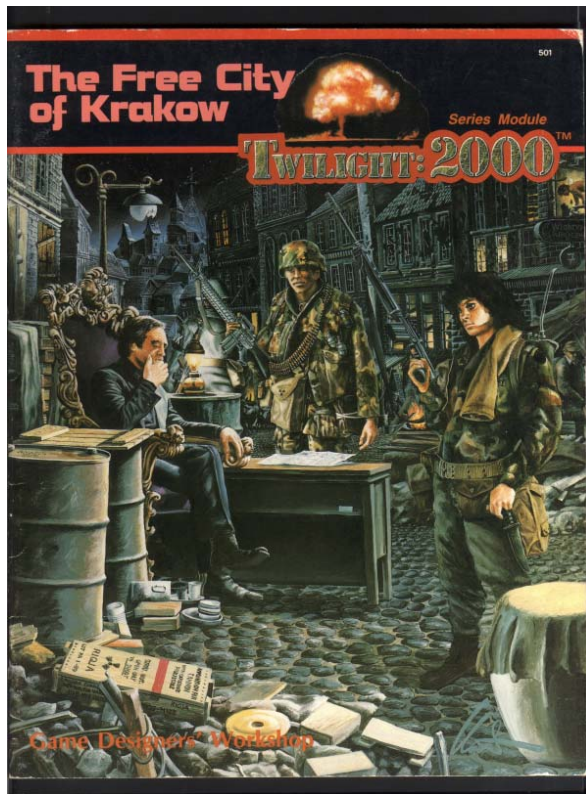
0501 Free City of Krakow 6.31

To the survivors of the US 5th Division, Krakow sounded like a city out of a fairy tale… a castle, an evil king, even a flying carpet. Krakow seemed an island of peace in a war-torn world.

The reality was different…

The Free City of Krakow is an adventure module for Twilight: 2000. Krakow has been spared the worst of the war's devastation, and has declared itself a free city. The war is banished, and individuals are free to come and go … so long as they leave the war behind.

Background material includes street maps with points of interest noted, from Wawel Castle to the "Wojo" munitions plant. Over a dozen important non-player characters are described in detail. The Krakow ORMO and the marauder bands in the surrounding countryside are detailed as to manpower, equipment, and deployment. The city's economy and the atmosphere of life there form an important part of this model.

Using this as a backdrop, the module lays out several adventures which can take place in or around Krakow, and suggests more.

0502 Pirates of the Vistula 5.07

The mighty Vistula River sets the stage for a journey from Krakow to the remains of Warsaw aboard the river tug Wisla Krolowa. But the Vistula has seen better days. The river has been left untended for years as the war raged around it, and now is overcome with debris and sandbars.

All of the important forces along the river, the bandit and marauder units and the vicious river pirates are described in terms of organization, equipment, and motivations.

The module itself is not just one adventure, but several. Together they represent life along the river, such as it is after the nearly complete destruction left in the wake of the war. Separately, they provide many adventures, from rescuing cities from tyrannous marauders to choosing sides between warring bandit kings to simply staying alive as the river pirates draw ever nearer.

In addition, Pirates of the Vistula provides complete rules for a new type of warfare in the world of Twilight: 2000 - riverine combat. New rules allow the resolution of battles quickly and easily.
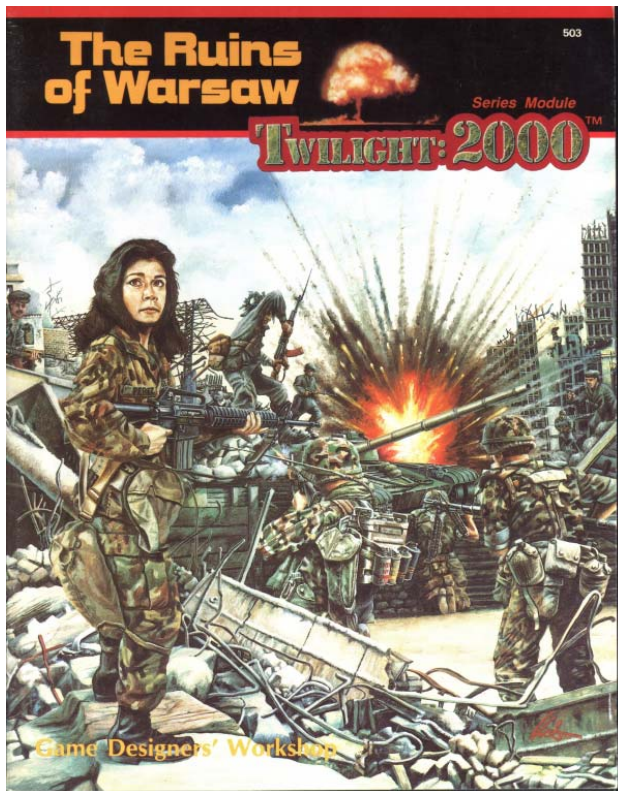
0503 Ruins of Warsaw   4.52

Warsaw had been nuked, and nuked hard. Nearly everyone there had been killed. But still, the ruins had things to offer - raw materials such as metal and stone, and protection from the marauders who surrounded it.

Warsaw was levelled by six NATO nuclear devices in 1997. The city itself was in ruins, smashed into dust and debris. And the people were dead. Those who survived the blast were killed in the firestorm or by the disease and starvation which followed. Practically no one is alive who remembers the event.

But time has passed. As the rads died away, the settlers moved in. The city provided some protection against the bandits who ruled the countryside. they dug up the old city parks, exposed them to the light of day for the first time in three years, and planted their crops.

The Black Baron came to Warsaw, as well. At the head of his terrible legion of marauders, Baron Czarny moved into the city, taking as his own the former Palace of Culture and Sciences. From this new Twierdza Czarny (black fortress), the evil Baron

0504 US Army Vehicle Guide 5.72

What does the remote turret on an M1A2 look like? When the Sergeant York air defense gun was withdrawn from production, what happened to the vehicles already built and what replaced it? What were the organization and equipment levels of an armored division?

The U.S. Army Vehicle Guide is designed to answer these and many other questions raised by Twilight: 2000 players. It also serves as a comprehensive future projection of current armored vehicle design trends. For both game players and AFV buffs, the Vehicle Guide is a gold mine of information. It includes:

• Eight pages of color plates; thirty-six full color vehicles in all.

• Complete game statistics for all combat vehicles in U.S. service in the year 2000.

• A global U.S. order of battle as of the summer of the year 2000. Every division and separate brigade; its manpower and combat vehicle strengths, and its current loyalties.

• Pre-war tables of organization and equipment, showing which vehicles were assigned to which units and in what quantities.
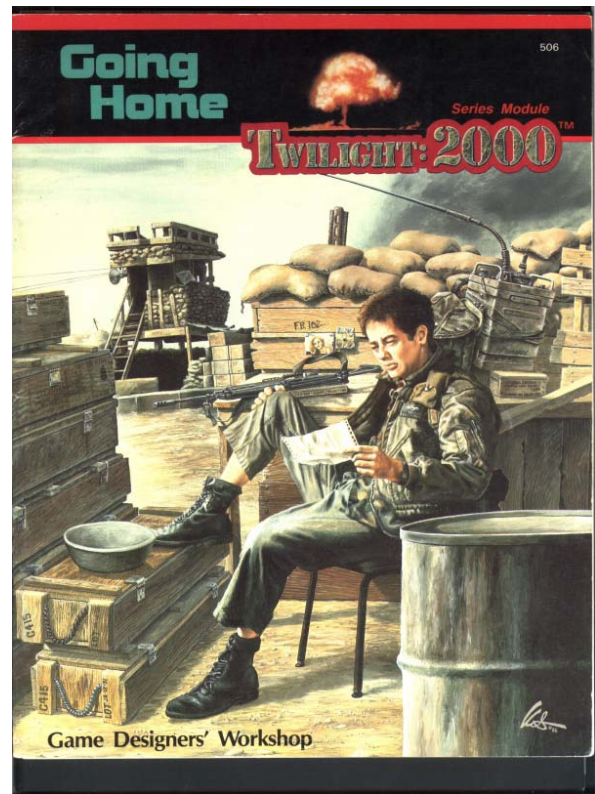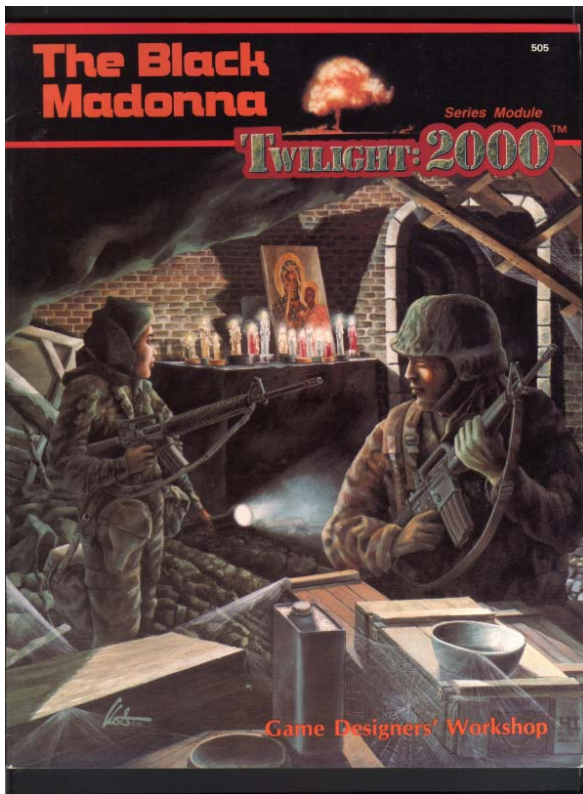
0505 The Black Madonna   5.40

The icon known as Our Lady of Czestochowa (commonly called the Black Madonna because of the dark patina which covers it) is the symbol of Poland's religious, cultural, and national identity. For centuries the icon's image has been a rallying standard of Polish nationalism, of Polish independence.

To some men, the Madonna was a light that would lead Poland from the darkness. To others, however, the Madonna represented a different kind of hope. The owner of the Madonna could command the loyalty of the Polish people. To these men, the Madonna represented power and wealth beyond imagining.

The Black Madonna is an adventure module for Twilight: 2000. Silesia, in southern Poland, is the backdrop for a quest for a religious icon of great value. Was the icon taken east by the Soviets? Was it hidden in a cave by Polish patriots? Was it destroyed when Czestochowa was bombed? Did the NATO forces who occupied the city briefly carry it west with them? Or, does it rest beneath the ruins of Czestochowa? There is only one way to know for sure...

0506 Going Home   6.65

It came as quite a surprise when we finally confirmed it. What remained of the big brass in Europe decided that it was time for everybody to get out of the pool, so they arranged for a few ships to take us back to America. Problem was, nobody believed that the ships would have enough room for everybody. We decided this was the last ride going our way, and it was time to go home. The ships were leaving on November 15, and there were no reserved seats...what with thirty or forty thousand people looking for seats, it could be quite a game of musical chairs.

Going Home is an adventure for use with GDW's post World War III role-playing game Twilight: 2000. In Going Home, the players are presented with the challenge of getting across most of Poland and north-central Germany to catch the last ship heading back to the US for quite a while.

Players' Guide to the **Twilight: 2000** role-playing game system.   10
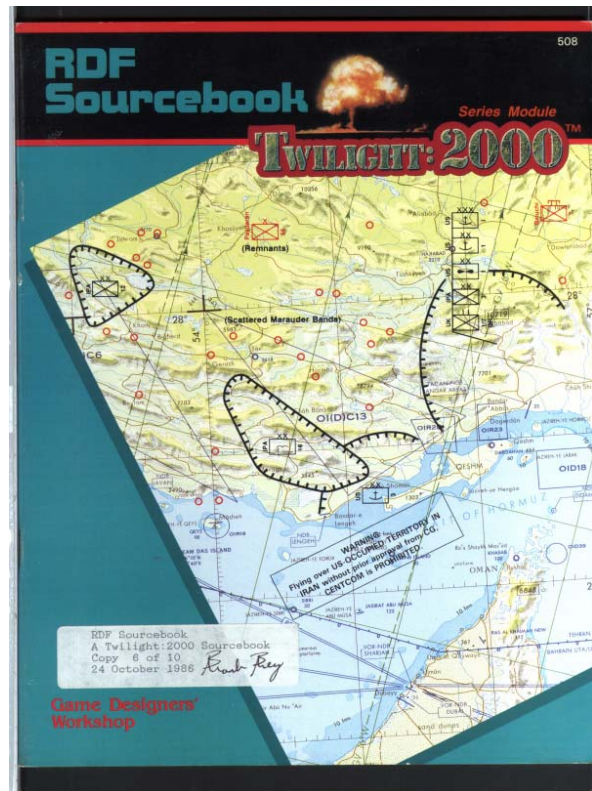
0507 Red Star, Lone Star   5.04

Red Star/Lone Star pits a group of American soldiers against the different factions of troops and marauders vying for control of the Texas gulf coast and its wealth. The entire coast is covered in detail, including maps, troop strengths (for the American, Soviet, and Mexican forces still functioning), and plans for Gulfwind Forty, an offshore oil platform which may figure prominently in the adventure. Jammed with excitement and intrigue, Red Star/Lone Star welcomes our boys back from Europe.

0508 RDF Sourcebook   7.37

When we got to Bremerhaven, we found that instead of going to America, we could ship out to the Persian Gulf and join the U.S. Central Command (the RDF, some still call it).

I should have known better... especially when he started talking about needing "experienced combat veterans, like you men."

RDF Sourcebook is different from other Twilight: 2000 publications. It is not an adventure in itself, but instead, sets the stage for a series of adventure modules.

The RDF Sourcebook contains:

A map of southern Iran.

Character generation tables for Americans (USMC, USN, and USAF), British, Iranians, Iraqis, and others.

An Order of Battle for the remaining forces in the area: U.S., Soviet, Iranian, Iraqi, Saudi, and the British, among others.

Details and specifications in Twilight: 2000 terms, of over 30 vehicles and weapons, including selected French, Israeli, British, German, and Brazilian equipment.

Short descriptions of the major personalities and organizations opposing each other in the Persian Gulf.
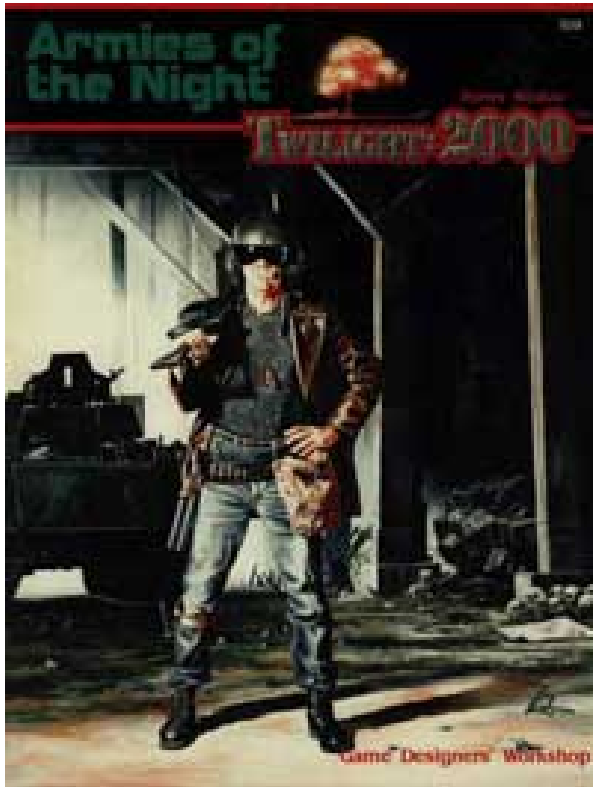
**0509 Armies of the Night   5.37**

It didn't sound too bad, at first. Milgov wanted to re-establish what the orders called a "presence" on Manhattan. "Deal with criminal elements" they said, "Register salvage operations...taxes in kind...organize a census..."-that all sounded peaceful enough. We were just supposed to go in, scout out the land, find a base of operations, and generally get things ready for Uncle Sugar to come back to the Big Apple big time. Piece of cake... right?

Then I got to the bottom of the orders, and saw there were one or two little things the brass wanted us to find while we were in the neighborhood: a few tons of gold bars, and some trace of the last eight expeditions...
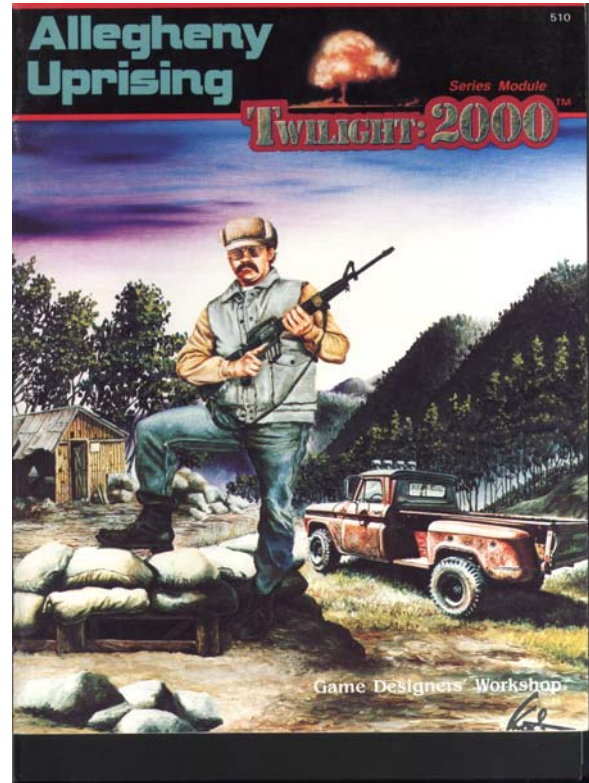
0510 Allegheny Uprising   4.59

Allegheny Uprising. When the Civilian US government stuffed the ballot box in Pennsylvania, the eastern counties declared their independence. But can they make it stick against hired mercenaries and returning army veterans?
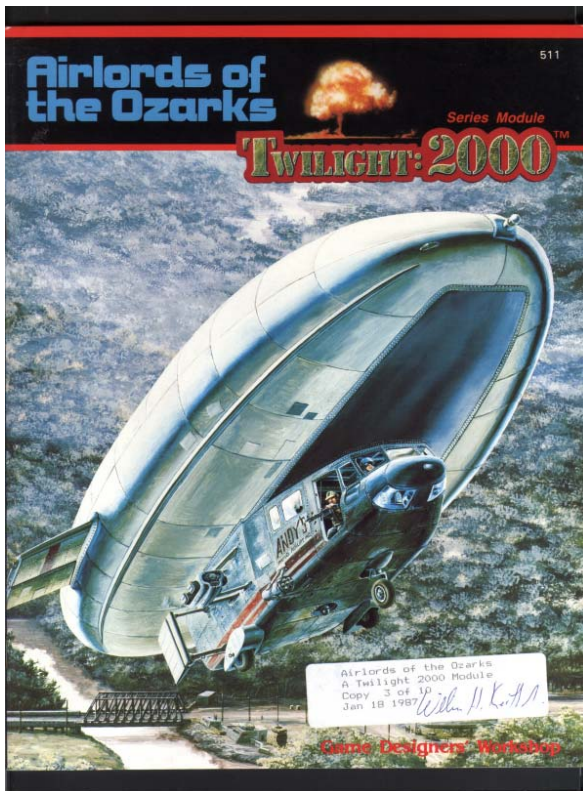
0511 Airlords of the Ozarks   5.36

The Ozark Mountains of Arkansas, 2001: On a mission through some of the most rugged terrain in the central states, player characters must infiltrate and gather information on New America, a bizarre right-wing organization determined to build an empire from the ashes of the United States.

As a means toward that end some of their elements have taken to the air in ultralight aircraft and dirigibles they have found or made themselves-the airlords now have control of the skies over the Ozarks from which they enforce their will. The player characters will also discover Operation Eaglestrike, a plot involving salvaged cruise missiles.
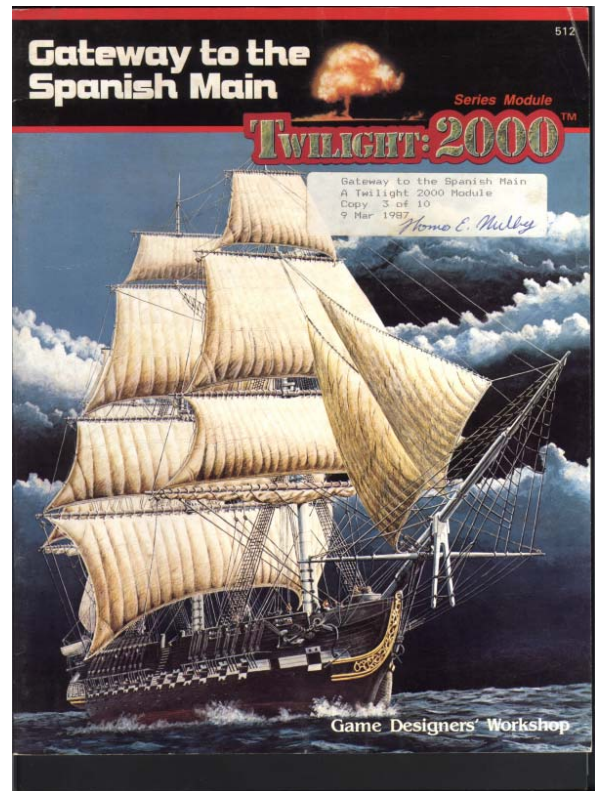
0512 Gateway to Spanish   5.49

The Southern Caribbean, 2001: In the '90s, a replica of the U.S. S. Constitution was constructed by a California film company, complete with masts, rigging and phony cannon. Who would have suspected at the time that that vessel would have a serious role in a real-life adventure in the Caribbean just a few years later. As crewmembers on the new Constitution, the player characters become embroiled in a kidnapping plot and the various intrigues on Grenada in the southern Caribbean islands. From stranded Cubans to retired American Marines, from the pirates of Carriacou to the hardy crew of the new Constitution, a great host of diverse people are caught up in this exciting tale of piracy, plunder, and adventure on the high seas of the Spanish Main. $7.00.


0513   King's Ransom   4.77

The Iranian Crown Jewels. For years they rested in the vaults of the Markasu Bank in Tehran, where they backed Iran's legal tender, but when the National Emergency Council governing Iran in mid-1996 abandoned Tehran and retreated to Esfahan, they toll the Crown Jewels with them.

In the first half of 1997, the NEC elected to move again, this time from Esfahan to Shiraz. The Iranian Crown Jewels were left behind just long enough for preparations to be made to secure them in Shriaz. Other considerations, such as the fact that even Shiraz became cut off by further Soviet advances, soon occupied the Council's collective mind.

But as Esfahan looked in imminent danger of falling to the Soviets, a desperate mission to move the Crown Jewels was launch. The mission never returned; Esfahan was quickly captured by Soviet forces; and the Jewels were lost in the shuffle. The Soviets assumed the NEC had them. The Council believed that they had been captured by the Soviets. But rumors began to circulate that the jewels had simply disappeared.
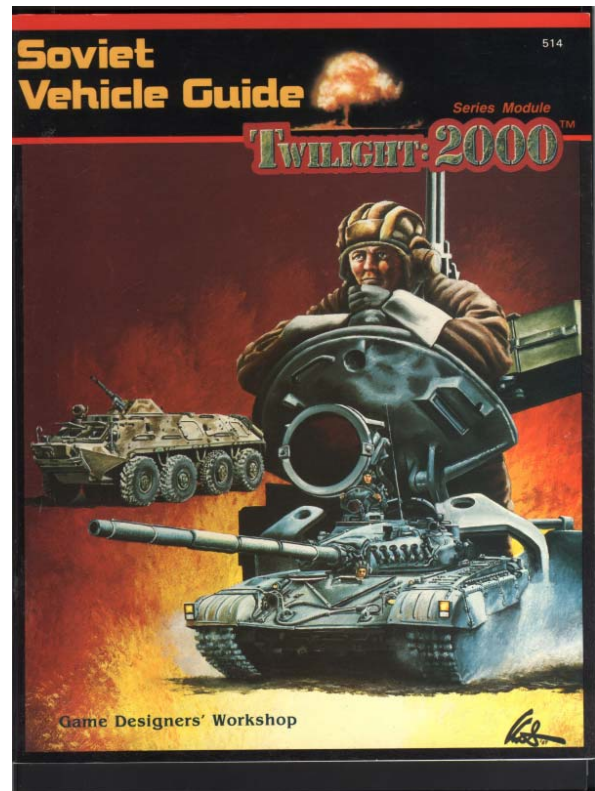
0514   Soviet Vehicle Guide   6.36

The perfect companion piece to the U.S. Army Vehicle Guide, detailing and illustrating a plethora of Soviet and Warsaw Pact equipment. The Soviet Vehicle Guide contains:

Details of the T-80 and T-90 main battle tanks, the BMP series of armored personnel carriers, the BT-76 Soviet light tank, the SO-120, an automatic 120mm turret-mounted mortar, the OT-65 light scout car, the SAU-203 self-propelled gun, the SA-13 ADA rocket launcher vehicle, and several hovercraft in the KVP series (including both transport and combat variants).

Additional information on the latest Soviet weapons and armor enhancements, such as the AT-8 and reactive armor (just now coming into service in Western Europe). Many of these vehicles are illustrated in full color on eight pages of color plates, or in the black and white line drawings accompanying the descriptions. Soviet Vehicle Guide also includes the complete worldwide order of battle for all the Soviet divisions and several brigades and regiments as of July 2000, brief divisional histories, tables of organization and equipment from battalion to division for Soviet military units, and notes on the use of hovercraft in Twilight: 2000.
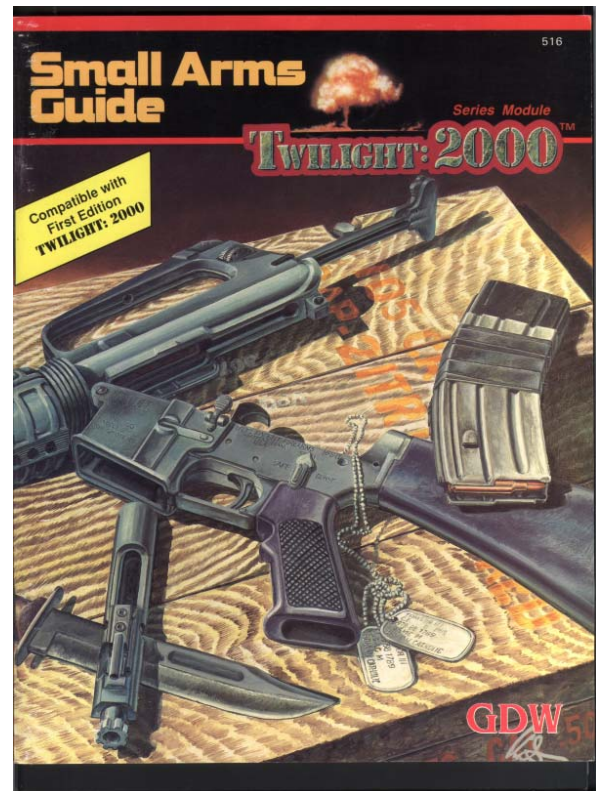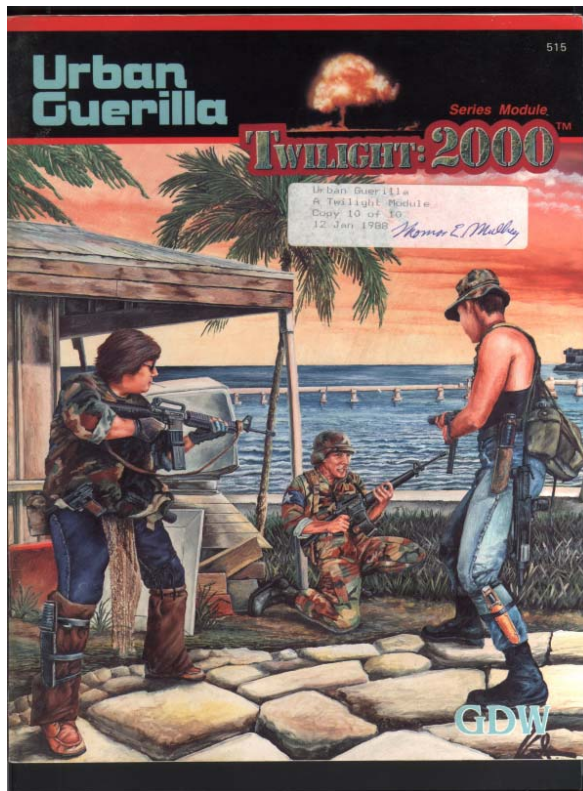
0515 Urban Guerilla 5.58

It's like this: there's this bunch down in St. Pete called the New Americans. They're into that "natural aristocrat" stuff about the superior man ruling the rest, and they decide who's superior

Urban Guerilla is a module for use with Twilight: 2000, GDW's post-World War III role-playing game. The module takes players into central Florida, now controlled by New America. Members of the Natural Aristocrats of the St. Petersburg cell control the area around Tampa Bay and plan to use it as a springboard for conquest.

The players must join the desperate war as freedom fighters who pit their lives against a powerful state being built.

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0516 Small Arms Guide 5.09

The Small Arms Guide is a sourcebook for Twilight: 2000 which contains a consolidated listing of every personal firearm in the basic game, as well as additional material of interest to both players and referees.

Each weapon entry contains an illustration of that particular firearm, a few short descriptive remarks, and full details for the incorporation of the weapon into the game. The Small Arms Guide expands the ammunition covered in Twilight: 2000, including the ever-popular .375 and .44 magnum rounds.

The guide also includes a consolidated price and equipment listing for all weapon and ammunition types covered in Twilight: 2000. Special essays in the Small Arms Guide cover topics such as reproduction black-powder firearms and the special low-tech autorifle, the M16EZ.
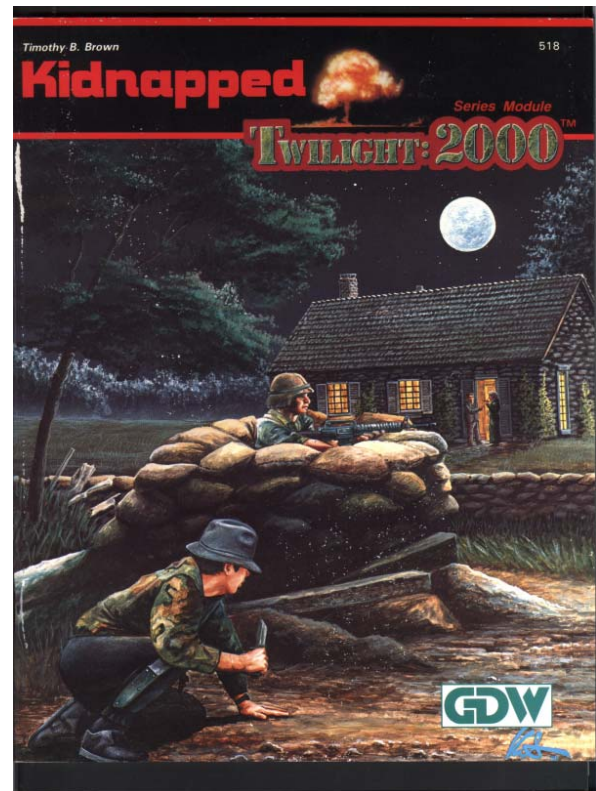
0517   The Last Submarine   4.95

I don't know why I stayed with the team. They offered to let any of us out who wanted out -- just say so and you're a civilian. But then the chief gave us a pitch about how we came through the war without a loss because we worked as a team, and how we might be able to keep the authorities rebuild our country by staying together. We were all a little euphoric over being back in the states after so many years on the sharp end. Frankly, if I'd known what was coming up, I think I'd have stayed overseas.

The Last Submarine covers a group of characters operating out of New London, Connecticut. This lucky group must recapture the USS City of Corpus Christi, a Los Angeles-class, fast attack submarine which has somehow found its way into the hands of a New England warlord. The warlord has managed to scrape up the necessary spare parts to repair the boat, a moderately knowledgeable crew to do the repairing and sail her once she is repaired and a nefarious scheme which will seriously upset governmental plans along the whole eastern seaboard.

0518   Kidnapped   4.65

Finding this Hughes guy is certainly going to be a trick. For all we know he looks nothing like this picture we've got, and every indication is that he has barricaded himself into a personal fortress which makes Crystal Mountain look easy. Not only that, Caldwell has us under specific orders not to grease the guy, just to capture him. Caldwell mentioned something about slow torture for all of us if we off the dude.

But even all that doesn't scare me half as much as this drought. There hasn't been any rain around here for months, and, if it doesn't change, there ain't gonna be any country left to fight over.

Kidnapped is an adventure module for Twilight: 2000, GDW's post-World War III role-playing game. In Kidnapped, the characters, must travel through the drought-stricken countryside to locate and abduct the leader of New America.

0519 Howling Wilderness   6.17

The chaos is only beginning....

World War III's expected nuclear winter never materialized; instead, the exchange has altered our weather patterns. Howling Wilderness is a sourcebook describing America's impending struggle with drought, famine, and plague.

That civilization, which has been revitalizing, will have new complications as pestilence and marauders overrun the lower 48 states. Also included in Howling Wilderness is a complete citymaker, with geomorphic city map blocks which can be easily and quickly arranged to map any town.

0520 Mediterranean Cruise   4.90

After the war, the At1antic has become an insurpassable barrier.

However, the City of Corpus Christi, a Los Angeles class submarine obtained in the adventure The Last Submarine, can make the journey easily. Your mission is to travel to Constanza, Romania. Why? The government won't tell you, but it does ask you to pick up an agent in Greece who will explain it to you. You can bet it must be important because the government wouldn't send the last submarine halfway around the world to pick up a pizza. On the way, you'll also have to find a few remaining DIA agents in such places as Spain, Libya, and Sicily. Best of luck. Accompany the sub's next voyage across the sea to aid in a covert military operation in the Balkans! Part two of The Last Submarine trilogy, complete with new ship to ship combat rules, is based on those presented in Pirates of the Vistula.
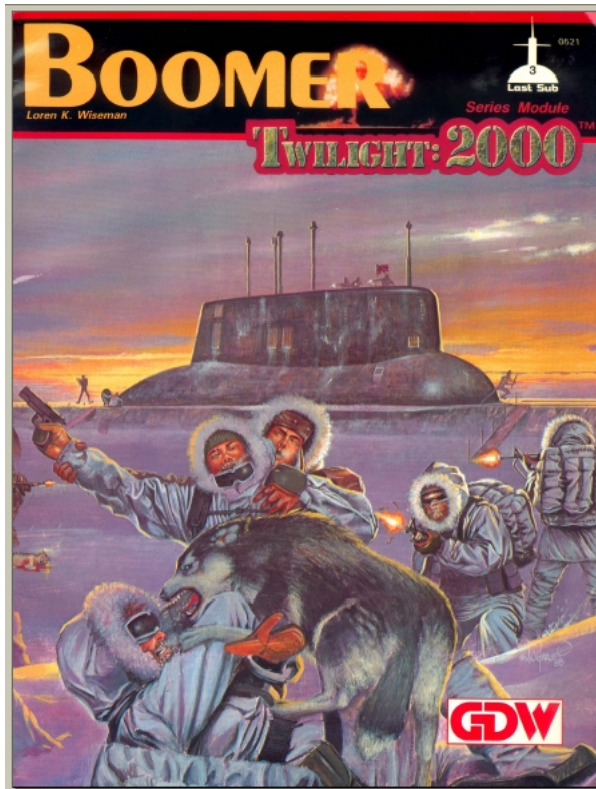
0521 Boomer   5.64

Pittsburg!" Sarge's shout woke me. "How can a sub be stuck in the ice near Pittsburg?"

MacDonald had that "Lord, what an idiot" look she gets sometimes when she is talking to us. "Not Pittsburg," she said, "Spitsbergen. S-P-I-T-S-B-E-R-G-E-N. It's an island about 500 klicks north of Norway."

I thought back to Mrs. Parker's geography class. I didn't think there was anything north of Norway.

The crew of *Corpus Christi* discovers a chilling fact: A Soviet Typhoon-class nuclear missile submarine is alive and well. Worse, it still has three of its missiles and their warheads.

Information presented in this module includes:

Source material and maps for Norway and the Svalbard Archipelago. Background details on how the Soviet sub came to be trapped in the ice and on the operation undertaken to recover it.Rules for traversing the arctic ice pack, and a discussion of the special dangers and encounters to be found there.

Boomer is the dramatic climax to the Last Submarine trilogy and brings the series to a close with a daring assault over the polar ice.

0522 Satellite Down   4.66

Remember that slogan they used to use to entice young sprouts like us into the service, before the recent unpleasantness reinstituted the draft? "Join the army and see the world," wasn't it? At least this time we get to go someplace warm, looking for a fallen star.

Seems this Soviet weather satellite decided it was time to come down and picked one of the most remote, out-of-the-way locales to land in that I've ever seen (and I've seen some weird ones lately). The question of where we were going wasn't foremost on our minds, though. Why was what we wanted to know. What was so flamin' important about some commie satellite?

Here's the answer we got, verbatim: "Because that little electronic box recorded every action of war--every nuclear strike, as well as the most current and up-to-date information on wind patterns and radiation spread over the whole damn world, not to mention ozone dispersion and other weather data. Whoever has this satellite will be years ahead of the other nations in terms of knowing the extent of the climatic changes coming up."

As it turned out, the most important question, which none of us asked, was "Who?"
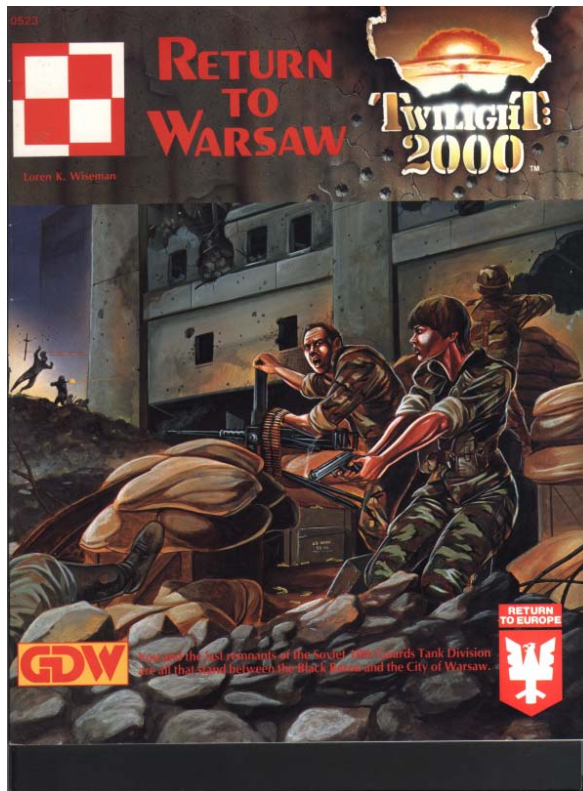
0523 Return to Warsaw   4.03

Return to Warsaw is the first in the Return to Europe series of Twilight 2000 adventures modules. The adventures will take the characters back to the Polish city of Warsaw, east to the city of Lvov in the Ukraine then back to Poland again, this time to Silesia. Although these three Modules are linked, and designed in sequence, each is an independent adventure in and of itself and can be played separately.

This book contains:

Revised street maps of the relevant portion of downtown Warsaw.

Updated histories of the Warsaw communities and the baron.

Orders of battle for the various combatants, including the remnants of the Soviet 10th Guards Tank Division.

Information for adapting the larger battles for resolution using Last Battle GDW's board game of modern future close combat.

0524 Bear's Den   4.95

I'd always thought that when I finally got into the Soviet Union, it would be on a recon for some massive NATO force. Well, there aren't any of those now, and here I am.

I thought it would look different, smell bad or something, but I didn't even know we were there until Sarge said, "Welcome to the bear's den, lads. This is the Ukraine. Look alive!" He laughed and spat out the piece of burlap he had been chewing on. Nobody else was crazy enough to try making their way through the blizzard.

In Bear's Den, expatriate Soviet General Anton Chelkov battles to control Lvov and the surrounding area. The 27th NATO Division is approaching through the Carpathian Mountains to the south, and partisans attack from every direction. Chelkov desperately needs fuel and food to weather the winter assault, but he remains confident. Hidden in his castle in Olesko is a Scud B nuclear missile.

Players' Guide to the **Twilight: 2000** role-playing game system.   19
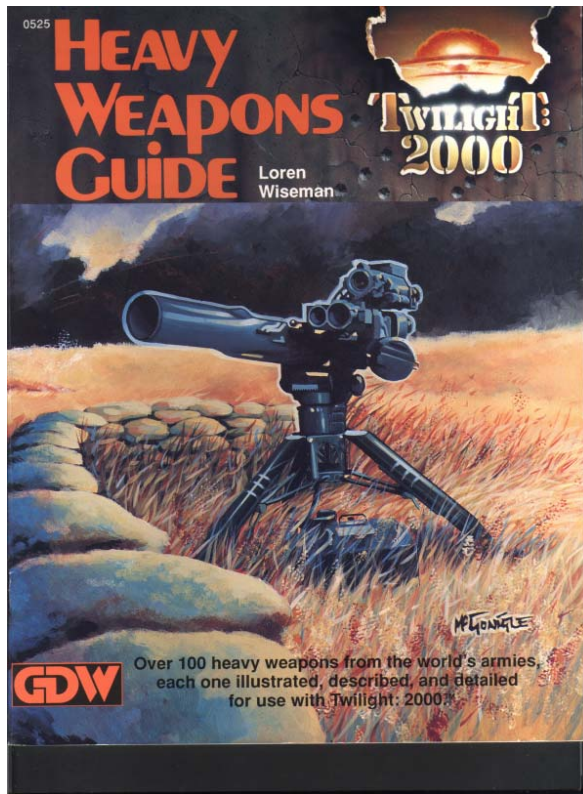
0525   Heavy Weapons Guide   4.87

The Heavy Weapons Guide is a resource and guidebook to more than 110 mortars, grenade launchers, recoilless rifles, mines, hand grenades, rifle grenades, SAMs, and other support weapons. The latest in antitank missiles are described and illustrated, including BILL, ACCP, Eryx, and Tank Breaker. Mortars range from the American M224 60mm up to the Soviet M-55 240mm. Grenade launchers include the older American M79 "Thumper" and the latest Soviet underbarrel AK-GL. In addition, the game includes eight pieces of recoilless artillery, 26 rockets and rocket launchers, 20 mines, and more than 30 grenades covering all types currently in service and a few that haven't been adopted yet.

As a special bonus, the Heavy Weapons Guide also includes descriptions, illustrations, game statistics, and rules for the use of flame weapons in Twilight: 2000, including flamethrowers and the ever-popular home-made firebomb called the "Molotov cocktail."

0526   NATO Vehicle Guide   5.75

NATO Vehicle Guide fills a need for Twilight: 2000 referees who want to incorporate vehicles from West Germany, the UK, Canada, and other NATO countries into their campaigns. More than 30 vehicles are detailed and described in the game terms, including the West German Luchs, Fuchs, and Leopard series of tanks, the British Chieftain and Challenger tanks, the Scimitar/Scorpion family of vehicles and dozens more. Thirty important vehicles are illustrated in eight pages of full-color paintings, in addition to the many vehicles that are depicted in black-and-white line drawings throughout the text.

NATO Vehicle Guide also contains organizational data for the armies of Denmark, Norway, The Netherlands, the UK, West Germany, and Turkey, as well as orders of battle for these nations as of July 1, 2000. Whether you are a referee, player, modeler, or modern vehicle enthusiast, NATO Vehicle Guide is one reference work you can't afford to be without.

0527 White Eagle 3.77

Powerful forces are struggling to control a nation. The armed might of King Julian of Silesia is matched against the equally powerful economic force of the free city of Krakow. Opposing them both is the Wojsko Ludowa (People's Army) of Father W. Niekarz, whose only weapons are a deep patriotism and the Black Madonna of Czestochowa, a religious icon and a powerful symbol of Polish nationalism. Surrounded by a sea of bandits, marauders, homeless soldiers from a half dozen nations, and an increasingly hostile environment, these three groups are engaged in a struggle that will determine the future of Poland-that will decide whether the country will begin a long, slow recovery, or rapidly sink into a mire of chaos. The characters hold the key to victory in that struggle. White Eagle is both a sourcebook of southern Poland in the early 21st century and as an adventure (or series of adventures) taking place there.

0528 Survivors' Guide UK 6.21

From Land's End to Dover, from the Channel islands to the Shetlands, the Survivors' Guide to the United Kingdom describes what happened to the United Kingdom during the war and afterward. It explains just what the word "England" means in 2000, discusses the fate of the North Sea oil platforms, and covers organizations ranging from H.M. Government to the Soviet GRU.

Survivors' Guide contains a detailed order of battle for the British army, updating previous versions and implementing several major changes, bringing the OB up to 1 January 2001. It presents British-oriented character generation tables and a consolidated reference for British military equipment, including many obsolete vehicles and weapons found in use only by local militias and marauder bands.

Survivors' Guide opens broad new vistas for European adventure in Twilight: 2000, whether the players wish to be Americans or British. **Survivors' Guide** can be used as a springboard for a British-oriented campaign, or used to give additional spice and realism to European campaigns involving British characters.
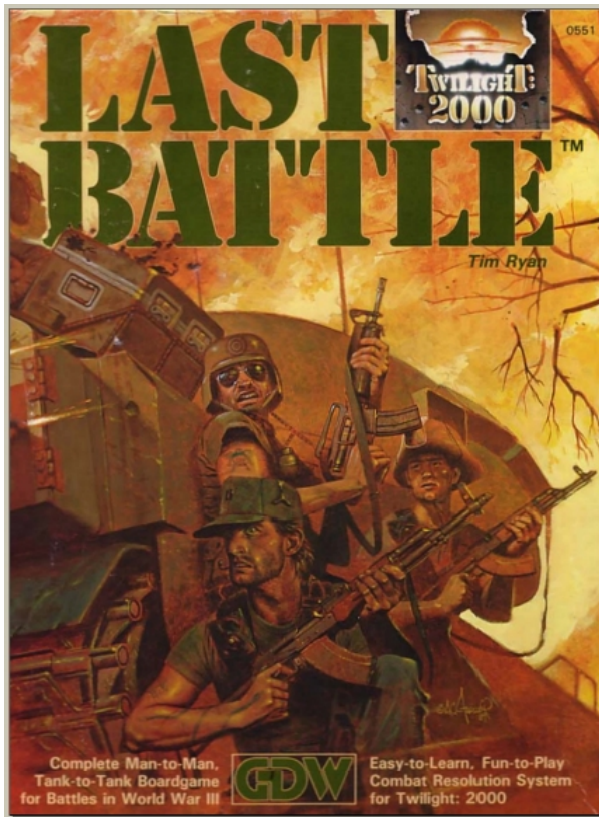
0551   Last Battle   4.62

World War Three has begun.

The 20th century could not placate man's seeming desire for warfare. Once again, every nation of Earth has been drawn into a global contest for land, resources, and power. What is different this time is the sophisticated technology of the tanks, aircraft, personal weapons.

Last Battle is two distinct games:

- A system for resolving combat in the role-playing game **Twilight: 2000**.
- A stand-alone boardgame.

As a **Twilight: 2000** boardgame, **Last Battle** quickens vehicle and troop combat resolution while preserving the detail and flavor which has made the role-playing game so popular. As a complete, stand-alone boardgame, **Last Battle** is the ultimate simulation of immediate post-holocaust warfare.

0552   Twilight Encounters   4.16

This product is a thorough revision and expansion of the encounter system for **Twilight:** *2000.* Beyond that, it also includes the second edition combat system for the game. This system is the result of considerable thought, research, and customer feedback, and was not undertaken lightly. The section on combat rules contains extensive commentary designed to explain our thinking behind the changes and make them easier to understand. We hope you will feel, as we do, that the inconvenience of change is more than offset by a system which is both more realistic and easier to use than the first edition combat system.

THE DESIGNERS

Twilight: 2000 was a continuing game design project within Game Designers' Workshop. Work began in earnest 1983, with the first title published in 1984. The last title in the **Twilight: 2000** series (**Rendezvous in Krakow**) was published in 1994. Over that decade, primary responsibility for the game system lay with designer Frank Chadwick, and designer/developer Loren Wiseman handled day-to-day responsibility for development and continuity.

Frank Chadwick was the lead and system designer for **Twilight: 2000.**

Chadwick, a founding partner in Game Designers' Workshop, established his reputation as a designer producing complex, detailed war games in the 1970's. At a time, when SPI (Simulations Publications, Inc.) dominated the market for military simulations, Chadwick did them one better… designing games that were more complex, more detailed, and better researched. His design talent shaped the massive Europa Series, reproducing World War II at the division level and below. His fascination with historical warfare led him to design games on topics no one had previously explored: **Torgau**, **Crimea**, and **Guilford Courthouse**. He pioneered role-playing with the innovative **En Garde!** He dominated modern military war games with his **Assault** and **Third World War** game systems.

In 1991, he authored the best-selling **Desert Shield Fact Book**, and later, the **Gulf War Fact Book**.

Frank has designed over 60 published historical games, and has received over 30 awards for excellence in game design. He has appeared as a military commentator on CNN. He is a founder and past president of the Game Manufacturers Association (GAMA). In 1989, he was inducted into the Adventure Gaming Hall of Fame in 1989.

William H. Keith, Jr. was a major writer/designer for the **Twilight: 2000** system.

Keith was literally "present at the creation;" he was in the rental van with fellow designers Chadwick and Wiseman when the initial concepts for the game system were hammered out.

Keith started as out as an artist and illustrator, producing hundreds of classic and iconic images for the **Traveller** role-playing game system. He is (today; 2006) an award-winning novelist with more than sixty books published or on the way (and ranging from science fiction to action-adventure to military techno-thrillers).

But in the years in between, he was a game designer. His role-playing game **Behind Enemy Lines** won the 1982 H.G. Wells Award for Best Role-Playing Game. He wrote 7 of the 46 **Twilight: 2000** modules.

Loren Wiseman was the game designer responsible for continuing development of the **Twilight: 2000** series.

Wiseman, a founding partner in Game Designers' Workshop, developed virtually every **Twilight: 2000** module, and wrote 21 of them (8 for version 1.0 and 13 for version 2.0). He was also editor of the **Journal of the Travellers' Aid Society** and its successor **Challenge Magazine**.

His role-playing module **Going Home**, won the 1986 H.G. Wells Award for Best Role-playing Adventure.

THE TWILIGHT: 2000 ADVENTURE

Once the four Polish adventures have been played out, the award-winning **Going Home** module marks the beginning of an epic series of adventures that carries the soldiers of **Twilight**: **2000** back to North America and across the continent. The **Twilight** adventure modules can be played in the following order (interspersing mini-adventures from **Challenge Magazine**, if available). A typical route is shown on the map.

0506	Going Home		NY
0509	Armies of the Night		NY
A	A Rock in Troubled Waters	42-04	NJ
B	Strangers in A Strange Land	48-13	NJ
C	Pennsylvania Crude	49-06	PA
0510	Allegheny Uprising		PA
D	Lima Incident	56-06	OH
E	A Little Recon Mission	58-06	OH
0518	Kidnapped		MD
F	Westward Ho!	57-06	TN
G	Avery's Raiders	69-06	GA
H	Crossburn	44-06	GA
0512	Gateway to the Spanish Main		FL
0515	Urban Guerilla		FL
I	Tyger, Tyger, Burning Bright	37-03	FL
J	The Inland Waterway:	27-06	AL

0507	Red Star, Lone Star		TX
0511	Airlords of the Ozarks		AR
K	The Mexican Army: 1998-2000	27-03	MX
0522	Satellite Down		CA
COA	City of Angels		CA
L	The Rocket's Red Glare	77-06	CA
M	Going on Safari	52-06	CAN
O	Water Rights	50-10	WY
P	Crazy Horse	73-06	SD
N	Red Maple	36-03	CAN
P	Rifle River	39-04	MA
0517	The Last Submarine		CT

Letters indicate **Challenge Magazine** articles with issue and page number. Issues 25 to 45 supported **Twilight: 2000** version 1.0; Issues 45 through 77 supported **Twilight: 2000** version 2.0.

Index for
CHALLENGE MAGAZINE TWILIGHT: 2000 ARTICLES

Challenge Magazine had its origins in the **Journal of the Travellers' Aid Society**, created in 1979 to support the **Traveller** science-fiction role-playing game system. By the time **JTAS** had reached issue 24, GDW's role-playing lineup had expanded to include **Twilight: 2000**, and so the **Journal** was transformed into **Challenge** Magazine. **Challenge** concentrated on GDW published materials, but deliberately included coverage of games by other publishers.

Challenge, in recognition of its roots in the **Journal of the Travellers' Aid Society**, continued its issue numbers in sequence from the Journal; its first issue was No. 25. It continued through No. 77 (an Issue 78 was planned but never published).

Shown here are all **Challenge** Magazine articles for the **Twilight: 2000** role-playing game system. Each reference includes Title, Author (last name first), and Issue-Page Number.

Articles in **Bold** are part of the Twilight Adventure.

Who We Are…

Once upon a time, Game Designers' Workshop produced award-winning wargames and role-playing games. In fact, they produced an average of one new title every 22 days for 22 years. They won every major award for design excellence, and inducted two of their designers (Frank Chadwick and Marc Miller) and one of their RPG systems (**Traveller**) into the Adventure Gaming Hall of Fame. GDW closed its doors in 1996.

Far Future Enterprises, established in 1996, is the successor to GDW and publishes in reprint format some (but not all) of the game systems which originated with GDW. FFE published the **Classic Traveller** reprint series, the **Classic Twilight: 2000** reprint series, and is preparing the **Classic 2300 AD** reprint series.

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