

No.25

1198 \$1.95 5.50

# CHALLENGE

GDW's Magazine of Adventure Gaming

Fleet Escort Lisiani

by Marc W. Miller

Siege

by John M. Ford

False Knight

by John M. Ford

What Do We Do Now?

by Timothy B. Brown



Incorporating the Journal of the Traveller's Aid Society



# The Baltic Coast: A Looter's Guide for *Twilight: 2000*



Poland's Baltic Coast suffered greatly during the war—many coastal cities and towns were destroyed during the initial hostilities, and many more were attacked and looted in the aftermath which dominates the world of *Twilight: 2000*.

The overall terrain along Poland's coast consists of low hills. Few trees remain; most of these are young pines. The only beaches are in the Bay of Danzig, and these were rendered radioactive by the nuclear attack on Gdansk. The weather is moderate, reaching freezing in winter and exceeding 17°C in summer. Southerly winds from the Baltic Sea predominate, although fog is quite common in spring.

Poland's major naval bases were Gdynia, Hel, and Swinoujscie. Major commercial ports were Gdansk, Gdynia, Szczecin, and Ustka. The four major commercial ports also contained major shipyards.

Most major commercial and naval sites were destroyed in 1997 when, in order to secure their southern naval flank, NATO forces launched attacks against Polish vessels. Poland's major combatants were quickly defeated, although the Western units involved suffered heavy casualties at the hands of Poland's missile attack boats.

Although only Gdansk and Szczecin suffered under nuclear attacks, Gdynia, Hel and Swinoujscie were heavily bombarded. The devastation done was similar. Ustka is the only major shipyard still in operation, although the lack of petroleum and electric power prohibits large-scale industry. Small-scale repairs are available, although they are prohibitively expensive. Most new ships are being built of wooden hulls.

Individual locations are presented here, in east-to-west order:

## THE GULF OF DANZIG

**Gdansk:** Not much is left of this city. The area is dominated by a large nuclear crater. The 7th Amphibious Assault Division, headquartered in Gdansk, was not there when Gdansk was hit by the nuclear blast which destroyed it. The 7th AAD now has its HQ just south of Gdynia.

**Sopot:** Formerly a small city (pre-war population: 48,000)

along the coast, it has been reduced to small clusters of tents and corrugated tin shacks amidst the ruins. There is no government left; groups of inhabitants and families vie for arable land and clean living space. Encounters along this strip of coastline will carry a 2% higher chance of disease due to the lack of fresh water and civilization. Various sentiments exist throughout the area: everything from outright hostility against any warriors, to friendliness (mixed with necessary caution) toward anyone.

**Gdynia:** Almost wholly bombed-out, Gdynia houses a fraction of its pre-war population of 168,000. The ruins along the coast are very dangerous, since the war's bombings covered the slipways and drydocks with layers of rubble. Encounters in this area are often pitfalls of up to 30 meters, as well as foragers and scroungers. Further inland in the ruins of Gdynia, a small civilization has rebuilt itself based on fishing in the Gulf of Danzig, under the protective waterbreak provided by the Hel Peninsula. Although they are independent of any central government, they must, nevertheless, constantly deal with the remnants of the 1st Polish Army, which has its headquarters there. Many troops of the 3rd Border Guard Brigade have defected to the Gdynia civilian population, while others simply left the area altogether. The 3rd BGB presently numbers 240. The 2nd Polish Cavalry Division remains almost intact, numbering 190. Gdynia is also the home of the 2nd Naval Infantry Battalion, presently numbering 1100. The remnants of the Polish Navy have their headquarters just outside Gdynia, where they have set up their own naval base. The 7th Amphibious Assault Division now has its HQ just south of Gdynia, where it maintains a strength of 350, co-located with the 2nd Naval Infantry Battalion.

Major Polish Naval vessels which are still active have the Nowy Gdynia Naval Base as their homeport. The naval presence is only 230, however, so many vessels lie at anchor in the harbor, unused and rusting. The current Polish naval presence at Gdynia consists of one Whiskey-class submarine, three Os-class guided-missile patrol boats, five P-6 class patrol torpedo boats, and one T-43 class ocean minesweeper. The 7th AAD operates 2 Marabut-class landing craft, although fuel for these



vessels is increasingly scarce. The majority of alcohol produced by the navy base goes to the P-6 class PT's, which are used for coastal defense (although they are run less and less as parts wear out and replacements become increasingly hard to find).

Despite the large naval presence in the area, there is virtually no commercial shipping.

**Puck:** Further up the coast from Gdynia, the town of Puck was left almost unscathed by the war. Somewhat isolated, the locals compete peacefully with their neighbors in Gdynia for the fish in the Gulf of Danzig. They also farm the sparse land nearby.

**Hel:** On the Hel Peninsula, this naval base was bombarded heavily during the war. Since the peninsula does not contain arable land, it is not inhabited, although occasionally looters will sail there to scrounge ammunition and other naval supplies. Traversing the peninsula by vehicle is practically impossible due to the large craters left by the bombs. The wreckage of three ships (one Moma-class Intelligence ship, two K-8 class inshore minesweepers) is visible in the harbor, although they have been stripped of all useful materials.

## THE BALTIC COAST

**Leba:** A small, coastal town, which nowadays relies almost primarily on coastal fishing. The surrounding areas support little agriculture—hence this town has virtually no fuels. Like so many areas, horses are the primary means of transportation and work. Small, dirt footpaths are the only roads in and out of this town. There is some trading of goods with Ustka via coastal fishing vessels, but otherwise this town remains solitary. The citizens are virulently anti-military, blaming everyone in uniform for the past holocaust. Even the local militia wear no uniforms; thus, they are difficult to distinguish from the rest of the population.

**Ustka:** Ustka survived the war relatively unscathed. The commercial port just outside the town was bombed, but luckily the bombs did not stray into the town. Its population therefore enjoys the benefit of limited alcohol production, which it uses to propel its fishing boats and vehicles. Numbering just over 3500, the citizens are peaceful and friendly, and are willing to trade almost any goods. The militia numbers 125. New ships are being constructed on the repaired quays at the port, but these are mostly intended for coastal fishing. The largest ship still active at Ustka is a 4,000 ton steamship which has been converted to sail power.

**Darlowo:** This town relies almost completely on agriculture in the sparse coastal hills. Set in from the coast, yet not on a major road, it too survived the war with little damage. Darlowo enjoys a healthy trade with Ustka; swapping fish for vegetables on a regular basis. Alcohol is also in use as a fuel here.

**Koszalin:** A major crossroads, Koszalin saw heavy fighting and much troop movement. It continues to be a vital link from the Baltic Coast to the Oder River area. Much of the city has been destroyed, and less than one-quarter of the city's pre-war population of 54,000 still inhabits the area. The local citizenry is extremely hateful of Warsaw Pact armies, since they pillaged the city time and time again on trips to and from the front. Although anti-Western sentiment remains due to the bombings of the war, Westerners willing to carry on peaceful trade or help the city in some way will be treated with respect and kindness.

**Kolobrzeg:** A pre-war city of 25,000, Kolobrzeg was heavily bombarded during the war. Little is left of the waterfront. The inland areas saw heavy fighting like Koszalin, so the people are afraid of any new troops entering the area. The local govern-

ment is weak, but stable, being led by a local hero, Lt. Pauli Dostoy, formerly of the 9th Motorized Rifle Division. The city is presently occupied by elements of the US XIth Corps, cut off from higher headquarters during the recent NATO offensive.

**Trzebiatow:** Now almost wholly a ghost town, the local inhabitants have all moved out of the path of advancing and retreating armies, into Mrzezyno. Trzebiatow is a ruins, with only one hotel still standing. It is run by a "crazy" old man named Viktor Vichenka. More senile than crazy, he welcomes guests, and gives directions to the local night clubs—although they are no longer standing.

**Mrzezyno:** This town has grown beyond its means since the influx of citizens from Trzebiatow. Housing is in short supply, and the surrounding land cannot supply enough food for everyone. Strangers with food and equipment will be waylaid if they even pass within a few kilometers of this area.

**Dziwnow:** Lying on the eastern bank of the estuary of the Oder River, this town played an important role in the protection of Szczecin from invasion. When Szczecin was hit by nuclear bombs, however, its importance dwindled and, little-by-little, its troops and equipment (mostly coastal artillery units) were moved elsewhere. The town is now mostly abandoned, having relied heavily on the presence of the soldiers to provide income. Many pieces of equipment were left behind, mostly office equipment, such as typewriters and filing cabinets. The local townspeople would like to see the soldiers return—so much, in fact, that they probably would not care which uniforms they wear!

**Welin:** This town remains strategic for its link across the Oder estuary. It saw considerable damage during the war, but the bridge managed to remain relatively intact. It remains the main Baltic Coast supply route between East Germany and Poland, although there is no regular garrison there.

**Swinoujscie:** This town lies on the East German/Polish border and, as such, is an important link from one country to the other. The town was almost totally destroyed by the fierce fighting as NATO forces pushed into Poland. It was heavily bombarded at the outset of the war in the Baltic, since a major Polish Naval Base was located there. The piers and docks are now totally destroyed. Local sentiment is anti-anyone. Outsiders are not welcomed; members of military units are hated and mistreated.

**Editor's Note:** This article represents conditions as of The beginning of July, 2000.

— Jeff Groteboer

## GREEN DRAGON HOBBY TRAVELLER® by FASA

### Boxed Ship Plans:

|  |                 |
|--|-----------------|
| Adventure Class 1.....                 | \$8.00          |
| Adventure Class 2.....                 | \$8.00          |
| Aslan Mercenary Ships.....             | \$8.00          |
| Package Deal, 1 each of the above..... | \$20.00         |
| Merchant Class Ships.....              | <i>sold out</i> |

To order, send check or money order to:  
Green Dragon Hobby  
P.O. Box 2573  
Sandusky, OH 44870

Please add \$1.00 for shipping. Ohio residents add 5% sales tax.

Traveller is a registered trademark of Game Designers' Workshop.



# What do We Do now?

## Reflections on the Possibilities Open to *Twilight: 2000* Characters



The world of *Twilight: 2000* is a strangely altered one—altered from what we now perceive as “standard” or “correct”. The difference is akin to the difference between order and chaos. Europe in the year 2000 is definitely a chaotic place.

The player characters in *Twilight: 2000* have been thrust into this unordered world and left to fend for themselves. Fortunately, they are militarily trained and experienced individuals, as survival and combat proficiency are practically one and the same. Indeed, the chief activity of the player characters is survival, and it takes up most of their time. Everything from the acquisition of food to fighting off the rest of the world (most of whom, I might add, are also just trying to survive) is embodied within the term “survival”. *Twilight: 2000* is a game of survival, plain and simple.

Simple survival, however, is not terribly interesting. Failure means death. Success means further chances of failure, and nothing more. In a scenario designed only to test the player characters’ abilities to survive, the game becomes little more than the rolling of dice versus skills and attributes. The player characters vs. the encounter tables is hardly an adventure. A referee who can only run a campaign of this nature is not only cheating his players out of true adventure, but is not at all exercising his imagination—vital to improving his ability to run role-playing games. Interest in such a campaign will certainly subside, as the players become frustrated with their lot in game-life.

However, it is the players who ultimately hold the key to interesting adventure. The referee can only present to them his world—a world in which the players will play out their characters’ lives. If the players choose to merely survive in this world, there is very little the referee can do to make the game appealing. As long as the referee provides avenues which lead to other interesting activities, he has done his job. It is up to the players to steer down these avenues.

Spare time is the key. The time in which the player characters are not simply trying to survive can be termed spare time. Spare time can be put to many uses, uses which will hopefully improve the characters’ existence. If the players use their spare

time poorly, they deserve the relative lack of adventure which will certainly result.

In this article, I intend to examine several possible avenues which the player characters might take in a *Twilight: 2000* campaign. Also, to keep things interesting, I will examine the chief obstacles to these activities. For simplicity, I have broken these avenues down into four specific “quests”—the quests for wealth, power, home, and the world that used to be.

### THE QUEST FOR WEALTH

Worth is all relative in *Twilight: 2000*. As a turn on an old cliché, the past’s trash is the future’s treasure. Generally, any trinket from pre-holocaust civilization is valued somewhat more highly than devices of more recent manufacture. Worth has been completely turned around in some cases. Items of little previous importance have skyrocketed into the forefront of everyone’s psyche. Food is a good example.

Remember that all differences between the way the world of *Twilight: 2000* works and the way the modern world works are all a direct result of the war and nuclear exchange. There are very few exceptions. Food is more valuable now because the war destroyed the abilities of both sides to produce and distribute it. Whereas one might go to the store and purchase a weeks worth of food in modern America, the average citizen of Poland in 2000 will have to expend great amounts of time or what have you, if he can get food at all.

Because the world is different, and different in distinct ways, we can project the relative worth of various items. For example, central Europe is in military turmoil in 2000. As a result, we can predict that the relative worth of such things as weapons, ammunition, and other military hardware will increase dramatically. After all, it could mean your life if you haven’t got the right equipment to protect yourself. Facilities which can produce such supplies will be among the most vital possessions of the future world. Someone who can make smokeless powder and refill shells is liable to become a very wealthy man.



In a similar vein, fuel has become a commodity in short supply, again due to the war. Gasoline is very scarce, and specialized fuels (such as aviation fuel) are even harder to locate. Their relative worth has gone up tremendously. Even something like ethanol, which cost nearly nothing in the 1980s (before the liquor taxes, anyway) sells for an enormous sum in 2000.

On the opposite side of this line of thinking are those things which have become worthless due to the war. Since nearly no one has electricity, any electrical items left have virtually no utility, and are therefore not in demand. We might also include in this category paper money. Since there are no banks left, nor traceable gold reserves, paper money has become absolutely worthless.

In the absence of paper money, barter has taken over as the chief form of commerce. Gold is sometimes used in trade, but you can't eat it, burn it, or defend yourself with it. Unless you are in a secure position, you would be better off having some of the things gold can buy. The Trade and Commerce section of the Referee's Manual discusses the administration and restrictions of barter. Remember, things are money.

In such an environment, it is difficult to accumulate massive wealth. Wealth is the accumulation of material goods and gold, and there will always be someone out there trying to steal it from you. In the world of *Twilight: 2000*, it is difficult to divorce wealth and power—you need power to protect and utilize wealth, and of course, wealth will attract followers.

There has evolved a new ecology of trade. This ecology has only two niches—predators and prey. The prey are those who are attempting to make an honest living in their new environment. These are the farmers, fishermen, merchants, craftsmen and artisans of the world. Through their own skills they are eking out a living from what is left of their homes.

The predators are everyone else; marauders and bandits who make their living by stealing and raiding others (sometimes other marauders, but not often). The predators are plentiful at this time, as there is plenty for the taking, and it is an easier life than actually settling down and working. Foreigners (most of whom are military personnel) in a given area are almost forced into being predators in order to survive (as they haven't the skills necessary to do anything other than fight).

Prey are becoming less docile, however. Many of the farmers have guns now, too. Farming villages are becoming armed fortresses—less and less attractive in the eyes of the bandits.

Player characters will require a certain amount of wealth in order to survive. How they come by this wealth will be their decision. They can go into business, as traders, mercenaries, bodyguards, or whatever. Or, they can become marauders, ignoring the moral implications of what they do, more or less justified by their need to survive. Predators or prey is a choice they will have to make.

## QUEST FOR POWER

First, what is power? In *Twilight: 2000*, power can be defined as one's ability to impose his views and will upon others. The means toward that end can take many forms. The easiest way to establish a power base is to attract followers.

Followers will be attracted by two things—reputation and personal magnetism.

Reputation can only be built through a series of successful actions. Word will spread, however slowly, across the countryside, until it reaches the ears of would-be followers. As a person's reputation builds, these followers might be convinced to

seek him out, either to help him or stop him.

The personal magnetism of an individual will be a measure of both his ability to attract followers on the spot and his ability to keep those followers he already has. Relying on a reputation may not always be the best means of attracting people. Recruiting new blood from one's immediate surroundings should prove to be a more effective means of gaining followers.

In game terms, a character's personal magnetism and reputation will be, at best, unclear. Reputation should be determined by the referee after considering the previous visible accomplishments of the character. Personal magnetism, on the other hand, will be more difficult to represent. There is no skill which covers such a concept. The referee will be called upon to determine this ability on his own, taking into consideration the way in which the player role-plays his character. (Could it be? An actual reward for role-playing a character as opposed to just adventuring with him?)

Utilizing power is another question altogether. Imposing one's viewpoints on others in the *Twilight: 2000* environment will almost certainly take the form of an enforced dictatorship. If the locals have no wish to be ruled, they will have to be conquered. However, the average peasant at this time has no need to meddle in politics—he is much more concerned with growing enough to eat and protecting himself from marauders. If allowing someone else to peacefully take a portion of his yield will protect him from having his buildings burned and the food taken anyway, he may indeed see the wisdom in paying taxes to a local warlord. Protection is the key to a rule which, at least on the surface, wishes to appear benevolent.

Violent takeovers of territory, on the other hand, will usually be only short-lived affairs. Looting the countryside will not only drive the peasants off the land, but will deplete what riches there are at a terribly accelerated rate. If violence is indeed the last refuge of the incompetent, its consulate will be brimming over in the world of *Twilight: 2000*.

Controlling one's power base will be the most imposing task of all. Without direct control, anyone's followers might take any action, provided the situation presents itself. Since a person can only exercise direct control over a couple of dozen men, the opportunities for power to get out of hand in certain spots will become overwhelming if the number of followers becomes too great.

Of course, this is only a problem if the character in charge is





interested in promoting civilization. Otherwise, the entire horde can run amok, without regard to the long term effects on the natives.

### THE QUEST FOR HOME

Your characters were American soldiers from the 5th Division. Therefore, physically, home is North America, the United States. However, in all actuality, home is nothing more than a memory in their minds, and the home they knew really no longer exists.

From the point of view of the character, they certainly realize that the exchange must have had far-reaching effects back in the States. Remember, they were in the army, the most rigid, unchanging institution known to mankind, and yet they went from fighting with high tech equipment to riding horses and growing their own food in just a matter of a couple of years. The changes back home must be equally imposing.

Stuck in Europe, there is very little the characters can do to try to get home. Survival, as discussed earlier, is an all encompassing activity. A trek across the northern European plain, searching for an avenue of escape would in itself be a monumental achievement, but not an impossible one.

Without being able to find their way home, the characters may wish to recreate for themselves a reasonable facsimile right where they are. The chief building materials for such a recreation are described in the next section.

### THE QUEST FOR THE WORLD THAT USED TO BE

The world that used to be no longer exists. It cannot be found—it must be recreated.

All the technology of the world prior to the exchange has been lost or severely set back. But it is that technology which must be revived in order for the world to survive, even at this depleted level. Without it, anything which is still working will eventually break down, and a total technological dark age will certainly result.

In order for society to get back on its feet, a sort of technological Renaissance will have to take place. Those people with vision will be attempting to revive their knowledge of medicine, power generation, food production, and, inevitably, weapons manufacture. Due to human nature, the order of these developments will probably not be in the order which will best benefit the population. (They are already manufacturing ammunition again in Krakow, but is anyone thinking of making solar cells or new sources of antibiotics? Of course not.)

However, in whatever order, these revivals of old knowledge will have to take place soon. As the war grinds to a standstill, the chief obstacle to that progress will disappear. Unlike their 15th century counterparts, these new thinkers will be able to remember what they need to know, not excavate it from the ruins. The survivors all experienced life on Earth at its height, just a few short years ago. Now, with the world at its lowest



point in history, socially and physically, the reinstitution of older ways will begin at a highly accelerated rate. From the bottom, there is only one direction to go.

The player characters could take leading roles in the revival of the old society. The difficulties which will have to be overcome are enormous. Just getting to a position of power where they could possibly affect their surroundings will take time and a great deal of effort. Luck won't hurt, either. But, if the player characters decide to be men of vision, attempting to make a better world for themselves and for others, as opposed to just leeching off the world as it is, they might find the game a much greater challenge. In its mimetic role, *Twilight: 2000* presents a world in which creation is much more difficult than destruction.

*Twilight: 2000* presents role-players with a completely unique situation. Its environment is completely alien, and yet it is a derivative of the world we all know best, our own. In such an environment, it is understandable that characters might become confused as to which actions to take, which to avoid, and generally what to do. This is not surprising, however. If you or I were cut off in the middle of Poland after fighting several years in an army whose weaponry and strategy were becoming more and more primitive, I think we'd be more than a little confused ourselves.

Beyond simple survival, we can see that *Twilight: 2000* offers a plethora of opportunities for adventure. The potential for the player characters to affect their environment is enormous. If you like to shoot guns, fine. *Twilight: 2000* will let you do that. If you like to adventure in interesting surroundings and use your brain instead of your M16 once in a while, *Twilight: 2000* has the potential for that as well.

— Timothy B. Brown



# Twilight Scenario: *False Knight on the Road*



## Players' Information:

As the players' unit rolls through a bombed-flat and uncomfortably barren stretch of country, keeping an eye on their dosimeters and another on the misty horizon, a figure appears on the road ahead. If the players shoot, he ducks behind a rock, and begins waving a white flag; he doesn't seem to be armed, and there's no sign of another person, vehicle, or hiding place.

On closer approach, the man is seen to be wearing a sharply tailored gray suit and a bowler hat; the flag is tied to a tight-rolled umbrella, and a leather briefcase is in the man's other hand. He looks for all the world like an English businessman hailing a cab in Trafalgar Square.

"Awfully glad to see you chaps," the man says, in a classical upper-class British accent. "Americans, aren't you? Well, awfully glad it was you that came along and not those other blighters." He taps his briefcase. "Wouldn't do for our red friends to get their hands on what's in here. Wouldn't do *at all*."

## Referee's Information

If this sight doesn't take the players by surprise, they really *have* seen too much war.

The man in gray introduces himself as Sir Denis Chapman-Cole, H.M. Secret Service, and says he wants transportation to the nearest outpost of one of the NATO intelligence services; he will have a slight preference for CIA over DIA, "but beggars can't be choosers, don't cha know." Assuming the squad decides to take him along, he will produce a knapsack from behind his boulder; it contains a Polish military intelligence officer's uniform, rather worn, and a small amount of provisions and common medicines (aspirin, penicillin, perhaps a few morphine styrettes), which he will offer to share with the players. He has no gold.

Sir Denis will not open the leather briefcase unless given good reason (like, say, a threat to kill him). Inside is a 9mm automatic pistol, clipped near the flap for a quick draw. Three rounds (one game shot) will be gone from the magazine — "Two less blighters in this sad world,.." Sir Denis will say thoughtfully,

"my marksmanship isn't what it used to be, I fear." He has one empty and one full magazine in his coat pockets.

Also in the case is a file folder containing forty sheets of typescript: letters and numbers in five character code-groups. Handwritten on the folder is the legend *VALSE TRISTE*. Sir Denis will not show off the file at once, but things being what they are, eventually the players will want to know just what his mission is, how he got to be here dressed like this, and so forth.

Sir Denis explains that he has been behind enemy lines since "enemy lines" had some kind of practical meaning. He speaks fluent Polish and Russian, and (disguised as Warsaw Pact intelligence officers of various stripes) he has been accumulating the information in the *VALSE TRISTE* file—dossiers on Western intelligence officers who are actually KGB double agents. The file, he insists, must be gotten to someone who can make use of it.

The coding system is Sir Denis's personal code, extremely difficult to break without either his help or advanced machinery — he will bring this up if the group shows signs of wanting to kill him and sell the file to CIA/DIA/whoever themselves.

As for his clothing, he says he found the suit in a tailor's shop (on close inspection, it is not as perfectly fitted as it seemed at first), and he "desired to return to the company of gentlemen dressed as a gentleman." More practically, he says that the suit did attract their attention—and the only other clothes he had was an enemy uniform.

The question, of course, is: just who is Sir Denis Chapman-Cole, and what is *VALSE TRISTE*? The principal (though not the only) possibilities are:

1) Sir Denis is exactly what he claims to be. The actual value of the *VALSE TRISTE* file depends on how many of the people it names are a) still alive and b) in positions of enough authority to make them worth exposing.

Then again, even if everyone in the file is dead, a determined Western intelligence officer might want the file to prove that his suspicions were correct. *VALSE TRISTE* contains a number of possibilities for elaborate con games and blackmail schemes,





most of which will get the players into deep trouble with very unpleasant people. Note that the KGB will want to recover the file, not destroy it, unless there were no other way to keep it from falling into unfriendly hands; it is of value both for blackmail and to help the KGB rebuild its internal structure.

2) Sir Denis is actually Dmitri Sergeyevitch Chernikov, a Major in the KGB, and *FALSE TRISTE* is entirely a black-propaganda operation intended to throw the Western intelligence services into chaos. *FALSE TRISTE*'s "real" Russian name is *CHORNYA ZERKALO* (Black Mirror), and all internal KGB references to it are by that name; only a few officers (at such high levels that players are unlikely to encounter them) other than Chernikov know that one is the other.

Major Chernikov is a dedicated officer of unshakable loyalty; he is rather a romantic about espionage (the British officer gambit was his idea) but he is no fool. He is quite willing to die for the success of *CHORNYA ZERKALO*, and it would require the most extreme measures, probably including truth drugs, to make him break cover. He has a suicide pill in the left cuff of his shirt.

While it might be entertaining to have his umbrella be a Bulgarian Special (a concealed air pistol firing poison pellets), it would be inappropriate for an undercover agent to carry such an incriminating item (maybe some other time).

3) Sir Denis' real name is Danilo Czerwicz; he is, or rather was, a minor Polish military intelligence officer whose mind snapped after the last of his companions died of radiation, food poisoning, attacks by wild dogs... (Fill in other suitably gruesome details as you need them.) He found the gray suit, undamaged by some fluke, in a tailor's shop where he had taken refuge, and it provided a jumping-off place for his unbalanced mind: now in his delusion he is living out the spy novel plot of "The Lone Agent, Trapped Behind Enemy Lines with the Secret Plans." Danilo will not drop out of character unless subjected to some kind of drastic shock. Heavy casualties in the unit he is with, replaying what happened to his own squad, might bring him back. (In the real world, someone this far gone would be more likely to slip into catatonia or fugue than to suddenly recover; however, RPGs are a form of drama, and you are free to use whatever is dramatically best.) If enough time passes, Danilo's mental state will continue to deteriorate, and the effects of this will become apparent to the players. If he starts muttering about "getting the D-Day plans away from Himmler" or something about Dr. Fu Manchu, they should really start getting suspicious...

*FALSE TRISTE* does not exist in this last case. The documents in the briefcase may be nonsense, types by Danilo himself, or they might be real intelligence documents from God knows where, still possibly of value to someone who can decode them.

In the first case, Sir Denis is an Elite NPC, his Coolness Under Fire rating is 0, and in fact his imperturbability will probably drive his players nuts after a while. He is an excellent pistol shot. If he is actually a spy (for whatever side), he will have a complement of spy-type skills in such areas as Disguise, Demolition, exotic mixed drinks, and so forth; if he really is crazy, he will imagine he has those skills.

—© 1986, John M. Ford



Stop and check the new Compleat Strategist catalog for all your favorite sci-fi and fantasy titles. Write today for your free catalog with hundreds of games in every category.



ORDER TOLL FREE 800-225-4344 Amex/MC/VISA \$10 minimum

## CONGRATULATIONS

The Compleat Strategist stores give their congratulations and best wishes to Game Designers' Workshop and *Challenge*, in the hopes that the new format will be as successful as the old.

**IN NEW YORK**  
THE COMPLEAT STRATEGIST, INC.  
11 East 33rd St  
New York, NY 10016  
(212) 685-3880

THE COMPLEAT STRATEGIST  
320 W 57th St  
New York, NY 10019  
(212) 582-1272

**IN MASSACHUSETTS**  
THE COMPLEAT STRATEGIST  
(Strategy & Fantasy World)  
201 Massachusetts Ave  
Boston, MA 02115  
(617) 267-2451

**IN VIRGINIA**  
THE COMPLEAT STRATEGIST  
(Strategy & Fantasy World)  
105 E. Broad St  
Falls Church, VA 22046  
(703) 532-2477

**IN NEW JERSEY**  
THE COMPLEAT STRATEGIST  
215 Glenridge Ave  
Montclair, NJ 07042  
(201) 744-6622

**IN FLORIDA**  
THE COMPLEAT STRATEGIST  
5406-8 Stirling Rd  
Davie, FL 33314  
(305) 961-5660

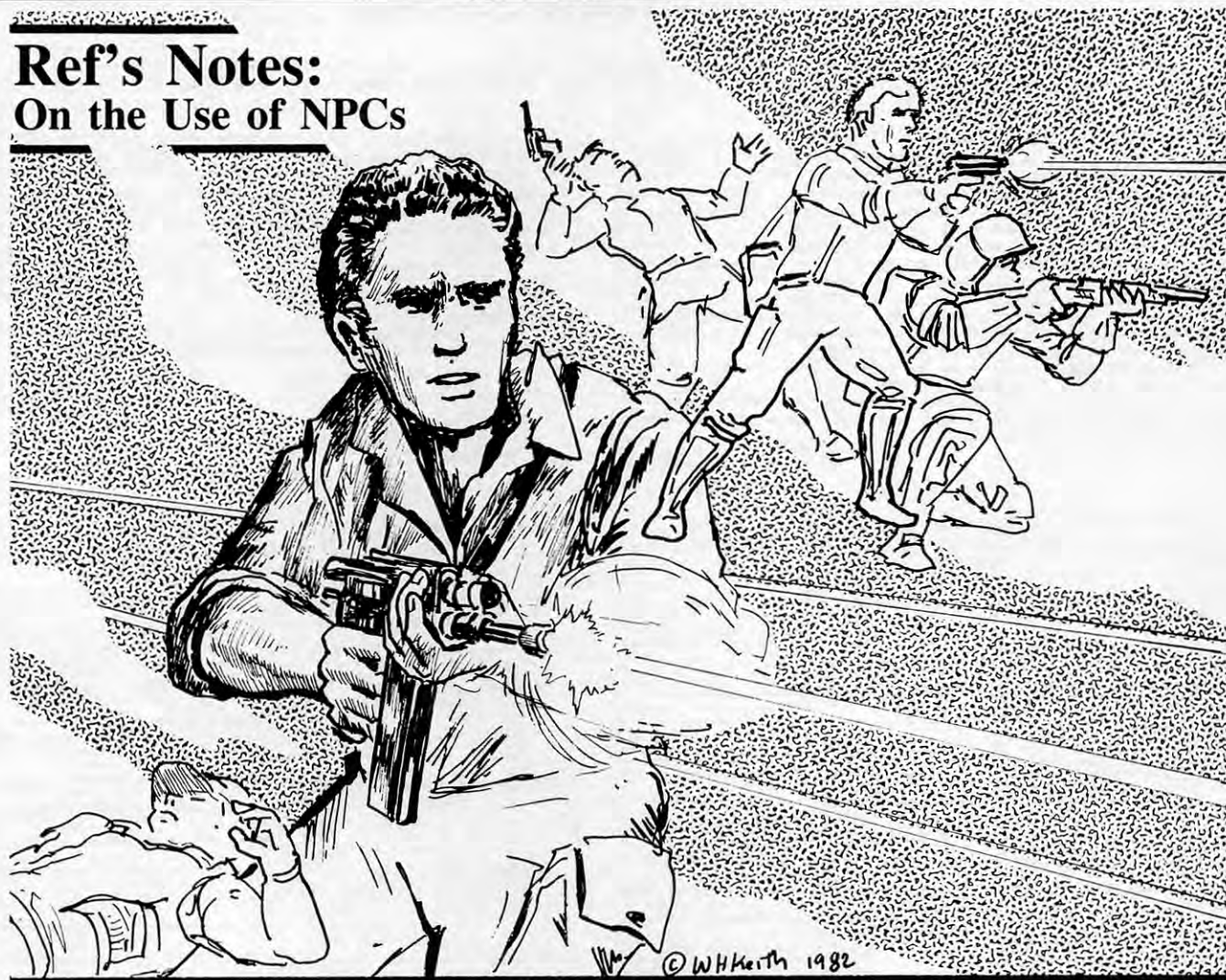
**IN MARYLAND**  
THE COMPLEAT STRATEGIST  
251 Park Ave  
Baltimore, MD 21201  
(301) 752-1493

**IN PENNSYLVANIA**  
THE COMPLEAT STRATEGIST  
254 West DeKalb Pike  
Valley Forge Shopping Ctr  
King of Prussia, PA 19406  
(215) 265-8562

THE COMPLEAT STRATEGIST  
(Strategy & Fantasy World)  
2011 Walnut St  
Philadelphia, PA 19103  
(215) 563-2960



## Ref's Notes: On the Use of NPCs



Non-Player Characters are vital to a good campaign. When they're properly done, they give the players a feeling of interacting with real people instead of cardboard cutouts. A referee can construct the most elaborate and detailed setting imaginable, but without well-realized NPCs to populate it, all he has really done is create a movie set devoid of any relation to real life.

This does not mean that a referee has to create every NPC in exhaustive detail. Rather a few words of description can spell the difference between just another die roll on the encounter table and an opportunity for some good roleplaying. The following example serves to illustrate my point by comparing the way two different referees handle a "refugee" encounter.

**Referee A:** "You're driving down a road through the woods when you see a group of twenty people. They're probably refugees. They get off the road as you pass."

For all the life this referee brought to them, those refugees might as well have been a flock of chickens. Let's try the same scene again, with a more imaginative referee.

**Referee B:** "You're driving down a dusty backwoods road. Ahead of you, you see a group of people in civilian clothes, many of them carrying bundles on their backs. There are about twenty of them, all on foot, men, women and children. When you drive past them, they look at you with expressions ranging from fear to resignation."

Referee B has painted quite a scene. Instead of lifeless props, the refugees take on dimension and substance. It is a much more

interesting encounter than the first one. The players might be tempted to stop and interact with the refugees in some way. Any number of interesting situations could result. Even if the players don't stop, you will have established a feeling, a sense of realism.

Not all encounters need try for poignancy. In one of our early *Twilight: 2000* campaigns, the players met a band of gypsies. Gypsies are not on the encounter table, but I decided to spice things up a little bit (inspired by the presence of Romany, the language of the gypsies, on the language list). Through the use of good description and well-realized NPCs, the players spent a few days in the camp taking some needed R&R. When the two groups parted, the players felt as if they were leaving friends rather than a set of cardboard cutouts.

Major NPCs, the sort presented in the modules, present fewer problems, as their personalities are outlined in some detail. However, the referee should add details if he feels it necessary, as long as they are not inconsistent with the overall character as described in the short module write-up. Such descriptions are guidelines, not forged in steel.

In conclusion, remember that NPCs are the referee's hands and voice in the world he has created. What is being simulated are human beings, not department store dummies. Keep this in mind and your campaign, whatever game it is, will be the richer for it.

— Frank Frey





(cautious advance or full advance). The order applies only to the scout. (This means that a scout may always move in any fashion he desires. The order chit merely serves to record the player's intention in advance.)

**Commanders:** A commander may always give one order. The order chit may be placed anywhere in the field of vision of the commander. Alternatively, if the commander has a radio, he may place the order chit by the location of any or all subordinate vehicles or stands which have radios.

Once placed, the order applies to any subordinate vehicle or stand, or any group of vehicles and stands, within five inches of the order chit. If the commander is within five inches of the order chit he may or may not be included in the order, at the player's discretion. All units affected by the order move in a group. (In other words, the commander can give an order to part or all of his men. If the order applies to him as well, it effectively means that he is moving and saying "follow me".)

Demoralized commanders may not issue orders.

Figures representing player characters should always be mounted as single figures. The referee should decide whether or not a player character can serve as a commander. If not, he should be considered a scout.

## MOVEMENT

Units are moved during movement and end their move facing in the direction they moved. They must be moved in the direction of the arrow on their order chit.

Infantry always moves at the walk movement rate (4'') until it comes under fire or spots an enemy unit. Infantry may always run (8'') in any turn immediately after it has been fired on and whenever there is at least one enemy unit visible to it during the turn.

**Mount/Dismount, Limber/Unlimber** takes place during movement. Infantry pay half their movement to mount or dismount. Towed guns pay all of their movement to limber and unlimber.

The vehicle transporting the infantry or gun pays half of its movement to mount/limber or dismount/unlimber, regardless of the type of unit carried.

## TERRAIN EFFECTS ON MOVEMENT

*Infantry* pays double cost when moving through creeks and swamps, but is otherwise unaffected by terrain.

*Tracked Vehicles* pay double when moving through woods and creeks, may not enter swamps, and pay a 1'' penalty per contour crossed (up or down).

*Wheeled Vehicles* may not cross creeks except at fords (and pay double movement cost to do so), pay quadruple cost to move through woods, may not enter swamps, and pay a 2'' penalty per contour crossed (up or down).

## FIRE COMBAT

There are three categories of fire combat: small arms, high explosive and antitank. Fire may take place in any or all of the three fire phases: opportunity, general and close.

### WHEN UNITS FIRE:

**Opportunity Fire:** Direct fire units may fire in the opportunity fire phase of the turn if they did not move. Indirect fire units may fire in the opportunity fire phase of the turn if firing at the same point as the previous turn. Indirect fire units *must* fire at the same point in general fire if they fire opportunity fire.

**General Fire:** Indirect fire units may always fire in the general fire phase. Direct fire units which moved half may fire in the general fire phase. In addition, stationary direct fire units may fire *again* in the general fire phase.

**Close Fire:** All direct fire units, regardless of movement, may fire in close fire at any enemy unit within ten inches. Indirect fire units may fire at any enemy unit within ten inches of the observer of the fire.

**Heavy Weapons:** Mortars, all towed guns, all antitank missiles, and heavy machineguns (12.7mm and 14.5mm) are considered heavy weapons and must be stationary to fire. (Exception: heavy machineguns which are on vehicle mounts may fire the same as any vehicle-mounted gun.)

### HOW UNITS FIRE

Each unit is rated as to its combat quality. This consists of placing it in one of four categories: *novice*, *experienced*, *veteran*, and *elite*. The troop quality chart gives a hit number for each type of unit at close, medium and long range. The weapon with which the unit is equipped determines the actual distance that each range band reaches. For example, Suppose a stand of experienced troops with M16's (5.56mm assault rifles) fired at a target 6 inches away. Consulting the firing chart indicates that this is medium range for an M16 (greater than 5 inches, which is close range, but within the 10 inch band of medium range). Consulting the troop quality chart indicates that at medium range an experienced unit will hit on a 3. Thus, the unit rolls for each shot and on a roll of 3 or less inflicts a hit on the enemy.

**Extreme Range:** A unit may only fire at extreme range by using aimed fire, and does so using the long range hit probability without doubling it.

### ANTITANK FIRE

All antitank units are listed on the reference chart. Each



weapon has a range in inches and a penetration number at every range band. Some weapons also have a rangefinder bonus listed. The chance of hitting is determined by the troop quality (novice, experienced, veteran, elite) and the range band (close, effective, long, extreme). Consult the troop quality chart to find the hit number and add the weapon's rangefinder bonus (if any). Roll the hit number or less on a decimal die to hit. If a hit is achieved, roll the decimal die again and add it to the penetration number. Subtract the target's armor value and consult the vehicle damage table to determine the result. The following results are possible:

**Crew:** The vehicle crew (treated as a stand of infantry) receives one hit.

**2 Crew:** The vehicle crew takes two hits

**Armament:** One weapon, determined by the referee (at random, if desired) is eliminated. In addition, the crew takes one hit.

**Mobility:** The vehicle can no longer move. In addition, the crew takes one hit.

**Catastrophic:** The vehicle blows up and the crew is killed. In addition, the smoke from the burning vehicle blocks line of sight for the rest of the game.

**Armor:** All AFVs (armored fighting vehicles) have a front and flank armor rating. The front value is used if fired at from the front 45° arc; otherwise the flank value is used.

**Range Finders:** The vehicle listing gives a number of rangefinder bonuses for some vehicle-mounted weapons. These may only be used when conducting aimed shots and are only used when firing at vehicle-sized targets. When firing at targets at extreme range, halve the rangefinder bonus, rounding down.

**Hull Down:** Any AFV which is on top of a contour and stationary is assumed to be hull down for any shots against its front 45° arc. All hit chances against it are halved, rounding fractions down. In addition, all hits against vehicles with remote turrets in defilade must be confirmed by an additional die roll. On a roll of 1-5 the round actually hits; on a roll of 6+ it misses.

**Terrain:** A vehicle stationary in brush, hedgerow, woods, or town has the hit chance against it halved, rounding fractions down.

**Rate of Fire:** An antitank weapon may fire its full rate of fire (ROF) each phase that it can fire, provided all shots are directed at a single target. Units which switch targets in a phase pay an ROF penalty of minus one. Thus, a unit with an ROF of three could fire up to three shots at a single target or one shot at each of two separate targets. Note that units with an ROF of one or two may not split their fire in a phase.

## HIGH EXPLOSIVE FIRE

All high explosive rounds have a burst area. In addition, most HE rounds have a fixed number of automatic hits inflicted by a direct hit. Each unit inside the burst area of a high explosive round suffers a hit on a result of 5 or less. The die roll is modified for target type and cover as indicated below:

Scout or Commander: +1

Stationary infantry: +1

Building: +2

Entrenchment: +3



Bunker: +4

Soft Vehicle +2

Open or Wheeled AFV +3

Other AFV: +4

One hit on a vehicle cuts its speed in half and causes a crew hit. A second hit immobilizes the vehicle and causes another crew hit. However, enclosed AFVs (such as tanks and armored cars) do not suffer a crew hit from HE burst.

If the round was fired during direct fire and a direct hit was scored, the round's automatic casualties are spread among the units inside the burst area. If the round was fired at a structure (such as a house or bunker), all hits are inflicted on units inside the structure. If the direct hit was achieved on a soft vehicle, the vehicle is destroyed and the automatic hits are inflicted on the passengers and crew. If the direct hit was achieved on an armored vehicle, damage is resolved using the penetration value of the round as explained in antitank fire.

If a weapon has a rate of fire greater than 1, or if more than one weapon is firing at a target, the burst areas of the rounds may be spread out to cover a wider area (in artillery fire this is called a dispersed sheaf) or superimposed on a single target (converged sheaf). If superimposed, one separate attack is made on each target in the burst area for each shot fired.

**Deviation:** There is a chance that HE rounds will deviate. All HE rounds fired by indirect fire units roll for deviation. If a 9 or 0 is rolled, there is no deviation. If another number is rolled, the rounds deviate in the direction indicated on the deviation chart. Roll the die a second time to determine the number of inches the round deviates. If the weapon is firing at half range or less, halve the die roll for number of inches of deviation.

Direct fire weapons which fire HE roll for a hit as if firing at an AFV using the antitank fire hit chart for an HE round. If the result is a hit, the round does not deviate. If a miss is scored, roll for deviation as above and halve the result of the deviation distance die roll. If the antitank fire hit chart indicates no chance of a hit at that range, deviation is automatically rolled for and the full value of the deviation distance roll is used.

Once a unit has fired HE at a target, the unit may, on subse-

quent turns, adjust its fire by either shifting the burst area up to two inches in any direction or (if the first rounds deviated) shifting it to its original aiming point. Deviation is not rolled for in either case.

### SMALL ARMS FIRE

Infantry, machineguns, and some light cannon HE fire is treated as small arms fire. Small arms fire is directed at a specific unit. The number of dice rolled for hits is determined by the type of unit firing and the number required to hit is determined by the troop quality of the firing unit and the range at which the unit is firing. Hits from small arms fire have the same effect as HE hits.

**Restricted Rate of Fire:** Units equipped with weapons with a rate of fire of (1) may never fire during the general fire phase. If stationary, they may fire during opportunity fire. If within ten inches of an enemy unit they may fire during close fire.

The die roll to hit is modified by the type of unit firing and the terrain it occupies, as follows:

#### Target is:

- Scout or Commander: + 1
- Stationary Infantry: + 1
- Light AFV: + 3
- Medium/Heavy AFV: not allowed

#### Target in:

- Woods: + 1
- Building: + 2
- Entrenchment: + 2
- Bunker: + 2
- Higher Elevation: + 1

**Commanders and Scouts:** Single-figure bases (commanders and scouts) halve their ROF, rounding fractions down. A rate of fire of 1 becomes (1). A rate of fire of (1) is unchanged.

### TROOP QUALITY

There are four categories of troops by quality: **Novice, Experienced, Veteran, and Elite**. Troop quality affects the staying power of a unit in combat and its ability to inflict casualties.

**Staying Power:** Green units become fugitives when they suffer one hit. Experienced units are forced back and pinned after their first hit and become fugitives after their second. Veterans suffer no effect from their first hit, are forced back after their second, and become fugitives after their third. Elites suffer no effect from their first and second hits, are forced back after their third and become fugitives after their fourth.

Fugitives lose all combat ability and will move their full (running) speed to the rear each movement phase until they reach cover and can no longer see the enemy. They will remain there until regrouped or until the enemy again becomes visible. If an enemy stand or vehicle touches a fugitive stand it surrenders. If a fugitive stand suffers an additional hit it is eliminated. A scout or commander reduced to fugitive status is seriously wounded instead and may not move.

**Inflicting Casualties:** Different quality units have different hit numbers and, in some cases, different rates of fire. These are



explained on the troop quality chart.

**HE Fire Deviation:** Green units double the result of their deviation rolls. Elite units halve the result.

### MORALE

All units have a morale rating, determined by their troop quality. In some cases the referee may wish to vary this based on the particular situation being gamed. (It is possible to have very inexperienced troops who have terrific morale, or very competent troops who simply don't want to fight today.)

All units check morale by group. A group for morale purposes is a unit or group of units within five inches of each other and operating under the same orders.

A unit checks morale in the morale phase. It checks morale if it has been fired at in any phase of the turn. To check morale, roll a die and compare it to the unit's current modified morale. The unit's current morale is its original morale modified as follows:

- Each AFV destroyed in unit this turn: - 2
- Each other casualty (hit) suffered this turn: - 1
- Enemy infantry within 10 inches: - 1
- Enemy AFV within 10 inches: - 2
- Unit is or has previously been demoralized: - 2
- Unit is under cover: + 2

For every six vehicles or stands in the unit, ignore one - 1 modifier.

To check morale, roll a decimal die. If the die roll is equal to or lower than the unit's morale, it passes the check. If it is one or two higher, the unit is pinned. If the result is three or four higher, the unit is forced back and pinned. If the result is five or six higher, the unit is demoralized. If the result is seven or more higher, all stands of the unit are converted to fugitives and all heavy weapons and vehicles are abandoned.

A pinned unit may not fire in the next turn, nor may it move toward the enemy. It may move laterally or away from the enemy.

A unit forced back must move its full movement to the rear immediately and is pinned for the next turn. After that it is unaf-



fectured. Units in cover may be forced back deeper into cover, but will never be forced back out of cover. A demoralized unit may not fire or move unless enemy units are visible to it. If so, it will move away from the visible enemy units until it reaches a covered position. If unable to move away from enemy units (due to being surrounded), it will surrender. Demoralized units remain demoralized until rallied. If a demoralized unit suffers another demoralization result, all stands in the unit become fugitives.

## VISIBILITY AND SPOTTING

Spotting takes place at the end of the movement phase and at the end of each fire phase. The referee determines which hidden units may be spotted and conducts one spotting roll for each. This roll is based on the best chance to spot the unit by any enemy unit. Note that only one roll is made, regardless of how many units are capable of spotting the hidden unit. The actual chance to spot is based on the type of unit spotting, the type of unit being spotted, the movement of the units, and the distance, as noted on the spotting chart.

## ARTILLERY

Indirect fire must be plotted at the beginning of the turn in which it arrives in the *Command Phase*. An artillery unit may not be plotted for until it is unlimbered. An artillery unit may not be plotted for unless the target point is under observation by a qualified spotter. All commanders and scouts with radios are qualified spotters. Each spotter may only spot for one mission per turn.

To plot the mission, write down the following:

1. Which unit is firing
2. What it's firing (HE/SMOKE)
3. Where it's supposed to hit
4. Concentrated or dispersed fire
5. Who's spotting

## AMMUNITION

All weapons have limited supplies of ammunition in the game. Each unit should have a sheet of paper that tells the weapons each stand is equipped with and how many shots for its weapon the stand is carrying. For small arms weapons in these rules, a "shot" is thirty actual bullets. For large caliber guns, missiles, grenade launchers, etc., it is one round. Each time that a unit fires, it uses one shot.

Small arms ammunition is divided into light ammunition (all pistol, SMG and small caliber assault rifles and auto rifles) and heavy ammunition (all 7.62 rounds and larger for battle rifles, sniper rifles, shotguns, sporting rifles, and machineguns). As a good general rule, a man can carry six shots worth of heavy ammunition or twelve shots worth of light ammunition. This means that a two-figure fire team stand would have either 24 shots of heavy ammunition or 48 shots of light ammunition. When a stand is carrying extra ammunition for rocket launchers, mortars, etc., calculate how many such rounds it can carry based on the formula *1 shot of heavy ammunition = 1 kilogram*.

## CLOSE ASSAULT

Close assault occurs during the close assault phase. Since close assaults are resolved after the morale phase, actual close assaults will be rare.

**Infantry versus infantry:** Pair off all stands involved in the close assault. The side with more stands may use the extras to double up or triple up on single enemy stands. The number of close assaults conducted is equal to the number of stands of the weaker side. For each close assault each opposing player rolls a die which is modified as indicated below. The high die roll wins. The loser suffers one casualty per stand and is routed. After one round of close assaults has been conducted for each involved stand, reallocate stands which have not routed and conduct the close assault again. Continue this until only one side remains with unrouted stands.

### Close Assault Die Roll Modifiers

**Scout/Commander:** - 2

**Machinegun or weapons crew:** - 2

**Submachinegunners:** + 2

**Engineers:** + 2

**Each extra stand:** + 2

**Mounted cavalry:** + 2

**Higher morale:** + difference

**Infantry Versus AFVs:** Only infantry armed with antitank grenades or some acceptable equivalent (such as a molotov cocktails) may close assault armored vehicles. If infantry close assaults an armored vehicle, only the player who owns the infantry rolls the die. One die roll is made per stand of infantry. On a roll of 1 or 2, the AFV is destroyed. On a roll of 9 or 0 the infantry suffers a casualty and is forced back. On any other result the infantry is forced back without a casualty.

Any infantry may close assault an open-topped AFV if equipped with grenades. Subtract 2 from the die roll when assaulting open-topped AFVs. A modified die roll of less than one is treated as one.

## REGROUPING

Stands which have been reduced to fugitive status may be



regrouped. Two fugitive stands are regrouped to bring one stand back at full effectiveness.

Regrouping is an order. The command stand which issues the order may not conduct any other action that turn. As with any order, the regroup order may only be issued to stands subordinated to the command stand. The fugitive stands to be regrouped may not be under fire or be able to see any enemy unit during the turn of regrouping. When the order is given, one fugitive stand is removed from play and another has all hit markers removed from it.

### SMOKE

Weapons with smoke rounds may create smoke screens. The size of the smoke screen generated by one round is listed on the smoke table in the reference charts. One end of the screen is placed at the impact point with the screen extending down wind from there. If more than one round is fired, it adds to the length of the screen. Smoke lasts for one complete turn.

### SUBMACHINEGUNNERS

Submachinegunners may fire in opportunity fire even if they moved full.

### AIMED FIRE

Only stationary units may conduct aimed fire, and may do so only during the opportunity fire phase. Units conducting aimed fire have their ROF halved, rounding fractions down. Units with an ROF of 1 fire as if they had an ROF of (1) (a restricted ROF), and may not then fire in the general fire phase. Units with a restricted ROF which conduct aimed fire in the opportunity fire phase may not fire in either the general fire phase or in the close fire phase.

Aimed fire is resolved as normal fire, but the firing unit's hit number is doubled.

—Frank A. Chadwick

## GAME CHARTS

### U.S. VEHICLE CHARACTERISTICS

| Vehicle     | Move  | Armor | Armament                               |
|-------------|-------|-------|--|
| M2          | 50/35 | 4/2   | 25mm (30) [+1], TOW (7), MG (20)       |
| M2A3        | 50/35 | 4/2   | 25mm (30) [+1], Hellfire (4), MG (20)  |
| M113        | 40/30 | 3/1   | BHMG (20)                              |
| M115A1      | 40/30 | 3/1   | 25mm (30) [+1], MG (20)                |
| AAVP9       | 40/30 | 3/4   | Mk 19 (35) [+1], M2HB (20)             |
| M750        | 55/40 | 3/2   | 2 × MG (20)                            |
| Peacekeeper | 70/25 | 2/2   | 2 × MG (20)                            |
| LAV-25      | 60/30 | 3/2   | 25mm (30) [+1], MG (20)                |
| LAV-75      | 55/40 | 6/1   | 75mm (36) [+4], MG (20)                |
| Stingray    | 50/40 | 20/8  | 105mm (36) [+4], MG (20), M2HB(C) (10) |
| M60A4       | 40/20 | 22/8  | 105mm (57) [+4], MG (20), M2HB(C) (10) |
| M1          | 50/40 | 55/8  | 105mm (55) [+4], MG (20), M2HB(C) (10) |
| M1E1        | 45/35 | 55/8  | 120mm (40) [+4], MG (20), M2HB(C) (10) |
| M1E2        | 50/40 | 80/8  | 120mm (40) [+4], MG (20), M2HB(C) (10) |
| Diana       | 50/40 | 2/8   | 2 × 25mm (50) [+1]                     |
| LAVAA       | 60/25 | 3/2   | TOW II (10) [+1]                       |
| ITV         | 40/30 | 3/1   | TOW II (10) [+1]                       |
| LAV PIVAD   | 60/25 | 3/2   | Vulcan (180) [+1]                      |
| M990        | 40/30 | 6/1   | 2 × 30mm (50) [+1], MG (20)            |
| PIVAD       | 40/30 | 2/1   | Vulcan (180) [+1]                      |
| M110A2      | 30/20 | 3/1   | 203mm (2)                              |
| M109A2      | 35/25 | 3/2   | 155mm (36) [+1], M2HB(C) (10)          |
| M988        | 35/25 | 5/5   | 2 × 40mm (23) [+1]                     |
| MPGS90      | 60/25 | 4/2   | 90mm (24) [+1], MG (20)                |
| ADATS       | 55/40 | 6/1   | ADATS (16) [+1], MG (20)               |
| Blazer      | 50/35 | 4/2   | Pivad (180) [+1], Stinger (12)         |
| M920        | 50/35 | 5/2   | Hellfire (8) [+1]                      |

### WARSAW PACT VEHICLE CHARACTERISTICS

| Vehicle  | Move  | Armor | Armament                               |
|----------|-------|-------|--|
| BMP-B    | 40/30 | 3/2   | 30mm (20), AT-5 (3), MG (20)           |
| BMP-C    | 45/30 | 4/2   | 30mm (20) [+1] AT-5 (3), AGL (100)     |
| BTR-70   | 55/25 | 2/2   | KPV (20)                               |
| OT-64    | 60/30 | 3/2   | KPV (20)                               |
| BRDM-3   | 70/25 | 2/1   | 30mm (10), MG (20)                     |
| OT-65    | 70/25 | 1/1   | 23mm (15), MG (20)                     |
| T72      | 40/25 | 30/8  | 125mm (40) [+3], MG (20), DShK(C) (10) |
| T80      | 40/25 | 35/10 | 125mm (40) [+3], MG (20), DShK(C) (10) |
| T90      | 40/30 | 65/10 | 125mm (40) [+4], MG (20), DShK(C) (10) |
| SAU-122  | 40/30 | 3/2   | 122mm (40), DShK(C) (10)               |
| SAU-152  | 35/25 | 3/2   | 152mm (30), DShK(C) (10)               |
| ZSU-30-6 | 65/40 | 2/2   | 30mmGG (50)                            |

### TROOP QUALITY CHART

| Type        |       |      |      | Hits |    |    |    |    | ROF | MOR |
|-------------|-------|------|------|------|----|----|----|----|-----|-----|
|             | Close | Mdm. | Long | 1    | 2  | 3  | 4  | 5  |     |     |
| Novice      | 4     | 2    | 0    | FG   | FG | EL | EL | EL | —   | 4   |
| Experienced | 5     | 3    | 1    | FB   | FG | FG | EL | EL | —   | 6   |
| Veteran     | 7     | 4    | 1    | NE   | FB | FG | EL | EL | +1  | 8   |
| Elite       | 8     | 5    | 2    | NE   | NE | FB | FG | EL | +2  | 10  |

### Notes:

Close = Close Range; Mdm. = Medium Range; Long = Long Range; FG = Fugitive; EL = Eliminated; FB = Forced Back; NE = No Effect; ROF = Rate of Fire; MOR = Morale.



## U.S. ANTITANK WEAPONS

| Weapon       | Ammo     | ROF | Close   | Medium | Long   | Ext.   |
|--------------|----------|-----|---------|--------|--------|--------|
| M202         | HEAT     | 4   | 10:25   | 20:25  | 40:25  | 80:25  |
|              | WP       | 4   | 10:-3   | 20:-3  | 40:-3  | 80:-3  |
| Armbrust     | HEAT     | 1   | 10:30   | 20:30  | 40:30  | 80:30  |
| 40mmGL*      | HE       | 1   | 10:-4   | 20:-4  | 40:-4  | —      |
|              | HEDP     | 1   | 10:0    | 20:0   | 40:0   | —      |
| Mk 19        | HVHE     | 8   | 20:-4   | 40:-4  | 80:-4  | 160:-4 |
|              | HVHEDP   | 8   | 20:0    | 40:0   | 80:0   | 160:0  |
| Tank Breaker | HEAT     | 1   | 200:66  | —      | —      | —      |
| TOW II       | HEAT     | 2   | 350:70  | —      | —      | —      |
| Hellfire     | HEAT     | 2   | 400:90  | —      | —      | —      |
| ADATS        | HEAT     | 2   | 800:100 | —      | —      | —      |
| M2HB         | API      | 3   | 16:-1   | 32:-2  | 64:-3  | 128:-4 |
|              | SLAP     | 3   | 16:3    | 32:1   | 64:-1  | 128:-3 |
| 20mm         | AP       | 6   | 20:-1   | 40:-2  | 80:-3  | 160:-4 |
|              | HE       | 6   | 20:-4   | 40:-4  | 80:-4  | 160:-4 |
| 25/30mm      | API      | 5   | 25:6    | 50:4   | 100:1  | 200:-3 |
|              | APFSDSDU | 5   | 25:15   | 50:10  | 100:5  | 200:0  |
|              | HE       | 5   | 25:-4   | 50:-4  | 100:-4 | 200:-4 |
| 40mm         | HE       | 5   | 30:-3   | 60:-3  | 120:-3 | 240:-3 |
|              | HEXPFP   | 5   | 30:-6   | 60:-6  | 120:-6 | 240:-6 |
| 75mm         | APFSDS   | 10  | 40:25   | 80:20  | 160:15 | 320:10 |
|              | HEAT     | 10  | 30:25   | 60:25  | 120:25 | 240:25 |
|              | HE       | 10  | 30:0    | 60:0   | 120:0  | 240:0  |
|              | WP       | 10  | 30:-5   | 60:-5  | 120:-5 | 240:-5 |
| 90mm         | HE       | 4   | 25:2    | 50:2   | 100:2  | 200:2  |
|              | APDS     | 4   | 30:30   | 60:25  | 120:20 | 240:10 |
|              | HEAT     | 4   | 25:30   | 50:30  | 100:30 | 200:30 |
|              | WP       | 4   | 25:-5   | 50:-5  | 100:-5 | 200:-5 |
| 105mmH       | HE       | 4   | 25:4    | 50:4   | 100:4  | 200:4  |
|              | HEAT     | 4   | 25:35   | 50:35  | 100:35 | 200:35 |
| 105mm        | HEAT     | 4   | 40:35   | 80:35  | 160:35 | 320:35 |
|              | APFSDS   | 4   | 50:35   | 100:30 | 200:25 | 400:15 |
|              | APFSDSDU | 4   | 50:70   | 100:60 | 200:50 | 400:30 |
|              | WP       | 4   | 40:-5   | 80:-5  | 160:-5 | 320:-5 |
| 120mm        | HEAT     | 4   | 40:40   | 80:40  | 160:40 | 320:40 |
|              | APFSDS   | 4   | 50:40   | 100:35 | 200:30 | 400:20 |
|              | APFSDSDU | 4   | 50:80   | 100:70 | 200:60 | 400:40 |
|              | WP       | 4   | 40:-5   | 80:-5  | 160:-5 | 320:-5 |
| 155mm        | HE/CLGP  | 2   | 35:9    | 70:9   | 140:9  | 280:9  |
|              | HEAT     | 2   | 35:40   | 70:40  | 140:40 | 280:40 |
|              | WP       | 2   | 35:-5   | 70:-5  | 140:-5 | 280:-5 |
| 165mm        | HEP-T    | 2   | 12:60   | 25:60  | 50:60  | 100:60 |

\* Includes M203 and HK69 grenade launchers.

## VEHICLE DAMAGE TABLE

| Die | Result       | Die | Result       |
|-----|--------------|-----|--------------|
| 1   | No Effect    | 11  | Catastrophic |
| 2   | No Effect    | 12  | Armament     |
| 3   | Crew         | 13  | Catastrophic |
| 4   | 2 Crew       | 14  | Mobility     |
| 5   | Armament     | 15  | Catastrophic |
| 6   | Mobility     |     |              |
| 7   | Armament     |     |              |
| 8   | Mobility     |     |              |
| 9   | Catastrophic |     |              |
| 10  | Mobility     |     |              |

## HIGH EXPLOSIVE FIRE CHARACTERISTICS

| Round     | Burst | Auto Hits |
|-----------|-------|-----------|
| 30mm GL   | 3"    | 0         |
| 40mm      | 3"    | 0         |
| 40mm GL   | 3"    | 0         |
| 60mm Mtr  | 4"    | 1         |
| 75mm      | 2"    | 1         |
| 81mm Mtr  | 6"    | 1         |
| 82mm Mtr  | 6"    | 1         |
| 90mm      | 2"    | 2         |
| 4.2" Mtr  | 8"    | 2         |
| 105mm     | 4"    | 2         |
| 120mm Mtr | 9"    | 2         |
| 120mm     | 6"    | 3         |
| 122mm     | 6"    | 3         |
| 125mm     | 6"    | 3         |
| 152mm     | 8"    | 4         |
| 155mm     | 8"    | 4         |
| 203mm     | 12"   | 5         |
| 20mm      | *     |           |
| 23mm      | *     |           |
| 25mm      | *     |           |
| 30mm      | *     |           |

\* Treat as small arms fire

## SMOKE TABLE

| Round    | Smoke Screen |
|----------|--------------|
| 40mm HC  | 1/2" x 1"    |
| 60mm WP  | 1/2" x 1"    |
| 81mm WP  | 2" x 4"      |
| 82mm WP  | 2" x 4"      |
| 4.2" WP  | 3" x 7"      |
| 105mm WP | 3" x 7"      |
| HC       | 1" x 4"      |
| 120mm WP | 4" x 8"      |
| HC       | 2" x 8"      |
| 122mm WP | 3" x 6"      |
| HC       | 1-1/2" x 6"  |
| 152mm WP | 4" x 9"      |
| HC       | 2" x 10"     |
| 155mm WP | 4" x 9"      |
| HC       | 2" x 10"     |
| 203mm WP | 5" x 10"     |
| HC       | 4" x 16"     |

## WARSAW PACT ANTITANK WEAPONS

| <i>Weapon</i> | <i>Ammo</i> | <i>ROF</i> | <i>Close</i> | <i>Medium</i> | <i>Long</i> | <i>Ext.</i> |
|---------------|-------------|------------|--------------|---------------|-------------|-------------|
| RPG16         | HEAT        | 4          | 15:35        | 30:35         | 60:35       | 120:35      |
| AGS-17        | HE          | 5          | 15:-4        | 30:-4         | 60:-4       | 120:-4      |
|               | HEAT        | 5          | 15:-2        | 30:-2         | 60:-2       | 120:-2      |
| AT-4          | HEAT        | 1          | 200:45       | —             | —           | —           |
| AT-5          | HEAT        | 1          | 350:55       | —             | —           | —           |
| DShK          | API         | 3          | 16:-1        | 32:-2         | 64:-3       | 128:-4      |
| KPV           | API         | 4          | 20:0         | 40:-1         | 80:-2       | 160:-3      |
| 23mm          | API         | 5          | 25:0         | 50:-1         | 100:-2      | 200:-3      |
|               | HE          | 5          | 25:-4        | 50:-4         | 100:-4      | 200:-4      |
| 25/30mm       | API         | 5          | 25:6         | 50:4          | 100:1       | 200:-3      |
|               | APFSDSDU    | 5          | 25:15        | 50:10         | 100:5       | 200:0       |
|               | HE          | 5          | 25:-4        | 50:-4         | 100:-4      | 200:-4      |
| 122mm         | HE          | 4          | 30:7         | 60:7          | 120:7       | 240:7       |
|               | HEAT        | 4          | 30:40        | 60:40         | 120:40      | 240:40      |
|               | WP          | 4          | 30:-5        | 60:-5         | 120:-5      | 240:-5      |
| 125mm         | HE          | 2          | 40:7         | 80:7          | 160:7       | 320:7       |
|               | HEAT        | 2          | 40:40        | 80:40         | 160:40      | 320:40      |
|               | APFSDS      | 2          | 50:40        | 100:35        | 200:30      | 400:20      |
|               | APFSDSDU    | 2          | 50:80        | 100:70        | 200:60      | 400:40      |
| 152mm         | HE          | 2          | 30:9         | 60:9          | 120:9       | 240:9       |
|               | HEAT        | 2          | 35:35        | 70:35         | 140:35      | 280:35      |
|               | WP          | 2          | 30:-5        | 60:-5         | 120:-5      | 240:-5      |

## SMALL ARMS

| <i>Weapon</i>           | <i>ROF</i> | <i>Close</i> | <i>Medium</i> | <i>Long</i> | <i>Extreme</i> |
|-------------------------|------------|--------------|---------------|-------------|----------------|
| Crossbow                | (1)        | 2            | 4             | 8           | 16             |
| Hunting Bow             | 1          | 1            | 3             | 6           | 12             |
| Pistol                  | 1          | 1            | 3             | 6           | 12             |
| Submachinegun           | 2          | 3            | 6             | 12          | 24             |
| 5.45/5.56 Assault Rifle | 2          | 5            | 10            | 20          | 40             |
| AKM Assault Rifle       | 2          | 4            | 8             | 16          | 32             |
| Battle Rifle            | 1          | 6            | 12            | 24          | 48             |
| M21, PSG1, SVD          | 1          | 7            | 14            | 28          | 56             |
| Other Sniper Rifle      | (1)        | 7            | 15            | 30          | 60             |
| .22 Rifle               | (1)        | 5            | 10            | 20          | 40             |
| .30-06 Rifle            | (1)        | 8            | 17            | 34          | 68             |
| Other Sporting Rifle    | (1)        | 6            | 12            | 24          | 48             |
| DB Shotgun              | 1          | 4            | 8             | —           | —              |
| Pump Shotgun            | 2          | 4            | 8             | —           | —              |
| HK-CAW                  | 5          | 4            | 8             | —           | —              |
| Auto Rifle (bipod)      | 3          | 7            | 15            | 30          | 60             |
| LMG (bipod)             | 4          | 9            | 18            | 36          | 72             |
| MMG (tripod)            | 4          | 12           | 24            | 48          | 96             |
| DShK/M2HB HMGs          | 3          | 16           | 32            | 64          | 128            |
| KPV HMG                 | 4          | 20           | 40            | 80          | 160            |

## Notes:

Auto Rifles are treated as 5.45/5.56 assault rifles if not fired from a bipod. A 7.62 machinegun fired from a bipod is light, fired from a tripod it is medium. If carried and not fired from a mount, reduce the ROF to 2 and use the battle rifle ranges.



US \$3.25

No.26

# CHALLENGE

GDW's Magazine of Adventure Gaming



Twilight: 2000 Air Module  
*by Frank Frey*

Cargo: A Merchant Prince Variant  
*by Terry McInnes*

Military Academy  
*by Marcus Rowland*

Incorporating the Journal of the Traveller's Aid Society



# Twilight: 2000 Air Module

These rules were designed for use in conjunction with GDW's upcoming *RDF Sourcebook*. Players who are used to campaigns set in Europe where the only things in the sky are clouds and birds should find this new dimension challenging.

Referees may wish to use the *Twilight: 2000* rules to fight pre-1998 battles (either engagements in WWII itself, or other battles using modern equipment).

## INTRODUCTION

In 2000, functional aircraft are rare. The exception to this rule is the Middle East, where a few refineries still turn out a small quantity of petroleum products, including aviation fuel.

Because of the availability of aviation fuel both rotary and fixed wing aircraft still operate in the Middle East, although not at their pre-war levels. Many are the remnants of the various air forces in the region, others were civilian craft "drafted" into military service.

## PRELIMINARY NOTES

Here is a short description of types of aircraft, and a brief rundown on how modern air combat is conducted.

**Support Aircraft:** This category covers transports and observation aircraft. These are the types that are most likely to be encountered by the players. In combat operations these are usually helicopters that fulfill these roles. The availability of these air assets should be determined by the referee based on the group's current mission. Even Medevac helicopters are hard to get because there's not that many of them.

Fixed wing support aircraft are primarily used to shuttle cargo and passengers. Transport aircraft are also used to air-drop supplies. There are a very small number of tanker aircraft that are used for in-flight refuelling. Observation aircraft are used for a variety of patrol duties.

**Combat Aircraft:** These are the aircraft that do the actual fighting. They come in two varieties, ground attack and air superiority. Due to the small number of aircraft available, both sides tend to limit their use of major targets and operations.

The average airstrike takes about 15

seconds to execute. The first 5 seconds are spent approaching the target (known in pilot's slang as "rolling in"). During the next 5 seconds the aircraft delivers its ordnance (known in pilot's slang as "hitting the pickle switch" or "hosing 'em down"). The last 5 seconds are spent in evasion and escape from the target area (known in anybody's slang as "getting the hell outta there").

Helicopter gunships work differently. They hover behind hills and treelines for cover and concealment. Once a target is acquired, they climb rapidly, engage the target and drop back down out of sight before the other side has a chance to reply. This technique is called "popup".

Both sides make extensive use of controllers. On the ground these are Forward Observers or Forward Liaison Officers (FALO's). Airborne controllers are referred to as FACs (Forward Air Controllers). They fly light aircraft or helicopters. This system is used to maximize the effectiveness of the strike.

Helicopters sometimes use a different technique, called a hunter-killer team. It consists of a light observation helicopter (LOH) and one or two gunships. The LOH finds the targets and vectors in (i.e., guides) one or more gunships. While the gunship(s) engage the first target, the LOH finds other ones.

The LOH is the key to the whole operation, a fact not ignored by the opposition's anti-aircraft gunners, who single out the LOH for special attention (since the LOH's armor is only slightly better than that of a lunchbox, it takes a special kind of in-

dividual to crew one of them). On the other hand, anti-aircraft guns are a number one priority target, especially the one shooting at the LOH.

Air superiority fighters operate under basically the same guidelines. They are vectored to the general area of their targets through either a ground control intercept (GCI) system or an airborne warning and control system (AWACS) aircraft. Once there, they're on their own to accomplish their mission. Air superiority fighters also provide cover for ground attack aircraft and transport aircraft making air drops.

**Multi-role Aircraft:** These are aircraft that are designed for both ground attack and air superiority missions. There is debate as to their effectiveness versus aircraft specifically designed for a single task, but MRCA's are generally con-





sidered highly valuable due to the flexibility they give air commanders.

**Blind Strike Capability:** This is the ability to hit a target on the first pass regardless of weather or visibility conditions. This sort of strike requires very high-tech avionics equipment. The approach is usually made nap of the earth (NOE) at subsonic speeds. The target has been previously located and identified. The aircraft then jumps up to low level and acquires the target, usually with a laser designator. The ordnance is released and the aircraft drops back down to NOE level and makes its escape. The entire strike from popup to escape takes 5 seconds. This may not sound like it's too different from a regular airstrike. The thing is, a blind strike is done in conditions where visibility is virtually nil. Due to the immense technological base necessary for strikes of this type, they are very rare in 2000. The aircraft capable of them have either been shot down or their avionics have degraded to the point where such attacks are impossible.

## FLYING

A new skill has been added for the purposes of this air module only. This skill is called *Multi-Engine Aircraft Pilot* or MEP. Its prerequisite is a LAP skill rating of 40. It costs double if it is purchased as a background or education skill.

The MEP skill covers the flying of medium or heavy aircraft with two or more engines. This is a separate and distinct skill from JP skill. Players who wish to be qualified on a multi-engine jet transport need a minimum of JP 10 in addition to the MEP skill.

As with RWP skill, the level of the LAP, MEP, or JP determines the number of types of aircraft a character is qualified to operate. With a skill level of 10-19, a character will be qualified on one aircraft of his choice; 20-39, two aircraft; 40-49, three aircraft; 50-59, four aircraft; 60-69, five aircraft; 70 or more, six aircraft. The aircraft must be of the type appropriate to the skill. A character may become qualified on an aircraft during the course of play by 1) having the appropriate skill, 2) conducting three successful take offs and landings and 3) having 10 hours of flight time (as pilot) in the aircraft.

Taking off or landing an aircraft on which a character is qualified is an ESY task. Taking off or landing an aircraft on which the character is not qualified, but in which the controls are labeled in a language the character speaks (LNG > 40) is an AVG task. Taking off or landing an aircraft on which the character is not qualified and in which the controls are labeled in a language the character does not speak is a DIF task.

When taking off or landing, these rolls will simulate the characters struggle to understand the controls and to get the aircraft airborne or bring it down safely. A catastrophic failure indicates a loss of control and a crash. A regular failure indicates a less serious mishap such as running off the runway while taking off, or coming in too hard while trying to land. Don't forget the ever popular sport of clipping the treetops during either of these situations. Difficulty level is increased by one if attempting to take off or land in high winds or a constricted airfield. A constricted airfield is one that is 5 to 25 meters shorter than the aircraft requires. Taking off or landing on any strip that is shorter than this will result in an automatic crash. A character attempting to take off or land an aircraft without the proper avionics will have all difficulty levels in-

creased by one.

Once airborne, skill rolls are made once per hour of flight to avoid a mishap. All flight rolls are ESY tasks, regardless of whether or not that pilot is qualified on that particular aircraft. Failure of the skill roll will indicate that the pilot believes that the aircraft is malfunctioning due to misreading the instruments or the flight characteristics. The pilot will attempt an immediate landing. A catastrophic failure results in loss of control of the aircraft and is followed by a crash.

Most multi-engine aircraft require a co-pilot in addition to the pilot. For purposes of determining the flight rolls, the following formula is used;  $\text{Flight Roll} = \text{Pilot's Skill Level} + \text{Co-Pilots Skill Level}/2$ . This is used for take offs, landings and any hazardous situation while in flight (rough weather, night flying, flying through mountain passes, and so on).

There is a certain degree of overlap between LAP and MEP skills. Characters with a high LAP score would at least have a chance of flying a larger transport plane. To determine a character's MEP score, divide his LAP score by 5. This result is used in all of the preceding equations. (Imagine trying to get a C-130 airborne from a hot landing strip when your co-pilot has only 20 hours in a Piper Cub...it can be done but it gets a bit hairy.)

The rules and procedures for flying helicopters are covered in Module 1, *The Free City of Krakow*. It is presumed the referee is familiar with these rules and procedures, and they will not be repeated here. Characteristics are provided for additional helicopter types at the end of this article.

## MAINTENANCE

Like other vehicles, aircraft require regular maintenance and are subject to breakdowns. Preventive maintenance and repairs on aircraft are performed the same way as for other vehicles, except that ACM is used as the asset instead of MEC. Aircraft rely heavily on their avionics. Because of this, aircraft avionics require preventive maintenance separately. Aircraft avionics require maintenance in hours equal to 10% of their maintenance number. Example: An aircraft with a maintenance number of 40 requires 4 hours of maintenance per week on its avionics. In this case ELC is the asset used.

## TRAVEL MOVEMENT

Like other vehicles, aircraft have a fuel capacity. They may not use any other fuel but avgas. The listings for travel movement are for one hour of travel, not a four hour period.

## COMBAT MOVEMENT

Combat movement is listed in meters per combat round, the same as for other vehicles. However aircraft have three additional listings that relate to combat movement; *Agility*, *Turn Radius*, and *Acceleration*.

*Agility* is numerical rating from 1 to 10 that indicates how maneuverable an aircraft is. The higher the number the more maneuverable the aircraft. There are two ratings given. The one on the left side of the slash is for when the aircraft is fully loaded. The one on the right side of the slash is for when the aircraft is empty. Aircraft with higher agility ratings move before aircraft with lower agility ratings. For game purposes, all surface to air missiles are presumed to have an agility of 10.

*Turn radius* is the number of degrees an aircraft can turn



during one 5-second combat round. There are two ratings given. The one on the left side of the slash is for when the aircraft is fully loaded. The one on the right side of the slash is for when the aircraft is clean. Example, an aircraft has a loaded turn radius of 45°. In order for it to make a 180° turn, it would take four combat rounds. A Loaded aircraft is one that is carrying its full underwing stores capacity or its full cargo load. A clean aircraft is one that has dropped its underwing stores or is carrying less than 25% of its cargo capacity.

*Acceleration* is the amount by which an aircraft can increase or decrease its speed during a combat round.

#### ALTITUDE

Altitude determines at what range an aircraft will be spotted. This in turn determines how much time the people on the ground have to get ready for the incoming aircraft. For purposes of these rules, altitude levels are defined as follows:

Nap of the Earth (NOE) = up to 30m

Low Level = 31-600m

Medium Level = 601-3,500m

High Level = 3,501-20,000m

Aircraft flying at an altitude of more than 20,000 meters are considered to be too far up to have any effect on ground units.

#### DETECTION

Aircraft are spotted in one of two ways: electronically or visually. The following table gives the maximum detection range for radar (results are in kilometers).

#### DETECTION RANGE

| Altitude | Max. Range |
|----------|------------|
| NOE      | 24         |
| Low      | 74         |
| Medium   | 177        |
| High     | 427        |

This chart presumes ideal conditions on a flat surface. Very often terrain obstacles and bad weather will reduce these

ranges considerably. The table is based on a radar set operating at ground level.

Spotting an aircraft on radar at NOE level is DIF:ELC task. Spotting an aircraft at low level is an AVG:ELC task. Spotting an aircraft at medium or high level is an ESY:ELC task. If the aircraft is using ECM, DM -20 for Soviet built-aircraft, -30 for Western-built aircraft.

Rather than go into a lengthy discussion of various makes of radars and their merits, the generalizations given below will be used. These reflect average performance of the various classes of radars.

#### RADARS

| Type                       | Maximum Range |
|----------------------------|---------------|
| Portable Battlefield Radar | 10 Km         |
| Vehicle-Mtd Weapon Radar   | 20 Km         |
| Ground-Based Search Radar  | 500 Km        |

Portable battlefield radars are usually towed on trailers or mounted on vehicles. Vehicle-mounted weapons radars are used as fire control systems on self-propelled anti-aircraft vehicles like the ZSU-30-6 or the tracked rapier missile system. Ground-based radars are permanent or semi-permanent installations.

The maximum visual sighting range for a ground observer is 10 kilometers. This is without visual aids. Visually spotting an aircraft at NOE Level is DIF:RCN. Spotting an aircraft flying at low level is AVG:RCN. Spotting an aircraft flying at medium or high altitude levels is ESY:RCN. Characters will probably want to establish positions higher than ground level wherever possible. This will give them as much early warning as possible and allow them more time to react. To simulate the effect of added height, add one kilometer to the maximum visual sighting range for each meter that the observer is above ground level.

Another tactic that characters can use is to designate an air watch. The air watch is a character or characters whose only job is to watch for approaching aircraft. Usually each vehicle has at least one crewman or passenger on air watch. A character on air watch adds 20% to their rolls for spotting aircraft but they subtract 50% from their rolls for spotting ground targets.

Aircraft can spot ground targets. In order to do so, they must be at either low or medium altitude levels. The speed of the aircraft determines the difficulty level of the task. For aircraft moving at less than 200 kph the task is ESY:RCN, from 201 to 400 kph the task is AVG:RCN, and from 401 to 800 kph the task is DIF:RCN. Aircraft moving at speeds in excess of 800 kph cannot spot any ground target except for large formations of vehicles or men (6 or more vehicles or 100 or more men in column formation). They can also spot large clusters of buildings or medium or large installations in the open. This is an ESY:RCN task.

A man-sized target or small vehicle (5 tons or less) is spotted at double the normal encounter range. Vehicles larger than 5 tons are spotted at triple the encounter range. Fixed installations are spotted at four times the encounter range. Moving vehicles are spotted automatically at four times the encounter range.

Aircraft can spot each other while in the air. Aircraft at high altitudes can spot each other at 90 kilometers. Aircraft at lower



altitude levels can spot each other at 10 kilometers. The same difficulty levels for spotting ground targets apply.

## AIR TO GROUND COMBAT

Aircraft can attack ground targets in a variety of ways with a number of different weapon systems. The weapons and the tactics for using them are covered below.

**Iron Bombs:** These are the bomb equivalent of plain vanilla. They have no homing devices or command guidance systems. They require a good deal of skill on the part of the pilot to deliver them accurately, since aircraft itself is the guidance system. They are, however, cheap and easy to produce.

**Smart Bombs:** These are bombs with a laser homing device in the nose and variable ballistic fins. They follow the same rules as cannon launched projectiles. The laser designator can be mounted in the aircraft itself, or can be with another aircraft or even a ground unit. Smart bombs are usually dropped singly or in pairs.

**Retarded Bombs:** These are bombs with air brakes that slow the rate of descent. This allows the aircraft dropping them more time to get clear of the blast radius.

**Napalm:** Napalm is made by mixing a petroleum based fuel with a thickening agent, white phosphorus and charcoal. The bomb itself has blunt ends and no fins. Napalm strikes are executed at low altitude levels. The flaming fuel is scattered over a wide radius, immolating anything it touches.

**Glide Bombs:** These are bombs with wings and some form of command guidance system. They are dropped from medium or high altitude levels out to a range of 50 kilometers from the target. Glide bombs travel at the rate of 1300 meters per combat round.

**Air to Surface Missile (ASM):** There are few of these still around in 2000. Those that are left are used against high priority targets. They are incredibly accurate weapons. Range and speed vary with missile type.

Both glide bombs and ASM's use either one of two types of guidance systems; semi active laser homing (SALH) or electro-optical homing (EOH) guidance. With SALH, a laser designator marks the target. A sensor in the nose of the weapon picks up the mark and locks the target location into the weapon's memory system. The weapon is then launched and flies along a straight line to the target. The launching aircraft can then leave the area.

An EOH system works differently. An electro-optical sensor is located in the nose of the weapon. This in turn is linked to a transmitter/receiver. A visual image of what the weapon "sees" is transmitted back to the aircraft. The weapon system operator then flies the weapon to the target by remote. The visual image allows him to make any necessary course corrections.

EOH systems require a second person be on board the aircraft as the Weapons Systems Officer. Most EOH guidance systems are used with air-to-surface-missiles, since the missile's speed cuts down the amount of time an aircraft must remain in the target zone.

**Rockets:** Rockets are area effect weapons. They are carried on launch rails or in pods. Rocket attacks are made at low level. Rockets are fired in pairs from each wing. This is done to prevent the aircraft from becoming unbalanced.

**Guns:** These are machine guns or small bore autocannon

mounted on the aircraft. Attacking with these weapons is called strafing. Strafing runs are made at low or NOE altitude levels. Strafing runs are generally made as a last resort.

## TACTICS

Aircraft have various means of delivering their weapons. These are described below.

**Dive Bombing:** Dive bombing is a very accurate (but very dangerous) method of hitting the target. The aircraft goes into a steep dive (30° to 45° angle) over or near the target, dives to low level, releases its' load and then pulls up. The bombs continue to the target, with a very high chance of hitting.

All dive bombing attacks must be made at low level. The pilot must make an AVG skill roll on the approach. A failure indicates that he failed to acquire the target and must abort the dive and make another approach. A catastrophic failure indicates a mechanical problem resulting in a loss of control of the aircraft (and subsequent impact with the ground).

After the approach is completed, the pilot drops his bombs. The formula for determining if a bomb hits is  $ESY:(HW + Pilots' Skill/2)$ . Failure indicates that the pilot released too soon or too late and missed the target completely. For failures, the distance of the deviation is per the basic rules deviation diagram, with results of 4, 5, 6, or 8 being re-rolled. A catastrophic failure indicates that one or more of the bombs have gotten "hung up" and failed to release. This effects all subsequent skill rolls by increasing the difficulty level by one.

Once the bombs have been released, the pilot then makes an AVG vs Pilot skill roll for exiting the target area. Failure indicates that the aircraft was caught in the fringes of the bomb blast and takes 6D6 worth of hits. Use the "Other" column on the aircraft damage table. A catastrophic failure indicates that the pilot lost control and flew into an obstacle (or some similar event).

**Low Angle Bombing:** Low angle bombing is another method used for delivering bombs. In this tactic, the aircraft comes in at low level on a straight line to the target. The dive angle is much shallower than a dive bombing run, usually 10° to 15°. The bombs are released and the aircraft continues on its' way.

All low angle attacks must be made at low altitude. The pilot must make an AVG skill roll on the approach. A failure indicates that the pilot failed to acquire the target and must make another approach. Catastrophic failures are ignored.

After the approach is made, the pilot drops his bombs. The formula for determining if the bombs hit their target is  $AVG:(HW + Pilots' skill/2)$ . Failure indicates that the pilot released too soon or too late and missed the target completely. For failures, the distance of the deviation is  $1D10 \times 30$  meters. The direction is rolled for on the scatter diagram with results of 4, 5, 6, or 8 being re-rolled. As with dive bombing runs, a catastrophic failure indicates that one or more of the bombs have failed to release and the aircraft departs from controlled flight. The penalties are the same.

Once the bombs have been released, the pilot then makes an ESY roll for leaving the target area. Failure indicates that the aircraft was caught in the fringe of the blast and takes 6D6 worth of hits as in a dive bombing attack. A catastrophic failure has the same result as a catastrophic failure for dive bombing.

**Level Bombing:** Level bombing is a rarely used tactic. In this type of attack, the aircraft approaches the target at medium

altitude at an angle of 5° or less, drops its bombs and continues on its way.

All level bombing runs must be made at medium altitude level. The pilot must make an ESY skill roll on the approach. A failure indicates that the pilot failed to find the target area. A catastrophic failure indicates the pilot is completely lost.

After the approach is made, the pilot drops the bombs. The formula for determining accuracy is as follows:  $DIF:(HW + Pilots' skill/2)$ . Failure indicates that the bombs have missed the target completely. The distance of deviation is  $1D10 \times 250$  meters. The direction is rolled for normally on the scatter diagram. Catastrophic failure indicates that either the bombs are hung up in the rack (or cargo compartment) or that they've hit friendly positions. The referee should decide whatever is more appropriate.

Once the bombs have been released, exiting the target area requires an ESY skill roll. Level bombing attacks are the only kind of attacks that transport aircraft are allowed to make.

Aircraft usually drops more than one bomb during a run. They are dropped in multiples of two or more. This is called a stick. To determine the path of the stick, first calculate where the first bomb lands, taking into account deviation. The other bombs will fall in a line in front of this. The distance between bombs is  $1D6 \times 5$  meters for a dive bombing or low angle attack and  $1D10 \times 10$  meters for a level attack. It's possible to walk a stick of bombs onto the target.

Retarded bombs are often used in dive bombing or low angle attacks, because their slow rate of descent makes them more accurate. Add 20% to the skill roll for hitting the target during a dive bombing or low angle attack using retarded bombs. Aircraft using retarded bombs also have more time to escape from the target area before the bomb hits. This negates the effects of a regular failure while exiting the target area.

The formula for determining whether or not a stand-off weapon hits depends on the guidance system used. For Semi Active Laser Homing (SALH), a character must make an ESY:  $(HW + CMP/2)$  skill roll for the bomb or missile to the point indicated by the laser designator, it will automatically follow the laser spot. For Electro-Optical Homing (EOH), the formula for guiding the weapon to its target is  $AVG:(HW + ELC + CMP/3)$ .

In order to execute a napalm strike, the aircraft must make a low angle attack approach. Because of the shape of a napalm canister, all rolls to hit are made at -20%. Each napalm canister produces a 20 meter wide by 100 meter long "footprint". Any unarmored cargo vehicle caught in this footprint will automatically suffer  $1D10 \times 10\%$  damage to its suspension system. A tracked AFV caught in the footprint will automatically suffer  $1D10 \times 1\%$  damage to its suspension system. In addition, any externally mounted equipment such as laser range finders, pintle mounted MGs, etc., will suffer  $1D10 \times 10\%$  damage immediately. Characters caught in the footprint are treated as if they were exposed to a chemical blood agent (per

page 7 of the *referee's manual*) with the following exceptions:

—The character receives 2D6 hits to each area of his body (arms, legs, head, and so on).

—The character is considered exposed for 2D6 turns after he leaves the footprint, and cannot avoid injury by holding his breath.

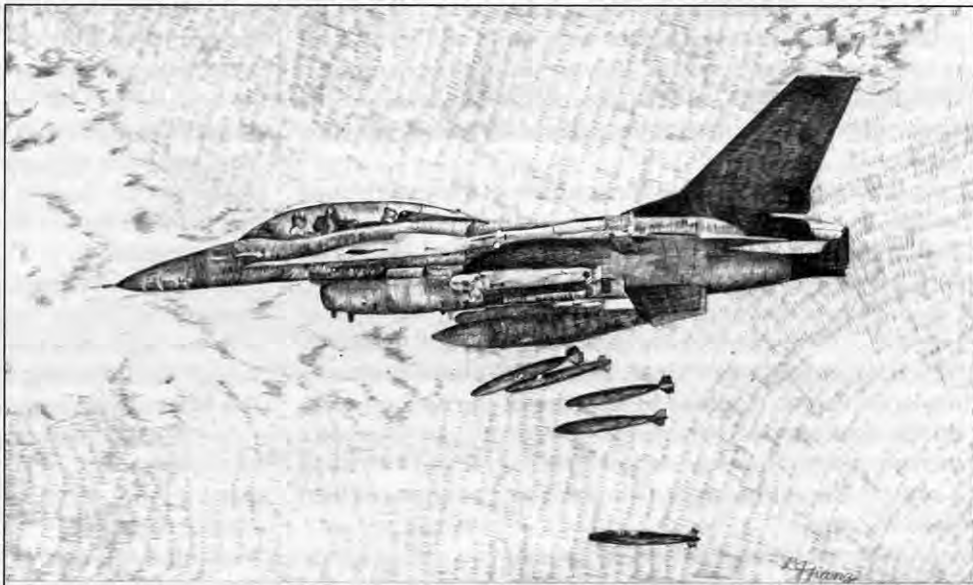
—Gas masks and other NBC protective gear have no protective effects. Characters in radiologically shielded vehicles suffer half damage.

Strafing runs are carried out during dive bombing or low angle attacks. They may be in conjunction with any other attack. The formula is  $AVG:(HW + Pilots' Skill/2)$  if made alone. If made in conjunction with another form of attack, the difficulty level is increased by one. The range is considered to be short. The point of impact moves ahead of the aircraft for a distance equal to 10% of the aircraft's current speed. The shots will strike anything in this path.

Rocket attacks are conducted during a low angle or dive bombing attack. The procedures are the same as outlined in the helicopter section of *The Free City of Krakow* module.

### BOMB DAMAGE

Anything or anyone caught in the blast radius of a bomb takes full damage. Anything out to 2 times the blast radius takes 1/2 damage, out to 4 times the blast radius, 1/4 damage, and



out to 8 times the blast radius, 1/10 the damage. Bombs have a knockdown radius (KDR) of 10 times their blast radius.

**Fragmentation:** Bombs also produce fragmentation damage. Inside the blast radius, targets have a 100% chance of being hit by fragments. Out to twice the blast radius, the chance is 80%. Out to 4 times the blast radius, the chance is 60%. Out to 8 times the blast radius, the chance is 20%. If a character rolls less than half the required number to hit, he suffers multiple hits: roll 1D6 to determine the total number of hits. Roll hit location separately for each hit.

The number of hits each fragment causes depends on the size of the bomb and how far away the target is from the blast radius. The number of hits is as follows: Inside the blast radius, full frag damage. Out to twice the blast radius, 1/2 damage. Out to four times the blast radius, 1/4 damage. Out to eight



1/10 damage. All fragments have an armor multiplier of  $\times 2$ .

Fragments from white phosphorus and thermite bombs are burning particles that will cause burn damage. Instead of the above procedure, each fragment inflicts 1D6 $\times 6$  hits out to twice the blast radius. Incendiary fragments have an armor multiplier of  $\times 10$ .

**Contact Damage:** Contact damage is the damage resulting from a direct hit by the bomb. It is resolved in the same way as damage from a hit by a non-explosive round.

**Cluster Bomb Units:** Cluster bomb units (CBU) are treated in the same manner as ICM, per page 6 of the *referees manual*.

## FIRING AT AIRCRAFT

Firing at aircraft is conducted in the same way as firing at most other vehicles. Any weapon can fire at an aircraft. Any aircraft flying NOE is assumed to be partially obscured (see the *target obscured* rule on page 21 of the *play manual*). Aircraft making dive bombing, low angle, or level bombing attacks are not considered partially obscured.

**RF:** Only anti-aircraft weapons systems may use their RF against aircraft. No other RF applies.

**Heat Seeking SAMs:** The rules for using heat seeking surface-to-air missiles are the same as on page 40 of *The Free City of Krakow*.

**SALH SAMs:** The target aircraft is painted with a laser designator. The SAM has a laser designator to the target. The laser must be kept on the target until the missile hits. Using an SALH requires an AVG:HW skill roll.

**SARH SAMs:** The target aircraft is painted with a radar beam. The SAM homes in on the radar signature. Should the target aircraft fly out of the radar cone, the missile automatically misses. Firing an SARH missile requires an AVG:(ELC + HW/2) skill roll.

**Semi Active Command Line of Sight SAMs:** The target aircraft is visually sighted through a rangefinder. The missile is launched, and the gunner must keep the aircraft in the crosshairs of the rangefinder until the missile hits. Course corrections are broadcast to the missile by radio. Firing a SACLOS missile requires an AVG:(ELC + HW/2) skill roll.

SAMs can acquire and lock on a target in one combat round. This is a task, (ESY:HW).

**Hyper Velocity Rocket Systems:** An HVRS works like a giant shotgun. A number of unguided rockets are fired into the aircraft's flight path. To lock on to a target is a task, AVG:(ELC + HW/2). For each rocket fired there is a 5% cumulative chance of scoring a hit on the target aircraft. The base hit number is calculated in the same way as for other direct fire weapons. For every 10% that the number is made by, one hit is scored on the target aircraft. All fractions are rounded down. Example, A character is prepared to fire an HV rocket pod at an Su-25 that is attacking his position. He has HW of 70 and an ELC of 50. Using the formula, we find that his chance to acquire the target is 60%. He rolls a 34 and acquires the target. He then fires a full salvo of rockets (19) at close range. Multiplying 19 $\times 5$  gives us a base change of 95. Using the multiplier for close range (.6), we multiply 95 $\times .6$  for a final result of 57. The character rolls a 36, scoring 2 hits on the Su-25.

The statistics on the US 2.75" and Soviet 57mm Rocket Pods are given on page 41 of *The Free City of Krakow*.

**Agility:** Among other things, agility indicates an aircraft's ability to "jink," that is, to make small lateral movements to throw off a gunner's aim. To simulate this, multiply the aircraft's current agility by 3. The result is used as a negative modifier to all fire directed against it. If the aircraft jinks during its' attack run, the modifier is applied against all rolls made by the pilot for approach, ordnance release, and exit rolls. Jinking is generally used when approaching or exiting the target area.

## COMPONENT AND PERSONNEL DAMAGE

After the aircraft has been hit, refer to the appropriate hit location chart provided with this article, depending on what part of the aircraft has been hit. Then refer to the appropriate damage location chart. Each damage location chart is set up to reflect a basic type of aircraft configuration. Components and personnel associated with a particular location in the aircraft are listed in random order. The referee should roll once per component or occupant in the damaged section in any order he wishes.

**Wing and Tail Damage:** Damage to wings and tail of an aircraft cause a cumulative reduction in speed and maneuverability. For each 10% damage an aircraft takes to these areas, reduce all speeds by 10% and reduce agility by 1 point. The percent damage to the tail or wings is the percentage chance the aircraft has of going out of control and crashing. This is checked every combat turn. For example: An aircraft has 9% damage done to its' right wing, 4% damage to its' left wing and 8% damage to its' tail, therefore, it has a cumulative 21% chance of crashing each combat turn. For extended flights (limping back to base), this need only be checked once per hour of flight and again just before landing.

**Engine Damage:** If an aircraft's engine is damaged, it will lose power and lift, and be less able to fly. Engines that suffer more than 10% are considered to have become non-functioning. For twin engine aircraft, each engine lost will reduce all performance by 60%. For four engine aircraft, the percentage is 30% per engine lost.

**Pylon Damage:** Pylon damage is handled the same as for helicopters using the rules on page 40, of *The Free City of Krakow*.

**Crashes:** Aircraft crashes are handled the same as helicopter crashes. Use the rules on page 41 of *The Free City of Krakow*.

**Bailing Out:** Characters in a damaged aircraft may wish to parachute to safety. To bail out of an aircraft without an ejection seat is a task, AVG:(AGL + PAR/2). Using an ejection seat reduces the difficulty by one level (all of this assumes the character has a parachute).

## AIRCRAFT HIT LOCATION CHART

| Die | Front | Rear | Other |
|-----|-------|------|-------|
| 1   | FF    | RF   | FF    |
| 2   | FF    | RF   | FF    |
| 3   | FF    | RF   | CF    |
| 4   | FF    | V    | CF    |
| 5   | FF    | V    | V     |
| 6   | FF    | V    | V     |
| 7   | FF    | CF   | RF    |
| 8   | V     | CF   | RF    |
| 9   | V     | CF   | V     |
| 10  | V     | V    | V     |

FF=front fuselage, CF=Central Fuselage, RF=Rear fuselage, V=Wing, J=Tail.

#### DAMAGE CHART A

FF: E, C, R, N, D  
CF: S, P, F, W  
RF: S, P, J  
V: M

#### DAMAGE CHART B

FF: C, R, N, D  
CF: S, P, F, W  
RF: S, P, J  
V: E, F

#### DAMAGE CHART C

FF: C, R, N, D, W, A  
CF: E, F, M  
RF: S, P, J  
V: M

### FIXED-WING AIRCRAFT

Abbreviations used below are per the basic rules and *The Free City of Krakow*, except for the following: **TO Run:** Take off runway; **Land Run:** Landing runway.

#### AN-26

Soviet short range transport. **Special Features:** All weather avionics. **Price:** \$2,000,000 (R/R) **RF:** none **IR:** +40 **Armament:** none **Ammo:** none **Tr Mov:** 435 **Com Mov:** 600 **Agility:** 2/1 **Turn Radius:** 40/20 **Acc:** 400 **Fuel Cap:** 5500 **Fuel Cons:** 1100 **Wt:** 15 tons **TO Run:** 1240 m **Land Run:** 1740 m **Cargo:** 4500 kg **Load:** 10,000 kg **Mnt:** 30 **Crew:** 5+38 **Armor:** FF(25), CF(25), RF(25), W(30), T(20) **Damage Chart:** B.

#### MIG 29 FULCRUM

A Soviet fighter. **Special Features:** All weather avionics. Two outboard wing pylons at 500 kg each. Two inboard wing pylons at 500 kg each. Two pylons under engine air duct at 500 kg each. **Price:** \$2,500,000 (R/R) **RF:** +40 **IR:** +40 **Armament:** 30mm Autocannon **Ammo:** 70×30mm **Tr Mov:** 1700 **Com Mov:** 1285 **Agility:** 10/5 **Turn Radius:** 100/50 **Acc:** 1200 **Fuel Cap:** 4000 **Fuel Cons:** 2500 **Wt:** 12.7 tons **TO Run:** 2000 m **Land Run:** 1500 m **Cargo:** none **Load:** 6000 kg **Mnt:** 50 **Crew:** 1 **Armor:** FF(30), CF(30), RF(30), W(25), T(25) **Damage Chart:** C.

#### SU-25 FROGFOOT

A Soviet ground attack fighter. **Spec Features:** All weather avionics. **Price:** \$2,500,000 (R/R) **RF:** +40 **IR:** +30 **Armament:** 30mm rotary cannon, 10×500 kg pylons **Ammo:** 100×30mm **Tr Mov:** 2120 **Com Mov:** 750 **Agility:** 6/3 **Turn Radius:** 30/15 **Acc:** 500 **Fuel Cap:** 4000 **Fuel Cons:** 1430 **Wt:** 8 tons **TO Run:** 1000 m **Land Run:** 800 m **Cargo:** none **Load:** 8000 kg **Mnt:** 40 **Crew:** 1 **Armor:** FF(40), CF(40), RF(40), W(30), T(30) **Damage Chart:** C.

#### C-23A

A U.S. transport. **Special Features:** All weather avionics. **Price:** \$2,000,000 (R/R) **RF:** none **IR:** +40 **Armament:** none **Ammo:** none **Tr Mov:** 621 **Com Mov:** 400 **Agility:** 2/1 **Turn Radius:** 40/20 **Acc:** 300 m **Fuel Cap:** 3500 **Fuel Cons:** 1400 **Wt:** 6.68 tons **TO Run:** 1200 m **Land Run:** 1000 m **Cargo:** 3400 kg **Load:** 5582 kg **Mnt:** 30 **Crew:** 2+30 **Armor:** FF(20), CF(20), RF(20), V(20), J(15) **Damage Chart:** B.

#### F-16C (FIGHTER)

A U.S. single seat lightweight fighter. **Spec Features:** APG-68

Radar, all weather avionics 1×CF pylon: 1000 kg, 2×inboard wing pylons at 2000 kg each, 2×center underwing pylons at 1500 kg each, 2×outboard wing pylons at 300 kg each, and 2×wingtip pylons at 200 kg each. **Price:** \$5,000,000 (R/R) **RF:** +40 **IR:** +40 **Armament:** 20mm Autocannon **Ammo:** 170×20mm **Tr Mov:** 2074 **Com Mov:** 1285 **Agility:** 10/5 **Turn Radius:** 100/50 **Acc:** 1285 **Fuel Cap:** 3162 **Fuel Cons:** 2875 **Wt:** 7 tons **TO Run:** 2000 m **Land Run:** 1500 m **Cargo:** none **Load:** 5400 kg **Mnt:** 40 **Crew:** 1 **Armor:** FF(30), CF(30), RF(30), V(20), J(15) **Damage Chart:** C.

#### F/A-18 (FIGHTER)

A U.S. strike fighter. **Special Features:** APG-65 Radar, all weather avionics 2×wingtip pylons at 200 kg each, 2×outboard wing pylons at 300 kg each, 2×inboard wing pylons at 1500 kg each, 2×nacelle pylons at 750 kg each one center line station at 1500 kg. **Price:** 5,500,000 **RF:** +40 **IR:** +80 **Armament:** 20mm Cannon **Ammo:** 190×20 mm **Tr Mov:** 2074 **Com Mov:** 1250 **Agility:** 10/5 **Turn Radius:** 100/50 **Acc:** 1000 **Fuel Cap:** 5000 **Fuel Cons:** 2778 **Wt:** 12.7 tons **TO Run:** 1200 m **Land Run:** 1000 m **Cargo:** none **Load:** 12,000 kg **Mnt:** 40 **Crew:** 1 **Armor:** FF(30), CF(30), RF(30), V(20), J(15) **Damage Chart:** C.

### HELICOPTERS

#### 530MG DEFENDER

A U.S. light multi-mission helicopter with excellent hot day/high altitude performance. The 530MG is used by the Iranian People's Army and the Israeli Army.

**Special Features:** Thermal vision for pilot and thermal sight for gunner. Laser rangefinder and target designator. Thermal sight mounted on overhead mast so helicopter does not have to expose itself to observe over a crest line or a tree line **Price:** \$130,000 (R/R) **RF:** +40 **IR:** +10 **Armament:** 2 LMP **Ammo:** Basic pod load **Tr Mov:** 240 **Com Mov:** 330 m **Mnvr:** 10 **Acc:** 100 **Fuel Cap:** 240 liters **Fuel Cons:** 120 LPH **Wt:** .706 Tons **Cargo:** 120 kg **Load:** 1600 kg **Mnt:** 22 **Crew:** 2 (Pilot, Gunner/Observer) +3 **Armor:** FF(15), CF(10), RF(10), RB(15).

#### AH-1V KING COBRA

Considered to be the definitive version of the U.S. Huey Cobra, the AH-1V replaced the AH-1S and the AH-1T in Army and Marine Corps inventories. The King Cobra is also used by the Iranian People's Army and the Israeli Army. **Special Features:** Thermal vision for pilot and thermal sight for gunner. Laser rangefinder and target designator. **Price:** \$75,000 (R/R) **RF:** +40 **IR:** +10 **Armament:** 2×LMP, 2×HMP, 1×30mm chain gun **Ammo:** Basic pod loads, 200×30mm HEAT **Tr Move:** 255 **Com Mov:** 350 **Mnvr:** 15 **Acc:** 110 **Fuel Cap:** 1100 **Fuel Cons:** 440 **Wt:** 3.9 tons **Cargo:** 200 kg **Load:** 2445 kg **Mnt:** 30 **Crew:** 2 (Pilot, Gunner) **Armor:** FF(20), CF(15), RF(15), RB(15).

#### CH-53F TARHE

The standard heavy helicopter of the United States armed forces, the CH-53F is the largest helicopter produced outside the USSR. The CH-53F is used primarily by the Marines and the Navy. **Special Features:** none **Price:** \$2,500,000 (R/R) **RF:** none, **IR:** +50, **Armament:** none **Ammo:** none **Tr Move:** 275 **Com mov:** 380 **Mnvr:** 120 **Acc:** 60 **Fuel Cap:** 3850 **Fuel Cons:** 2887 **Wt:** 15 Tons **Cargo:** 13600 kg **Load:** 17,450 kg **Mnt:** 32 **Crew:** 3+55 (Pilot, Copilot, Flight Engineer), **Armor:** FF(30), CF(25), RF(20), RB(15).



### AS 355 ECUREUIL 2

The AS 355 was designed to replace the Alouette in French service. It is a light helicopter designed mainly for scouting and security patrols. The name *Ecureuil* is French for squirrel. **Special Features:** none **Price:** \$150,000 (R/R) **RF:** +20 **IR:** +20, **Armament:** 1 × LMP **Ammo:** Standard pod load, **Tr Move:** 215 **Com Move:** 300 **Mnvr:** 20 **Acc:** 100 **Fuel Cap:** 730 **Fuel Cons:** 210 **Wt:** 1.3 tons **Cargo:** 1125 kg **Load:** 2400 kg **Mnt:** 20 **Crew:** 2 + 4 (Pilot, Observer/Gunner) **Armor:** FF(15), CF(15), RF(10), RB(15).

### SA 365M DAUPHIN 2

The Dauphin 2 is a French high speed assault transport also used by Saudi Arabia. There is a naval version, the SA 365N, available with a high powered search radar in place of the nose-mounted thermal sight, and armed with four AS 15TT anti-shiping missiles. **Special Features:** Thermal vision for pilot and thermal sight for gunner. **Price:** \$750,000 (R/R) **RF:** +30 **IR:** +20 **Armament:** 2 × hmp **Ammo:** Standard pod load **Tr Move:** 260 **Com Move:** 360 **Mnvr:** 30 **Acc:** 100 **Fuel cap:** 1140 **Fuel cons:** 345 **Wt:** 2 tons **Cargo:** 2000 kg **Load:** 3140 **Mnt:** 24 **Crew:** 2 + 8 (Pilot and Co-pilot/Gunner) **Armor:** FF(20), CF(15), RF(15), RB(15), B(15).

### WESTLAND 30-300

An enlarged version of the British Westland Lynx, the 30-300 is used as a tactical transport, battle field support, and medevac carrier. **Special Features:** none **Price:** \$750,000 (R/R) **RF:** none **IR:** +20 **Armament:** 2 × MAG doorguns **Ammo:** 363 × 7.62 N (belted) **Tr Move:** 220 **Com Move:** 300 **Mnvr:** 30 **Acc:** 100 **Fuel Cap:** 1080 **Fuel Cons:** 540 **Wt:** 3 tons **Cargo:** 1800 kg **Load:** 3444 **Mnt:** 24 **Crew:** 2 + 14 (Pilot and Co-pilot) **Armor:** FF(15), CF(15), RF(10), RB(15).

### WESTLAND LYNX-3

A British built anti-tank helicopter, the Lynx-3 is an advanced version of the Westland Lynx used by Jordan, Iran, and Kuwait. **Special Features:** Thermal vision for pilot and thermal sight for gunner, laser rangefinder and target designator, thermal sight and laser target designator mounted on overhead mast. **Price:** \$1,000,000 (R/R) **RF:** +40 **IR:** 0 **Armament:** 2 × HMP **Ammo:** Standard pod load **Tr Move:** 280 **Combat Move:** 380 **Mnvr:** 15 **Acc:** 120 **Fuel Cap:** 1040 **Fuel Cons:** 416 **Wt:** 3 tons **Cargo:** 1500 kg **Load:** 2900 kg **Mnt:** 32 **Crew:** 2 + 4 (Pilot and Co-pilot/Gunner) **Armor:** FF(20), CF(15), RF(15), RB(15).

### MBB/KAWASAKI BK 117

The BK 117 is a multi-role twin turbine helicopter, built as a joint West German-Japanese venture. The BK 117 was in the inventories of several Middle East countries when the war broke out, including Iran, Iraq, and Kuwait. **Special Features:** none **Price:** \$200,000 (R/R) **RF:** +20 **IR:** +20 **Armament:** 2 × HMP **Ammo:** Standard pod load **Tr Move:** 230 **Com Move:** 320 **Mnvr:** 10 **Acc:** 100 **Fuel Cap:** 600 **Fuel Cons:** 200 **Wt:** 1.6 tons **Cargo:** 1250 kg **Load:** 3000 kg **Mnt:** 22 **Crew:** 2 + 5 (Pilot, Gunner/Observer) **Armor:** FF(20), CF(15), RF(15).

### MBB BO-105 CB/P

A light West German helicopter, the BO-105 first saw action in the Iran-Iraq War, in an anti-tank role. By 2000, there are very few of them still flying due to lack of spare parts and poor

maintenance. The ones that are still operational are used mainly for scouting. **Special Features:** Roof mounted sight that allows helicopter to remain partially hidden behind crest or tree line. **Price:** \$125,000 (R/R) **RF:** +30 **IR:** +40 **Armament:** 2 × hmp **Ammo:** Standard pod load **Tr Move:** 220 **Com Move:** 310 **Mnvr:** 25 **Acc:** 40 **Fuel Cap:** 580 **Fuel Cons:** 190 **Wt:** 1.2 tons **Cargo:** 500 kg **Load:** 1200 kg **Mnt:** 30 **Crew:** 2 + 3 (Pilot, Gunner) **Armor:** FF(5), CF(10).

### PZL W-3 SOKOL (FALCON)

The PZL W-3 is the standard medium multi-role helicopter of the Soviet Army and some of its allies. It is unique in that it's the only helicopter in Soviet service that is not built in the USSR. It is a refinement and upgrading of the Mi-2 that was designed and built in Poland. It corresponds roughly to the American UH-1 "Huey" in purpose. It is the Soviet helicopter that will be most frequently encountered by the players. **Special Features:** none **Price:** \$100,000 (R/R) **RF:** +5 **IR:** +40 **Armament:** 2 × RP, 2 × PK MG doorguns **Ammo:** Basic pod load, 300 × 7.62 L **Tr Move:** 220 **Com Move:** 310 **Mnvr:** 30 **Acc:** 40 **Fuel Cap:** 1700 **Fuel Cons:** 250 **Wt:** 3.3 tons **Cargo:** 2000 kg **Load:** 3100 kg **Mnt:** 22 **Crew:** 2 + 12 (Pilot, Co-Pilot), **Armor:** FF(10), CF(10).

### MIL MI-26 HALO

The Mi-26 Halo is the largest helicopter in service anywhere in the world. It is used by the Soviet military as a heavy lift transport helicopter. **Special Features:** none **Price:** \$3,500,000 (R/R) **RF:** none **IR:** +60 **Armament:** none **Ammo:** none **Tr Move:** 225 **Com Move:** 350 **Mnvr:** 150 **Acc:** 70 **Fuel cap:** 7200 **Fuel cons:** 2400 **Wt:** 28.2 tons **Cargo:** 20,000 kg **Load:** 27,200 kg **Mnt:** 40 **Crew:** 5 + 110 (Pilot, Co-pilot, Flight Engineer, Navigator, Loadmaster) **Armor:** FF(35), CF(35), RF(30), RB(20).

### U.S. HELICOPTER ARMAMENT SYSTEMS

**M265A1 Missile Pod:** Carries two Tank Breaker missiles. Can be attached to any light or heavy missile pylon on any U.S. helicopter. **Wt:** 20 kg **Price:** \$1500 (S/R).

**M465A1 Missile Pod:** Carries four Tank Breaker missiles. Can be attached to any heavy missile pylon on any U.S. helicopter. **Wt:** 40 kg **Price:** \$3200 (S/R).

—Frank Frey

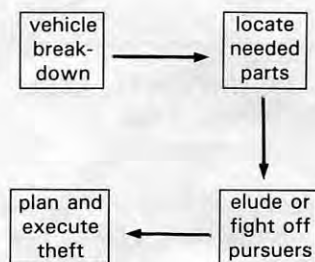


# Flow Charts for Manageable Campaigns

The universe is a lace of infinite possibilities. For adventure gaming players (and their characters), this is all for the best, as it frees them to role-play subject only to the limits of their imaginations. For the referee, however, the infinite can be a source of nightmarish problems. In *Traveller* or *Twilight: 2000*, a dozen or more destinations (whether worlds or village) frequently lie within a few days' travel for a party of adventurers—and can be reached in only a few minutes of gaming time. However, no referee (or at least none I've ever met) can properly prepare so many situations. If the players choose to go "off the edge" of the created universe, the game stops while the referee catches up. This is not good.

The simplest solution is the "carrot-and-stick" approach: an irresistibly attractive goal, combined with coercive penalties for any deviation off course. While this method makes a good golf-course, it makes a bad adventure game. Sooner or later, the referee's chosen lure will fail to attract the players, and when that happens the difficulty which the players encounter in pursuing their own ends will lead to frustration or boredom. Somehow, the players must be allowed to exercise "free will" and the ability to make really significant choices, without burying the referee in excessive preparation, much of which is destined never to be used.

One solution is flow-charting, a common technique in computer programming which allows simple depiction of a whole system including alternative paths and choices. If we read "campaign" for "system," the applications become obvious. Computer flow-charting uses specialized symbols; campaign flow-charting can be handled with a simple arrangement of boxes and arrows which depict possible events. In some situations, developments will follow almost inevitably, in a linear fashion:

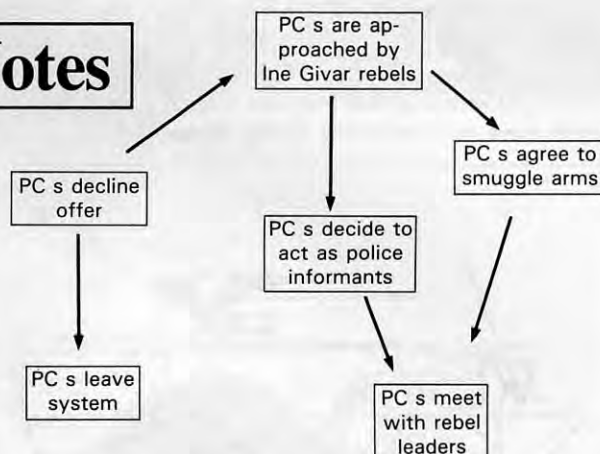


At other times, player characters will have a variety of legitimate choices, all of which should be made available by the referee (see diagram 2).

Note that the results of different choices can sometimes converge, so that the same NPCs and scenario backdrops can be employed, even though what happens in each "box" will vary according to the party's previous decisions.

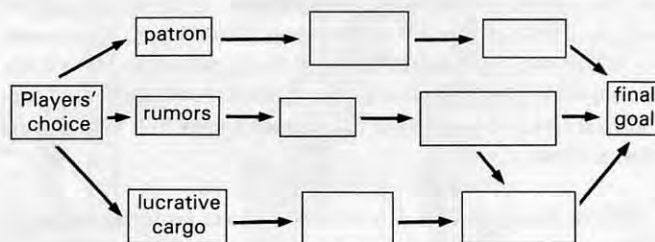
Situations involving major PC choices frequently become convenient stopping points in the game. A referee can

## Ref's Notes



offer dozens of alternative paths to his players without excessive work, so long as he or she has to make detailed preparations for only one selected choice between sessions. The results of that choice then become the subject of the next gaming session, concluding with other major decision point.

In practice, an experienced referee can often prepare a linear series of boxes which lack real alternatives, on the basis of the party's known tastes. The PCs will not know which situations involve significant choices from the referee's perspective, and their sense of "free will" will not be reduced just because the referee correctly guesses that they will pursue a given path which he has already prepared. It is also possible to lead the party in a given direction, by offering a variety of choices which eventually converge:



In this way, some unneeded preparation can be "recycled" for later use: the unselected patron can logically reappear as a rival or rescuer, for example.

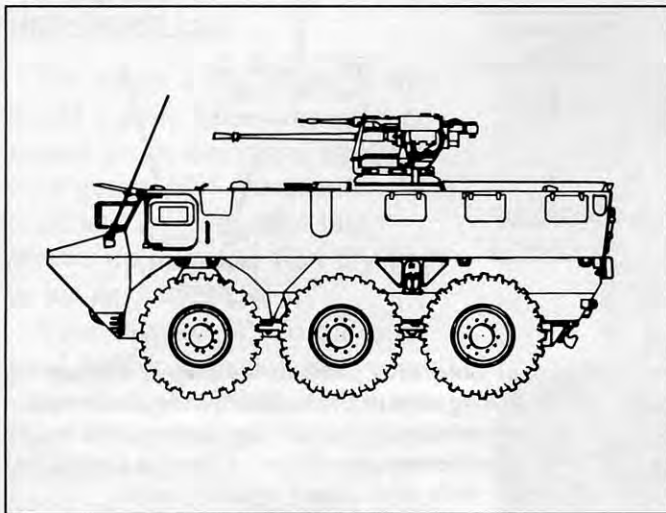
The longstanding success of a certain fantasy role-playing game is a testimony to the power of flow-charting to promote playability. The typical dungeon, with its treasure rooms and diverging corridors, is nothing but a flow chart made concrete. GDW's *Annic Nova*, with its suspenseful exploration of a derelict starship, takes advantage of the same features. The extension of flow-charting to whole campaigns merely involves the recognition of the intangible walls and intersections at work in the world at large.

—Steven Sowards



# Equipment List

*Equipment List* is one of the new features in *Challenge* which will be devoted to *Twilight: 2000*. We have given the feature this name because it is intended to describe additional items of equipment for the use of *Twilight: 2000* players and referees. We start off with a vehicle from the French army, which many players have run into while *Going Home*.



**VAB APC:** An amphibious armored personnel carrier, manufactured in both 4×4 and 6×6 versions (speed is the main difference between the two). There are two doors on each side of the front of the vehicle, a driver's hatch on the forward deck, and a commander's hatch in the center of the deck. Two doors on the back facilitate loading and unloading of passengers. There are three firing ports on each side of the vehicle, and one in each of the rear doors. The commander's hatch is sometimes fitted with a cupola-mount M2HB MG, or (more rarely) with a 25mm autocannon similar to that in the U.S. M2 Bradley, although these have often been replaced with other weapons such as the Mark 19. **Price:** \$75,000 (S/R) **Armament:** 1× M2HB MG (C) **Ammo:** 175×.50 BMG belted **Tr Mov:** 6×6: 180/60; 4×4: 180/70 **Com Mov:** 6×6: 60/25; 4×4: 60/30 **Fuel cap:** 290 **Fuel cons:** 70 **Fuel Type:** D, A **Load:** 2 tons **Veh Wt:** 10 tons **Mnt:** 6 **Crew:** 2+10

**ERC-90 Armored Car:** A 6×6 amphibious armored car, with a 90mm gun as standard armament. The layout is conventional: a centrally mounted turret contains the commander (who also serves as loader) and the gunner (each with a hatch on the turret deck), the driver is in the forward portion of the hull (with a hatch on the forward deck). The commander's MG is on a pintle mount (equivalent to an NHT). The turret originally had three smoke dischargers on each side, but these have usually been removed by 2000. Characteristics for the 90mm gun are given in *U.S. Army Vehicle Guide*. **Price:** \$80,000 (R/R) **RF:** +40 **Armament:** 1× 90mm gun, MAG MG, MAG MG (C). **Ammo:** 36×90mm **Tr Mov:** 200/80 **Com Mov:** 70/30 **Fuel cap:** 300 **Fuel cons:** 75 **Fuel Type:** G, A **Load:** 400 kgs **Veh Wt:** 7.4 tons **Mnt:** 6 **Crew:** 3

## VEHICLE DAMAGE LOCATION CHARTS

### VAB APC

|                          |         |
|--------------------------|---------|
| R: LH(30), G(60), HB(15) | E,F,P   |
| L: LH(30), G(30), HB(15) | D,R     |
| R: TF(0), TB(0)          | X,N,W   |
| C: TF(0), TB(0)          | X,W,N,C |
| L: TF(0), TB(0)          | N,W,C   |
| TS(0)                    | C,N,W,X |
| F: HS(30)                | D,E,F   |
| C: HS(30)                | C,S,P   |
| B: HS(30)                | S,P     |
| FD(10)                   | D,E,F   |
| TD(0)                    | X,W,N,C |
| BD(10)                   | P,S     |

**Note:** If the commander's hatch does not have a cupola mounted MG, count all turret hits (except TD hits) as misses. TD hits are: TD(0)C,P.

### ERC-90 ARMORED CAR

|                          |         |
|--------------------------|---------|
| R: LH(40), (40), HB(15)  | E,F,P   |
| L: LH(40), G(40), HB(15) | D,R,C   |
| R: TF(20), TB(20)        | X,N,W   |
| C: TF(20), TB(20)        | X,W,N,G |
| L: TF(20), TB(20)        | N,W,G   |
| TS(20)                   | C,N,W,X |
| F: HS(40)                | D,E,F   |
| C: HS(40)                | C,S,P   |
| B: HS(40)                | S,P     |
| FD(15)                   | D,E,F   |
| TD(15)                   | X,W,N,G |
| BD(15)                   | P,S     |

## ULSTER IMPORTS, LTD.

PO Box 1748  
Champaign IL

**Makes available 20mm figures from Platoon 20, for use with *Twilight: 2000***

**MODERN U.S. INFANTRY**  
and  
**MODERN SOVIET INFANTRY**

Send SASE for list or \$1.00 (check or money order) for list and a sample figure.

**Warning:** Figures contain lead and are not recommended for children under 12.

*Twilight: 2000* is a trademark of Game Designers' Workshop.



No.27

US \$3.25

# CHALLENGE

GDW's Magazine of Adventure Gaming

*For Traveller: 2300—  
The North American Research League,  
by Timothy Brown*

*Chosen at Random  
by Gary Thomas*



*Incorporating the Journal of the Traveller's Aid Society*

*KS*  
© 1988



# The Mexican Army: 1998–2000

Before the war, the Mexican Army consisted of 100,000 active troops and 60,000 reservists. Active forces comprised a Presidential Guard Brigade, two mechanized brigades, three armored cavalry regiments and 36 regional brigades. The Presidential Guard Brigade consisted of three infantry regiments. Each mechanized brigade consisted of two mechanized infantry regiments, one armored recon regiment, and one self-propelled artillery *grupo* (battalion). The armored cavalry regiments were battalion-sized groups of armored cars and infantry carried in wheeled armored personnel carriers. The 36 regional brigades varied in strength, but their average strength was one motorized cavalry regiment, two infantry regiments, and one battery of artillery. The mechanized brigades and armored cavalry regiments were numbered. (All regiments were organized as a single battalion.) The artillery for the regional brigades were provided by detached batteries of three numbered artillery regiments. Regional brigades themselves were designated by the city or town that constituted their peacetime station, and their component regiments also carried a variation of that as a designation. (For example, the Monclova Brigade con-

sisted of the Monclova Cavalry, the 1st and 2nd Monclova Infantry, and the 6th Battery of the 2nd Artillery.)

Reservists were intended to bring prewar units up to full strength and to provide replacements. In actuality, they were used to form additional infantry regiments. These regiments were referred to as *Activo* regiments and generally carried the designation of the city or state from which they were recruited. In many cases, these were recruited from the same cities as the peacetime stations of regional brigades, in which case they assumed the next available number for infantry regiments from that region. For example, *Brigada Mexicali* had two infantry regiments before the war. An additional regiment of reservists was raised from Mexicali and designated the *3o Regimiento Infanteria Activo Mexicali*. One additional light artillery battalion of three batteries was formed from reservists as well.

## EQUIPMENT

**Artillery:** Each mechanized brigade had 6 M109 SP 155mm howitzers and 12 M108 105mm SP howitzers. All artillery batteries in the regional brigades were equipped with 105mm howitzers. Mobilized reservists manned three bat-

teries of antique 75mm pack howitzers that had seen duty with the 4th Army in southeastern Texas.

**Armored Vehicles:** Armored cavalry regiments and armored recon battalions included a squadron of seventeen ERC-90 armored cars and two squadrons of infantry in VAB armored personnel carriers (both of French manufacture). Some motorized cavalry regiments included a mixed squadron of VABs and ERC90s (trucks and jeeps carried the other squadrons of the regiment). Mechanized infantry regiments included forty VAB APCs.

**Support Weapons:** Each regiment included eighteen 60mm mortars (6 per company) and six jeep-mounted TOW systems. However, many regiments of regional brigades had not received TOW by the outbreak of hostilities. A variety of obsolete light antitank systems were also in use, the most common being the 2.75" M9 Bazooka of World War II vintage. A small quantity of modern light AAA guns were also received prior to the war, and 8 such guns were attached to each of the three regular brigades. In the Presidential Guard these were twin 30mm guns, while in the 1a and 2a brigades these were twin 20mm guns. In all cases the guns were towed.



## THE INVASION

Invasion forces constituted three major field commands designated the 2o (2nd), 3o (3rd), and 4o (4th) Armies. The 1o (1st) Army controlled forces in the interior.

The 2nd Army controlled all forces west of the Sierra Madre Occidental and moved into southern California and Arizona. The right flank of the army consisted of the Nogales Brigade, which drove north up Interstate 19. The brigade was initially backed up by the Hermosillo Brigade, but this was soon shifted west along (Mexico) Highway 2 to reinforce the main body of the army.

The 2nd Army's main effort was directed at Southern California. The army was spearheaded by the 2nd Armored Cavalry Regiment and the 1a Brigade (Mechanized). Immediate support was provided by the Ensenada and Mexicali Brigades, soon joined by the Hermosillo and La Paz Brigades. Months later the army was also reinforced with elements of the Culiacan and Tepic Brigades, four regiments of reservist infantry, and somewhat more than twenty independent companies of *Voluntarios* (irregulars). In 1999, the Colima Brigade also joined the 2nd Army.

The 3rd Army initially consisted of the 3rd Armored Cavalry Regiment and the Ciudad Juarez and Chihuahua Brigades. The armor backed up the Ciudad Juarez Brigade in its drive through El Paso, but this thrust was soon stalled by troops at Fort Bliss. The right flank column of the army, consisting of the Chihuahua Brigade, crossed the Rio Grande at Presidio and drove north up Highway 67 toward Odessa. Largely unopposed, the brigade made good time and was soon entirely motorized using requisitioned civilian motor vehicles. Faced with stubborn resistance at Fort Bliss, the 3rd Army executed a wide double envelopment. The Chihuahua Brigade remained west of the Pecos and drove north to Artesia, New Mexico, then turned west to close in on Las Cruces, New Mexico. At the same time, 3rd Army's main body detached the 3rd Armored Cavalry and Juarez Motorized Cavalry to move north along the west bank of the Rio Grande toward Las Cruces. When advanced elements of these two forces met, defending U.S. troops at Fort Bliss began retreating north. Mobile elements of the Mexican 3rd Army were severely mauled by the breakout of the Fort Bliss School Brigade, but the infantry of the Ciudad Juarez Brigade had by now been reinforced by the motorized cavalry regiments of the Durango and Torreon Brigades (with the infantry battalions of those brigades following on foot). The 3rd Army was therefore able to feed additional mobile units forward and avoid a crisis.

Further east, the 4th Army invaded southern Texas on a broad front. The 3rd Armored Cavalry Regiment, backed up by the Monterrey Brigade, crossed the Rio Grande at Laredo and drove north along Interstate 35 toward San Antonio. Its left flank was protected by the Monclova Brigade, which crossed at Eagle Pass and operated toward San Antonio along highways 57 and 90. The right flank drive of the army (the so-called "Coastal Column") consisted of the 2a Brigade (Mechanized), the Matamoros Brigade, and the Ciudad Victoria Brigade. The column crossed the Rio Grande at Brownsville and drove up the coast toward Corpus Christi. Communications were maintained between the two main columns by the Saltillo Brigade, which crossed the Rio Grande at Roma and Pharr.

## REINFORCEMENTS IN 1999

To meet the US 5th Army drive into Texas, the following units were shifted north and assigned to the 4o Army:

*Brigada Tampico, Brigada San Luis Potosi, Brigada Queretaro, Brigada Veracruz, Brigada Zacatecas.*

The following brigades remained in the interior in the 1st Army and in two independent commands (the Yucatan Army and the Chiapas Army):

### First Army

*Presidential Guard Brigade, Brigada Guadalajara, Brigada Aguascaliente, Brigada Ciudad de Mexico, Brigada Cuernavaca, Brigada Chilpancingo de los Bravos, Brigada Tulancingo, Brigada Puebla, Brigada Morelia, Brigada Oaxaca.*

### Yucatan Army

*Brigada Merida, Brigada Ciudad Chetumal*

### Chiapas Army

*Brigada Villahermosa, Brigada Tuxtla Gutierrez, Brigada Tapachula.*

## CURRENT OB

Due to the civil war in Mexico, the various Mexican forces have splintered. The following represents their organization as of July, 2000.

## NATIONALISTS (ENM)

### 1o Ejercito (Central Mexico)

*Brigada Guardia Presidencial: 1,200 men*

*Brigada Cuernavaca: 1,300 men*

*Brigada Chilpancingo de los Bravos: 1,500 men, 2 AFV*

*Brigada Oaxaca: 1,400 men, 4 AFVs*

*Brigada Guadalajara: 1200 men*

*Regimiento Infanteria Activo Jalisco: 200 men*

*Regimiento Caballeria Activo Salamanca: 100 men*

*Regimiento Infanteria Activo Zamora: 100 men*

### 3o Ejercito (Southern Chihuahua)

*3o Regimiento Caballeria: 300 men, 2 AFVs*

*Brigada Durango: 400 men, 3 AFVs*

### 4o Ejercito (Texas)

*2a Brigada: 500 men, 4 AFVs (Austin)*

*Brigada Saltillo: 200 men (Beeville)*

*Brigada Tampico: 600 men (McAllen—Harlingen)*

*Agrupacion Jimenez: 300 men, 3 AFVs (Near Laredo); (formed from detachments of the Saltillo and Tampico brigades)*

*Brigada Queretaro: 800 men (Waco)*

### Ejercito Yucatan (Yucatan)

*Brigada Ciudad Chetumal: 500 men, 2 AFVs*

*Agrupacion Garcia: 200 men (local conscripts)*

### Ejercito Sonora (Sonora and Southern Arizona)

*Brigada Colima: 1100 men, 4 AFVs*

*Brigada Mexicali: 600 men, 4 AFVs*

*Brigada Culiacan: 800 men*



*Regimiento Infanteria Activo Los Mochis: 200 men*  
*Regimiento Infanteria Activo Guaymas: 100 men*

#### **Ejercito Chiapas (Chiapas)**

*Brigada Villahermosa: 600 men, 1 AFVs*  
*Agrupacion Montoya: 100 men (local conscripts)*  
*Agrupacion del Sur: 200 men (local conscripts)*

#### **FRMP**

##### **Southern Texas**

*Bandera Simon Bolivar: 200 (formed from elements of various Nationalist defectors and local guerrillas; no fixed location)*  
*Bandera Benito Juarez: 50 (formed from elements of various Nationalist defectors and local guerrillas; Gonzales area)*

##### **Central Mexico**

*Bandera Bernardo O'Higgins: 500 (formed from elements of various Nationalist defectors and local guerrillas)*

#### **CONSTITUTIONALISTS (EMC)**

##### **Ejercito del Norte (Southern Texas)**

*3o Regimiento Caballeria: 300 men, 3 AFVs (Carrizo Springs)*  
*Brigada Monclova: 300 men (Cerralvo)*  
*Brigada San Luis Potosi: 600 men (Rio Grande City—Falfurrias—Raymondville)*  
*Brigada Veracruz: 800 (Crystal City—Pearasall—Uvalde)*

##### **Ejercito de Mexico Central (Central Mexico)**

*Brigada Ciudad de Mexico: 1,200 men*  
*Brigada Tulancingo: 1,400 men*  
*Regimiento Infanteria Activo Jalisco: 300 men*  
*Agrupacion de Caballeria: 500 men, 4 AFVs*

##### **Ejercito de California (Southern California and Baja California)**

*1a Brigada: 1,100 men, 6 AFVs*  
*2o Regimiento Caballeria: 500 men, 2 AFV*  
*Brigada La Paz: 600 men, 3 AFVs*  
*Brigada Nogales: 600 men, 1 AFV*  
*Brigada Hermosillo: 700 men, 4 AFVs*  
*Regimiento Infanteria Activo Tijuana: 200 men*

##### **Ejercito de los Pecos (South New Mexico, West Texas, North Chihuahua)**

*Brigada Chihuahua: 800 men, 2 AFVs*  
*2o Regimiento Infanteria Torreon: 300 men*  
*Regimiento Infanteria Activo Hidalgo del Parral: 100 men*

##### **Ejercito del Sud (Yucatan)**

*Brigada Tapachula: 600 men*  
*Regimiento Infanteria Activo Campeche: 200 men*

#### **ALLIANCE (ANAMEL)**

##### **Southern Texas**

*Tercio Vanguardia: 400 men, 2 AFVs (near Laredo; formerly Brigada Monterrey of the Nationalist Army)*  
*Tercio Libertad: 50 (Corpus Christi) (formed from defectors from the Nationalist Brigada Saltillo)*

##### **Yucatan**

*Tercio Cuauhtemoc: 700 men, 4 AFVs (formerly Brigada*

*Gutierrez of the Nationalist Army)*

##### **Southwestern New Mexico**

*Tercio Torreon: 600 men, 1 AFVs (formerly Brigada Torreon of the Nationalist Army)*

#### **MARAUDERS**

##### **Southern Texas**

*Bandera Matamoros: 300 men (Brownsville) (nominally Nationalist)*  
*Bandera Rodriguez: 200 men (Kingsville) (formerly Nationalist Brigada Victoria)*

##### **Central Mexico**

*Brigada Aguascaliente: 1,200 men, 2 AFVs (now broken up into numerous small banderas)*  
*Bandera Zapata: 800 men, 1 AFV (remnants of the former Nationalist Brigada Puebla)*  
*Bandera Morelia: 500 men (formerly Nationalist Brigada Morelia, now nominally Alliance)*

##### **Southern California**

*Brigada Tepic: 1000 men, 1 AFV (now broken up into numerous small banderas)*  
*Brigada Ensenada: 800 men (now broken up into numerous small banderas)*

##### **New Mexico**

*Brigada Ciudad Juarez: 600 men (now broken up into numerous small banderas)*

##### **Yucatan**

*Brigada Merida: 300 men (now broken up into numerous small banderas)*  
 —Frank A. Chadwick

### **ULSTER IMPORTS, LTD.**

**PO Box 1748  
 Champaign IL**

**Makes available 20mm figures from Platoon 20, for use  
 with Twilight: 2000**

**MODERN U.S. INFANTRY  
 and  
 MODERN SOVIET INFANTRY**

Send SASE for list or \$1.00 (check or money order) for list and a sample figure.

**Warning:** Figures contain lead and are not recommended for children under 12.

*Twilight: 2000* is a trademark of Game Designers' Workshop.

# The Inland Waterway: Supplemental Material for Red Star/Lone Star



This article presents supplementary material to GDW's *Twilight: 2000* module *Red Star/Lone Star*. It gives players of that particular scenario another means of travel, and provides more information and rumors for the PCs to work with in accomplishing their goal.

## BACKGROUND

This article describes travel along the Intracoastal Waterway between Port Lavaca and Brownsville, a strip of water sheltered from the Gulf of Mexico by a string of low, narrow, sandy islands. It affords a relatively quick and easy way to travel along the Gulf Coast. Conversely, there will be fewer encounters and less chances to pick up rumors and information from the locals.

## TRAVEL AND COMBAT

Obviously, travel along the Intracoastal Waterway is possible only by boat. The characters will be presented with several opportunities to find a boat: in Port Lavaca, in Aransas Pass near Corpus Christi, in Baffin Bay near Kingsville, and in Brownsville.

The *Twilight: 2000* supplement *Pirates of the Vistula* gives rules for movement and combat involving boats. The referee should be able to construct an appropriate vessel from this module.

The referee should use the map provided with *Red Star/Lone Star* to chart the characters' movement along the Waterway. Use the map scale to estimate the distance covered based on the number of four-hour periods spent traveling and the speed of the boat.

This article describes features of, and gives encounter tables for, the entire length of the Intracoastal waterway from Port Lavaca to Brownsville. The referee can use this information to

add to the adventure, combining it with details given in the module for various areas ashore. For example, if the adventurers sail south from Port Lavaca, they may choose to land near Corpus Christi to engage LaMarr's marauders on land, or they may become involved in a firefight with the outpost on the JFK bridge to Padre Island.

## THE INTRACOASTAL WATERWAY

**Towns and landmarks:** Matagorda Island Airforce base, San Antonio Bay, Copano Bay, Aransas Pass, JFK Bridge, Padre Island, Baffin Bay, Port Mansfield, Brazos Santiago Pass and Lighthouse.

## RUMORS AND INFORMATION

**Rumor A:** There have been strange vessels prowling up and down the waterway lately, especially at night. There are rumors of strange signals, flares, flashing lights, and of bands of men slipping ashore in small boats. It could be the Russians getting ready to invade to support their army inland.

**Rumor B:** Something really strange is going on down Brownsville way. There have been stories about the Mexican army teaming up with marauders and a criminal syndicate—the Huerra-Gonzales family—for some really big project.

**Rumor C:** They've found millions of gallons of oil in storage tanks down in Brownsville. It must've been overlooked by the Americans when they pulled out and the Mexicans when they marched in.

**Rumor D:** Grady LaMarr is one of the most feared of the marauder band leaders in the area. He's got something big going down in Brownsville.

**Rumor E:** Grady LaMarr has his own boat—a 70-foot oil rig motor launch he found and fixed up when he moved into Cor-



pus Christi. It's said he has the cannon off an old tank mounted aboard, and that he's blown fishing trawlers clean to match-wood with it.

**Rumor F:** The Russians are in Brownsville. Maybe they're going to use it as a port to bring in more troops.

**Rumor G:** Colonel Rodriguez, the leader of a big, mean marauder band in Kingsville, has been murdered. His second-in-command is worse than he is, so things'll be getting a mite lively down Kingsville way.

**Rumor H:** The pirate Jean Lafitte buried a fortune in plundered treasure somewhere on Padre Island underneath a millstone inscribed with the words "dig deeper." That treasure has never been found.

**Rumor I:** Some rough types down Brownsville way have been living high lately. In Port Lavaca, which has a silver-based economy, they were turning in bar silver for script and spending a fortune on food, drink, and women. Elsewhere, they've been spreading trade goods around and acting like big spenders. Where'd they get a stake like that?

**Rumor J:** Fishing and shrimping boats have been vanishing in the Laguna Madre. Some say it's the Russians...maybe with their submarines. Others say there's a monster in the Madre...some great, hungry mutant spawned by the radiation from Galveston and Corpus Christi.

#### GENERAL ENCOUNTER TABLE

##### 2D6 Results

|    |                     |
|----|---------------------|
| 2  | No encounter        |
| 3  | Wreck               |
| 4  | No encounter        |
| 5  | No encounter        |
| 6  | Fishing/shrimp boat |
| 7  | No encounter        |
| 8  | No encounter        |
| 9  | Shore sighting      |
| 10 | Danger!             |
| 11 | Attack              |
| 12 | Fishing/shrimp boat |
| 13 | Wreck               |
| 14 | Freighter           |

#### TABLE OF RUMORS AND INFORMATION

##### 2D6 Results

|     |         |
|-----|---------|
| 2   | Rumor A |
| 3   | Rumor B |
| 4   | Rumor C |
| 5   | Rumor D |
| 6   | Rumor E |
| 7   | Rumor F |
| 8   | Rumor G |
| 9   | Rumor H |
| 10  | Rumor I |
| 11+ | Rumor J |

Roll 2D6 once each period the boat is under way. If roll is made near Port Lavaca or Brownsville, implement a DM of +2.

#### ENCOUNTERS

**Fishing/Shrimp Boat:** The characters sight a fishing vessel under way. Its crew of 2D6+2 men will be wary but willing to heave to and talk or trade if approached cautiously. A conversation allows two rolls on the rumors table for the Waterway. If attacked, the crew will defend themselves vigorously with rifles, shotguns, and automatic weapons.

**Shore Sighting:** The referee determines the nature of the sighting depending on the area the vessel is passing. A roll can be made on that area's encounter table, or the referee can arbitrarily determine what is seen. Possible sightings include typical shore encounters such as: game, civilians, *refugiados*, marauders, or troops. NPCs sighted ashore may, at the referee's

discretion: open fire on the boat; hail the characters in order to talk, request help, or ask for a ride; or ignore them. Soldiers might try to requisition the boat for their own use.

**Danger!:** Like the danger category for shore encounters, this refers to any of a large number of possible accidents or dangers. In this case, however, the threat is aboard ship or afloat. Possible dangers at sea include:

—The boat, old and rusty, has sprung a leak and is sinking.  
—The boat suffers a collision with a submerged rock and is sinking.

—The boat runs aground on a sand bar.

—A storm threatens.

—Stacked cargo shifts with a swell and falls on someone.

—The boat's engine dies and the vessel drifts aground.

—An early morning fog makes cruising hazardous.

Both the nature and the ease of resolution of the danger are left to the referee. In many cases the problem will be simple, the danger slight or nonexistent, but they should serve to complicate things for the players.

One of the greatest dangers which can threaten a small craft at sea is a storm. The approach of a storm should be presented dramatically, allowing the characters to watch it building up over a period of hours. The danger from a storm will be far less if the characters can anchor inside a sheltered bay, but there will still be a chance of breaking an anchor line, of running aground, or of being swamped.

**Attack:** The vessel comes under attack. At the referee's option this could be an attack from shore with hidden marauders firing on the boat in an attempt to make it run aground, or it could be an attack from a marauder-crewed vessel—possibly one disguised as a harmless fishing trawler. Another possibility is the approach of a motor launch similar to the characters' vessel, manned by Mexican soldiers.

**Wreck:** The characters sight a wreck. This could be a grounded vessel or one which has sunk in shallow and protected water with the superstructure still above water. It could also refer to a vehicle or building close to the shore, abandoned and in poor repair. At the referee's discretion, the wreck, whatever its nature, could be a source of spare parts for repairs to the engine or other machinery aboard—such as the still. Characters should use SCR skill to locate needed parts.

**Freighter:** The characters sight a freighter—possibly the *Sao Sebastiao* or another like her. The ship will be leaving or entering a nearby port and will not stop for the characters. At night, twilight, or in a fog, the characters' vessel will be in danger of being rammed and sunk.

#### MATAGORDA ISLAND/MATAGORDA ISLAND AIR FORCE BASE

Matagorda Island is a 55-kilometer-long strip of sand dunes and grass enclosing Espiritu Santo Bay. It is 22 km from Port Lavaca to Port O'Connor (now abandoned) at Cavallo Pass, and another 18 km to Matagorda Island Airforce Base at the northern end of Matagorda Island.

The island is now completely deserted. The air base was stripped and blown up when U.S. forces retreated from the area. Nothing remains but crumbling brick shells and the charred frameworks of empty Quonset huts and hangars.

Characters may, at the referee's discretion, search the ruins for small bits of machinery or equipment which might prove useful. Examples include: lengths of pipe or tubing, valves, or

plumbing fixtures or fittings, a small electric generator, space heaters, first aid kits, maps of the area, nails, tools, hand carts, or cargo pallets. There is a great deal of debris scattered among the burned-out buildings, and with enough time to search, almost any reasonable artifact could be found. Weapons, fuel, explosives, vehicles, or more than a few stray ammunition magazines will *not* be found, however.

The island itself is desolate, exposed, and deserted.

#### SAN ANTONIO BAY

San Antonio Bay is an enclosed and shallow bay sheltered from the Gulf by Matagorda Island. The mouth of the bay is 20 km from Matagorda Island Air Force Base. The area is inhabited by ranchers and farmers, many of them Grange members, most of them willing to trade or exchange news. Make two rolls on the rumor table included in this article for each contact. Characters will find game on a 2D6 roll of 2 or 3 made each 4 hours they are out, or it will be an AVG:RCN task to hunt and kill it.

Make one roll on the general encounter table (Intracoastal Waterway) each eight hours the characters remain anchored in the bay. Treat *wreck* as *no* encounter.

The southern headland of San Antonio Bay is the Aransas National Wildlife Reserve, described on page 21 of *Red Star/Lone Star*. The referee should refer to that entry if the characters put ashore here.

#### COPANO BAY

The mouth of Copano Bay lies 35 km south from San Antonio Bay, almost hidden behind narrow peninsulas of land which nearly cut it off from Aransas Bay. The cove is sheltered by San Jose Island, which is as deserted as nearby Matagorda Island.

Copano Bay is the site of the capture of three Spanish cargo vessels by a mounted detachment of Rangers during the Mexican Revolution...the origin of the old joke about Horse Marines. It is also supposed to be one of the hideouts used by the pirate Jean Lafitte. Before the current war began, it was a recreational area renowned for its excellent hunting and fishing.

State Highway 35 runs across the mouth of Copano Bay on a causeway, but there is a bridge span under which vessels such as the characters' launch can pass.

Use the general encounter table in this article while the characters are aboard their boat in Copano Bay. Make 1 roll for each 8 hours they are anchored, and treat *Wreck* as *No Encounter*. Use the general encounter table of section 1 (*Red Star/Lone Star*, page 16) for forays ashore to hunt or to trade with the local inhabitants.

There is plentiful fish and game in the area. Finding it is an ESY:FSH or ESY:RCN task.

#### ARANSAS PASS

The port of Aransas Pass is 20 km south of the mouth of Copano Bay. This town is described more fully in *Red Star/Lone Star* (pages 27-28), and that description can be used if the characters arrive at Aransas Pass by boat.

Aransas Pass is joined by a bridge and causeway with Harbor Island, which is mostly swamp. A ferry once connected Harbor Island with the town of Port Aransas at the northern

tip of Mustang Island. A lighthouse stands on Harbor Island, abandoned but still intact.

#### MUSTANG ISLAND/PORT ARANSAS

Mustang Island is 21 km long and stretches across the mouth of Corpus Christi Bay. A road runs the entire length of the island.

Mustang Island was once a vacation and recreational area. Much of Port Aransas was devoted to beachfront motels and the tourist industry. An airfield and a Coast Guard Station lay on the outskirts of the town. Farther south, Mustang Island State Park was the recreational playground for millions of Texans and tourists every year.

The entire island is completely deserted now. Both the airfield and the Coast Guard Station were looted and partly burned when the area was evacuated, and there was some damage from the Corpus Christi firestorm, but the referee may allow the characters to find sought-after machine parts, tools, or other small items *other than* weapons, fuel, or ammo in the town, station, or airfield.

Since the road on Mustang Island connects with the JFK Causeway, the characters may consider using Port Aransas or Mustang Island as a base from which to attack the Causeway or the marauder camp at Corpus Christi Naval Air Station.

There is no game on the island, but fishing is an ESY:RCN task.

#### JFK CAUSEWAY

This bridge and causeway connects the road to the Corpus Christi Naval Air Station with the northern tip of Padre Island. The causeway is guarded by marauders armed with light automatic weapons, grenade launchers, and an M60 machinegun. The causeway and its defenses are described in *Red Star/Lone Star* (page 28), and the referee should refer to that description if the characters attempt to cross it by boat or land.

The causeway itself is 8 km long, and the mainland end is 3 km south of the Naval Air Station. The causeway road splits at the northern end of Padre Island, one fork going south along the length of Padre Island, the other going north across shallow channels and swampy land to Mustang Island.

#### PADRE ISLAND

Padre Island is 180 km long, and for its entire length it is five kilometers wide or less. It is a desolate, windswept expanse of beach, sand, and dune grass—literally a desert island.

Before the war, most of the island was part of the Padre Island National Seashore. A paved road extends 14 kilometers south from the JFK Causeway. Beyond that there is only sand. Tracked or four-wheel drive vehicles are necessary to negotiate the terrain. The entire island is deserted.

One hundred forty km south from the causeway there is a man-made break in the island opposite the ruins of Port Mansfield. The narrow strip of sand south of this break is called South Padre Island. It too is deserted.

#### BAFFIN BAY

The mouth of Baffin Bay lies 40 km south of the JFK  
*continued on page 22*



# Target 2000: The "Hit List" for WWII



Players and referees of **Twilight: 2000** are understandably curious to know the specifics of the nuclear attack on the United States in the last quarter of 1997. This article contains a state-by-state breakdown of the major target points, along with notes on why each particular location was a target. The severity of the attack on each target point is represented by the megaton (Mt) rating of the weapons exploded there (not necessarily as a single weapon). With certain exceptions, only places that received .5 megaton or more are covered here. All detonations are air bursts unless otherwise noted.

The target list was determined based on information contained in the Office of Technology Assessment's 1979 study "The Effects of Nuclear War," supplemented by other sources. Primary targets included oil refining and storage facilities, oil distribution facilities, military and civilian command centers, and certain key industrial areas. Secondary and tertiary targets included electrical generation plants (nuclear, hydroelectric, and conventional) and lesser industrial facilities. Major population centers were not targets in and of themselves, but many sustained damage because of their proximity to targeted installations. Likewise, only the central command and control facilities of missile and bomber wings were targeted, not the individual weapon silos or hangers.

## EFFECTS

Total casualties in the attack were 135.2 million, or 52% of the population of the United States in 1997. This includes both initial fatalities and subsequent deaths from injuries, in addition to deaths from disease, starvation, and civil unrest up to July 2000.

The exclusion of a city from this list does not mean that it is intact. Civil unrest, hostile military action, and other factors

have caused severe damage in regions otherwise untouched by the war. For example, the Alaska Pipeline and the oil storage facilities at Valdez Bay and the North Slope were damaged during the Soviet invasion of Alaska, and are currently inoperable, even though they were not targets of nuclear bombs.

The main effect of the attack was the destruction of over 60% of the country's oil refining capacity. This, in combination with the other destruction, effectively eliminated electrical power generation and industrial facilities. Food shortages, disease, and civil unrest following the strikes destroyed American society as it existed before the war.

## TARGET LIST

Geographic locations are given in terms of the nearest large city or the place most commonly associated with a particular target. Ground zero can be quite some distance from the center of the community listed. Alaska and Hawaii have been omitted from the map since there was only one strike in each of these states. Target points in Canada are not shown. The size of the dots used does not represent the area of damage for a particular location. State abbreviations are conventional, AFB stands for Air Force Base.

**Elmendorf AFB, AK:** Alaskan Air Command Headquarters (1 Mt).

**Blytheville AFB, AR:** 42nd Air Division Headquarters, 97th Strategic Bombing Wing (1 Mt).

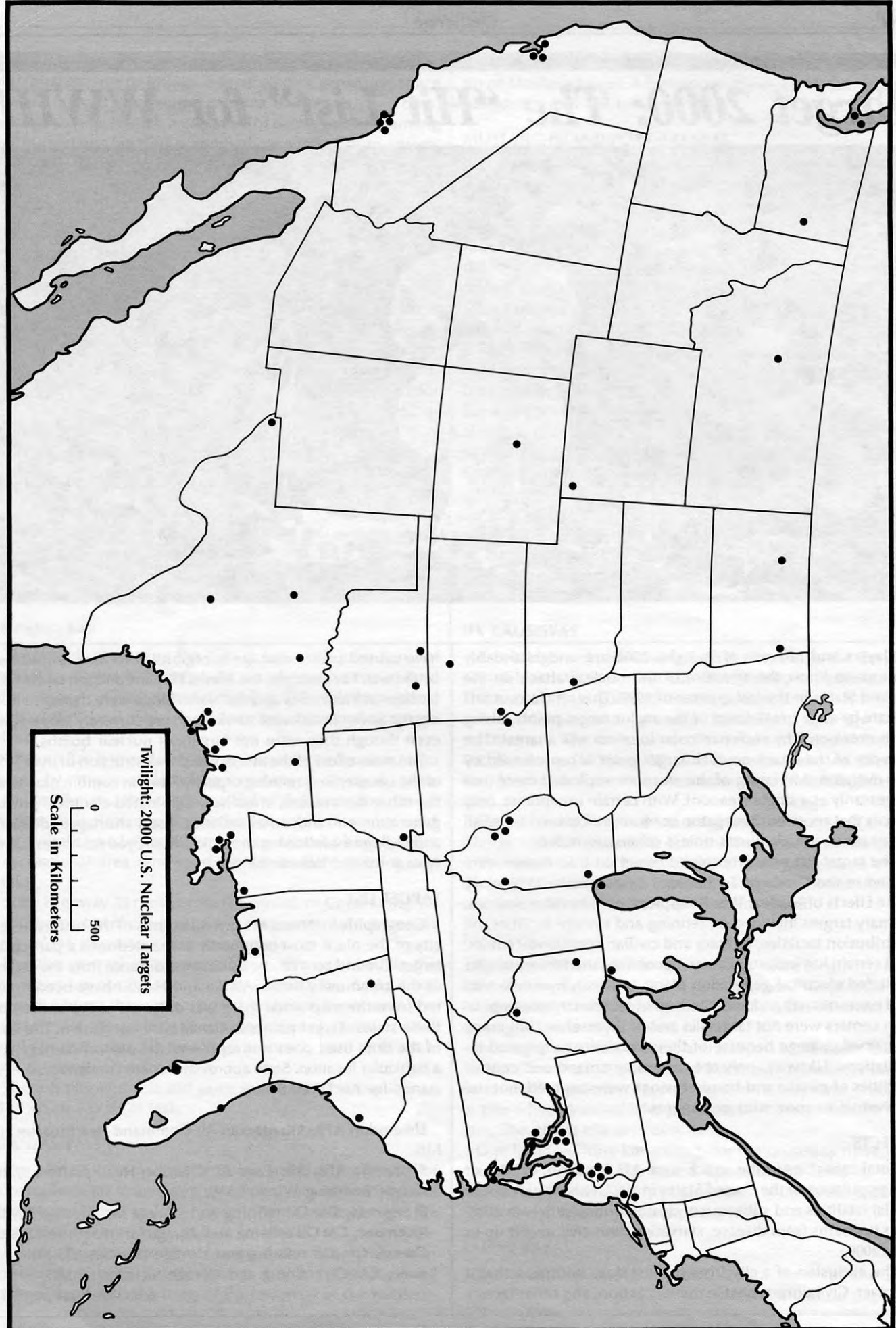
**El Segundo, CA:** Oil refining and storage facilities (1.75 Mt).

**Richmond, CA:** Oil refining and storage facilities (one 1.5 Mt).

**Carson, CA:** Oil refining and storage facilities (.75 Kt).

**Avon, CA:** Oil refining and storage facilities (.5 Mt).

*continued on page 47*



Twilight: 2000 U.S. Nuclear Targets

Scale in Kilometers  
0  
500



## Twilight: 2000

### Consolidated Price List

This listing is a consolidation of all prices for equipment contained in the basic game price list, the game errata, *The Free City of Krakow*, *U.S. Army Vehicle Guide*, *Red Star/Lone Star*, *Challenge* 25 and 26, and *The RDF Sourcebook*. It also contains the aircraft listings from the *Twilight Air Module* in *Challenge* 26, and the helicopters from *Going Home* and *The Free City of Krakow*.

This article is intended to be photocopied and used by the referee and the players as a consolidated reference (specific permission is given to copy this article for private use).

Note that not all of these items are likely to be available at any one location, and that exact price and availability must be determined by the referee in accordance with individual campaign conditions.

#### WEAPONS

**Magazines:** Except where noted, the price for a magazine is \$1 per shot.

#### Bows

- Longbow*: \$300 (C/C).
- Crossbow*: \$350 (C/C).

#### Automatic Pistols

- 9mm Parabellum*: \$150 (V/S).
- 9mm Makarov*: \$150 (S/V).
- 7.62mm Tokarev*: \$100 (R/C).
- .380 Automatic*: \$100 (C/S).
- .22 Automatic*: \$50 (C/C).
- .45 Automatic*: \$100 (S/R).

#### Revolvers

- .38 Special Revolver*: \$140 (R/R).

#### Submachineguns

- Sterling*: \$600 (C/S).
- Uzi*: \$500 (V/C).
- Ingram M10*: \$350 (C/S).
- Mini-Uzi*: \$600 (C/S).
- M231*: \$300 (V/C).
- MP-5*: \$400 (C/S).
- MP5SD*: \$1,000 (C/S).
- CAR-15*: \$750 (S/R).
- AKR*: \$300 (S/C).
- Vz24*: \$300 (R/S).
- Skorpion*: \$250 (R/S).
- G11*: \$400 (C/R).
- Viking SMG*: \$1,000 (S/R).
- MAT-49*: \$700 (S/R).
- AMD-65*: \$1,000 (S/R).

#### Assault Rifles

- M16A2*: \$400 (V/C).
- AKMR*: \$300 (C/V).
- AK-74*: \$300 (C/C).
- IW*: \$500 (S/R).
- AKM*: \$300 (C/V).
- FA-MAS*: \$500 (R/R).
- Galil ARM*: \$500 (C/S).
- Galil SAR*: \$600 (C/S).
- Valmet M82*: \$1,000 (S/R).

#### Battle Rifles

- FAL*: \$600 (S/R).
- G3*: \$500 (C/R).

#### Sniper Rifles

- M40*: \$700 (R/R).
- M21*: \$400 (S/R).
- PSG1*: \$600 (R/R).
- L42*: \$400 (R/R).
- Parker-Hale*: \$400 (R/R).
- SVD*: \$500 (R/S).
- Vz54*: \$300 (R/R).
- Galil Sniper Rifle*: \$500 (S/R).
- FR-F2*: \$1,000 (S/R).
- Barret 82*: \$2,000 (R/R).

#### Sporting Rifles

- .30-30 Lever Action*: \$250 (C/S).
- .30-06 Bolt Action*: \$300 (C/S).
- .22 Bolt Action*: \$150 (C/C).
- .22 Semi-Auto*: \$100 (C/C).
- Mauser Bolt Action*: \$150 (C/C).

#### Shotguns

- Double Barrel*: \$200 (V/V).
- Pump*: \$300 (V/C).
- HK CAW*: \$800 (C/R).

#### Automatic Rifles

- M249*: \$1,500 (S/R).
- LSW*: \$1,500 (R/R).
- RPK-74*: \$1,000 (S/C).
- I-Max 100*: \$800 (S/R).

#### Melee Weapons

- Knife*: \$5 (V/V).
- Bayonet*: \$20 (C/C).
- Spear*: \$10 (V/V).
- Club*: \$0 (V/V).
- Hatchet*: \$20 (V/V).
- Axe*: \$50 (V/V).
- Machete*: \$20 (C/C).

#### Machineguns

- M60*: \$1,500 (S/R).
- M60E3*: \$2,000 (S/R).
- MG3*: \$1,700 (S/R).
- MAG*: \$1,500 (S/R).
- PK*: \$2,000 (R/S).

- Vz59*: \$1,500 (R/R).
- AAT-52*: \$400 (R/R).
- BRG-15*: \$3,000 (S/R).
- NSV*: \$4,000 (R/S).
- HK-21*: \$2,500 (S/R).

#### Heavy Machineguns

- M214*: \$10,000 (R/R).
- M2HB*: \$1,600 (V/C).
- DShK*: \$2,000 (C/V).
- KPV*: \$3,000 (S/C).

#### Grenade Launchers

- M203*: \$500 (C/S).
- HK-69*: \$500 (S/R).
- AGS-17*: \$3,000 (R/S).
- Mark-19*: \$5,000 (S/R).
- IMI MGL-40*: \$1,200 (R/R).

#### Rocket Launchers

- M202*: \$2,000 (S/R).
- RPG-16*: \$1,000 (S/C).
- Armbrust*: \$200 (S/R).
- B-300*: (launcher) \$1,500 (C/S), (rocket) \$800 (C/S).
- LRAC 89*: (launcher) \$2,000 (S/R), (rocket) \$800 (S/R).
- DARD 120*: (launcher) \$3,500 (S/R), (rocket) \$1,000 (S/R).

#### Antitank Missile Launchers

- Tank Breaker*: \$5,000 (S/R).
- AT-4*: \$3,000 (S/C).
- TOW II*: \$10,000 (S/R).
- AT-5*: \$6,000 (R/S).
- Milan*: \$3,000 (S/C).

#### Antiaircraft Missiles

- Chaparral (AGM87A)*: \$1,500 (S/R).
- Roland II*: \$2,500 (R/R).
- FIM92B Stinger*: \$1,200/case (R/R).

#### Large Caliber Guns

- 125mm (Rapira-3) Gun*: \$50,000 (R/S).
- 20mm PIVAD (towed)*: \$75,000 (R/R).
- ZU-2*: \$15,000 (S/C).
- ASP 30mm Autocannon*: \$15,000 (S/R).
- 40mm Autocannon (towed)*: \$60,000 (S/R).
- 57mm S-60 Autocannon*: \$40,000 (R/S).
- 100mm M1955 Gun (towed)*: \$40,000 (R/S).
- 130mm M1946 Gun (towed)*: \$75,000 (R/S).

#### Howitzers

- M202 105mm How (towed)*: \$50,000 (S/R).
- 122mm (D-30) Howitzer*: \$50,000 (S/C).
- 155mm How*: \$75,000 (S/R).

**Mortars**

60mm: \$5,000 (C/S).  
 81mm: \$10,000 (C/S).  
 82mm Vasilek: \$20,000 (R/S).  
 107mm (4.2") mortar: \$12,000 (C/S).  
 120mm: \$15,000 (C/C).

**TRIPODS**

NLT (Nato Light Tripod): \$200 (C/S).  
 NMT (Nato Medium Tripod): \$200 (S/R).  
 NHT (Nato Heavy Tripod): \$350 (C/S).  
 PLT (Pact Light Tripod): \$250 (S/C).  
 PMT (Pact Medium Tripod): \$300 (S/C).  
 PHC (Pact Heavy Carriage): \$1,000 (R/S).

**AMMUNITION****Small Arms & Machinegun**

Longbow Arrow: \$50/24 (C/C).  
 Crossbow Bolt: \$30/24 (C/C).  
 4.7 Cls: \$1,300/case of 600 (S/R).  
 5.45 B: \$100/case of 280 (C/V).  
 5.56 N: \$100/case of 280, \$200/335-shot drum (V/C).  
 .22 LR: \$225/case of 1,600 (C/S).  
 7.62 T: \$250/case of 840 (R/S).  
 7.62 S: \$80/case of 220 (S/C).  
 .30-30: \$170/case of 300 (C/S).  
 7.62 N: \$65/case of 200 or 165 belted (C/S).  
 7.62 L: \$70/case of 200 or 165 belted (S/C).  
 .30-06: \$80/case of 150 (S/R).  
 .32 ACP: \$150/case of 800 (S/S).  
 8mm M: \$30/case of 100 (S/S).  
 .380 ACP: \$125/case of 480 (C/S).  
 9mm M: \$200/case of 480 (S/C).  
 9mm P: \$225/case of 480 (V/C).  
 .38 Special: \$175/case of 300 (S/R).  
 .45 ACP: \$63/case of 300 (S/R).  
 12.7 B: \$35/case of 34 belted (S/C).  
 .50 BMG: \$35/case of 35 belted (C/S).  
 .50 SLAP: \$60/case of 35 belted (S/R).  
 14.5 B: \$30/case of 33 belted (S/C).  
 15 SLAPI or BMG: \$40/belt of 33 (S/R).  
 12 Gauge: \$100/case of 240 (C/C).

**Hand Grenades**

Fragmentation: \$4, \$100/case of 30 (C/C).  
 CHEM (HC Smoke): \$3, \$40/case of 16 (C/S).  
 CHEM (Irritant Gas): \$6, \$80/case of 16 (S/R).  
 Antitank: \$10, \$120/case of 15 (R/S).  
 Concussion: \$4, \$70/case of 20 (C/S).  
 Thermite: \$10, \$140/case of 16 (S/R).  
 WP: \$20, \$280/case of 16 (S/S).

**Grenade Launcher Rounds**

30mm HE: \$3, \$75/29-shot drum (R/C).  
 40mm HE: \$4, \$200/case of 72 (C/S).  
 40mm HEDP: \$5, \$250/case of 72 (S/R).

40mm CHEM (Irritant Gas): \$4, \$150/case of 44 (S/R).  
 40mm ILLUM: \$6, \$225/case of 44 (S/R).  
 40mm HVHE: \$6, \$250/case of 50 belted (S/R).  
 40mm HVHEDP: \$10, \$400/case of 50 belted (S/R).

**Rockets**

58.3mm HEAT: \$50, \$125/case of 3 (R/S).  
 66mm HEAT: \$250/4-shot clip (S/R).  
 66mm WP: \$400/4-shot clip (S/R).  
 122mm HE: \$600 each (R/S).  
 140mm HE: \$800 each (R/S).  
 160mm HE: \$2,500/case (R/R).  
 160mm ICM: \$2,500/case (R/R).  
 160mm CHEM: \$2,500/case (R/R).  
 227mm HE: \$3,000/case (R/R).  
 227mm ICM: \$3,000/case (R/R).  
 227mm ILLUM: \$3,000/case (R/R).  
 227mm CHEM: \$3,000/case (R/R).

**Rifle Grenades**

HEAT: \$12, \$100/case of 10 (S/R).  
 WP: \$25, \$200/case of 10 (S/R).  
 140mm RAW HE: \$50 (S/R).  
 140mm RAW HEAT: \$100 (S/R).

**Antitank Missiles**

Tank Breaker: \$1,000 (S/R).  
 TOW II: \$1,500 (S/R).  
 Hellfire: \$2,000 (S/R).  
 ADATS: \$2,500 (R/R).  
 AT-4: \$750 (R/S).  
 AT-5: \$1,200 (R/S).  
 Milan: \$750 (R/S).

**Large Caliber Rounds**

20mm HE: \$450/case (S/R).  
 20mm AP: \$450/belt (S/R).  
 23mm API: \$500/case of 33 belted (S/C).  
 23mm HE: \$500/case of 33 belted (S/C).  
 25mm API: \$650/case of 33 belted (C/S).  
 25mm HE: \$650/case of 33 belted (C/S).  
 25mm APFSDSDU: \$2,500/case of 33 belted (S/R).  
 25mm Oerlikon HE: \$500/case (R/R).  
 25mm Oerlikon AP: \$500/case (R/R).  
 30mm API: \$750/case of 33 belted (S/C).  
 30mm HE: \$750/case of 33 belted (S/C).  
 30mm Bofors AP: \$520/case (R/R).  
 30mm Bofors AP: \$520/case (R/R).  
 40mm HE: \$6,000/case of 64 (C/S).  
 40mm HEPXPF: \$8,000/case of 64 (R/R).  
 57mm APFSDS: \$400/case of 4 (R/R).  
 57mm APHE: \$400/case of 4 (R/R).  
 57mm HE: \$400/case of 4 (R/R).  
 60mm APFSDS: \$300/case of 3 (R/R).  
 60mm HE: \$300/case of 3 (R/R).  
 75mm HE: \$250 (C/S).

75mm WP: \$500 (R/R).  
 75mm APFSDS: \$600 (S/R).  
 76.2mm APFSDS: \$600 (R/S).  
 76.2mm HE: \$600 (R/S).  
 76.2mm HEAT: \$600 (R/S).  
 90mm APDS: \$500 (R/R).  
 90mm HE: \$500 (R/R).  
 90mm HEAT: \$500 (R/R).  
 90mm APERS: \$500 (R/R).  
 90mm WP: \$500 (R/R).  
 100mm HE: \$550 (R/R).  
 100mm HEAT: \$550 (R/R).  
 100mm APHE: \$550 (R/R).  
 100mm APC: \$550 (R/R).  
 105mm HEAT: \$600 (C/S).  
 105mm APFSDS: \$600 (S/R).  
 105mm APFSDSDU: \$1,000 (R/R).  
 105mm WP: \$1,000 (R/R).  
 120mm HEAT: \$800 (C/S).  
 115mm APDS: \$700 (R/R).  
 115mm HEAT: \$700 (R/R).  
 120mm APFSDS: \$800 (S/R).  
 120mm APFSDSDU: \$1,500 (R/R).  
 120mm WP: \$1,000 (R/R).  
 120mm L11A5 APDS: \$1,200 (R/R).  
 120mm L11A5 HEAT: \$1,100 (R/R).  
 125mm HE: \$800 (S/C).  
 125mm HEAT: \$800 (R/S).  
 125mm APFSDS: \$800 (S/R).  
 125mm APFSDSDU: \$1,500 (R/R).  
 125mm Powder Charge: \$80 (S/C).  
 130mm HEAT: \$850 (R/R).  
 130mm HE: \$850 (R/R).  
 130mm APFSDS: \$850 (R/R).  
 130mm CHEM: \$850 (R/R).  
 165mm HEP-T: \$2,000 (R/R).

**Howitzer Rounds**

105mm HE: \$600 (R/R).  
 105mm ICM: \$600 (R/R).  
 105mm WP: \$600 (R/R).  
 122mm HE: \$350 (S/C).  
 122mm HEAT: \$500 (R/S).  
 122mm ICM: \$2,000 (R/R).  
 122mm WP: \$700 (R/S).  
 122mm CHEM: \$350 (R/S).  
 122mm ILLUM: \$350 (R/R).  
 122mm Powder Charge: \$40 (C/V).  
 152mm HE: \$500 (S/C).  
 152mm HEAT: \$750 (R/S).  
 152mm ICM: \$3,000 (R/R).  
 152mm WP: \$1,000 (R/S).  
 152mm WP: \$1,000 (R/S).  
 152mm CHEM: \$500 (R/S).  
 152mm ILLUM: \$500 (R/R).  
 152mm Powder Charge: \$60 (C/V).  
 155mm HE: \$500 (C/S).  
 155mm HEAT: \$750 (C/S).  
 155mm ICM-DP: \$3,000 (R/R).  
 155mm WP: \$1,000 (S/R).



155mm CHEM: \$500 (S/R).  
 155mm ILLUM: \$500 (S/R).  
 155mm CLGP: \$5,000 (R/R).  
 155mm FASCAM: \$5,000 (R/R).  
 155mm Powder Charge: \$60 (V/C).  
 203mm HE: \$900 (S/R).  
 203mm ICM: \$900 (S/R).  
 203mm ILLUM: \$900 (S/R).  
 203mm CHEM: \$900 (S/R).  
 203mm WP: \$900 (S/R).  
 203mm Powder Charge: \$600 (S/R).

### Mortar Rounds

60mm HE: \$300/case of 12 (C/S).  
 60mm WP: \$600/case of 12 (S/R).  
 60mm ILLUM: \$300/case of 12 (S/R).  
 81mm HE: \$150/case of 3 (C/S).  
 81mm WP: \$300/case of 3 (S/R).  
 81mm ILLUM: \$150/case of 3 (S/R).  
 82mm HE: \$300/5-shot clip (S/C).  
 82mm HEDP: \$600/5-shot clip (R/S).  
 82mm WP: \$300/case of 3 (R/S).  
 82mm ILLUM: \$150/case of 3 (R/S).  
 4.2" HE: \$200/case of 2 (C/S).  
 4.2" ICM-DP: \$2,000/case of 2 (R/R).  
 4.2" WP: \$400/case of 2 (S/R).  
 4.2" CHEM: \$200/case of 2 (S/R).  
 4.2" ILLUM: \$200/case of 2 (S/R).  
 120mm HE: \$200/case of 2 (V/V).  
 120mm WP: \$400/case of 2 (S/S).  
 120mm CHEM: \$250/case of 2 (S/S).  
 120mm ILLUM: \$200/case of 2 (S/R).

### VEHICLES

#### Unarmored Cargo Vehicles

Bicycle: \$1,000 (V/V).  
 Civilian Car: \$6,000 (V/V).  
 HMMWV (Hum-Vee): \$20,000 (C/S).  
 HMMWV FSV: \$30,000 (C/S).  
 FAV (Fast Attack Vehicle): \$15,000 (R/R).  
 UAZ-469: \$8,000 (S/C).  
 Renault VLM: \$5,000 (C/S).  
 Land Rover LWB: \$8,000 (C/S).  
 Motorcycle: \$5,000 (V/V).  
 ¼-ton truck: \$15,000 (C/S).  
 2½-ton truck: \$15,000 (C/C).  
 5-ton truck: \$20,000 (S/S).  
 8-ton truck: \$30,000 (S/S).  
 ¾-ton truck: \$10,000 (S/S).  
 Wagon: \$1,000 (V/V).  
 Cart: \$500 (V/V).  
 5,000-liter (5-ton) tank truck: \$15,000 (C/C).  
 10,000-liter (10-ton) tank truck: \$25,000 (S/S).  
 1-ton cargo trailer: \$1,000 (V/V).  
 1,000-liter (1-ton) tank trailer: \$1,000 (V/V).  
 M548 6-ton Cargo Carrier: \$50,000 (S/R).  
 M648 10-ton Cargo Carrier: \$250,000 (S/R).

#### Armored Personnel Carriers

M2 Bradley: \$200,000 (S/R).  
 M2A3 Bradley II: \$200,000 (S/R).  
 M3 Devers: \$200,000 (S/R).  
 M113: \$75,000 (S/R).  
 M113A3: \$75,000 (S/R).  
 M113A3 ACCV: \$75,000 (S/R).  
 M115A1 ACCV: \$75,000 (S/R).  
 Commando V-150: \$70,000 (S/R).  
 AAVP9: \$80,000 (R/R).  
 BMP-B: \$150,000 (R/S).  
 BMP-C: \$175,000 (R/S).  
 BTR-70: \$75,000 (S/C).  
 OT-64: \$80,000 (S/C).  
 FV 103 Spartan: \$70,000 (S/R).  
 MCV-80: \$250,000 (S/R).  
 Ze'ev IFV: \$15,000 (R/R).  
 AMX-10P: \$100,000 (S/R).  
 EE-11 Urutu: \$50,000 (R/R).

#### Light Combat Vehicles

LAV-25: \$100,000 (S/R).  
 LAV-75: \$250,000 (R/R).  
 M577A1 CP: \$90,000 (S/R).  
 Peacekeeper Armored Car: \$35,000 (S/R).  
 M750 AC: \$50,000 (S/R).  
 Commando AC: \$85,000 (S/R).  
 Commando 90 AC: \$95,000 (S/R).  
 Scorpion Mk 2/90: \$90,000 (S/R).  
 Scimitar Mk 2 (I): \$80,000 (S/R).  
 Fox AC: \$50,000 (S/R).  
 EE-3: \$25,000 (S/R).  
 EE-9 AC: \$70,000 (R/R).  
 Ramta RAM Mk5: \$30,000 (S/R).  
 Ze'ev MAGS: \$200,000 (S/R).  
 Ze'ev MAGS-60: \$180,000 (S/R).  
 Ze'ev MAGS/AA: \$150,000 (S/R).  
 AML-90: \$40,000 (R/R).  
 AMX-10RC: \$100,000 (R/R).  
 BT-76: \$70,000 (R/S).  
 BT-57: \$75,000 (R/S).  
 BRDM-3: \$50,000 (S/C).  
 OT-65: \$45,000 (S/C).

#### Engineer Vehicles

M728 CEV: 600,000 (R/R).  
 M1 AVLB: \$200,000 (R/R).  
 M60 AVLB: \$175,000 (R/R).

#### Main Battle Tanks

M1: \$600,000 (R/R).  
 M1A1: \$650,000 (R/R).  
 M1A2 Abrams III (Giraffe): \$700,000 (R/R).  
 M60A4: \$400,000 (S/R).  
 Cadillac Gage Stingray: \$800,000 (R/R).  
 T-72: \$400,000 (R/R).  
 T-80: \$500,000 (R/R).  
 T-90: \$600,000 (R/R).

T-55A: \$200,000 (R/S).  
 T-62M: \$300,000 (R/S).  
 Leopard III: \$700,000 (R/R).  
 AMX-40: \$500,000 (R/R).  
 AMX-30S: \$400,000 (R/R).  
 Chieftain Mk8: \$600,000 (R/R).  
 Challenger Mk1: \$600,000 (R/R).  
 Challenger MkIIA: \$850,000 (R/R).  
 Vickers MBT Mk4: \$425,000 (R/R).  
 Vickers Valiant Mk1/120: \$750,000 (R/R).  
 Super Centurion: \$300,000 (S/R).  
 Merkava MkII: \$800,000 (S/R).  
 Merkava MkIII: \$900,000 (S/R).

#### Self-Propelled Artillery

LAV-PIVAD: \$100,000 (S/R).  
 M17 LAVAA: \$100,000 (R/R).  
 M18 Mortar Carrier: \$200,000 (S/R).  
 M48 Chaparral: \$150,000 (S/R).  
 M106 Mortar Carrier: \$75,000 (S/R).  
 M109A2: \$300,000 (R/R).  
 M110A2 SP: \$375,000 (R/R).  
 M691 Diana: \$700,000 (R/R).  
 M741A6 PIVAD: \$75,000 (R/R).  
 M757 Blazer: \$200,000 (R/R).  
 M901 ITV: \$75,000 (S/R).  
 M917 ADATS: \$225,000 (R/R).  
 M920 Hellfire AT Vehicle: \$200,000 (S/R).  
 M948 LARS: \$225,000 (S/R).  
 M975A3 Roland II: \$300,000 (R/R).  
 M990 ADA: \$250,000 (R/R).  
 M993 MLRS: \$250,000 (R/R).  
 M988: \$100,000 (R/R).  
 MPGS-90: \$250,000 (R/R).  
 SAU-122: \$200,000 (R/R).  
 SAU-152: \$250,000 (R/R).  
 ZSU-30-6: \$100,000 (R/R).  
 SA-9 Gaskin: \$40,000 (R/S).  
 SA-13 Gopher: \$50,000 (R/R).  
 SU-130: \$250,000 (R/S).  
 BM 21: \$45,000 (S/C).  
 BM 14: \$25,000 (R/S).  
 Crotales: \$35,000 (R/S).  
 Rapier: \$45,000 (R/R).

#### Helicopters

Mi-17 Hip H: \$600,000 (R/R).  
 Mi-26 Halo: \$3,500,000 (R/R).  
 Mi-27 Hind E: \$750,000 (R/R).  
 Mi-28 Havoc: \$1,000,000 (R/R).  
 PZL W-3 Sokol: \$100,000 (R/R).  
 OH-58 AHIP: \$120,000 (R/R).  
 UH-60 Blackhawk: \$500,000 (R/R).  
 AH-64 Apache: \$1,000,000 (R/R).  
 530 MG Defender: \$130,000 (R/R).  
 AH-1V King Cobra: \$75,000 (R/R).  
 CH-53F: \$2,500,000 (R/R).  
 AS 355 Ecureuil 2: \$150,000 (R/R).  
 SA 365M Dauphin 2: \$750,000 (R/R).  
 SA 330H Puma: \$500,000 (R/R).

SA 341F/M Gazelle: \$750,000 (R/R).  
 Westland 30-300: \$750,000 (R/R).  
 Westland Lynx-3: \$1,000,000 (R/R).  
 MBB/Kawasaki BK 117: \$200,000 (R/R).  
 MBB BO-105 CB/P: \$125,000 (R/R).

#### Aircraft

AN-26: \$2,000,000 (R/R).  
 MIG-29 Fulcrum: \$2,500,000 (R/R).  
 SU-25 Frogfoot: \$2,500,000 (R/R).  
 C-23A: \$2,000,000 (R/R).  
 F-16C: \$5,000,000 (R/R).  
 F/A-18: \$5,500,000 (R/R).

#### ANIMALS

Horse (broken): \$2,000 (S/S).  
 Horse (unbroken): \$1,000 (S/S).  
 Mule: \$600 (S/S).  
 Ox: \$600 (C/C).

#### MISCELLANEOUS EQUIPMENT

##### Explosives

Dynamite Stick: \$10, \$750/case of 100 (C/C).  
 Plastic Explosive Block: \$30, \$650/case of 20 (S/R).  
 Mine, Antipersonnel: \$50, \$200/case of 4 (C/C).  
 Mine, Anti-Tank: \$100, \$200/case of 2 (S/S).  
 Mine, Claymore: \$250, \$800/case of 6 (S/R).  
 Engineer Demo Kit: \$750 (C/C).

##### Generators

1.5 kilowatt: \$200 (C/C).  
 5 kilowatt: \$700 (C/C).  
 10 kilowatt: \$1,200 (S/S).  
 60 kilowatt: \$8,000 (S/S).  
 100 kilowatt: \$15,000 (R/R).  
 500 kilowatt: \$50,000 (R/R).

##### Stills

Small: \$500 (V/V).  
 Medium: \$2,500 (V/V).  
 Large: \$200,000 (C/C).

##### Heaters & Coolers

Freezer, small: \$100 (S/S).  
 Freezer, large: \$1,000 (S/S).  
 Portable Heater: \$200 (C/C).  
 150 liter water heater: \$1,500 (C/C).  
 Refrigerator, small: \$100 (C/C).  
 Refrigerator, large: \$1,000 (S/S).  
 Field Cooker, military: \$1,000 (C/C).

##### Hand Tools

Basic Tool Kit: \$200 (V/V).  
 Power Hand Tools: \$500 (C/C).  
 Wheeled Vehicle Tools: \$500 (C/C).

Tracked Vehicle Tools: \$1,000 (S/S).  
 Aircraft Tools: \$2,000 (R/R).  
 Excavating Tools: \$300 (V/V).  
 Construction Tools: \$500 (C/C).  
 Small Arms Tools: \$200 (S/S).  
 Heavy Ordnance Tools: \$750 (S/S).  
 Electrical Repair: \$500 (C/C).  
 Electronic Repair: \$1,000 (S/S).  
 Arc Welder: \$500 (S/S).  
 Portable Machine Shop: \$75,000 (R/R).  
 Lockpick Tools: \$20 (V/V).

##### Radios

2 km Hand: \$250 (C/C).  
 5/25 km Manpack/Vehicular: \$500 (S/S).  
 5/25 km Secure Mp./Veh.: \$2,000 (R/R).  
 50 km Vehicle: \$1,500 (S/S).  
 50 km Secure Vehicle: \$6,000 (R/R).

##### Rangefinders

Portable Laser RF: \$1,000 (R/R).  
 Vehicle Laser RF: \$1,500 (S/S).  
 Portable Coincidence RF: \$500 (S/S).  
 Vehicle Coincidence RF: \$7,000 (C/C).  
 Vehicle Laser RF with Ballistic Computer: \$10,000 (R/R).  
 Reticle Gunsight: \$10,000 (R/R).

##### Vision Devices

4x Binoculars: \$100 (V/V).  
 25x Image Intensifier: \$2,500 (S/S).  
 Starlight Scope: \$1,000 (R/R).  
 IR Goggles: \$250 (C/C).  
 IR Spotlight: \$150 (C/C).  
 White Light Spotlight: \$100 (V/V).  
 Thermal Sight: \$5,000 (R/R).

##### Radars

Ground Surveillance: \$40,000 (S/R).  
 Mortar Counter-Battery: \$100,000 (S/R).  
 Artillery Counter-Battery: \$200,000 (R/R).

##### Laser Designators

Man Portable: \$1,000 (S/R).  
 Vehicle Mounted: \$2,000 (S/R).

##### NBC Equipment

Chemical Sniffer: \$500 (C/C).  
 Optical Chemical Sensor: \$2,000 (S/R).  
 Geiger Counter: \$500 (C/C).  
 Gas Mask: \$150 (V/V).  
 Steam Decontamination Trailer: \$5,000 (S/C).  
 Chemical Defense Suit: \$1,000 (S/C).

##### Medical Supplies

Anesthetic, Total: \$1,000/100 units (R/R).  
 Anesthetic, Local: \$1,000/100 units (R/R).  
 Antibiotic, Liquid (+, -, & ±): \$500/100 units (R/R).

Antibiotic, Oral (+, -, & ±): \$750/100 units (R/R).

Anti-fever: \$500/100 units (R/R).  
 Atropine, Liquid: \$500/100 units (R/R).  
 Atropine Auto-Injector: \$75/10 (R/R).  
 Pain-reliever, Mild: \$500/100 units (R/R).  
 Sedative, Mild: \$500/100 units (R/R).  
 Sedative, Strong: \$500/100 units (R/R).  
 Blood, Whole: \$25/1 unit (S/S).  
 Plasma: \$10/1 unit (S/S).  
 Surgical Instruments: \$2,500 (R/R).  
 Personal Medical Kit: \$100 (C/C).  
 Doctor's Medical Kit: \$1,000 (S/S).

##### Food

MRE: \$8/kg (S/R).  
 Domestic: \$4/kg (C/C).  
 Wild: \$2/kg (C/C).

##### Fuel

Gas \$48 (R/R).  
 Avgas \$60 (R/R).  
 Diesel \$40 (R/R).  
 Ethanol \$8 (C/C).  
 Methanol \$4(V/V).

##### Body Armor

Kevlar Flak Jacket: \$800 (C/S).  
 Plate Insert Jacket: \$400 (C/C).  
 Ballistic Nylon Helmet: \$100 (C/S).  
 Steel Helmet: \$50 (C/C).

##### Personal Gear

Fatigues: \$50 (V/V).  
 Rucksack: \$20 (V/V).  
 Flashlight: \$20 (C/C).  
 Combat Webbing: \$10 (V/V).  
 Shelter Half: \$25 (C/C).  
 Sleeping Bag: \$50 (C/C).  
 Thermal Fatigues: \$100 (S/S).  
 Parka: \$150 (C/C).

##### Other Equipment

Blazer Reactive Armor: \$5,000 for 20 units (R/R).  
 20-liter Jerrycan: \$25 (V/V).  
 4-man Tent: \$100 (C/C).  
 10-man Tent: \$250 (S/S).  
 Bayonet: \$50 (V/V).  
 Horse Tack: \$50 (C/C).  
 Pack Saddle: \$40 (C/C).  
 Aqualung: \$300 (C/C).  
 Air Tank: \$100 (C/C).  
 Rebreather: \$400 (R/R).  
 Rebreather Recharge Kit: \$100 (R/R).  
 Air Compressor: \$200 (R/R).  
 Skis, Cross-Country: \$250 (C/C).

—Loren K. Wiseman



No. 28

# CHALLENGE



*GDW's Magazine of Adventure Gaming*

*For Twilight: 2000—  
Air Module II  
by Frank Frey*

*For Traveller—  
Across the Imperium  
by Gary Thomas*

*For Traveller: 2300—  
The Near Star List and Map  
by Marc W. Miller*



*Incorporating the Journal of the Traveller's Aid Society*



# Air Module II

The **Twilight: 2000** Air Module in *Challenge #26* proved so popular that more information seemed in order. Demand was greatest for more aircraft, so here they are. All types listed are fixed-wing aircraft.

## MIRAGE F1-J

A French-built, all-weather fighter aircraft, supplied to Iraq, Jordan, Kuwait, and Qatar before the start of the war.

**Special Features:** Cyrano IV radar **Price:** \$2,500,000 (R/R) **RF:** +40 **IR:** +40 **Armament:** 2×30mm, one CFP 2000 kg, two UWP 1000 at kilograms each **Ammo:** 80×30mm **Tr Mov:** 1050 **Com Mov:** 1450 **Agility:** 8/4 **Turn Radius:** 80/40 **Acc:** 1450 **Fuel Cap:** 4300 **Fuel Cons:** 1500 **Wt:** 7.4 tons **TO Run:** 640 m **Land Run:** 610 m **Cargo:** none **Load:** 8350 kg **Mnt:** 40 **Crew:** 1 **Armor:** FF (30), CF (30), RF (30), W (30), T (25) **Damage Chart:** C.

## MIRAGE 2000

A French-built, multi-role combat aircraft. **Special Features:** Antelope V ground-scan/all-weather radar, one CFP at 2000 kg, two UFP at 750 kilograms each, two UFP at 500 kilograms each, two UWP at 500 kilograms each, two UWP at 100 kilograms each. **Price:** \$5,000,000 (R/R) **RF:**

+40 **IR:** +40 **Armament:** 2×30mm **Ammo:** 80×30mm **Tr Mov:** 1110 **Com Mov:** 1500 **Agility:** 9/5 **Turn Radius:** 90/150 **Acc:** 1500 **Fuel Cap:** 3800 **Fuel Cons:** 3500 **Wt:** 7.4 tons **TO Run:** 800 m **Land Run:** 750 m **Cargo:** none **Load:** 9500 kg **Mnt:** 40 **Crew:** 1 **Armor:** FF (30), CF (30), RF (30), W (30), T (30) **Damage Chart:** C.

## MIRAGE 4000

A French-built, multi-role combat aircraft. **Special Features:** All-weather avionics, one CFP at 2000 kilograms, four UFP at 750 kilograms each, two UFP at 500 kilograms each, two UWP at 500 kilograms each, two UWP at 100 kilograms each. **Price:** \$8,000,000 (R/R) **RF:** +40 **IR:** +40 **Armament:** 2×30mm **Ammo:** 80×30mm **Tr Mov:** 1600 **Com Mov:** 2200 **Agility:** 10/7 **Turn Radius:** 100/70 **Acc:** 2000 **Fuel Cap:** 11,400 **Fuel Cons:** 10,000 **Wt:** 8 tons **TO Run:** 900 m **Land Run:** 845 m **Cargo:** none **Load:** 18,600 kg **Mnt:** 40 **Crew:** 1 **Armor:** FF (30), CF (30), RF (30), W (30), T (30) **Damage Chart:** C.

## KFIR C-9

The final variant of the Israeli Kfir C-2 jet. **Special Features:** All-weather avionics, three CFP at 1000 kilograms each, four UWP at 500 kilograms each. **Price:** \$4,500,000 (R/R) **RF:** +40 **IR:** +40 **Arma-**

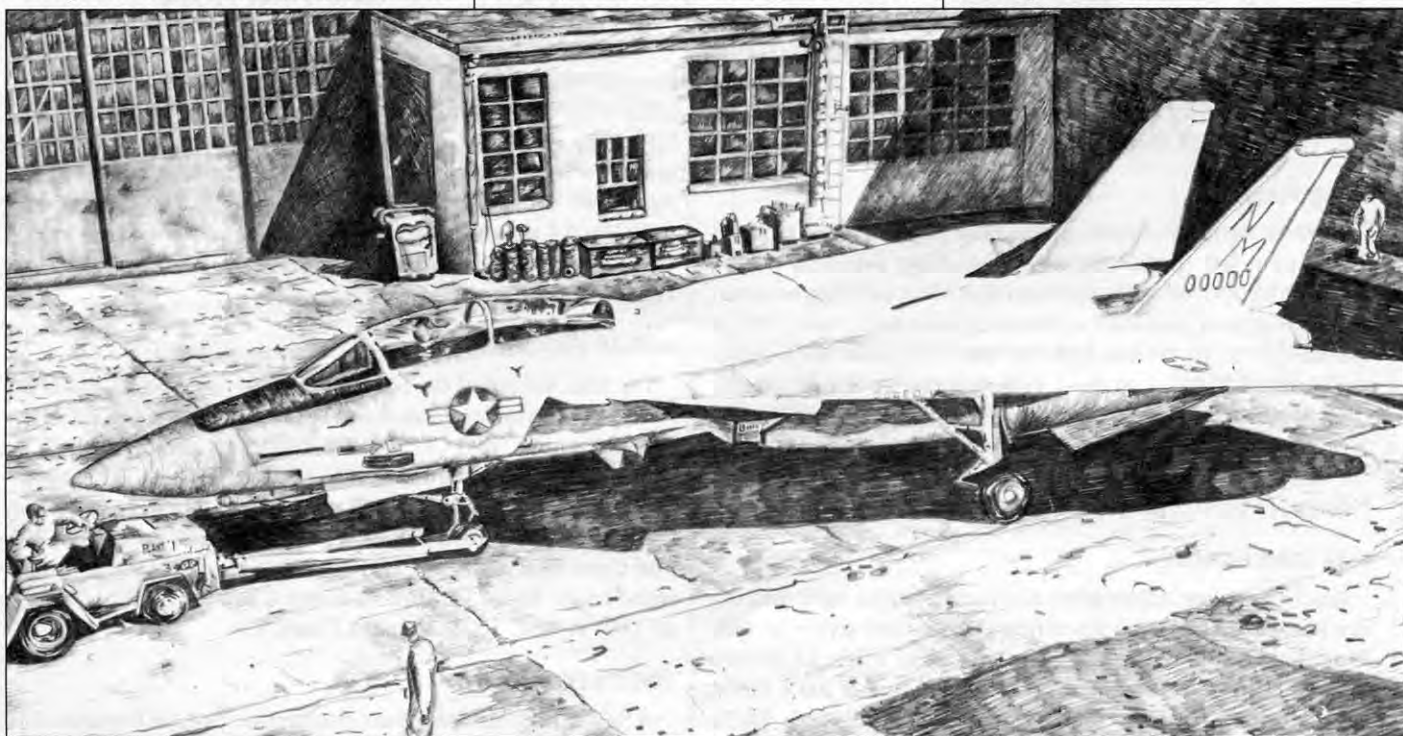
**ment:** 2×30mm **Ammo:** 80×30mm **Tr Mov:** 975 **Com Mov:** 1350 **Agility:** 10/6 **Turn Radius:** 100/60 **Acc:** 1400 **Fuel Cap:** 3243 **Fuel Cons:** 3000 **Wt:** 7.3 tons **TO Run:** 1450 m **Land Run:** 1555 m **Cargo:** none **Load:** 8243 kg **Mnt:** 40 **Crew:** 1 **Armor:** FF (30), CF (30), RF (30), W (25), T (30) **Damage Chart:** C.

## AN-32 CLINE

**Special Features:** none. **Price:** \$2,500,000 (R/R) **RF:** none **IR:** +40 **Armament:** none **Ammo:** none **Tr Mov:** 530 **Com Mov:** 735 **Agility:** 2/1 **Turn Radius:** 40/20 **Acc:** 450 **Fuel Cap:** 5500 **Fuel Cons:** 1100 **Wt:** 15 tons **TO Run:** 1200 m **Land Run:** 1600 m **Cargo:** 6700 m **Load:** 12,200 kg **Mnt:** 40 **Crew:** 5 +40 **Armor:** FF (25), CF (25), RF (25), W (30), T (20) **Damage Chart:** B.

## DNC-6 TWIN OTTER

A twin-turboprop, STOL (Short Take-Off/Landing) transport aircraft. **Special Features:** none. **Price:** \$1,500,000 (R/R) **RF:** none **IR:** +40 **Armament:** none **Ammo:** none **Tr Mov:** 750 **Com Mov:** 350 **Agility:** 4/2 **Turn Radius:** 60/25 **Acc:** 300 **Fuel Cap:** 1446 **Fuel Cons:** 300 **Wt:** 1.9 tons **TO Run:** 366 m **Land Run:** 320 m **Cargo:** 1900 kg **Load:** 3346 kg **Mnt:** 35 **Crew:** 2 +18 **Armor:** FF (20), CF (20), RF (20), W (20), T (15) **Damage Chart:** B.





**TRANSALL C-160**

A French-built, medium-range transport aircraft. **Special Features:** none **Price:** \$3,750,000 (R/R) **RF:** none **IR:** +40 **Armament:** none **Ammo:** none **Tr Mov:** 400 **Com Mov:** 555 **Agility:** 2/1 **Turn Radius:** 30/15 **Acc:** 300 **Fuel Cap:** 19,050 **Fuel Cons:** 4760 **Wt:** 8.9 tons **TO Run:** 990 m **Land Run:** 550 m **Cargo:** 16,000 kg **Load:** 35,050 kg **Mnt:** 40 **Crew:** 3+90 **Armor:** FF (35), CF (35), RF (35), W (30), T (25) **Damage Chart:** B.

**PANAVIA TORNADO IDS II**

**Special Features:** All-weather avionics, blind strike capability, one CFP at 1500 kilograms, two UFP at 1000 kilograms each, two IWP at 500 kilograms each, two OWP at 250 kilograms each. **Price:** \$5,500,000 (R/R) **RF:** +40 **IR:** +40 **Armament:** 2×25mm **Ammo:** 60×25mm **Tr Mov:** 900 **Com Mov:** 1250 **Agility:** 9/6 **Turn Radius:** 90/60 **Acc:** 1250 **Fuel Cap:** 10,000 **Fuel Cons:** 8500 **Wt:** 14 tons **TO Run:** 900 m **Land Run:** 370 m **Cargo:** none **Load:** 15,000 kg **Mnt:** 40 **Crew:** 2 **Armor:** FF (30), CF (30), RF (30), W (25), T (25) **Damage Chart:** C.

**A-10B THUNDERBOLT II**

**Special Features:** All-weather avionics, one CFP at 2200 kilograms or two CFP at 1500 kilograms each, plus two UWP at 1500 kilograms each, two UWP at 1100 kilograms each, and two OWP at 450 kilograms **Price:** \$3,500,000 (R/R) **RF:** +40 **IR:** +30 **Armament:** 1×30mm **Ammo:** 330×30mm **Tr Mov:** 600 **Com Mov:** 830 **Agility:** 7/4 **Turn Radius:** 40/20 **Acc:** 550 **Fuel Cap:** 4800 **Fuel Cons:** 2400 **Wt:** 11 tons **TO Run:** 1220 m **Land Run:** 616 m **Cargo:** none **Load:** 7200 kg **Mnt:** 40 **Crew:** 1 **Armor:** FF (50), CF (50), RF (50), W (40), T (40) **Damage Chart:** D.

**A-7 CORSAIR III**

**Special Features:** All-weather avionics, two IWP at 225 kilograms each, two IWP at 1100 kilograms each, four OWP at 1500 kilograms each **Price:** \$3,000,000 (R/R) **RF:** +40 **IR:** +40 **Armament:** 1×20mm **Ammo:** 300×20mm **Tr Mov:** 800 **Com Mov:** 1100 **Agility:** 8/5 **Turn Radius:** 40/30 **Acc:** 800 **Fuel Cap:** 5600 **Fuel Cons:** 2240 **Wt:** 8 tons **TO Run:** 1700 m **Land Run:** 850 m **Cargo:** none **Load:** 8650 kg **Mnt:** 40 **Crew:** 1 **Armor:** FF (30), CF (30), RF (30), W (25), T (25) **Damage Chart:** C.

**AV-8B HARRIER**

A British fighter manufactured under license in the U.S and other countries. **Special Features:** All-weather avionics, VSTOL (Vertical/Short Take-Off/Landing) capability, one center pylon at 450 kilograms, two IWP at 900 kilograms each, two CWP at 450 kilograms each, two OWP at 280 kilograms each **Price:** \$3,750,000 (R/R) **RF:** +40 **IR:** +35 **Armament:** 2×25mm **Ammo:** 200×25mm **Tr Mov:** 700 **Com Mov:** 970 **Agility:** 9/5 **Turn Radius:** 60/40 **Acc:** 650 **Fuel Cap:** 4100 **Fuel Cons:** 2000 **Wt:** 6 tons **TO Run:** 370 m **Land Run:** 0 m **Cargo:** none **Load:** 8650 kg **Mnt:** 40 **Crew:** 1 **Armor:** FF (30), CF (30), RF (30), W (25), T (25) **Damage Chart:** C.

**F15E STRIKE EAGLE**

**Special Features:** All-weather avionics, thermal sight and image intensifier for weapons officer, one center pylon at 1000 kilograms, two IWP at 1000 kilograms each. **Price:** \$3,750,000 (R/R) **RF:** +40 **IR:** +35 **Armament:** 2×20mm **Ammo:** 200×20mm **Tr Mov:** 1100 **Com Mov:** 1500 **Agility:** 10/7 **Turn Radius:** 100/70

**Acc:** 1400 **Fuel Cap:** 6100 **Fuel Cons:** 2000 **Wt:** 14 tons **TO Run:** 300 m **Land Run:** 1070 m **Cargo:** none **Load:** 4000 kg **Mnt:** 40 **Crew:** 2 **Armor:** FF (30), CF (30), RF (30), W (25), T (25) **Damage Chart:** C.

**F-14D TOMCAT**

**Special Features:** All-weather avionics, two CFP at 900 kilograms each, two UWP at 500 kilograms each. **Price:** \$6,000,000 (R/R) **RF:** +40 **IR:** +40 **Armament:** 1×20mm **Ammo:** 225×20mm **Tr Mov:** 930 **Com Mov:** 1300 **Agility:** 10/8 **Turn Radius:** 100/80 **Acc:** 1600 **Fuel Cap:** 7350 **Fuel Cons:** 3675 **Wt:** 18 tons **TO Run:** 400 m **Land Run:** 825 m **Cargo:** none **Load:** 10,150 kg **Mnt:** 40 **Crew:** 2 **Armor:** FF (30), CF (30), RF (30), W (25), T (25) **Damage Chart:** C.

**SU-24 FENCER-G**

Soviet combat aircraft. **Special Features:** All-weather avionics, blind strike capability, four CFP at 1000 kilograms each, two IWP at 1500 kilograms each, two OWP at 500 kilograms each. **Price:** \$5,000,000 (-/R) **RF:** +40 **IR:** +40 **Armament:** 2×23mm **Ammo:** 300×23mm **Tr Mov:** 900 **Com Mov:** 1250 **Agility:** 6/2 **Turn Radius:** 60/20 **Acc:** 1000 **Fuel Cap:** 13,000 **Fuel Cons:** 10,000 **Wt:** 19 tons **TO Run:** 1000 m **Land Run:** 1250 m **Cargo:** none **Load:** 8000 kg **Mnt:** 45 **Crew:** 2 **Armor:** FF (40), CF (40), RF (40), W (25), T (25) **Damage Chart:** C.

**SU-27 FLANKER-B**

A Soviet multi-role fighter. **Special Features:** All-weather avionics, look-down/shoot-down radar, two CFP at 800 kilograms each, four UWP at 300 kilograms each. **Price:** \$7,000,000 (-/R) **RF:** +40 **IR:** +40 **Armament:** 1×23mm **Ammo:** 100×23mm **Tr Mov:** 1300 **Com Mov:** 1800 **Agility:** 10/7 **Turn Radius:** 100/70 **Acc:** 1750 **Fuel Cap:** 10,000 **Fuel Cons:** 10,000 **Wt:** 17 tons **TO Run:** 1000 m **Land Run:** 1250 m **Cargo:** none **Load:** 1280 kg **Mnt:** 45 **Crew:** 1 **Armor:** FF (35), CF (35), RF (35), W (25), T (25) **Damage Chart:** C.

**MIG-27 FLOGGER-Q**

A Soviet ground-attack aircraft derived from the MiG 23. **Special Features:** All-weather avionics, one CFP at 1000 kilograms, two IWP at 750 kilograms each, two OWP at 500 kilograms each. **Price:** \$4,000,000 (-/R) **RF:** +40 **IR:** +40 **Armament:** 1×30mm **Ammo:** 200 30mm **Tr Mov:** 625 **Com Mov:** 870 **Agility:** 9/5 **Turn Radius:** 90/50 **Acc:** 1250 **Fuel Cap:** 6000 **Fuel Cons:** 3500 **Wt:** 9.5 tons **TO Run:** 900 m **Land Run:** 900 m **Cargo:** none **Load:** 9500 kg **Mnt:** 40 **Crew:** 1 **Armor:** FF (35), CF (35), RF (30), W (25), T (25) **Damage Chart:** C.

**MIG-29 FLOGGER-M**

The final variant of the Soviet MiG-23 series. **Special Features:** All-weather avionics, look-down/shoot-down radar, one CFP at 2000 kilograms, two CFP at 1000 kilograms each, two IWP at 250 kilograms each. **Price:** \$3,500,000 (R/R) **RF:** +40 **IR:** +40 **Armament:** 1×23mm **Ammo:** 150×23mm **Tr Mov:** 750 **Com Mov:** 1000 **Agility:** 10/6 **Turn Radius:** 100/60 **Acc:** 1500 **Fuel Cap:** 5750 **Fuel Cons:** 3400 **Wt:** 8 tons **TO Run:** 900 m **Land Run:** 900 m **Cargo:** none **Load:** 10,250 kg **Mnt:** 40 **Crew:** 1 **Armor:** FF (30), CF (30), RF (30), W (25), T (25) **Damage Chart:** C.

**MIG-31 FOXHOUND**

A Soviet high-performance interceptor. **Special Features:** All-

weather avionics, look-down/shoot-down radar, four UWP at 600 kilograms each. **Price:** \$8,000,000 (R/R) **RF:** +40 **IR:** +60 **Armament:** Pods **Ammo:** none **Tr Mov:** 1500 **Com Mov:** 2000 **Agility:** 9/5 **Turn Radius:** 90/50 **Acc:** 2000 **Fuel Cap:** 17,000 **Fuel Cons:** 17,000 **Wt:** 21 tons **TO Run:** 1380 m **Land Run:** 2180 m **Cargo:** none **Load:** 19,400 kg **Mnt:** 50 **Crew:** 2 **Armor:** FF (40), CF (40), RF (40), W (25), T (25) **Damage Chart:** C.

#### AN-28 CASH

A Polish-built, twin-engine, STOL transport aircraft. **Special Features:** none **Price:** \$1,000,000 (R/R) **RF:** none **IR:** +40 **Armament:** none **Ammo:** none **Tr Mov:** 335 **Com Mov:** 465 **Agility:** 3/2 **Turn Radius:** 30/15 **Acc:** 75 **Fuel Cap:** 1960 **Fuel Cons:** 650 **Wt:** 3.7 tons **TO Run:** 360 m **Land Run:** 315 m **Cargo:** 2000 kg **Load:** 3960 kg **Mnt:** 30 **Crew:** 2 + 16 **Armor:** FF (15), CF (15), RF (15), W (15), T (15) **Damage Chart:** B.

#### PC-6 TURBO-PORTER

A Swiss-built, single-engine, high-wing monoplane, STOL transport aircraft. **Special Features:** none **Price:** \$800,000 (R/R) **RF:** none **IR:** +40 **Armament:** none **Ammo:** none **Tr Mov:** 250 **Com Mov:** 350 **Agility:** 5/3 **Turn Radius:** 40/20 **Acc:** 75 **Fuel Cap:** 480 **Fuel Cons:** 120 **Wt:** 2.2 tons **TO Run:** 110 m **Land Run:** 80 m **Cargo:** 500 kg **Load:** 980 kg **Mnt:** 30 **Crew:** 1 + 8 **Armor:** FF (15), CF (15), RF (10), W (15), T (10) **Damage Chart:** A.

#### ARAVA 202

Israeli-built, twin-engine, STOL transport aircraft. **Special Features:** All-weather avionics. **Price:** \$850,000 (R/R) **RF:** none **IR:** +40 **Armament:** none **Ammo:** none **Tr Mov:** 300 **Com Mov:** 415 **Agility:** 4/2 **Turn Radius:** 30/15 **Acc:** 100 **Fuel Cap:** 1600 **Fuel Cons:** 400 **Wt:** 4 tons **TO Run:** 470 m **Land Run:** 470 m **Cargo:** 2350

kg **Load:** 3950 kg **Mnt:** 30 **Crew:** 2 + 20 **Armor:** FF (15), CF (15), RF (15), W (15), T (10) **Damage Chart:** B.

#### AN-2P COLT

Soviet-built, single-engine, biplane transport aircraft. **Special Features:** none **Price:** \$750,000 (R/R) **RF:** none **IR:** +40 **Armament:** none **Ammo:** none **Tr Mov:** 200 **Com Mov:** 275 **Agility:** 4/2 **Turn Radius:** 30/15 **Acc:** 50 **Fuel Cap:** 1200 **Fuel Cons:** 300 **Wt:** 2.8 tons **TO Run:** 200 m **Land Run:** 100 m **Cargo:** 1500 kg **Load:** 2700 kg **Mnt:** 30 **Crew:** 2 + 10 **Armor:** FF (20), CF (20), RF (15), W (15), T (15) **Damage Chart:** A.

#### AN-12 CUB

Soviet-built, four-engine, transport aircraft. **Special Features:** All-weather avionics. **Price:** \$4,000,000 (R/R) **RF:** none **IR:** +50 **Armament:** none **Ammo:** none **Tr Mov:** 630 **Com Mov:** 875 **Agility:** 3/1 **Turn Radius:** 20/10 **Acc:** 100 **Fuel Cap:** 13,900 **Fuel Cons:** 2500 **Wt:** 26 tons **TO Run:** 800 m **Land Run:** 650 m **Cargo:** 14,500 kg **Load:** 28,400 kg **Mnt:** 45 **Crew:** 5 + 100 **Armor:** FF (30), CF (35), RF (30), W (20), T (20) **Damage Chart:** B.

#### BOMBS

| Type    | Dam   | Arm  | BR   |
|---------|-------|------|------|
| 100 kg  | × 50c | × 10 | 3 m  |
| 200 kg  | × 60c | × 8  | 6 m  |
| 350 kg  | × 65c | × 6  | 10 m |
| 450 kg  | × 70c | × 4  | 15 m |
| 1000 kg | × 80c | × 2  | 25 m |

—Frank Frey

## GREEN DRAGON HOBBY TRAVELLER® by FASA

### THE HARRENSA PROJECT/THE STAZHLEKH REPORT

This booklet contains not one but two complete *Traveller* adventures!

*The Harrensa Project* deals with industrial espionage on a hostile planet.

*The Stazhlek Report* centers on a commando operation geared to gather vital military intelligence.

### GET BOTH TODAY!

*The Harrensa Project/The Stazhlek Report*.....\$4.50

To order, send check or money order to:  
Green Dragon Hobby  
P.O. Box 2573  
Sandusky, OH 44870

Please add \$1.00 for shipping. Ohio residents add 5% sales tax.

*Traveller* is a registered trademark of Game Designers' Workshop.

## ULSTER IMPORTS, LTD.

PO Box 1748  
Champaign IL

## LIMITED QUANTITIES!

Bradley AFVs  
and  
Hummers

We have a limited quantity of 20mm scale Hummer and Bradley AFVs, in metal, imported from the UK. Send SASE and ask for a listing of what we have.

**Warning:** Figures contain lead and are not recommended for children under 12.

*Twilight: 2000* is a trademark of Game Designers' Workshop.



# Wilderness Travel and Pursuit

## Referees of Twilight:

**2000** will occasionally find it necessary to adjudicate travel through wilderness areas. Normally, this will not prove too difficult: the referee simply adds a few days to the time required to cross the area. But when the players are chased by hostile NPCs (a militia or particularly virulent marauder band, for instance), the players might appreciate the increased level of detail this article presents. Use of these rules is completely optional. They are included to increase the realism of the scenario by simulating the difficulties encountered in extended travel across backcountry wilderness areas.

## INTRODUCTION

Large reaches of the world are unspoiled wilderness. Even the continental United States boasts sizable remote areas. In *Airlords of the Ozarks*, for example, the upper reaches of the area called Lost Valley were not discovered until as recently as 1945 by student-explorers hiking in the area. Even populated areas remain relatively isolated from one another by farmland, woods, streams, and hills.

**Twilight: 2000** referees taking characters through such remote areas may wish to make use of the following set of special encounter tables. The referee should modify the results to reflect terrain as shown in the area through which they are travelling on the map. If, for example, their course on the map brings them to a river, the referee should deliberately introduce a river result to play rather than rely on chance. The tables in this article are pretty much self-explanatory and should present no problems. The referee simply uses whatever table seems most appropriate depending on the terrain the players are



travelling through at that moment.

## MAPS

Use of the rules in this article requires more detailed maps than are normally found in the adventure modules. The most ideal maps for this purpose are topographic survey maps, printed by the United States Geological survey. Large libraries often have these maps, as part of their own map collections, or as a part of the federal map repository program (check the local library for information). The maps are also available directly from the U.S. Geological survey (write USGS Public Inquiries Office, 1028 General Services Building, 19th & F Sts, Washington DC 20244...tell them the specific state you're interested in).

Rate of movement and other considerations for an individual map will depend upon the scale of the map used and will have to be worked out for an individual map by the referee.

## WILDERNESS TRAVEL

A basic travel rate is established by characters depending on whether they are going uphill, downhill, or across more or less level ground. Progress in wilderness travel is measured in 15-minute periods.

The first 15-minute period is made over

terrain of the referee's choice and may be dictated by the situation (the flat, open land around a town or camp, for example.)

At the end of each 15-minute period, the referee rolls 2D6 on wilderness travel table I, again on wilderness travel table II, and again on wilderness travel table III.

If the result of the table III roll indicates water, a fourth roll is made on wilderness travel table IV (Water). If the result of this roll is 11 or 12, a 5th roll is made on wilderness travel table IV-b (Water—special.)

If the result of the table III roll indicates "other," a fourth roll is made on wilderness travel table V (special—natural). This may result in "water," requiring a roll on wilderness travel table IV, or it may result in "other," in which case a 5th roll is made on wilderness travel table V-b (special—artificial.)

The referee informs the characters of the result, which will be a combination of table I (level, hill, or steep hill), table II (cover, if any), and table III (any special terrain, if any). They will be able to see the indicated terrain ahead and be able to plan their next move.

If the characters decide to proceed ahead, the referee determines the distance they will be able to travel in the next 15 minutes. He does this by taking the base travel rate (either .25 or times *all* applicable travel modifiers). If a modifier is variable (such as  $(1D6 - 2)/10$ ), he makes this roll but does not tell the characters the result. If a variable modifier result is 0, of course, the characters will make no progress at all in the next 15 minutes. Otherwise, all modifiers are multiplied times the base travel rate in order to create a modified travel distance for the next period.

For example, the characters are moving uphill (base travel distance of .2 km) through moderate woods (modifier .7).

The actual distance travelled in 15 minutes is  $.7 \times .2 = .14$  km., or about 140 meters.

If the hill had been covered with mud rather than moderate woods, the referee would have rolled 1D6-2. Had the result been 0 or less, the way would have been impassable, but the characters would not have realized this until they tried. If the result was 3, it would have been divided by 10, then multiplied times the other factors, giving a result of  $.3 \times .7 \times .2 = .042$  km., or 42 meters.

Characters may check terrain to either side before deciding which way to go. The referee should keep track of the terrain through which they have just come in case they want to double back.

The referee should use common sense in using these tables which are provided as a guide only. A lake at the crest of a very steep hill or at the top of an overlook is quite unlikely. The referee should change such results to something in keeping with reality. (Mud or rough terrain might be found on top of the hill, rather than a lake, for example.) A right-angle turn will not make a lake or sheer cliff vanish in 15 minutes; and if they return to their original course, they will still see the lake to one side or may be climbing a steep slope alongside the cliff they tried to avoid. The results of earlier rolls should be carried over into the referee's determinations of new terrain.

Similarly, the referee should not introduce new terrain in front of the characters until they have actually covered the original basic travel distance. He may occasionally introduce new elements which might logically be hidden from the player characters (a house, stream, or clearing hidden from their original position by moderate woods, for example), but if he tells them that the next .2 km. consists of a steep hill and they only travel 50 meters in the next segment, he should not then roll again and tell them the hill has been replaced by something different. Each of the referee's revelations about the terrain should flow logically and consistently from previous revelations.

The referee should also keep track of the characters' progress on the game maps. If their accumulated travel distance and direction of travel suggest that they are travelling up the face of a mountain or approaching a town or large river, the referee should modify the results of his die rolls accordingly. The wilderness travel tables are provided *only* as a general guide for travel in wilderness country, particularly when being pursued.

## REGULAR ENCOUNTERS

The referee should continue to make regular encounter rolls every four hours in addition to rolls for terrain. Encounter rolls will provide such events as animals, enemy patrols, or civilians encountered in the woods. The referee should choose some particular (and different) 15-minute travel segment during each overall 4-hour period in which to introduce an encounter, however, rather than always having the encounter occur at the beginning of the period.

## SPECIAL WILDERNESS ENCOUNTERS

The following encounter table can be used any time the characters are travelling in wilderness areas. This table should be used to supplement the regular area tables in order to provide additional flavor and background to the character's ac-

tivities in the wild. The referee may roll on this table occasionally instead of regular area encounter tables, or he may make periodic rolls on this table in addition to normal area table rolls.

## SPECIAL WILDERNESS ENCOUNTER TABLE

### Die Results

- 2-3 Special terrain
- 4-9 No encounter
- 10 Special encounter
- 11+ Danger

## WILDERNESS ENCOUNTER RESULTS

**Special Terrain:** The referee makes an additional extra roll on one of the special terrain tables, (table IV-b, V, or V-b) as appropriate.

**Special Encounter:** This encounter is entirely at the referee's discretion. It could be a terrain feature drawn from any of the special terrain tables, such as a cave or cliff.

**Danger:** This will be a special encounter requiring a saving throw by one or more of the characters. The nature of the danger will depend on the local terrain. Possibilities include an encounter with a poisonous snake (most likely in rough terrain or near a stream), a cliff or ledge giving way under foot (on a steep slope, hill, along the edge of a cliff or a steep-banked stream), a log bridge giving way (while crossing a stream), a severe storm (anywhere), or a cave-in (in a cave, or inside an abandoned or damaged house or other building). The referee's application of this encounter may be deferred to an appropriate time later in the 4-hour period.

Actual damage sustained by failing a saving throw is up to the referee but may be anything from 1D6 points of damage to something life-threatening. Saving throws will generally be made against Agility (to avoid falling or being crushed) but may sometimes be made against other skills. Recon skill, for example, may be used to find shelter during the approach of a sudden thunderstorm.

**Fatigue:** These rules add additional detail to the basic rules for fatigue given in *Twilight: 2000*.

Each type of terrain lists a *fatigue factor*. These are accumulated as the character traverses various types and combinations of terrain. For example, a character climbing a steep hill covered with heavy woods will accumulate  $10 + 4 = 14$  fatigue points in 15 minutes. If the next travel segment is up a steep hill with moderate woods, he will add  $10 + 2$  fatigue points to his total for a new total of 26.

For every 15-minute travel segment spent resting, 4 fatigue points are eliminated.

Sixteen fatigue points lost constitute one *fatigue level* as described in the *play manual*. When a character's fatigue point total passes 16, he loses one point each from his STR, AGL, CON and INT. All other basic rules concerning fatigue are unchanged.

This rule reflects how tiring vigorous cross-country travel can be in rugged or steep terrain over an extended period of time.

## SPEED

The base distance travelled can be doubled or tripled, allowing a character to cross 1 or 1.5 kilometers on level ground in 15 minutes. This has the effect of doubling or quadrupling the character's fatigue point loss in the same period of time.



These values represent increased paces but not an all-out run.

## PURSUIT

In some cases the characters may be pursued by hostile forces. The mechanics and random chance of such a pursuit can be simulated in the following manner.

Each type of terrain through which the characters travel has a different *pursuit number*. Pursuit numbers are higher for open country, lower for thick and tangled terrain where a fugitive will have an easier time hiding. If the pursuers have bloodhounds on the trail, however, the pursuit number is automatically increased by 4. If they have aircraft (including helicopters, dirigibles or ultralights) in the immediate area, the pursuit number is increased by 2.

Whether or not the pursuers have bloodhounds or aircraft available to devote to a manhunt is left entirely to the referee's discretion.

Once every four hours, the referee secretly rolls 2D6 for the players, applies the pursuit modifiers as needed, then *subtracts* the pursuit number for the dominant type of terrain through which the characters have been travelling. Certain localized types of terrain (streams and rivers, for example) will provide additional DMs to the 2D6 roll. These are listed on the terrain tables as *pursuit DMs*.

The result, plus or minus, is recorded. The result of the roll and calculations four hours later is added to the first, and so on, creating a positive or negative number which continues to change as the chase continues. The result of all rolls is kept secret from the players. If, however, the pursuers are using bloodhounds, the baying of the dogs will be heard incessantly as soon as the player characters' running total drops below 0.

If the total drops to -20, the pursuers will catch up.

If the total reaches +30, the pursuers will lose the character's trail and the characters will have escaped.

Throughout the pursuit, the characters should continue to roll for terrain type and for encounters. Many normal encounters will have a direct impact on the pursuit.

**Pursuit Modifiers:** Various pursuit modifiers are listed for various types of terrain. These are listed below, together with other factors which affect pursuit.

## PURSUIT MODIFIERS

| <i>Terrain</i>                     | <i>DM</i> |
|------------------------------------|-----------|
| Heavy woods (moving only)          | -1        |
| Heavy woods (remaining still)      | +1        |
| Dense underbrush (moving only)     | -2        |
| Dense underbrush (remaining still) | +3        |
| Small stream                       | +1        |
| Moderate stream                    | +2        |
| Wide stream                        | +3        |
| River                              | +5        |
| Steep, slippery, or muddy bank     | -2        |
| Mud, swamp, flooding               | -3        |
| Sheer cliff, overlook, way blocked | -5        |
| Rough                              | +2        |
| Path, road, firecut, railroad      | -2        |
| Finding concealment                | +3        |
| Remaining in one place, resting    | -4        |
| Special tricks                     | +1D6      |

**Pursuit Modifier Explanations:** Most of the factors which in-

fluence pursuit are self-explanatory and are the result of terrain which slows the fugitives (rough, woods) or disguises their trail (rivers, streams). The following actions require special explanation:

**Woods Moving/Remaining Still:** As long as the characters are on the move, the woods will tend to slow their progress, handicapping them more than their pursuers (who, after all, can work in relays or teams to keep the pressure on the prey). If the characters find a place to hide and remain there, they have a better chance of avoiding the pursuers' net by remaining quiet. This tactic is best used if the characters are able to win a large lead first (this is especially true if the pursuers are using dogs).

**Finding Concealment:** Applied to any use of caves, rough terrain, rocks, or other terrain to hide. The advantage does not quite offset the pursuers' use of dogs, however.

**Resting:** Remaining in one place for a full 4-hour period drastically reduces any lead the fugitives have over their pursuers.

**Special Tricks:** Inventive or ingenious players may devise special tricks to throw the hunters off (climbing trees, wading up creeks, hiding in hollow logs, using game or blood to distract dogs, etc.) If the players can convince the referee that what they have in mind would work, he may assign a DM of between +1 to +6 for the attempt, or roll 1D for a random result.

## PURSUIT NUMBER TABLE: TERRAIN

Add 4 if the pursuers are using dogs. Add 3 if they are using aircraft.

| <i>Terrain Type</i>         | <i>Pursuit #</i> |
|-----------------------------|------------------|
| Flat, open, terrain; fields | 10               |
| Light woods                 | 8                |
| Moderate woods              | 6                |
| Heavy woods                 | 4                |

## WILDERNESS TRAVEL TABLE I (Hills)

If previous roll 4 or less, DM -3. If previous roll 10 or more, DM +3.

| <i>Die</i> | <i>Result</i>  | <i>Fatigue Points</i> | <i>Pursuit DMs</i> | <i>Distance</i> |
|------------|----------------|-----------------------|--------------------|-----------------|
| 2-3        | Steep uphill   | 10                    | 0                  | .05             |
| 4-5        | Uphill         | 5                     | 0                  | .2              |
| 6-8        | Level          | 1                     | 0                  | .5              |
| 9-10       | Downhill       | 2                     | 0                  | .2              |
| 11+        | Steep downhill | 4                     | 0                  | .1              |

## WILDERNESS TRAVEL TABLE II (Cover)

If last roll was 5 or less, DM -4. If last roll was 9 or more, DM +3.

| <i>Die</i> | <i>Results</i>   | <i>Fatigue Points</i> | <i>Pursuit DMs</i> | <i>Distance</i> |
|------------|------------------|-----------------------|--------------------|-----------------|
| 2-4        | Clear            | 0                     | 0                  | ×1              |
| 5          | Clearing         | 0                     | 0                  | ×1              |
| 6-7        | Light woods      | 1                     | 0                  | ×.9             |
| 8          | Mod. woods       | 2                     | 1                  | ×.7             |
| 9-10       | Heavy woods      | 4                     | -1/+1              | ×.4             |
| 11+        | Dense underbrush | 10                    | -2/+3              | ×1D10/20        |

**WILDERNESS TRAVEL TABLE III (Special terrain)***Die Results*

- 2-9 No special terrain  
10-11 Water  
12 Other

**WILDERNESS TRAVEL TABLE IV (Water)**

Water result automatic if following water.  
Roll each time for "Special."

| Die   | Result        | Fatigue Points | Pursuit DMs | Distance |
|-------|---------------|----------------|-------------|----------|
| 2-6   | Small stream  | —              | +1          | ×1       |
| 7-8   | Mod. stream   | —              | +2          | ×.7      |
| 9     | Wide stream   | 1D6            | +3          | ×.3      |
| 10    | River         | 1D6×5          | +5          | ×.1      |
| 11-12 | Water—special | —              | —           | —        |

**WILDERNESS TRAVEL TABLE IV-b (Water—special)**

| Die   | Result          | Fatigue Points | Pursuit DMs | Distance    |
|-------|-----------------|----------------|-------------|-------------|
| 2-4   | Spring          | —              | —           | —           |
| 5-6   | Pond, lake      | —              | —           | ×1D6/10     |
| 7-8   | Steep bank      | 5              | -2          | ×.9         |
| 9     | Ford/bridge/log | —              | —           | —           |
| 10-11 | Mud/swamp/flood | 15             | -3          | ×(1D6-2)/10 |
| 12    | Other           | —              | —           | —           |

**WILDERNESS TRAVEL TABLE V (Special—natural)**

| Die  | Result         | Fatigue Points | Pursuit DMs | Distance    |
|------|----------------|----------------|-------------|-------------|
| 2-5  | Water          | —              | —           | —           |
| 6    | Sheer drop     | —              | -5          | ×(1D6-4)/10 |
| 7-8  | Sheltered area | —              | —           | —           |
| 9-10 | Rough          | 1D6×3          | +2          | ×1D6/10     |
| 11   | Cave           | —              | —           | —           |
| 12   | Other          | —              | —           | —           |

**WILDERNESS TRAVEL TABLE Vb (Special—artificial)**

Path/road, etc. is automatic if one is being followed.

| Die  | Results     | Fatigue Points | Pursuit DMs | Distance |
|------|-------------|----------------|-------------|----------|
| 2-4  | Town        | —              | -3          | ×1       |
| 5-6  | House/ruins | —              | —           | —        |
| 7-8  | Path/road   | —              | -2          | ×1.5     |
| 9-10 | Lone Build. | —              | —           | —        |
| 11   | Industrial  | —              | —           | —        |
| 12   | Cache       | —              | —           | —        |

**TERRAIN FEATURES EXPLANATION**

**Uphill:** A steady, uphill grade. Tiring if continued over a period of time. A character can travel at a basic rate of .2 kilometer in 15 minutes going uphill.

**Steep Uphill:** A slope of more than 40°, requiring frequent rests. Very tiring over a long distance. The character has a base rate of .05 kilometer (50 meters) in 15 minutes of climbing a steep slope. The steep section can be skirted by changing direction by 90° for 15 minutes (treat terrain as uphill) before turning back to the original course.

**Level:** The terrain is more or less flat or gently rolling. The

character travels at a basic rate of .5 kilometer in 15 minutes.

**Downhill:** A steady, downhill slope. The character travels at a basic rate of .2 kilometer in 15 minutes.

**Steep Downhill:** A slope of 40° or more. Tiring over long periods. The character travels at the basic rate of .1 kilometer in 15 minutes on a steep downslope. The terrain may be skirted by changing direction by 90° for 15 minutes (treat terrain as downhill) before returning to the original course.

**Clear:** A field, wide clearing, or other treeless area. There is no effect on travel.

**Clearing:** An open area within a woods. If previous roll was clear, treat this result as more of the same. There is no effect on travel.

**Light Woods:** Scattered trees, little or no underbrush. Reduces movement slightly.

**Moderate Woods:** Average density woods with slight to moderate underbrush. Includes heavy woods with little or no underbrush. Slows travel slightly.

**Heavy Woods:** Many large trees with broken ground, fallen trees, and moderate to thick underbrush. Impedes travel. Tiring over extended distances.

**Dense Underbrush:** A nearly impenetrable barrier of trees, tangled ground vegetation, and/or thorn-bearing shrubs. Impedes or blocks travel entirely. Roll 1D6-1. A result of 0 indicates no progress at all. A result of 1 to 5 is divided by 10 (.1 to .5) to give the actual travel multiplier.

**Small Stream:** A narrow, shallow creek. Does not impede travel at all.

**Moderate Stream:** A stream several meters wide and up to one meter deep. Requires wading. Slows travel slightly.

**Wide Stream:** A stream over ten meters wide, up to two meters deep. May be waded at ford or swum. Slows travel.

**River:** Generally refers to a particular river such as the Buffalo. Over ten meters wide, two meters or more deep in the middle. May be waded at ford or swum at any point. Impedes travel.

**Spring:** A fresh water spring flowing from ground. Probable (though not certain) source of good water. No effect on travel.

**Pond, Lake:** A large, stagnant or backed-up body of water. Depth and size vary. May be swum. Impedes travel depending on the size. Roll 1D6-2. A result of 0 or less means the lake is too wide, deep, or soft-bottomed to wade and must be swum or skirted. Divide a result of 1 through 4 by 10. The result (.1 to .4) is the multiplier necessary to wade across. The water may be skirted by changing direction for 15 minutes before turning back to the original course.

**Steep Bank:** A bank of a river or a stream which requires care traversing. Requires saving throw against Agility to avoid fall and 1D6-2 (less than 1=0) damage points. Impedes travel slightly.

**Ford, Bridge, Log:** A way across a stream or river. Fallen logs bridge small and moderate streams only. Fords cross medium and wide streams and rivers. Bridges occur only where a road or path crosses the water and could introduce the characters to same. Allows characters to cross water without impeding their travel.

**Mud/Swamp/Flood:** The ground is muddy or submerged. May be the result of flooding or a recent rain, or it may be a permanent swamp or drying lake. Impedes or blocks travel. Roll 1D6-2. A result of 0 or less indicates the area is impassable





and could require a saving throw against Agility to avoid quicksand. A result of 1 through 4 is divided by 10, and the result (.1 to .4) is the modifier for wading through the swamp. Skirting the swamp requires a change of direction for at least 15 minutes before turning back to the original course.

**Other:** This could be any of a number of possible special encounters of the referee's choice, including the discovery of a second stream or river tributary to the first, a lake into which the stream flows, a waterfall, beaver dam or man-made dam, or any special (natural) or special (artificial) feature.

**Water:** This will be a body of water of some type: stream, river, lake, pond, swamp, or reservoir. When encountered while following water, it may mean a second body of water, such as a tributary stream or a lake.

**Sheer Drop:** An extremely abrupt interruption of the terrain, such as a cliff, bluff or overlook. It is at the referee's discretion whether the characters find themselves at the top looking down or the bottom looking up. It will completely block or severely impede travel without special equipment. Roll 1D6 - 4. If the result is 0 or less, the cliff cannot be climbed or descended without special equipment. Divide a result of 1 or 2 by 10 to give the multiplier for the area if it can be traversed. The area can be skirted by changing course by 90° for 15 minutes (treat as up- or downhill terrain) before turning back to the original course.

**Sheltered Area:** An area sheltered by boulders, trees, a rock outcropping, or even an open area under the extended canopy of a single tree or layer of vines. It offers a sheltered camp area and provides cover from observers but does not protect the characters if they are being tracked by dogs.

**Rough:** Extremely rugged, broken, or boulder-strewn ground. May also denote extremely unstable/loose/dangerous rock or ground on hills, steep hills, or cliffs. Roll 1D6 and divide by ten to give a multiplier (.1 to .6) for travel over this terrain.

**Cave:** A natural cave in a hillside. It may be dry or wet, shallow or extensive, with an easily seen entrance or a narrow, well-hidden one. Details are up to the referee. It provides shelter but may be a trap.

**Other:** Another terrain feature of the referee's choosing. This could be a second roll on the same table (allowing, for example, a cave and rough ground together—indicating a possibly hazardous area, prone to cave-ins). It could also indicate a special discovery such as a hot spring or allow a roll on the special (artificial) table.

**Town:** A collection of buildings and roads...anything from a gas station and two houses up to a large city. Movement through an inhabited town increases the chance of encounters. A deserted town has no effect.

**House/Ruins:** A lone house or farm, more or less isolated from other dwellings. May also be the foundation or ruins of a long-vanished or recently-burned building.

**Path/Road:** Any man-made cut through woods or other terrain. A road or path is automatically discovered at a house; and a road, path, or railroad is automatically discovered at a bridge. At least one road and possibly a railroad is automatically discovered at a town. Moving along a road speeds travel but increases the chance of encounters.

**Lone Building:** A special building generally found far from other buildings. Mills are found on moderate to wide streams or rivers. Ranger buildings are found on former state or federal parks. Fire towers are found on any wooded terrain. Microwave relay stations are found only on the tops of high hills.

**Industrial:** A former mine site. Mine may be a mine shaft or strip mine. Logging area will have buildings, a sawmill, and large, cleared areas. A quarry will be a large pit, with supply sheds and possibly buildings nearby. A quarry pit may impede travel (treat as a swamp) at the referee's discretion.

**Cache:** A special find, at the referee's discretion. May be a cache of food, arms, or supplies left by a hunter or trapper, a vacation house stocked with food or other supplies, the body of a man carrying food or weapons, an abandoned vehicle with salvageable parts, or an encounter with an NPC who has supplies. It could also be an encounter with a natural source of food or supplies, such as a deer or other animal, a patch of blackberries, or an outcropping of flint for making fire.

—William H. Keith, Jr.

# Ultralights: A Closer Look



Space considerations in *Airlords of the Ozarks* prohibited dealing with ultralight aircraft in any but the most cursory fashion. Since these will prove to be very popular with players and referees of **Twilight: 2000**, I felt a closer examination of these fascinating aircraft is warranted. Please note that the rules in this article and those given in *Airlords of the Ozarks* are not compatible, and are not intended to be. These rules are an optional replacement for those in the adventure, not a supplement to them.

Several ultralight models may be encountered during the course of a **Twilight: 2000** adventure. The stats for a representative selection of ultralight craft are given below, but first I will give a brief explanation of the terms involved.

**Wingspan, Length, Height, Wing Area, Engine:** Self-explanatory.

**Fuel Capacity:** How much fuel the craft can hold. It may be possible to extend this by carrying extra fuel cans and a makeshift hand-pump rig aloft.

**Fuel Consumption:** Liters consumed per hour at cruising speed. Climbing, combat, or flying at top speed uses fuel 40% to 50% faster.

**Gross Weight:** The weight the aircraft can carry aloft, including its own weight plus the weight of fuel, pilot, and cargo. In other words, the weight of the craft fully loaded.

**Empty Weight:** The weight of the aircraft without pilot, cargo, or fuel (but including the empty tank).

**Useful Load:** Gross weight minus empty weight. The total weight which can be carried aloft including the pilot, his clothing and gear, his fuel (1 liter = about 1 kg), and any weapons, ammo, or other cargo he carries with him.

**Construction Time:** The time, given in man-hours (i.e., what 1 man can do in 2 hours, 2 men can do in 1) required to assemble the aircraft

from kit form. Most ultralights can be assembled from kits using ordinary tools. This stat is included in case the characters are able to capture one or more kits and find they must assemble them. Reducing the assembly time by increasing the number of helpers usually cannot take it below half the original construction time given.

**Field Assembly Time:** The time required to assemble an ultralight disassembled for storage. This is the time required to ready an ultralight for launch from a dirigible in flight.

**Never Exceed:** At the stated speed, the aircraft is in serious danger of breaking apart from the stress. A saving throw against the pilot's ultralight skill is necessary to reduce speed and prevent the craft from disintegrating in midair. Ultralights cannot be launched from dirigibles travelling at more than this speed.

**Top Level Speed:** The top speed attainable by the aircraft at full throttle in level flight.

**Cruise Speed:** The most fuel-efficient speed, usually at 50% to 65% of full throttle.

**Stall Speed:** Of vital importance in piloting ultralights, stall speed gives the lower limit of the aircraft's speed. Slower than this the aircraft's wings can no longer provide enough lift and it starts to fall. Dirigibles should be travelling at just slightly faster than the ultralight's stall speed for midair takeoffs and

recoveries. Stall speed refers to the aircraft's speed in still air. A headwind will further reduce the aircraft's actual speed, giving it a higher stall speed. Meticulous referees may wish to incorporate this factor into their calculations. In most cases it can be ignored.

**Climb Rate:** The basic rate of ascent at full throttle, allowing calculations of how long (and how much fuel) it will take to reach a given altitude.

**Sink Rate:** The basic rate for descent at minimum throttle, allowing calculations of how long it will take to reduce altitude gradually.

**Takeoff Run:** The distance required for the aircraft to get clear of the ground on takeoff. This stat may be disregarded during midair launches from airships.

**Distance to Clear 15 m:** The distance past the liftoff point required to build enough lift to clear 15 meters. This is a good average height to clear most obstructions such as telephone poles, power lines, and medium-sized trees. This stat is important in takeoffs from sheltered fields or clearings hemmed in by trees or other obstacles. It may be disregarded during launches from airships.

**Landing Roll:** The distance required after touchdown for the aircraft to come to a complete stop. Ultralights do not have brakes. The figures given assume a concrete runway. The landing roll can be reduced by about half on a grass field, but an additional pilot skill roll is necessary to prevent what is euphemistically called a "ground loop."

**Ceiling:** The maximum altitude to which the aircraft can climb.

**Range at Cruise Speed:** The distance the aircraft can travel at its most economical throttle setting, allowing for extra fuel burned on takeoff. This range will be reduced somewhat by maneuvers or combat.

## ULTRALIGHT CHARACTERISTICS

This article does not pretend to be a complete description of the range of ultralights available. The models described are commercially available today, and similar models will presumably be flying in 2000. Additionally, players may find the materials to construct such aircraft. In the latter case, the referee will



have to determine the characteristics of the craft by comparing its dimensions with the closest example given below.

### SNOOP

**Specifications:** Wingspan: 10 m Length: 4.9 m Height: 2.6 m Wing Area: 15.3 m<sup>2</sup> Engine: 35 hp Cuyuna UL II-02 Fuel Capacity: 11.3 liters Fuel Consumption: 5.6 lph Gross Weight: 235 kg Empty Weight: 108 kg Useful Load: 127 kg Construction Time: 30 man-hours Field Assembly Time: 45 minutes

**Performance:** Never Exceed: 88 kph Top Level Speed: 80 kph Cruise Speed: 64-72 kph Stall Speed: 29 kph Climb Rate: 180 mpm Sink Rate: 90 mpm Takeoff Run: 15 m Distance to Clear 15 m: 45 m Landing Roll: 30 m Range at Cruise Speed: 128 km

The Snoop is an ideal aircraft for inexperienced ultralight pilots. It is a cable-braced, high-wing monoplane with a pusher propeller and tricycle landing gear. The pilot cage is located at the craft's center of gravity, eliminating the need to change trim for pilots of different weights.

### EAGLE 2-PLACE

**Specifications:** Wingspan: 10.6 m Length: 4.5 m Height: 3 m Wing Area: 16.4 m<sup>2</sup> Engine: 50 hp Rotax 503, two-cylinder Fuel Capacity: 15 liters Fuel Consumption: 7.5 liters Gross Weight: 295.5 kg Empty Weight: 125 kg Useful Load: 170.5 kg Construction Time: 75 man-hours Field Assembly Time: 15 minutes

**Performance:** Never Exceed: 88 kph Top Level Speed: 80 kph Cruise Speed: 72 kph Stall Speed: 54 kph Climb Rate: 137 mpm Sink Rate: 100 mpm Takeoff Run: 76 m Distance to Clear 15 m: 91 m Landing Roll: 76 m Ceiling: 2400 m Range at Cruise: 120 km

The Eagle series of aircraft suspend the pilot's cage and a tricycle landing gear from a main overhead wing mounted above the engine with a pusher-type propeller and a canard suspended forward on the main wing's keel tube. The airframe consists of wire-braced aluminum struts held together with bolts.

The Eagle 2-place is not a true ultralight within the prewar definition of the term and had to be registered as an amateur-built aircraft and piloted by someone with at least a student pilot license. It was, however, often used by Eagle dealers to train students to fly ultralights, taking advantage of the side-by-side, two-seater pilot's cage. The 50hp engine allows an unusually large payload—either a passenger/observer or an extra load of fuel, weapons, grenades, or jury-rigged bombs.

### FOXBAT

**Specifications:** Wingspan: 10 m Length: 3 m Height: 1.8 m Wing Area: 14.6 m<sup>2</sup> Engine: 38 hp Kawasaki 440 Fuel Capacity: 18.9 liters Fuel Consumption: 7.5 lph. Gross Weight: 216 kg Empty Weight: 100 kg Useful Load: 116 kg Construction Time: 8 man-hours Field Assembly Time: 30 minutes

**Performance:** Never Exceed: 101 kph Top Level Speed: 101 kph Cruise Speed: 72 kph Stall Speed: 37 kph Climb Rate: 152 mpm Sink Rate: 112 mpm Takeoff Run: 23 m Distance to Clear 15 m: 61 m Landing Roll: 23 m Ceiling: 2000 m Range at Cruise Speed: 182 kph

The Foxbat is a hang glider (called the Fledge) with an engine and tricycle landing gear attached. It can be assembled and flown either as an ultralight or as a hang glider. There is no tail assembly; the rudders are set into the vertical wingtips and are controlled by slider bars.

### SUN RAY

**Specifications:** Wingspan: 10 m Length: 4 m Height: 1.8 m Wing Area: 12 m<sup>2</sup> Engine: 35 hp Kawasaki Fuel Capacity: 7.6 liters Fuel Consumption: 5.7 liters Gross Weight: 236 kg Empty Weight: 113 kg Useful Load: 123 kg Construction Time: 150 man-hours Field Assembly Time: 10 minutes

**Performance:** Never Exceed: 136 kph Top Level Speed: 101 kph Cruise Speed: 88 kph Stall Speed: 43 kph Climb Rate: 195 mpm Sink Rate: 80 mpm Takeoff Run: 61 m Distance to Clear 15 m: 91 m Landing Roll: 45.5 m Ceiling: 3000 m Range at Cruise Speed: 144 km

The Sun Ray is a highly advanced ultralight with an enclosed pilot's compartment and a hull made of lightweight Kevlar. The engine is mounted behind the pilot, the main wing is an inverted gull above and behind the canopy, and the aircraft has a forward canard rather than a tail assembly. An added advantage is the outrigger pontoons at the dihedral wing breaks, making the aircraft fully amphibious.

The Sun Ray must be modified to be used offensively in combat, since the pilot is completely enclosed behind his canopy. Either the canopy must be removed, or a machinegun is mounted to the outside hull with slots cut for ammo feed and a remote firing mechanism.

### FLIGHTSTAR

**Specifications:** Wingspan: 9.1 m Length: 5 m Height: 2.3 m Wing Area: 13.4 m<sup>2</sup> Engine: 35 hp Kawasaki TA 440A Fuel Capacity: 18.9 liters Fuel Consumption: 6.8 lph. Gross Weight: 227 kg Empty Weight: 113.5 kg Useful Load: 113.5 kg Construction Time: 20 man-hours Field Assembly Time: 30 minutes

**Performance:** Never Exceed: 112 kph Top Level Speed: 101 kph Cruise Speed: 80 kph Stall Speed: 40 kph Climb Rate: 260 mpm Sink Rate: 112 mpm Takeoff Run: 30.5 m Distance to Clear 15 m: 91 m Landing Roll: 61 m Ceiling: 3600 m Range at Cruise Speed: 240 km

The Flightstar is a strut-braced, high-wing monoplane with a tractor propeller and tricycle landing gear. The pilot's canopy is an open cage with a fiberglass nose and windshield. A V-strut assembly supports the wing. The Flightstar has a reputation as an excellent flying machine.

### SPECIAL SKILLS

**Referee's Note:** Ultralight Pilot Skill (UPS) is a special skill created for the purposes of these rules. It is a subclass of Pilot Skill and allows characters to fly ultralight aircraft.

Instructor skill allows them to teach the skill to others. Ultralight Pilot Skill can be acquired by player characters in the same way (instruction or observation) that other skills are acquired. Detailed rules are provided to allow the players to role-play ultralight flight and combat for this reason.

Most maneuvers can be carried out in a fairly straightforward fashion. For simple patrols or straight line flights, the information provided in the specifications and performance data will allow the players and referee to calculate how long it takes to travel a certain distance, and on how much fuel.

When a player character faces an enemy NPC in air-to-air combat, it will be necessary for the referee to keep track of the relative position of each aircraft on a blank sheet of paper which serves as a map called a *plot*. The vectors of the air-

craft can be recorded using arrows of different lengths.

Combat occurs in normal combat turns of 30 seconds each, which may be further divided into combat rounds of 5 seconds each. To determine distance travelled in 1 combat round, multiply each ultralight's speed by .008. In 30 seconds, an ultralight travelling 40 kph will travel  $.008 \times 40 = .32$  kilometer. Relative vectors can be determined by drawing arrows to scale with the distance covered in 30 seconds. For example, .32 kilometer is represented by an arrow 32 millimeters long, while .45 kilometer is an arrow 45 millimeters long, and so on.

When things are happening very quickly, or when two opposing aircraft are within a few tens of meters of one another, it may be necessary to expand the scale. Movements are plotted on the map every 5 seconds instead of every 30. All speed vectors are divided by 5 and a larger scale is used. For example, a vector arrow of .32 kilometer (32 millimeters) becomes .064 km (an arrow 6.4 millimeters long). For convenience, the scale is increased by a factor of 10, so that the arrow representing .064 km—64 meters (medium range for an M16)—is now 64 millimeters long. When the scale is increased, *all* factors, including the distances between all aircraft, must be increased as well, of course.

The range between aircraft can be determined by measuring the distance between their positions on the plot. With the expanded 10-to-1 scale, a distance of 50 millimeters represents 50 meters.

Though it won't always be necessary, precise range can be calculated between aircraft when the aircraft are at different altitudes by using the formula  $A^2 + B^2 = C^2$ . Aircraft which are separated by a range of 100 meters on the plot, and which are 200 meters apart in altitude, are the square root of  $10,000 + 40,000$ , or 223.6 meters apart.

Maneuvers require rolls against the pilot's skill as ESY, AVG, and DIF tasks. The following maneuvers are possible. Some may be intentional; others are decidedly unintentional.

**Takeoff:** Requires a piloting roll of AVG difficulty. Failure results in a mishap, or may result in a collision if there are obstacles within the aircraft's stated distance to climb 15 m performance stat. At the referee's option, catastrophic failure would result in a particularly bad crash. An ordinary failure could result in something as relatively minor as slight damage to the controls or a loss of power.

**Landing:** Requires a piloting roll of AVG difficulty. Failure results in a mishap, with a catastrophic failure resulting in a particularly bad mishap (such as flying into a tree), at the referee's option.

**Climb:** The aircraft may gain altitude at up to its climb rate. No special rolls are necessary. Climbing uses fuel at a rate approximately 50% faster than cruising. Thus, an aircraft with a fuel consumption rate of 1.5 liters per hour would use 2.25 liters if it spent the entire hour climbing. The actual amount of fuel used can be calculated by determining what proportion of an hour is actually spent climbing, and calculating the fuel consumption accordingly.

**Level Flight:** Requires no special rolls. Level flight is generally carried out at cruising speeds and the stated fuel consumption figure is used. The pilot may choose to apply full throttle to increase his speed. This will increase fuel consumption. For example, if an aircraft cruises at 65% throttle and the pilot wants to increase to full throttle, he will use fuel at a

$100 - 65 = 35\%$  faster rate. A fuel consumption rate of 1.5 liters/hour would increase to about 2 liters/hour.

**Sink:** The aircraft loses altitude at any rate up to the stated sink rate for that aircraft. The maneuver is used to reduce altitude. No special rolls are necessary.

**Dive:** Aircraft loses altitude faster than its sink rate. For each meter of altitude above its sink rate lost in one combat round, add 1 kph to the aircraft's speed. A saving throw must be made against the pilot's skill to pull out of the dive. If the throw fails, the aircraft continues to dive during the next round, continues to gain speed, and continues to lose altitude. Pulling out of a dive is an AVG task. Control systems damage will make this a DIF task. Pulling out of a dive once the never exceed speed is passed, or if the dive is uncontrolled, is a DIF task.

A catastrophic failure in the saving throw may result in the aircraft breaking apart (regardless of actual speed), going into an uncontrollable dive or spin, or it may (at the referee's option) simply make future attempts to pull out of the dive a DIF task.

**Uncontrolled Dive:** An uncontrolled dive may result from damage, or from failure to recover from a stall. It is handled in exactly the same way as a controlled dive, but pulling out is a DIF task.

Pulling out of an uncontrolled dive once the *never exceed* speed is reached, or with damaged control systems, becomes a VDIF (very difficult) task; the pilot's skill level is divided by 3 rather than 2.

**Side Slip:** The aircraft moves to the left or right a distance equal to up to half of what it would travel at its current forward speed and loses altitude equal to half its sink rate. The maneuver is an AVG task and is used to close with or otherwise outmaneuver an opponent, or to make it more difficult for an opponent to hit you.

A catastrophic failure in the throw may put the aircraft into a spin, or may damage the control systems.

**Turn:** The aircraft turns, logically enough, to change direction. Turning is an ESY, AVG, or DIF task depending on how sharp the turn is. Turns are made during combat rounds of 5 seconds each.

A turn of  $45^\circ$  or less (measured with a protractor on the plot sheet, or simply estimated) is an ESY task.

A turn of between  $45^\circ$  and  $90^\circ$  is an AVG task.

A turn of  $90^\circ$  to  $120^\circ$  is a DIF task.

A  $90^\circ$  (right-angle) turn could be made in a single 5-second round, but this would be an AVG task. The pilot could, instead, spread the turn across two or more 5-second periods as two or more ESY tasks; a gentle turn is easier to complete than a sudden, sharp turn.

A successful turn will result in the desired change of heading on the plot sheet. Failure of a throw may result in a stall (if the aircraft's speed is within 10 kph of its stall speed), a loss of control, or simply failure to achieve the desired heading by some arbitrarily determined amount. (The degrees remaining of the desired turn could be divided by 1D, for example, with the result being the actual number of degrees turned.)

A turn may be combined with a sink maneuver. Failure in the piloting roll will result in a spin.

**Stall:** A stall occurs when the wing's angle of attack is so great (in a steep climb with insufficient power, for example) that the airflow across the wing's upper surface is broken, causing loss



of lift.

In game terms, the aircraft goes into a stall when its forward speed falls below the listed stall speed. The aircraft will lose 5 kph from its speed, lose altitude equal to its sink rate in one turn, then regain the lost speed at the end of the turn. The pilot must recover from the stall at the end of the turn, however, or he will go into a spin or an uncontrolled dive.

The pilot may go into a deliberate stall in order to begin a dive since this will reduce his forward speed and extend the range of his dive. He may also use a controlled series of stalls to reduce altitude without increasing speed—on a landing approach, for example. A stall may also occur as the result of damage taken in combat.

Recovery from a stall is an AVG task. Failure to make the saving throw results in a spin.

**Spin:** A spin is a rotation of the aircraft about a vertical axis, coupled with a drastic loss of altitude. It may occur as the result of damage (such as loss of the tail section) or as a result of a stall while turning.

In game terms, an ultralight in a spin does not move forward at all but remains in the same location on the map. Its altitude decreases, however.

In a controlled spin, altitude will decrease at a rate of 30 meters/30 seconds until the aircraft's sink rate is reached.

In an uncontrolled spin, altitude will decrease at a rate of 30 meters/30 seconds until the aircraft's never exceed velocity is passed. It will then maintain that speed until the aircraft crashes or the spin is controlled.

As soon as an aircraft goes into a spin the pilot must make a roll for an AVG task to control the spin. If he fails, the spin becomes uncontrolled. A pilot in a controlled spin must make a saving throw every 30 seconds to retain control of the spin.

When the pilot wants to pull out of a controlled spin he must make a separate roll as an AVG task to do so. The spin will end at the aircraft's current altitude at the aircraft's stall speed. The aircraft's heading at this point will be random, and determined by the referee.

A pilot in an uncontrolled spin must make a saving throw as a DIF task to make the spin a controlled spin. Catastrophic failure results in the breakup of the aircraft. Failure means the spin (and fall) continues. Success means the spin becomes a controlled spin with velocity reduced to the aircraft's sink rate, and the pilot must make another saving throw to come out of the spin altogether.

If the rate of descent of an uncontrolled spin reaches the aircraft's never exceed velocity, the aircraft may break up, or it may suffer damage which will make pulling out of the spin more difficult. In any case, the pilot is in serious trouble.

**Never Exceed:** Once the never exceed speed is passed there is a basic 10% chance, rolled at the beginning of each combat round, that the aircraft's structure will fail and an additional 20% chance that the aircraft will suffer damage to its control systems. Thus a D100 roll of  $\leq 10$  results in the breakup of the aircraft in midair, while a roll of 11-30 will result in systems damage and greater difficulty (or disaster<sub>1</sub>) in subsequent attempts to regain control.

**Midair Launch:** Ultralights may be launched from a dirigible in flight. This requires a roll for an ESY task. Success results in the aircraft flying 10 meters below the dirigible at the same course and speed. Failure results in anything the referee cares

to dictate, from damage to the aircraft to loss of control or an uncontrolled spin. The referee may simply require a second saving throw to be made to represent some last-second maneuvering in a sudden crosswind or tight spot, with unfortunate consequences if this roll fails as well.

**Docking:** Ultralights may also dock in flight with a dirigible by coming up underneath the dirigible's hangar deck, matching speeds, and easing forward onto the landing platform. This is an AVG task. Success results in a successful docking aboard the dirigible. Failure results either in damage to the aircraft as it flies into the dirigible structure, or a stall, depending on whether the pilot was approaching too fast or not fast enough. It could also result in loss of control. On a failed roll the referee may simply require a second saving throw to represent some tricky last-second maneuvering, with unfortunate consequences if this roll, too, fails.

**Glide:** Ultralights are descended from hang gliders, and while not generally designed as gliders, they will serve in that capacity if the engine quits.

An aircraft in a glide may continue to fly and maneuver normally. However, it will descend at its sink rate. The only way to gain speed is to go into a dive; otherwise the aircraft's speed will remain at the speed at which it was travelling when the engine quit.

All maneuvers are one level more difficult while gliding than with powered flight. Thus, an ESY turn becomes AVG, while a DIF maneuver becomes VDIF. Automatic tasks such as level flight become ESY tasks requiring a roll to succeed.

Gliding ultralights cannot climb. The referee may allow brief periods of level flight as an experienced pilot takes advantage of thermals (rising columns of warm air) but these will be sharply limited.

Once the aircraft drops below 15 meters the pilot is committed to a landing. Rough ground or tree-blocked terrain is likely to cause a crash or mishap. It will be up to the referee to determine the pilot's chances of finding a suitable landing place given the area over which he was flying.

Gliding may be used to extend an ultralight's range with the pilot killing the motor for periods then turning it on to gain altitude.

**Complex Tasks:** Flying an ultralight and engaging in combat at the same time can be tricky. The pilot must keep one hand (or both knees!) on the control stick while using one or both hands to aim and fire his weapon. All flying tasks attempted while engaging in combat become one level more difficult. Thus, automatic tasks (such as holding the aircraft steady in straight and level flight) become ESY tasks, requiring a die roll, ESY tasks (such as a 20° turn) become AVG, and difficult tasks (such as pulling out of an uncontrolled dive) become VDIF, requiring division of the pilot's skill by 3 rather than 2.

This reduction in skill is applied both to flying and combat tasks. Attempting to turn and fire during the same combat round will result in the range being effectively increased for that shot. For example, a character trying to fire at an opponent at medium range while turning his aircraft 40° must roll for the turn as an AVG task, and must resolve his attack as for long range with that weapon. Weapons normally requiring two hands and a steady position to fire them (such as a submachine gun or rifle, as opposed to a pistol) will have their base to hit

*Continued on Page 46*



No.29

US \$3.25  
Australia \$5.50

# CHALLENGE

GDW's Magazine of Adventure Gaming

*Celebrating  
10 years of Traveller!*

A Decade of Traveller  
*by Marc W. Miller et al*

Inside an M1  
*by Harold Martin*

Trade in 2300  
*by Gary Thomas*

*Incorporating the Journal of the Traveller's Aid Society*



# Weather

An easy way to make your **Twilight: 2000** campaign more realistic is to add in weather. It adds an interesting feel to the game if the weather is as predictable as it is in real life; for example, if it rains on the dawn of the raid you were about to pull, or if a snowstorm covers your retreat. This article will explain where to find sources of weather information and the effects of weather on the conduct of a campaign.

As **Twilight: 2000** modules stretch out to cover more and more of the globe, you may need weather information for a larger set of places around the globe. Your sources may need to become a combination of those listed here instead of any one source. Fortunately, most of the sources are easy to find, particularly for adventures taking place in the U.S.A.

For a realistic weather pattern that is as varied as the real thing, use the real thing. Any current source of weather information will do.

## DAILY RECORDS

Not everyone has the Weather Channel on cable TV, but if you do, watch and take notes. They show weather maps of Europe, so you can track weather fronts as well as temperature in the area of your campaign.

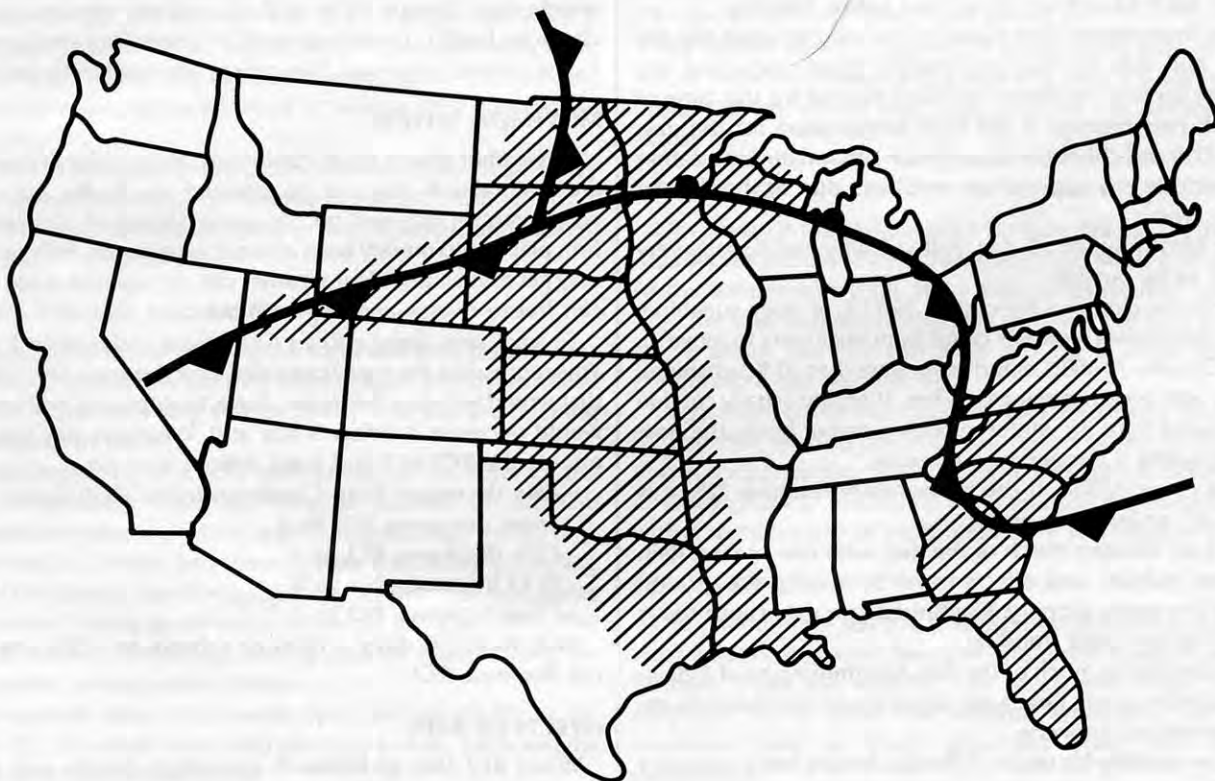
For those of us without cable television, any major city paper's weather section includes national and international weather. Other cities in the U.S.A. are listed with the temperature and weather. Europe is usually well-covered by city. Most listings include many of the following: Athens, Belgrade, Berlin, Bonn, Copenhagen, Geneva, Helsinki, London, Moscow, Oslo, Paris, Rome, Sofia, Stockholm, Vienna, and Warsaw. Other parts of the world are covered in varying degrees, depending on the paper.

Odds are that the exact area of your campaign is not covered by these sources of information. However, by

tracking a set of cities in the area of your campaign, you can track major weather fronts as well as the general conditions. You can approximate the weather by averaging between the registered places and taking the terrain into account.

What does a weather front look like if you do not have a map— just a set of readings? That depends on the season. In anything but winter, it looks like a line of rain, usually accompanied by a drop in temperature of ten degrees or more as the storm passes through. In winter, the temperature drop may not be as noticeable, but you will see a moving line of snow followed by clear weather.

After a week or two of tracking weather in an area, you get a feel for the general pattern and direction of the weather. Berlin, Copenhagen, and Stockholm often have the same weather a day before it reaches Warsaw. A day before that, the same weather is often in Oslo. This tells you the direction and



approximate speed of the weather front.

### THE ALMANAC APPROACH

But you don't want to collect the daily weather data for Europe, eh? Okay, try method two. Get a listing of the average weather by season for the area. An almanac or encyclopedia or other study of the area in question should have such a listing. Fodor's Guides have such a listing. This gives you average seasonal temperature and precipitation for the area. You can use the charts below to make up your own weather. I have made one for Poland, as an example.

### TEMPERATURE

### POLISH CLIMATE

| 2D6 Change | If Clear  | If Pt Cl  | If Cldy   | If Precip |
|------------|-----------|-----------|-----------|-----------|
| 1 -15°     | 1 Clear   | 1 Clear   | 1 Clear   | 1 Clear   |
| 2 -10°     | 2 Clear   | 2 Clear   | 2 Clear   | 2 Pt Cl   |
| 3 -7°      | 3 Clear   | 3 Clear   | 3 Pt Cl   | 3 Pt Cl   |
| 4 -5°      | 4 Clear   | 4 Pt Cl   | 4 Pt Cl   | 4 Pt Cl   |
| 5 -3°      | 5 Pt Cl   | 5 Pt Cl   | 5 Cldy    | 5 Cldy    |
| 6 -1°      | 6 Pt Cl   | 6 Pt Cl   | 6 Cldy    | 6 Cldy    |
| 7 None     | 7 Pt Cl   | 7 Cldy    | 7 Cldy    | 7 Cldy    |
| 8 +1°      | 8 Cldy    | 8 Cldy    | 8 Cldy    | 8 Cldy    |
| 9 +3°      | 9 Cldy    | 9 Cldy    | 9 Precip  | 9 Precip  |
| 10 +5°     | 10 Precip | 10 Precip | 10 Precip | 10 Precip |
| 11 +7°     |           |           |           |           |
| 12 +10°    |           |           |           |           |
| 13 +15°    |           |           |           |           |

**Weather Type Modifiers:** July to October -1, March, April +1.

**Temp Modifiers:** +1/-1 for every 5° below/above normal for the area.

-5° for each day of Rain.

+3° for each Cloudy or Snow days below freezing

To use these charts, first examine the weather from the day before. Roll 2D6 on the temperature chart, including any modifiers for how far above or below normal for that time of year. The new number is the high temperature for the day.

Roll a D10 and check the appropriate column on the weather chart. Include any appropriate modifiers due to the date or weather type.

**Clear:** Mostly sunny all day. Full visibility and usually very pleasant to be outside.

**Pt Cl:** Partly cloudy. Overcast or 35-75% of daily sunshine, no rain. Sometimes indicates cloud front beginning to move in.

**Cldy:** Cloudy. 70-100% cloud cover (less than 35% sunshine), possibly with accompanying showers. Visibility usually cut due to decreased light. In winter, cloudy weather holds the heat better, causing a temperature increase.

**Precip:** Precipitation. If the temperature is above 32°, it is rain. If 32° or less, it is snow.

**Rain:** Rain showers much of the day, with few breaks. Rain decreases visibility and effects travel by making the ground soft and the roads slippery. Continued rain may cause roads to wash out or cause flooding.

**Snow:** Snows for much of the day. Accumulations of 1-20 inches. Visibility down. Roads are slippery and may become impassable without plowing.

**Fog:** Low visibility for much of the day. Makes non-instrument flying dangerous.

**Tstrm:** Violent thunderstorms. Treat as rain except for the slight chance (2 consecutive 00 rolls on a D100) of being hit

by lightning. This chance can be increased by being near a tall object.

It is worth noting that each of these is a general description of the weather during the day. Rain can be either a day-long drizzle or a torrent of an inch or more in a few hours. Snow can come down gently, an inch or two falling all day, or it can snow more than an inch an hour. All this is left up to the referee, but, the general effects hold true. Even a gentle rain over several days will cause soft ground and flooding.

Fog and thunderstorms are not listed on the weather charts, but they do occur at rare intervals, at the referee's option.

When you are approximating the local weather, take the local terrain into account. High mountains will drop the temperature. A mountain range in the way of a weather front will cause the snow or rain to fall on the mountains and drier weather on the other side of it. A neighboring large body of water will increase the precipitation but moderate weather changes.

However you figure it out, lay out your weather a few game days in advance. It can help you shape your own scenarios. You can figure out any effects on NPCs before the fact. Remember, the rain falls on everyone. Consider the effect on deciding to escape from Krakow by helicopter in a rain storm: do your characters want to chance it? Is an NPC pilot willing to fly into the teeth of a raging thunderstorm? Also, if prepared beforehand, you can quickly resolve Meteorology (MET) skill use.

### WEATHER EFFECTS

Great, you're saying. Now I can figure out the weather. What of it, besides adding a touch of reality to the game? Weather affects four things: RCN skill (detection), movement, and character health. The effects on RCN (detection) are discussed in the *referee's manual*. The others are dealt with below.

### MOVEMENT EFFECTS

All weather affects travel conditions. Road travel (if the roads are maintained) may not be affected too badly, but cross-country travel may well be. Excessive periods of rain can turn firm plains into muddy bogs or wash away roads. Hilly territory may get mudslides. Clear weather can dry up mud. Cold snaps can freeze rivers—and engine blocks.

To track this, keep a Road Conditions Index from 0 to 10. This represents the travel conditions for the area. Any changes that would increase the index above 10 stop at 10, and any that would decrease it below 0 stay at 0. Whatever day you start on, set the RCI to 5 and track it from then on.

*Rain* decreases Road Condition Index (RCI) by 3.

*Snow* decreases RCI by 3

*Cldy* decreases RCI by 1

*Pt Cl* increases RCI by 1

*Clear* increases RCI by 2

After two *Cldy* days, a third or subsequent *Cldy* day does not decrease RCI.

### EFFECTS OF RAIN

When RCI falls to below 3, ground is muddy and cross-country travel speeds are reduced (by ¼ or ½ depending on severity, referee's choice).

When RCI falls to 0, roads may wash out, be covered by



mudslides, or flood. The usual roadside trenches are too full or clogged to drain properly. All travel speeds are reduced to half. Trenches are difficult to dig or maintain in the mud.

Note that a couple days of rain followed by cloudy weather can keep the ground muddy enough to impede travel for days after the rain has stopped.

Modern combat aircraft are not hindered by light rain. Consider heavy rain or a weather front moving through as a DIF:RWP task.

## EFFECTS OF WINTER

In winter, the effects are a bit different. Tracked vehicles get about in snow fairly easily. Wheeled vehicles simply do not do as well. Cut cross-country speeds for wheeled vehicles by  $\frac{1}{4}$ . Mishaps include skidding off the road, immobilizing the vehicle on an icy spot, or a slippery hill that cannot be climbed.

It is also worth noting that just plain clear weather (if the temperature remains below freezing) will not clear snow-clogged roads. When RCI falls to 0 due to snow, roads can remain impassable until the snow thaws or someone actively plows a road.

Cold weather without snow renders ground hard (frozen). It does not affect travel. However, digging trenches or foxholes becomes extremely difficult. Better use explosives.

Snow has some effects on flesh-powered transport. Men on foot or horseback travel at half speed. Men using snowshoes move at normal speed. Men using cross-country skis travel at one-and-a-half times normal speed (Tr of 30/30). Combat move speeds are normal in skis, except that you cannot crawl. You cannot move faster than a trot in snowshoes.

This brings up the question of who can use skis. You can create a new skill, SKI and start it as DEX  $\times$  2 or just use DEX  $\times$  3. If you plan to use a wintry, alpine, or arctic environment a lot, give them the skill so they can improve the ability. Alternatively, you can give the skill as an initial 5; but use DEX  $\times$  3 until the skill is higher.

**SKI MBE:** The ability to use cross-country skis to cross snowy or icy terrain. Crossing flat country is ESY:SKI; rolling hills is AVG:SKI; sheer mountains (as opposed to valleys and passes) is DIF:SKI.

## FROZEN STREAMS AND LAKES

So it dropped below freezing last night and your players want to drive the tank across the river ice? Let them try. Rivers freeze slowly. Try the following system in any area you are tracking the weather in winter.

At the beginning of a cold spell (under 37°F), subtract the daily temperature from 37. Why 37 instead of 32? The temperature you are tracking is probably the high for the day. It gets colder at night and freezing may start. Keep a running total of the degree days (Dday). A Dday is a unit that represents a departure from a given temperature (in our case 37°F. The term is used in forecasting heating and air conditioning requirements, among other things.

For example, after a cold week (temperatures of 32, 28, 23, 21, 23, 20, 25), some men wish to cross a river. Each weighs 110 kg (men and equipment).

$$37 - 32 = 5$$

$$37 - 28 = 9$$

$$37 - 23 = 14$$

$$37 - 21 = 16$$

$$37 - 23 = 14$$

$$37 - 20 = 17$$

$$37 - 25 = 12$$

$$5 + 9 + 14 + 16 + 14 + 17 + 12 = 87, 87/110 = .791$$

Roll a D100. On a roll of 79 or less, the ice holds. If the chance of the ice holding is more than 1 (100 percent), the ice holds automatically.

The same ice is now asked to hold mounted men: 500 kg for each horse and rider:  $87/500 = .174$

Roll a D100 for each rider. Those rolling 17 or less are safe—the ice holds. Those rolling over 17 break the ice and had better make a DIF:SWM roll to avoid sinking beneath the ice. Those mounted on top of something (like a horse or vehicle) can try to leap clear (AVG:DEX). Perhaps the group should consider waiting another day or so...

**Lakes:** A lake is standing water. Because it does not move as much (not as much molecule-to-molecule friction), it freezes faster. Consider a lake to freeze twice as fast as a river. To simulate this, double the degree days when figuring if the ice holds. For the cavalry squad to try crossing a lake in the same area as the river used above:  $87 \text{ Ddays} \times 2 = 174, 174/500 = .348$

Roll a D100 for each rider. Those rolling 35 or less are safe—the ice holds. The odds are better for crossing the frozen lake.

Once the ice has broken, it is weaker. For each subsequent object of a similar mass, subtract an additional 5 percent for each break. This is cumulative. For instance, say that an infantry squad charges across the river used above. The second man rolls an 82 and falls through the ice. The third man must roll a 77 or less ( $79 - 5$ ) for the hole weakening the ice). The fourth man rolls a 92 and falls through. The fifth man must roll a 67 ( $79 - 5 - 10$ ) to cross safely, and so on.

The loss of strength caused by a man-sized hole in the ice would make no difference to a tank. But then, if a man's weight broke the ice, would you really want to risk driving a tank across it?

## MELTING ICE

Obviously, if the temperature is more than 37°F, the Dday number for the day is negative. The ice becomes a bit weaker. As the temperature rises, the ice becomes weaker, naturally, until the total number of Ddays is zero more or less. Then the ice is gone. The ice can stick around a while after the temperature has warmed up.

Large rivers (more than 100m across) freeze a lot more slowly. You may wish to consider the center of the Wisla or the Bug as a separate river that freezes at ten degrees cooler (figure its Ddays from 27 instead of 37). If you use this method, days with a temperature of more than 27°F will weaken the ice.

## HEALTH EFFECTS

Did your mother tell you to button up before you go out or wear a raincoat against the rain? There was a reason for it. In **Twilight: 2000** the weather can be deadly if you are not prepared for it. Cold can weaken characters and cause frostbite. Cold or damp generates colds and possibly pneumonia.

## COLD WEATHER CLOTHING

The defense against the cold is (obviously) heat. Standard

fatigues are fine down to about 50°. The **Twilight: 2000** equipment list includes some items for winter use: thermal underwear, parkas, and portable heaters. Listed below are what these protect against, with some additional equipment: civilian winter coats, gloves, sweaters, and the winter combat suit.

**Light Gloves:** Light leather, synthetic, or wool gloves. Protects hands against frostbite to 30°. Wt: .2 kg \$15 (C/C)

**Heavy Gloves:** Heavy winter gloves or mittens. Protects hands against frostbite down to 10°. Wt: .5 kg \$45 (S/S)

**Sweater:** Synthetic or wool sweater. Protects against 20°. Wt: .5 kg \$30 (C/C)

**Winter Combat Suit:** Insulated combat suit, usually white (called overwhites in the army). Includes winter boots. Protects against 40°. Wt: 5 kg \$300 (R/S)

**Thermal Fatigues:** Woolen fatigues for winter use. Includes socks and boots. Protects against 25°. Wt: 6 kg \$100 (S/S)

**Thermal Underwear:** Worn under fatigues or winter combat suit. Includes socks. Protects against 15°. Wt: .5 kg \$30 (S/R)

**Parka:** Worn over fatigues. Cannot be worn over winter combat suit. Includes boots. Protects against 35°. Wt: 3 kg \$150 (C/C)

**Civilian Winter Coat:** Worn over fatigues. Protects against 30°. Wt: 3 kg \$100 (C/C)

**Sleeping Bag:** Only for sleeping in. Protects against 30°. Wt: 4 kg \$50 (C/C)

Assume that a character can withstand 50°F with no ill effects wearing just summer fatigues and a jacket. To survive cooler weather, one needs to wear heavier clothing or begin to suffer exposure as extra fatigue.

For example, a sweater protects against 20°. When worn with fatigues, a character can withstand 30°F with no ill effects (50°-20°). Thermal underwear protects against another 20°. Yet, if the weather drops to 0°F, a character wearing fatigues, sweater, and thermals still suffers an additional fatigue.

The most obvious problem of cold weather is heat loss. For each four-hour period a character is exposed to weather he is inadequately dressed for, add one fatigue level for each 20 degrees for which he is unprepared. The longer the character remains exposed to the cold, the weaker he becomes, because his body expends more energy just to replace the heat lost to the environment.

If any characteristic reaches 0 due to added fatigue from weather, the character passes out. If this occurs while the character is still exposed, the character may continue to be sapped of strength. When CON and STR reach 0, the character freezes to death.

For example, if a character stands outdoor guard duty dressed in fatigues (50°), and the weather drops to 35°, the fatigue level increases to hard from easy, and he suffers a fatigue level loss (all that shivering!). If he has somewhere warm to go to after his shift, he'll recover the fatigue level normally.

**Note:** The effects of weather are in addition to those of starvation and heavy work. Obviously, someone fighting in winter with inadequate food or clothing will not last long.

To recover from exposure requires only resting in a warm place and eating warm food while you recover from the fatigue. If the exposure has become hypothermia, the character must make a DIF:CON to keep homeostasis so that the body's own systems recover. Hypothermia then becomes exposure. If not, the character does not recover.

## FROSTBITE

Frostbite is the freezing of exposed skin and flesh. If left untended and merely brought into a warm place, the frozen flesh dies and begins to rot. Obviously, the longer left in the cold, the more flesh is frozen. In game terms, treat frostbite as damage to the extremities. For every four hours a character is exposed to the weather with unprotected extremities, each limb may "catch" frostbite and take 1D3 of damage.

**Transmission:** Exposure of the extremities. Infection number 10. (Include only the equivalent of fatigue levels for exposure of the extremities as detailed above).

**Symptoms:** Numbness or white patches on exposed hands/feet.

**Diagnosis:** ESY.

**Treatment:** Careful rewarming of frozen flesh; removal of dead tissue.

**Course of the Disease:** *Incubation:* immediate. *Phase I:* D3 of damage to each exposed limb each four hours of exposure. *Phase II:* begins when wounds become serious. *Base Recovery Number:* 150.

**Post-recovery Debility:** Total damage taken from disease must heal normally in any event. Failed recovery requires amputation of extremities (from fingers and toes to the whole limb). Figure it as needed recovery—adjusted die roll divided by five.

For example, say a character with a CON of 12 took a total of 9 points in his left arm due to frostbite after 16 hours of exposure. A medic with MED 45 looks after him. The character rolls a 32 for recovery (+45 for MED, +60 for CON) for a total adjusted roll of 137. It fails.  $150 - 137 = 13$ ;  $13/5 = 2.6$  rounds up to 3. Three points of damage is permanently subtracted from the character's left arm. The referee may decide this is the loss of a couple of fingers, and then subtract a point of DEX from the character as well.

And there is the additional problems of infection during amputation or excision. And if excision fails, gangrene sets in...

## MAINTENANCE EFFECTS

The weather can cause special maintenance problems. Anyone with a car knows that starting a car that has sat in the cold or rain can be a trying experience. Most of the vehicles of **Twilight: 2000** are far from factory fresh.

For every four hours a vehicle is left exposed to heavy rain or sub-freezing temperatures, add 5 percent to its failure percentage (starting problems). For every 20° below 30°F, add another 5 percent. For example, a HMMWV with a wear value of 7 that sat overnight exposed to 25°F weather would have a 22 percent chance of failing to start the next morning ( $7 + 5 + 5 + 5 = 22$ ). This can be modified by a MEC roll.

Characters can avoid this by measures such as running it for 20-30 minutes every few hours or parking it in a protected place.

## LAST WORDS

Finally, do not let these rules bind you into weather that you do not want. If your scenario requires a raging thunderstorm, have one. But include the rest of the touches: a raging thunderstorm produces mud. Men running around in a cold rain catch colds if not protected. A natural, thick fog does not appear from nowhere at noon of a sunny summer day. These little things will add a great deal to your adventures.

—Mitchell K. Schwartz



# Inside an M1

Today's battlefield is the most deadly in history. Weapons are accurate, fast, and quite varied. One of the most potent of these is the M1 Abrams tank. It was introduced to the Army's arsenal in late 1981, and has gained respect among tankers around the world. I began my training on the M1 at Ft. Knox, Kentucky, in May 1982 in Armor Officer Basic Class 82-11. I had been selected as one of the 12 members of my class to train on the M1, the remaining 58 trained on the M-60. This was the second class to be trained on the Abrams. I have served as Platoon Leader, Executive Officer, and Company Commander since then.

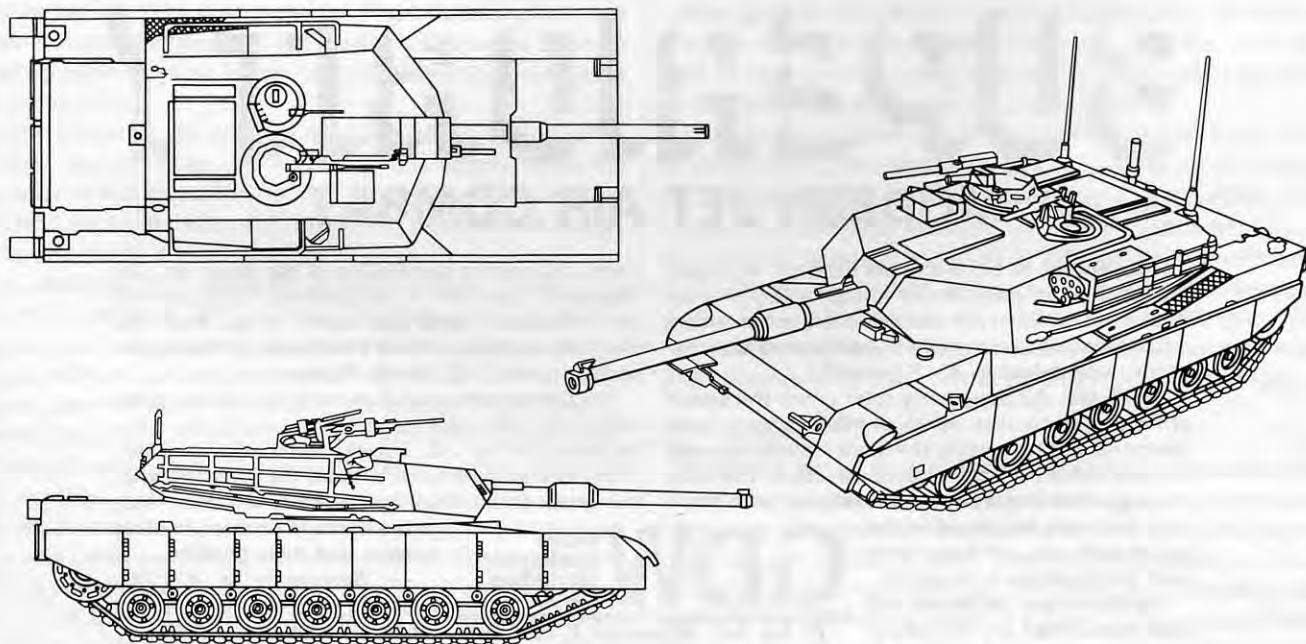
The M1 is the fastest tank on the battlefield, with the best fire control and protection, and has now (with the 120mm gun) the equivalent killing power of any other tank. The turbine engine needs little maintenance and can be changed in less than half an hour. It is quiet and capable of rapid acceleration, but does use a lot of fuel (1½ gallons to a mile); it still has a range of over 300 miles per refueling. The early problem with dust and dirt has been solved by a dual air filter system. It is a highly reliable engine. I have only thrown a track once, and that says a lot considering the hard operations I've put the M1 through! The

engine is an Avco-Lycoming AGT-T 1500 HPC gas turbine which develops 1500 hp at 3000 rpms. The length is 9.77 m (32 ft) (gun included), height is 2.89 m (9 ft, 1 in), and weight is 54,432 kgs 119,050 lbs or 60 tons). It can cross a vertical obstacle 1.24 m (4 ft) or trench 2.74 m wide (9 ft), climb a 60° slope, and ford water 1.22 m deep. (Note: with fording kit it can cross water 2.36 m deep.)

The hardest adjustment for anyone to make to the M1 is to realize the speed and mobility of this 60-ton vehicle. My tank (#0010, the tenth production vehicle) did not have a governor, and I obtained speeds in excess of 50 mph easily over flat terrain, and 45 mph over moderate terrain. I could easily navigate rough terrain (ditches, etc.) at 35 mph. This is a vast improvement over the M60 which operates at about half the speeds in similar terrain. This meant that I had to exercise extreme care not to overrun objectives during assaults. I had been used to navigating on foot or in a M113, and it was very different. The vehicle has independent suspension for all road wheels, and a paddle-wheel-like driver wheel in the rear. The excellent shock absorbers and torsion bars allow the ride to feel like a surfboard trip when crossing even the roughest of terrain. The

acceleration is also amazing, easily reaching top speed in less than a minute from a standing start. The vehicle has an automatic transmission, and a turbine engine. This allows the vehicle to move rather quietly, making less noise than a jeep (moving or stationary)! This too is quite unlike the noisy M60, or any other tank. Anyone familiar with tanks will remember the loud diesel engine and clanking of regular tanks. When any other tank heads uphill, it slows down and black smoke pours from the exhaust as it labors up the hill and downshifts to climb (like a semitrailer truck on an upgrade). The telltale cloud of black smoke is one of the classic signatures of tank movement, but is not a problem for the Abrams. It glides up the hill with very little loss of momentum, automatically shifting when necessary, and its turbine engine is virtually smokeless.

The tank has high-speed track that does not match any other track links in the Army inventory. The fender skirt armor and paddle wheel drivers keep the track on, even at very high speeds. It is a lot harder to throw the track off, but it can be done if you make a pivot-steer turn (locking up one track) at high speeds, or turn on top of a log or other hidden obstacle in the mud. While it may



be harder to throw a track, it is also a lot harder to break track (separate the treads during maintenance, for realignment over the road wheels) when you have to. The final drive and engine are a lot more expensive than other tanks, so if you tear out the final drive or lock up the engine doing a high-speed pivot steer, it can become a real disaster (financially for the Army, and careerwise to you)! The tank can actually spin out (lose traction as the tread spins) when you gun it to take off, like a drag racer. The pictures showing the Abrams jumping in the air like a daredevil's motorcycle are real...I've done it with no damage. Overall the M1 is the fastest and most mobile tank in the world today. I once maintained 65 mph while going downhill on a road, and the tank can accelerate from a stop to 20 mph in less than six seconds...not bad for a 60-ton tank!

### THE GUN

The weapons system has been called by experts the most sophisticated tank fire control design in the world! It is capable of tracking on a target regardless of the tank's movement, and the gun is slaved to the sight. This means that the gun follows the sight and not vice-versa. The gun has a 95% + kill rate out to 4000 yards. The gunner must select the round being fired on a selector switch, then sight the target, press a red button on the wheel (or catalacs) which will activate a laser to give the range to the target at the speed of light, then fire the weapon. The laser and sights are unaffected by weather, smoke or distance out to 4000 yards. The laser is accurate to within inches of the actual distance, as a major error would, at the least, make a difference between a kill or a peripheral hit. The entire firing process with a normal crew takes between four and six seconds (which is less than half the time for the average Pact tanker). A good crew (such as the Canadian Cup Competition crews) can achieve three kills in 12-14 seconds! This is very significant as the time flight of anti-tank missiles is between 8-12 seconds for each round at 2000+ yards; so if you see them fire, you can kill the missile gunner or disable him before he can guide the missile home.

At the beginning of each day, the gunner must enter the barometric pressure and temperature into the main gun computer, which is relayed down from the Battalion HQ. The tube standing up on the back of the turret is a wind sensor. The small pointer on top of the end of the barrel is a barrel droop sensor needed because the barrel can actually droop from temperature changes between the top and the shady bottom of the barrel, or simple weather temperature changes. Thus, when you fire the gun after tracking a target for at least one second, the main gun computer figures lead, distance to target, wind correction, barrel droop, temperature and barometric correction, weapon cant, and round selection! The backup system is simple optics, and the last resort is bore sighting. (Bore sighting is the act of looking through the gun breech and barrel to sight the weapon on target.)

It is no problem to fire while stationary or on the move; the gun stabilization system is so complex that you can do more than the Soviets can. You can fire while on the move at a target that is moving. This shows that we are a full generation ahead of the Soviets in gun fire control systems. They may fire on the move, but only at stationary targets, or at targets moving while they are stationary. The biggest liability of Soviet tanks is the speed of their turret rotation, limiting them so that they

cannot track targets moving across their front that are going over 30 mph and less than 1000 meters away! The turret in the M1 can do a full revolution in about three to four seconds.

The first M1s had a 105mm rifled gun, and the M1A1 has a 120mm smooth bore gun. The M1 carries 55 rounds of ammo, while the M1A1 carries only 40. The only tank rounds now carried on the M1 series are APDU (armor-piercing, depleted uranium), APDS (armor-piercing discarding sabot), and HEAT (high explosive antitank). APDU and APDS are only effective against tanks or helicopters, because they are non-explosives and only hole other targets. HEAT is used for personnel carriers, soft-skinned targets, bunkers, troops, etc. HEAT can be used against tanks, but is mainly used for the high-explosive effect replacing the HEP round (high-explosive plastic). Flechette rounds are not carried; they cause too much wear and tear on the barrel, and they are often not fully effective (in Vietnam they usually only dispersed about half their darts, and then without a good pattern) and the M1 carries three machine guns for use on troops. The WP smoke round is also not carried; it must be stored standing up and all the M1s' ammo racks are horizontal. (The round will suffer a chemical reaction that will deteriorate the smoke marking ability if stored level for any long periods of time.) The complaint over the lack of killing power of the 105mm gun was eliminated by the new 120mm gun (same gun as the Leopard 2) on the M1A1. The 105mm can kill *any* tank on today's battlefield, but the 120mm gun should provide killing power through the year 2000 at least. The M1 tanks have now proven their effectiveness by winning the Canadian Cup Gunnery Competition several times. (The Canadian Cup is a tank gunnery competition held in Europe by NATO.)

The M1 carries three machine guns, a 7.62mm coaxial (mounted in turret gun housing next to main gun), a 7.62mm loaders machine gun, and a .50 caliber commander's weapon. The coaxial machine gun is selected by the gunner on his ammo switch, and is targeted by the main gun computer. It is very accurate, as it is sighted by the laser and the fire control system. The coaxial MG has 4800 rounds in the ready ammo belt storage (loaded). A total of 11,400 rounds of 7.62mm ammo is carried inside the tank. The loader has a 7.62mm gun that can be removed and placed inside, or mounted on a slide mount on the turret top to the left of the tank commander (or TC). He can load belts of 100, 200, or 300 rounds in his machine gun. This weapon is sighted by the loader looking down the barrel and over the sight. The coax is mainly used against troops and soft-skinned vehicles. The loader's MG is used likewise, but is the principal weapon for engaging aircraft, as it has a much greater elevation ability. The commander's weapon (.50 caliber MG), is used for engaging light armored and soft-skinned vehicles. The TC's weapon is very deadly to personnel carriers of the Pact, as BMP's are made using magnesium alloys. The magnesium burns very well when hit by the tracer rounds of a .50 caliber machinegun.

The loader must expose himself at least chest-high (or "name tag defilade") to use his machine gun. The main MG used is the coax, because of its accuracy and protection of the firer (it is fired from inside). The commander's MG can hold only one box (100 rounds) of ammo at a time, but he carries a total of nine boxes (or 900 rounds) inside the tank. The weapon is effective when fired by the TC with the hatch open. It is sighted



for up to 2000 yards. The real liability of this weapon is firing from inside the turret. The TC uses a small periscope optical sight—which is often out of alignment. In reality, the TC aims his fire (while inside the tank) using the tracer rounds for sighting. Since only every 5th round is tracer, he gets only 20 real spottings before he must reload the weapon. This proves to be very frustrating; any M1 TC will verify that (I know from firsthand experience). The TC's weapon is fired from inside by pulling on a firing chain, and the weapon often rises while firing. If the TC can engage targets while above the hatch, he can be effective, but this is usually only possible while engaging enemies at longer ranges (rifles are rarely used at ranges of over 300 meters or 330 yards, and light/medium MGs are mainly used at ranges less than 1000 yards).

The M1 also carries one rifle with 210 rounds of 5.56 ammo, 8 hand grenades, and 24 smoke discharge grenades (for smoke launchers). The TC also carries a pistol (was .45 caliber, now 9mm). The rifle is a folding stock version of the M16 and is used for OPs/LPs (outposts or listening posts) at night, or as some protection if the crew must abandon the vehicle. The smoke dischargers on either side of the turret are used to mask movement when retreating from a firing position, or while under heavy fire. The smoke dischargers are located on the side of the turret (6 each side), and fire phosphorus grenades.

The M1 has great survivability and crew comfort. The Chobham compound spaced armor is highly effective. Chemical rounds (such as HEAT and Sappers) are completely ineffective against it. The kinetic rounds (such as APDU, APDS, AP and APFSDS) are greatly reduced (classified as to the real effectiveness). The ammo in the storage rack is separated from the crew by blast doors and can take a hit and not endanger the crew. The top of the tank has blow-out panels which allow a hit in the ammo rack to explode and not penetrate the blast door. The crew is separated into two compartments: the turret which contains the tank commander, gunner and loader; and the driver's compartment. If the turret is knocked out, the driver could drive to safety, and if the driver is knocked out, the crew can still fight. The tank has padded seats and is roomy inside (for a tank). It is designed with crew comfort in mind, which will definitely improve the crew's performance when compared to Pact vehicles (which have little regard for crew comfort).

The M1 can operate at less than optimum crew level. The TC can fire the main gun and coax MG from his position, but must select proper ammo selection by bending down to the gunner's position. The gunner may take the place of the loader if necessary. In the worst possible case, the TC could load and fire the weapons by himself with a lot of work. Each loss of crew *does* affect the firing and engagement time, and fatigue level of the crew. If the driver is lost, any crewman could replace him. The most expendable man is the loader, then the gunner, the driver, and lastly the TC. In real terms, the Army has the least time and training invested in the loader, then the driver, then the gunner. The TC receives the most training. The rank of a TC is at least a Sergeant, the gunner at least a Specialist, the driver usually a PFC, and the loader is usually a Private. The TC can be a Platoon Sgt, Platoon Leader (Lt), Executive Officer (1Lt), Company Commander (Captain) or higher, all the way up to Battalion Commander (Lieutenant Colonel). All Armor officers must train and maintain efficiency on their

tank (up to full Colonel).

I am convinced that the hardest job for a Second Lieutenant in the Army is being an Armor Platoon Leader. He must be proficient in his own tank operation, Platoon Operations, Forward Observer, and Tactics. You must be your own Forward Observer; there is no place to put an extra man, and it is foolish to expect an FO spotter to fight beside you in his jeep. You must call in all your own artillery fire and air strikes, command the Platoon, keep the Company Commander informed at all times, navigate for the platoon, and still command your own tank and direct fire for both your tank and your Platoon, when necessary. This means you are always looking for the enemy, keeping track of your position on your map, directing your tank and the Platoon's movement, and continually using the radio on two different frequencies. You must keep talking to the driver selecting your movement route, ordering the Platoon's movement by sections, inform your CO of the situation, and call in fire when needed! It is a heavy load for a new officer who averages only three to four hours rest each night.

I believe that the Abrams is the best tank in the world today. If you have to fight in a tank, then the M1 is your best choice. If you do suffer a catastrophic hit, at least you have had the best chance in the world and fought in comfort until then.

—Harold Martin (Cpt., USAR)

## WHAT PRICE GLORY?

The Game Collector's Guild knows...

Classics, turkies, rarities, hard-to-finds, out-of-prints; *we know what they're worth!*

For more information write:

The Game Collector's Guild  
P.O. Box 5239  
Laurel, MD 20707

**Games, Tournaments,  
Prizes, Dealers, Awards,  
and lots of New Friends!**

*It's all at your local Adventure Gaming Convention. Isn't it time you made your move to attend?*

# Buildings: Optional Rules for Urban Locales

In practically every **Twilight: 2000** module there is opportunity for activities in and around urban areas. *Armies of the Night*, of course, is set in New York City, but even modules like *Airlords of the Ozarks* have fairly large cities in them, waiting for characters to enter.

This article will present some suggested rules for referees who wish to add more detail and color to their players' urban escapades. It will present a system for classifying buildings into several types and suggest how their condition and contents can be more readily summarized.

## COMMUNITIES

Buildings may exist alone (out in the countryside), or in communities. Before the players can enter, the referee has considerable preparatory work to do.

First, either obtain or prepare a street map of the community. If it is a real place, a real map can be used. If the community is fictional, or if a genuine street map cannot be obtained, the referee will have to draw one or modify an existing map to suit. Whatever the case, this map should be divided into areas according to the predominant type of building. These are as follows:

**Area A, Dense, Random Construction:** Closely packed buildings and narrow streets (sometimes with curved, irregular street patterns). The older, "downtown" portions of some US communities are built on this pattern.

**Area B, Closed, Orderly Block:** Fairly closely built buildings, with closed front blocks more often than not. Streets are wider than Area A, and blocks often incorporate alleys, yards, gardens, and inner courts. In small towns these will be limited to a few main streets in the downtown area; in larger communities, these can stretch for many miles.

**Area C, Dispersed Residential:** Normally consists of rowhouses and/or single dwellings or well-spaced apartment buildings, on rectangular blocks or gently curving streets.

**Area D, High Rise:** Well-spaced, multistory buildings with wide areas between, often containing smaller residential or commercial buildings, parks, parking lots, recreational areas, and so on.

**Area E, Industrial/Transportation:** Low, flatroofed buildings and scattered smaller structures (these are malls, fast-food restaurants, retail stores, and similar buildings near major roads; warehouses, depots, and light industrial buildings near lesser roads and railroads). This area sometimes contains residential buildings as well (clusters of condos or townhouses).

Individual buildings are classified as follows (irrespective of size):

**Type 1, Wood and Timber Frame Construction:** Wooden supporting structure with lighter materials for roof, exterior and

interior walls, and floors.

**Type 2, Masonry Construction:** Older buildings with thick walls of stone or brick, usually with wooden roof, interior walls, and floors.

**Type 3, Concrete or Brick, One- or Two-Family Dwellings:** Small buildings constructed of solid or insulating bricks or of cinder blocks. Interior walls, floors, and roof may be of wood or reinforced concrete.

**Type 4, Prefabricated One- or Two-Family Dwellings:** Modern housing constructed of precast concrete or light building materials such as particleboard or plywood.

**Type 5, Office Building:** Prestressed concrete and steel for loadbearing structures, lighter materials (often including glass) for exterior walls. Less than six stories tall.

**Type 6, High-Rise Office Building:** Prestressed concrete and steel for loadbearing structures, lighter materials (usually including glass in modern structures) for exterior walls. More than six stories tall.

**Type 7, Apartment Building:** Prestressed concrete and steel for loadbearing structures, lighter materials (rarely incorporating large quantities of glass) for exterior walls. Less than six stories tall.

**Type 8, High-Rise Apartment Building:** Prestressed concrete and steel for loadbearing structures, lighter materials (rarely incorporating large quantities of glass) for exterior walls. More



than six stories tall.

**Type 9, Industrial/Warehouse/Commercial:** Steel framing with reinforced concrete floors, with walls and roof made of light materials.

There are other man-made constructs which may or may not provide shelter, including tool sheds, garages, carports, and a myriad of others. With a little thought, these can be fitted into one of the above categories without difficulty.

## BUILDING CONDITION

The table below presents the percentage chance of a par-



ticular building having the stated damage condition. This is a one time determination and can be made in advance. The referee should determine which of the modifiers to the table apply in any given case (whether a given building is occupied, and for how long, and so on), according to the parameters of his campaign.

#### BUILDING CONDITION

| Type | Intact | Light<br>Damage | Medium<br>Damage | Severe<br>Damage | Destroyed |
|------|--------|-----------------|------------------|------------------|-----------|
| 1    | 1-5%   | 6-30%           | 31-65%           | 66-85%           | 86% +     |
| 2    | 1-5%   | 6-40%           | 41-70%           | 71-90%           | 91% +     |
| 3    | 1-5%   | 6-40%           | 41-70%           | 71-90%           | 91% +     |
| 4    | 1-5%   | 6-35%           | 36-70%           | 71-90%           | 91% +     |
| 5    | 1-3%   | 4-45%           | 46-75%           | 76-90%           | 91% +     |
| 6    | 1-2%   | 3-50%           | 51-85%           | 86-95%           | 96% +     |
| 7    | 1-2%   | 3-45%           | 46-75%           | 76-90%           | 91% +     |
| 8    | 1-3%   | 4-50%           | 51-85%           | 86-95%           | 96% +     |
| 9    | 1-2%   | 3-32%           | 33-57%           | 58-80%           | 81% +     |

#### Percentage Modifiers:

Continually Occupied Since Disaster - 40  
 Intermittently Occupied Since Disaster - 20  
 Devastated Urban Location + 10  
 Other Urban Location + 5  
 Suburban Location -  
 Rural Location - 10

#### EXPLANATION OF CONDITIONS

**Intact:** This is just what it says; the building is intact and probably (90 percent chance) occupied.

**Light Damage:** The building is in slightly deteriorated condition, but is still habitable. The basic structure is sound, but a few windows may be broken. Doors floors, and staircases are largely intact.

**Medium Damage:** As in *Light Damage*, but about half of the windows and doors are damaged. There is a 20 percent chance that a given floor or staircase is damaged. There is a 20 percent chance that a character will cause a collapse each game turn spent on a damaged floor or staircase. The referee must determine how many floors and staircases are in a given building. There is a 75 percent chance that damage to a given floor or staircase is readily apparent.

**Severe Damage:** The building has taken damage to its basic structure and is dangerous even to enter. All floors and staircases are damaged, and there is a 40 percent chance that a character will cause a collapse each game turn spent on a damaged floor or staircase. The referee must determine how many floors and staircases are in a given building. There is a 75 percent chance that damage to a given floor or staircase is readily apparent.

**Destroyed:** The building is a gutted, rubble-filled shell and has only a 10 percent chance of containing salvageable material.

#### FALLING

A character will sustain 1D6 damage for each story fallen, plus 5 points for each additional story above the ground (or first) story. Half of the damage is taken in a single location, determined by rolling 1D6. A result of 1 = head, 2 = chest/abdomen (split evenly between them), 3 = right leg, 4 = left leg,

5 = right arm, and 6 = left arm. The remainder of the damage is divided between the remaining locations. Round fractions to the nearest whole number.

Thus, a character who falls three stories will take 3D6 plus 10 points of damage. If the die roll is 11, this is a total of 21 points of damage: 10 taken in one location and 11 divided into the remaining six locations.

#### SCAVENGING

Scavenging is the process by which characters locate and take possession of materials of use to them. It would be handy for this article to have a simple list of the percentage chances of finding a particular item, but this is impossible because of the multitude of items available in modern society, and because of the many conditions under which they may be found. It would be futile to even attempt to list all the things that would *probably* be found in the average home, let alone all the things that *could* be found there. When places like department stores, shopping malls, garages, police stations, and armories are considered, the number of potential finds is astronomical. This article can only be of general assistance to the referee in determining what characters find. A collection of mail-order catalogs (general ones such as Sears or Wards, or more specialized ones such as BA Electronics or Whitney's Auto Parts) will prove useful guides to the myriad items available to modern society.

A rough list of categories of useful items is all that can reasonably be provided. Note that it is possible for one item to fit in several categories (an axe can be a tool and a weapon, for instance).

##### Food

##### Hand Tools

##### Weapons

##### Clothing

**Transportation** (Vehicles primarily intended to move goods or people long distances, and spare parts connected with them. Bikes, cars, jeeps, aircraft, subway trains, railroad cars, etc.)

**Construction Materials** (Concrete, bricks, rebar, lumber, etc.)

**Machinery** (Tools larger than hand tools, electrical generators, drill presses, milling machines, printing presses, radial arm saws, etc., as well as their spare parts. It does not include extremely large items such as nuclear power plants or blast furnaces)

##### Fuel

These broad categories contain many smaller subdivisions. The *Tool* category, for example, contains everything from the smallest drill bits, jeweler's screwdrivers, and swiss files to sledge hammers, shovels, and chainsaws. It does not include backhoes or bulldozers (which come under *Machinery*) or trucks or helicopters (which come under *Transportation*).

#### CONDITION AND UTILITY

Condition and utility are two simple concepts which determine the value of a given find to a given person. They are clues to assist the referee in deciding exactly what the characters have found.

**Condition:** This is a numerical quantification of the state or preservation of a find, ranging from 1 (poor condition) to 6 (excellent condition). The referee should set an individual item's condition after considering its location and background (or by

rolling 1D6).

**Utility:** This is a numerical quantification of the usefulness of a find, ranging from 1 (useless) to 6 (a treasure). In a desert, a thirsty character will find a case of club soda much more valuable than a sealed can of mixed nuts.

The referee should set an individual item's utility rating after considering its location and background, and a character's individual needs. Utility is seldom determinable by die roll, since each character will have different requirements at different times. Note that one item could have different utility ratings to two different characters, even if they find it simultaneously.

Condition and utility go hand in hand, but one does not necessarily equal the other. An item in good condition is not necessarily of high utility, and vice versa. Consider a corroded pipe wrench versus a shoebox full of mint condition baseball cards. The wrench, although in poor condition, is much more useful to a character in search of a weapon than the baseball cards. However, to a character looking for something to kindle a fire with, baseball cards are much more useful. There are certain times, however, when condition and utility are the same. A rusty, leaking can of rotten tomato paste is in poor condition, and is also useless (except for throwing at serenading alley cats at 3 AM). —Loren K. Wiseman

## Origins '87

July 2nd-5th, 1987 at the Baltimore Convention Center and Hyatt Regency Inner Harbor.

For more information write:

**Atlanticon**  
Dept. C.A.  
P.O. Box 15405  
Baltimore, MD 21220

or call

(301) 298-3135

Sponsored by **GAMA**, the Game Manufacturer's Association.

## What are you playing for?

Because you like Strategy and Adventure games, right?

You probably also enjoy the friends you have in gaming, the problem solving, the thrill of victory, buying a new game, etc.

Do you know where you can get the most of all of these things you like? At *you local Strategy Game Convention*. Plan your next move among friends!

## Approved For Use With **TRAVELLER**<sup>®</sup> **Undersea**

**The Undersea Environment** by J. Andrew Keith. New rule systems simulating the underwater environment: aquatic activities and hazards, the use of underwater gear and equipment, and special events and encounters to help construct underwater encounter tables. (GL-1984 48pp \$5.95)

**The Drenslaar Quest** by William H. Keith, Jr. On the watery world of Yarfahl, the adventurers join the race to salvage a valuable cargo from the *Drenslaar*, a sunken star freighter. Will they elude detection long enough to complete their task? Makes use of rules and information presented in *The Undersea Environment*. (GL-1985 64pp \$6.95)

## Mountain

**The Mountain Environment** by J. Andrew Keith. Travel and survival in rugged terrain. New rule systems simulate mountaineering and other activities and hazards found on mountainous terrain. Explains the use of mountaineering equipment and includes a guide for the construction of specific mountain situations: special events, encounters, and adventures. (GL-1986 48pp \$5.95)

**Ascent To Anekthor** by J. Andrew Keith. Lady Sandra Lockhart was rich, famous . . . and bored. A thrill-seeker and daredevil, she was always on the lookout for new horizons to conquer. Now she has set her sights on the triple peaks of Anekthor where an old love and an old hatred await Lady Sandra's challenge. Makes use of rules and information presented in *The Mountain Environment*. (GL-1987 56pp \$5.95)

## Desert

**The Desert Environment** by William H. Keith, Jr. Travel and survival in a desert climate. New rule systems simulate all aspects of desert survival, explains the use of desert equipment, and gives guidelines for setting up specific desert situations: special events, encounters, and adventures. (GL-1988 56pp \$6.95)

**Duneraiders** by William H. Keith, Jr. Riches, danger, and mystery lie within the arid wastes of Tash-rakaar, a desert world peopled by the savage and enigmatic Duneraiders. The adventurers soon learn that desert nomads and desert heat aren't the only enemies they face. Makes use of rules and information presented in *The Desert Environment*. (GL-1989 64pp \$6.95)

## Adventure

**A Pilot's Guide to the Drexilthar Subsector** by J. Andrew Keith. From the navigational computer files of the Imperium comes a detailed explanation of a subsector on Reaver's Deep, in the Imperial frontiers. Presents background information on the Deep and on the Drexilthar subsector (setting for the adventures *The Drenslaar Quest* and *Duneraiders*). Each world in the subsector is explored to sufficient depths to be the setting for one or more adventures. (GL-1980 48pp \$5.95)

**Startown Liberty** by John Marshal. Startown . . . the rough and tumble district on any world where travellers can find anything from entertainment to the worst sorts of crime and corruption. Condemned by the majority of honest citizens, exploited by the criminal subculture, and visited by starship crews looking for entertainment, information, jobs, and almost everything else, this is "a wretched hive of scum and villainy" . . . this is Startown. (GL-1975 48pp \$5.95)

**Lee's Guide to Interstellar Adventure: Volume 1** by Gregory P. Lee. The journals of the noted galactic wanderer Aramais P. Lee have now been converted into a referee's aid. *Lee's Guide* provides complete planetary specifications and detailed plot outlines for 10 worlds in which the situations taking place on the planet form the basis for a varied range of adventure opportunities, suitable for both small parties and large groups. (GL-1980 48pp \$5.95)

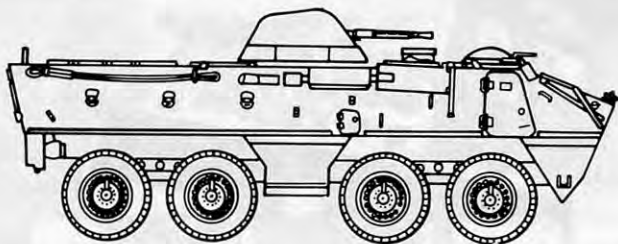
**Wanted: Adventurers** by John Marshal. From the want ads of a starport news service come 20 short adventure situations. Job opportunities abound for adventurers in this collection of scenarios which can lead a band of characters into anything from a luxury cruise to a mercenary expedition. (GL-1971 48pp \$5.95)

Available from Sleuth Publications, Ltd., 2814-19th Street, San Francisco CA 94110. Add \$2 per order for postage & handling.

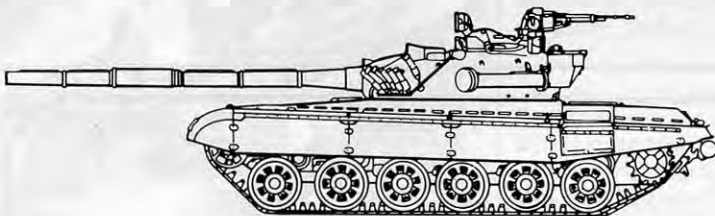


# Equipment List

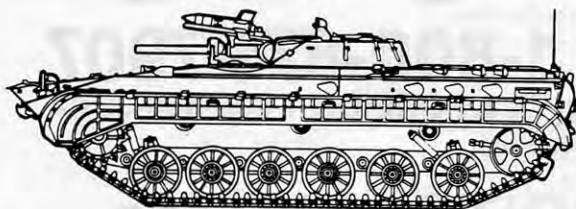
All of these vehicles have appeared before in various **Twilight: 2000** publications, but a large number of our readers have expressed a desire to see what they look like. We present the statistics for the referee's convenience.



**OT-64:** An 8-wheeled amphibious armored personnel carrier jointly developed by the Czech and Polish armies, the OT-64 is used by the Czechs and Poles instead of the BTR-70. OT-64s were also used by the East German Army, but few are still serviceable due to a shortage of spare parts. It is identical in layout to the BTR-70. *Price:* 80,000 (S/C) *RF:* none *Armament:* KPV MG *Ammo:* as cargo *Tr Mov:* 180/70 *Com Mov:* 60/30 *Fuel Type:* D, A *Fuel cap:* 290 *Fuel cons:* 70 *Load:* 3 tons *Veh Wt:* 14 tons *Crew:* 3 + 15 *Mnt:* 6

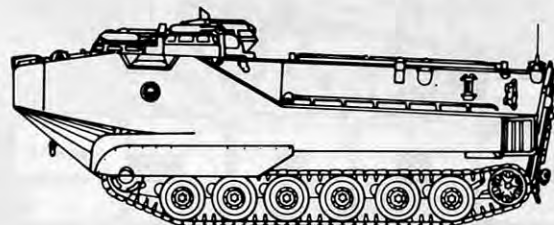


**T-72:** A tracked main battle tank. There is a driver's hatch on the middle front deck and a gunner's hatch and commander's hatch on the turret deck. The gun is automatically reloaded. A weapons mount is located by the commander's hatch. *Price:* \$400,000 (R/R) *RF:* +30 *Armament:* 125mm gun, PK MG, DShK MG (C) *Ammo:* 40 × 125mm *Tr Mov:* 120/70 *Com Mov:* 40/25 *Fuel cap:* 960 + 400 *Fuel cons:* 240 *Load:* 500 kg *Veh Wt:* 40 tons *Fuel Type:* D, A *Crew:* 3 *Mnt:* 18

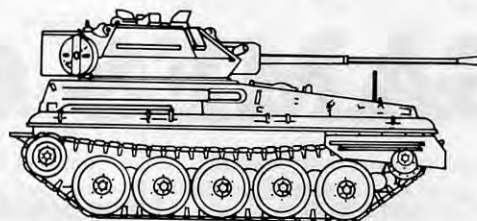


**BMP-B:** One of the standard Warsaw Pact tracked, amphibious armored personnel carriers. Main access to the vehicle interior is by a drop ramp in the vehicle rear. There is a driver's hatch on the left front deck, a commander's hatch behind it, a gunner's hatch on top of the turret, and two long oval-shaped hatches on the rear deck for the passengers. There

are three rifle firing ports and one machinegun firing port on each side of the vehicle. The machinegun firing port will accept any battle rifle, assault rifle, or the PK machinegun. *Price:* \$150,000 (R/S) *RF:* +5 *Armament:* 30mm Autocannon, AT-5 launcher, PK MG *Ammo:* 200 × 30mm, 3 × AT-5 *Tr Mov:* 120/70 *Com Mov:* 40/30 *Fuel Cap:* 440 *Fuel Cons:* 110 *Load:* 1.5 tons *Veh Wt:* 12.5 tons *Fuel Type:* D, G, AvG, A *Crew:* 3 + 8 *Mnt:* 12



**AAVP9:** The AAVP9 is an advanced version of the AAVP7A1 amphibious armored personnel carrier, entering service in the early 1990's. A 40mm AGL and M2HB MG combination is mounted in a small cupola on the right front hull deck, and there are two smaller hatches for the driver and vehicle commander on the left front hull deck. The rear deck contains two large doors for disembarking personnel, and the rear has a ramp/door which can be lowered as well. The vehicle is fully amphibious. The 40mm AGL is identical in performance and characteristics to the Mark 19. *Price:* \$80,000 (R/R) *RF:* +15 *Armament:* 40mm AGL, M2HB MG *Ammo:* 350 × 40mm *Tr Move:* 120/70 *Com Move:* 40/30 *Fuel Cap:* 360 *Fuel Cons:* 120 *Fuel Type:* D, A *Load:* 4 tons *Veh Wt:* 18 tons *Crew:* 2 + 22 *Mnt:* 6



**Scorpion Mk 2/90:** A British-built tracked recon vehicle. The Scorpion has a two-man turret with hatches for the commander and the gunner. There is a hatch on the front deck for the driver. There is a ring mount (NHT equivalent) on the commander's hatch. *Price:* \$90,000 *RF:* +30 *Armament:* 90mm gun MAG MG, MAG MG (C) *Ammo:* 30 × 90mm *Tr Move:* 170/250 *Com Move:* 60/50 *Fuel Cap:* 390 liters *Fuel Cons:* 156 liters *Load:* 300 kg *Fuel Type:* G, AvG, A *Veh Wt:* 8.7 tons *Mnt:* 12 *Crew:* 3.



No.30

US \$3.25

# CHALLENGE

GDW's Magazine of Adventure Gaming



*For Twilight: 2000 —  
Shell Game  
by Adam Geibel*

*For Traveller —  
The Warehouse  
by Joe Fugate*

*For 2300 —  
The IEX  
by Deb Zeigler*

*Plus —  
Building the Perfect Mech  
by Kevin Stearns*

KIM GROMOLL  
©87

*Incorporating the Journal of the Traveller's Aid Society*



# Shell Game

*I was hell on the road to complete and total obliteration, courtesy of "Rosie's" rotgut. Seems like every place we go gives birth to a new "Rosie's." Name doesn't even change.*

*Lopez on his beat-up old Fender guitar and some kid from the 82 on a purloined piano were playing old Al Stewart tunes when a loser from Intelligence came in looking for me. I was cordially ordered to report to GHQ in four hours...a mission of utmost importance...least I wouldn't spend Christmas sitting here feeling depressed...*

## INTRODUCTION

*Shell Game* is a mini-module for use with GDW's WWIII role-playing game, **Twilight: 2000**. The scenario begins with a hastily assembled team of allied commandos racing to prevent the Soviets from obtaining a dangerous advantage, with only a 10-day margin before disaster strikes.

Details are given for the Shiraz Defense District and the country to the north and west, as well as information on the 3rd AD, IPA. Outlines for resolving airdrops are provided, as well as some special equipment.

*Shell Game* is presented as an operation in the "old" sense—aircraft, paratroops, and technical gizmos to make the job easier. The logical conclusion,

however, can only be the same as all warfare past, present, and future—violent and lethal.

## REFEREE'S NOTE

This mini-module is designed to be used by the referee. Narrative scenes describing certain events from the point of view of the characters are provided to add additional color and detail to the referee's narrative description of the situation to the players. The narrative section, set apart in italics for easy recognition, should be read to the players. All other sections are reserved for the referee only (unless otherwise stated).

*I knew this was going to be a weird mission heading full tilt to bad when I saw the brass in the GHQ briefing bunker. Israeli, Brit, Air Force. Us pigeons had the privilege of the first three rows, and I had worked with at least half these guys before, which was some comfort. Then Tweedle Dum and Tweedle Dumber from Intelligence strolled in with a couple of armfuls of maps and papers. This was going to be fun...*

## 0800 21/12/00 BEK—S-2 PRESENTING

*Gentlemen, sorry to drag you out of bed on such short notice, but we have a problem. You're aware of the strategic situation, that both sides have stabilized,*

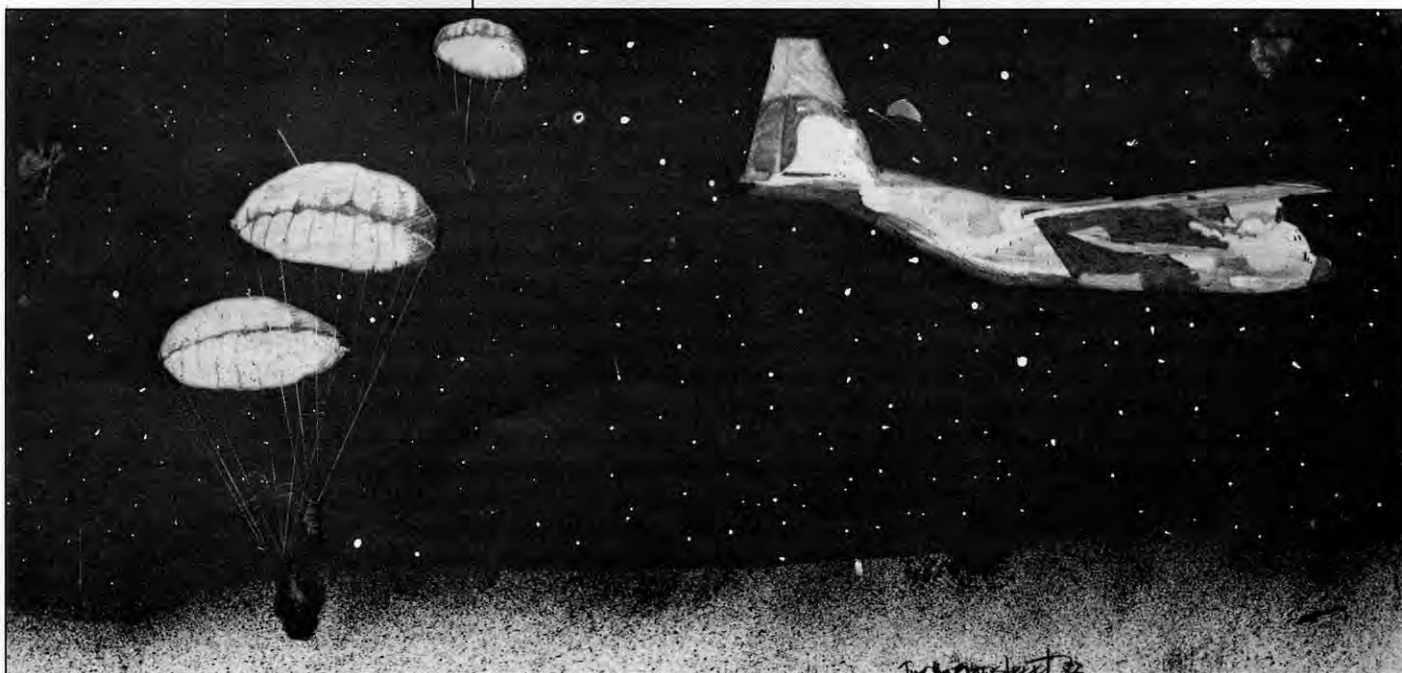
*but one good push either way would carry the whole shooting match. We have discovered a Soviet plan that, if successful, could wipe out the Iran Nowin and the IPA.*

*During the early morning hours of 18 December, a single dispatch vehicle travelling from 1st Army HQ via Qom to Tehran was ambushed on a deserted stretch of highway by pro-NATO Kurds. Documents were recovered, but the unit had to flee upon the impending arrival of elements of the 91st KGB MRR.*

*The Kurds escaped unnoticed with the plans to Operation Footfall, leaving an innocuous wreck overturned on an icy road. The KGB patrol discovered the wreck and the papers left by the guerrillas. They duly reported the accident to higher headquarters, who instructed them to burn the vehicle, and say nothing about the papers...*

*The Kurds managed to filter the information back to BEK in only two days, but not before a Shir Iran spy got a look at them...and so the word spread to the various intelligence groups.*

*From what we've been able to piece together, a Soviet unit codenamed Arrowhead—a long-range recon company—is to proceed overland from Yazd and link up with enemy partisans on or about the 25th of this month. From there they are to proceed west and*



SECRET

CO, Team Oscar

Copy NO 2 of 4 copies

CG SOCCENT

BUSHEHR (vic QHNJ5129) IRAN

181445Z Dec 00

RR45

OPORD SHELL GAME

References: DMAAC 4-96, JNC-9N, Edition 11, 1:2,000,000

Time Zone Used Throughout The Order: ZULU

Task Organization:

TEAM OSCAR

Per Annex C, OPORD SHELL GAME

### 1. SITUATION

a. Weather—22 thru 25 Dec—clear

26 Dec—clouding

27 thru 31 Dec—60 percent precipitation

Temp.—Highs 5 degrees C

Lows—4 degrees C

+ or - 2 degrees C

Full moon throughout operation

b. Enemy Forces. 315th LRRC, 8th MRD; Marauder Band Nhaziern (MBN). Enemy intend to infiltrate Shiraz, emplace and detonate two portable nuclear devices. Consult Annex A, OPORD SHELLGAME for current G2 threat estimate.

1. Location—315th moving west; MBN Kor River Valley area.

2. Activity—Units rendezvousing, headed to Shiraz

3. Strength—315th 20 to 30; MBN 25 to 35

c. Friendly Forces

1. Mission of next higher unit BEKHQ Command and support.

2. Attachments and Detachments. None.

### 2. MISSION

Team Oscar to intercept and capture or destroy enemy TacNuk.

### 3. Execution

Concept of Operation—Infiltrate undetected and intercept enemy unit(s). Exact details left to mission commander's discretion.

### Coordinating Instructions

Time of Departure: 22.12.00, 21.00

Time of Mission Termination: (Theoretical) 01.01.01, 12.00

### Command and Signal

Signal: BEKGHQ (SECURE) 35:10 (24 hour monitor)

Air Assets 40:05

U.S. Embassy, Shiraz 35:40 (24 hour monitor)

Code in Effect—Blue 3

Team Code OSCAR

Cmdmd Code ERNIE

ArAsst Cd DEWY

Command: Mission leader supersedes aircraft commander

Service Support

Rations 10 days MRE per

Arms As per requisition

Ammunition As per requisition

Wounded As per Mission Leader's discretion

Prisoners/Captured Equipment: As per M.L.'s discretion

Airdrop Eqp.: S-4, 82nd Abn

KIRBY CG

### Annexes

A-Enemy Dispositions

B-Friendly Dispositions

C-TOE, Team OSCAR

D-Aerial Movement



south, infiltrate Shiraz, and emplace and detonate two portable nuclear devices. We feel that the most likely place for a rendezvous is the Kor River Valley or the Gar/Dashtak mountain range. They plan to resolve this operation by 1 January.

The IPA and the Iran Nowin have not been informed as there is a leak in their higher communications. Until that leak has been neutralized, this mission will remain a secret from them. This means that under no circumstances should Shiraz be contacted as it would embarrass the Allied command.

If, for whatever reason, Shiraz learns of the mission, the Tudeh network will have passed this on clandestinely to Yazd within half an hour. Use this margin for calculating a Soviet airmobile counter response.

Intelligence has gleaned this from the incomplete papers: the 315th will carry out this mission with vicious determination with or without marauder help.

Your team's mission is to intercept the Soviet forces and capture or destroy the nuclear devices. Exert all effort to capture these weapons intact.

The essence of this mission is secrecy. It is imperative that no one find out your true identity or link you to the Allied command. Your best chance would be to impersonate a marauder group. You have all received your oporder packets? Good...this mission gets off the ground in 25 hours. Good luck, gentlemen...

In addition to the 315th and Nhaziern's marauders, the KGB and the Iranian Royalists will be after the nukes. The French have been called in for assistance by the Shir Iran as their assets in the Shiraz area are negligible. The Royalists would use these as weapons of extortion, the French as bribes to some corrupt Iraqi generals, and the KGB would use the missions failure as an excuse to purge General Suryakin.

The French have little use for the Shir Iran other than as pawns now or as a possible future cat's paw. If Franco/Royalists came into possession of the nukes, the Iranians would unfortunately die to a man, a tragic result of enemy contact. If the mission is successful for them, they will rendezvous with a Djibouti-based aircraft and then head east on another mission...

The KGB are out to cause trouble but are seriously short-handed and are quite willing to hire a marauder group to bolster their numbers. As with any KGB deals, the hirelings would be wiped out by the forces that came to collect their agents and, hopefully, the weapon. Since the marauders in this area have had little or no experience with the KGB, they would not be aware of this.

The Allied group should be composed of 15 to 20 very strong characters, as they must make up in skill what they will lack in numbers. Members must be at least Ranger qualified and preferably Special Forces of American, British or Israeli origin. Ideally, the group should include ISA and AJITF agents and possibly a pair of Kurdish guides waiting at the drop scene. If the referee wanted to make things really interesting, one of the Kurds could be a Tudeh spy.

Like the French, the Allies will be dropped out in the middle of nowhere on foot. It would therefore be logical to procure some local transportation (read steal some horses). There should be at least one designated radio specialist and one medic. Strong language skills in Russian and Farsi are essential, as well as NWH and some equestrian experience.

Equipment and gear should be of mixed origin, including



night vision devices, weaponry of interchangeable calibers (i.e. only weapons in 9mm, 5.54B or 7.62N), and clothing. Jump equipment should be buried as soon as possible after landing.

There is a potential for an incredible amount of confusion that the players could take advantage of or be overwhelmed by. Remember, the players and their adversaries are commandos, a breed that thrives in an environment of chaos and fog. All of the groups will appear, in dress and range of equipment, to be marauders. At a distance of greater than 100 meters, exact identification will be impossible (unless they're doing something to give themselves away, like shooting a downed airman); at closer ranges it will be a DIF:RCN task.

Probably the best strategy for the commandos is to catch the LRRP's east of the mountain range, before they get a chance to link up with the marauders. However, an early failure will blow the element of surprise and make the Soviets very paranoid. Initially, they have no idea that their mission has been compromised.

There is also a timetable for NPC group actions should the players not encounter any of them in the first few days. The Soviet recon team travelled west, unwittingly avoiding the French, and linked up with Nhaziern's marauders by the 27th. Nhaziern would allow his men to act only as guides, showing the Soviets the smugglers' routes in and out of the Shiraz area. His refusal to commit his group, unless in their own self-defense, angered Major Buchavitch. The Soviet commander will leave at sundown on the 28th (with guides) from the west face of Mt. Gar and try to make the cover of Banesh by sunup.

The French and Royalists, who followed Buchavitch's trail 30 hours behind, struck during the afternoon of the 28th and seized the nuke. Both sides suffered half a dozen casualties during the firefight. Men and animals of the victorious raiders were exhausted after their earlier chase, unable to outrun the Soviets and marauders. The Soviets recovered the nuke and were headed to Banesh by the early morning of the 29th.

The KGB unit never made it further than a few kilometers



into the Mt. Gar/Dashtak range, where they were ambushed and annihilated on the 30th by smugglers offended earlier. The referee may use this as a guide to the bomb location as time progresses if players have not yet influenced events. The following lists events should characters not interfere with the groups. Approximate times accompany dates, when appropriate.

#### ENCOUNTER SCHEDULE

22.12.00 The 315th passes south of Mt. Sefid's southern foothills, spends the day of the 23rd in camp.

23.12.00 The 315th travels north along the east base of the Mt. Chub Bidi range, ignorant that they are following the trail of the Shir Iran group. Trail lost and camp made by daybreak.

24.12.00 The 315th travels around the north end of the Mt. Chub Bidi range, then due south into the Dashtak range. Shir Iran links up with G11, then heads west.

25.12.00 G11 travels through the Mt. Chub Bidi pass and reaches the base of the Mt. Gar/Dashtak range. The 315th passes through the Gar/Dashtak and attempts to approach Shiraz from the northeast (near Mt. 9285). Backtracks north to avoid IPA air and horse patrols.

26.12.00 The 315th works back up the Gar/Dashtak, searching for Nhaziern. G11 picks up trail after questioning shepherd boy.

27.12.00 (03.30) The 315th rests, joins Nhaziern's marauders.

28.12.00 (14.00) G11 and Shir Iran attack 315th camp north of Mt. 9275 on Mt. Dashtak ridge, then west to Kor River Valley.

28.12.00 (20.15) The 315th, with marauder guides, attacks G11, inflicts heavy casualties, and recovers the bomb.

29.12.00 (01.45) The 315th, with marauder guides, breaks camp and heads for Banesh. Nhaziern attacks G11/Shir Iran remnants, nearly eliminating them. A few survivors flee north.

29.12.00 (05.10) The 315th makes Banesh and hides until sunset.

30.12.00 (04.30) The 315th makes Qalat Mt. (pt. 9837). KGB group eliminated south of Mt. Bakan.

31.12.00 (08.00) The 315th ambushes small merchant convoy and assumes their role to slip into Shiraz. Bomb emplaced and

set to detonate in 11 hours at 13.00.

31.12.00 (14.20) The 315th is caught at a checkpoint while leaving city. Ensuing firefight scatters survivors.

01.01.01 (00.01) Nuclear device explodes in the town's center.

#### WEATHER TABLE

Weather could play a major part in the chase for the nuke. Though unlikely, a snow squall at a critical time could obscure a harried group from its pursuers. Following is a D100 table. For this campaign only, add 5% per day cumulative until the 27th, then subtract 5% per day (noncumulative). Initially, the weather is clear, cold (-1°C) and only slightly breezy.

##### Basic Weather

| Die   | Weather                  |
|-------|--------------------------|
| 1-15  | Clear                    |
| 16-22 | Clear, scattered clouds  |
| 23-28 | 40% Cloud Cover          |
| 29-44 | 60% Cloud Cover          |
| 45-54 | 80% Cloud Cover          |
| 55-65 | Overcast                 |
| 66-69 | Overcast, with fog       |
| 70-74 | Snow Flurries/Sprinkling |
| 75-78 | Sleet/Drizzle            |
| 79-92 | Light Snow/Light Rain    |
| 93-98 | Heavy Snow/Heavy Rain    |
| 99-00 | Blizzard/Thunderstorm    |

#### TEMPERATURE

Roll 1D10 and subtract the result from 7°C. Subtract 3°C when in mountains and at night.

##### Wind Direction (1D10)

| Die | Quadrant    |
|-----|-------------|
| 1   | N/NW (330°) |
| 2   | N/NW (315°) |
| 3   | W/NW (300°) |
| 4   | W/NW (285°) |
| 5   | W (270°)    |
| 6   | W/SW (255°) |
| 7   | W/SW (240°) |
| 8   | SW (225°)   |
| 9   | S/SW (210°) |
| 10  | S/SW (195°) |

This table gives the direction from which the wind is blowing.

##### Wind Speed (1D10)

| Die | Wind Speed |
|-----|------------|
| 1   | 1-3 kph    |
| 2   | 4-7 kph    |
| 3   | 8-10 kph   |
| 4   | 11-14 kph  |
| 5   | 15-19 kph  |
| 6   | 20-24 kph  |
| 7   | 25-28 kph  |
| 8   | 29-32 kph  |
| 9   | 33-35 kph  |
| 10  | 36-40 kph  |



### REFEREE'S NOTE

Parachute drops are a new facet of **Twilight: 2000** and are really not too complicated, though these operations go beyond a simple die roll for parachute skill. Referees should refer to *Challenge* issue 26.

The two principal concerns of a paratrooper are whether the chute works and the nature of the landing. Equipment is checked meticulously before a drop, but accidents happen. Only a catastrophic failure roll will indicate a main chute failure. If a jumper is above 150 meters and wearing a reserve chute, he has a second chance.

Daylight drops are ESY:PAR as long as the drop zone is basically level, clear ground. For night drops and drops when the wind speed is greater than 16.5 kph, subtract 15%. The task becomes average if the ground is wooded or slightly hilly, and difficult if mountainous. As noted previously, a catastrophic failure indicates a malfunctioning chute, a failure a fall from seven meters, and a minor failure being dragged by a runaway chute for 10 meters.

The mission commander must specify the drop zone, airspeed, and altitude of the aircraft, as well as whether a reserve will be carried. The length of the drop zone, in meters, is one-half the number of jumpers times the aircraft speed (in kph). Drift is measured with the equation 1.6 times altitude (in 100s of meters) times velocity (ground winds in kph). Wind velocity is excluded for equipment drops from less than 80 meters.

The order provided should be copied and given to the mission leader.

### PERSONALITIES

#### Major Pieter Buchavitch

A promising young officer who has received two battlefield promotions in the last 18 months, Peter Buchavitch has been with his unit, in combat, for the last three years. Though a devout communist, he is tired of the war and feels betrayed by the "diseased old men in the Kremlin." He expresses this in his meticulous mission planning and execution and his off-duty excesses involving women and alcohol. As long as his men survive and the mission is accomplished, anything is permissible on or off the battlefield.

Buchavitch is extremely loyal to Suryakin and would gladly support the general's bid for an independent Transcaucasus, were he to know of it and survive this mission. He is somewhat of a bigot, preferring not to work with "locals" as they have been less than reliable in the past. The Major is tall, thin, has sandy blonde hair and half a dozen visible, old scars. Major Buchavitch is a Veteran NPC.

The Major speaks Russian (100%), English (99%), German (60%), and Farsi (70%).

**NPC Motivation:** *Heart 9:* Loyalty to his men and General

Suryakin. *Club 3:* Violence; in this case, he is unintimidated by threats and will not hesitate to react violently if the situation warrants it.

#### Nhaziern Khazi

A silent, bearded man with deeply suntanned skin, coal black eyes and graying hair, he is small, only 160 cm, and painfully skinny. Unlike other successful men of small stature, Nhaziern is unnervingly quiet and unassuming. He is an expert with knife and pistol, as well as being very devious.

Originally, Nhaziern ran hashish from Afghanistan to the Persian Gulf, where it was loaded on ships headed west. When the ships stopped coming, he took his two cousins and some herdsmen and joined a Pasdaran militia unit. He betrayed them to a Tudeh group and left with a small following in the ensuing confused massacre.

In late 1999, he chose the Kor River Valley as a permanent home. The band absorbed, eliminated or chased away most of the other marauder bands in the area. Nhaziern realized that the way to survive under the Iran Nowin's nose was to be invisible—other naughty boys could ruin his paradise.

The area's residents don't mind Nhaziern's presence, as he keeps potentially worse bands away and isn't too greedy. With Shiraz eliminated, Nhaziern could become ruler of the entire neighborhood around the Kor. Nhaziern is a Veteran NPC.

Nhaziern speaks Farsi (100%) and English (20%).

**NPC Motivation:** *Spade Queen:* Ruthless and will do anything or act in any manner to achieve his goals. *Club 7:* Views violence as an acceptable solution to almost any problem.

#### Ordubadi

Ordubadi is a squirrely, thin, old herdsman who moonlights as a bandit. After ambushing several groups of stragglers back in '97, Ordubadi and his confederates realized that this was an easy way to increase their standard of living.

During the winter, Ordubadi becomes a "bandit," as he finds that he has to be outdoors less than when shepherding, and it's more fun than watching sheep and goats.

Ordubadi speaks only Farsi. He is a Veteran NPC.

**NPC Motivation:** *Diamond Jack:* Scared of a real fight, so he attacks only the weak and unprepared. *Diamond 9:* Greedy,



sometimes to the point of foolishness.

### Major Gorges Amiet

Having just turned 40 last month, Amiet was considered by many of this mission's planners to be too old for this job. Amiet had worked his way up through the ranks and twice served under Lt. General Cervelan.

Before the war, Gorges had only officially seen action in Chad and Lebanon. However, his file notes sabbaticals, which happened to occur at the same time as several rumored DGSE operations in Indochina. He also spent some time in Kuwait as an advisor.

He is a career soldier and dedicated to his men, though viewed with distaste by fellow officers for his off-duty antics. In spite of his coarse activities, Amiet has been kind to small children and animals when he thought no one was looking. Major Amiet is an Experienced NPC.

The major speaks French (100%), English (75%), Vietnamese (70%), Arabic (65%), and Farsi (40%).

**NPC Motivation:** *Heart 7:* Loyal to his men. *Club 4:* Not easily intimidated and ready to do whatever necessary to accomplish the mission—within the bounds of decency.

### Dr. G. H. Rezai

A handsome man, Dr. G. H. Rezai (whose education in England was financed by the Royalist underground) is third cousin to the current Shah-in-exile. He practiced medicine in the United States until 1994, at which time he clandestinely reentered Iran and worked with the Shir Iran organization as a surgeon and occasional field agent.

Rezai is somewhat of a romantic who believes that the future for Iran lies with the Royal family. Though a competent doctor and a reasonably wise man, he lacks military training and is not above deferring to those with more knowledge. However, he may not act on advice, preferring to remain cautious and alive. Rezai is an Experienced NPC.

The Doctor speaks Farsi (100%) and English (90%).

**NPC Motivation:** *Heart 10:* A strong belief in his cause and people. *Diamond Ace:* Generosity, in that he willingly sees to the medical needs of people when he can.

## ORGANIZATIONS

### Nhaziern's Band

Nhaziern's marauder band of prewar smugglers is composed of local tribesmen and army deserters. It was first identified as a group May 1997. They have operated with Soviet and Tudeh forces in the past but are not ideologically sympathetic, being motivated by personal gain or preservation.

**Referee's Note:** This band is competent and dangerous in combat and is well disciplined for irregulars. Their vigilance has slipped a bit in the last few months, as they have been leading a life of ease in the Kor River Valley. They possess limited mobility with 30 mules, 15 horses, and 20 burros.

**Leaders:** Nhaziern is the unquestioned leader, being the most experienced and deadliest. He is backed by his two cousins, Nafici Khazi and Omar Moghadh, who assisted him in prewar criminal exploits.

**Meeting the Band:** If encountered or tracked down, one out of every six men will be on guard. This is effective 24 hours a day, but lately some of the men have taken to catnapping,



though careful not to be caught. If encountered on the road, a smaller group will eventually return to the main camp.

**Numbers:** Including the leaders, 50 men. This includes 20 Veterans, 22 Experienced and five Novices.

**Where Found:** As per the encounter tables. Anywhere outside the Mt. Gar/Dashtek range the group will be a small party foraging for supplies. They will number 2D10 and be mounted. There is a 50%-chance they are headed away from the main camp, 50% returning. In the range it will be the main group, less 2D10 men, at one of their many lairs/caches.

**Weapons:** *For Veterans:* 4 AKRs, 5 AK-074s, 2 RPK-74s, 3 G-3s, 4 FNs, 1 MG-3, 1 M-16, 2 RPG-16s and 8 Rockets, 2 BG-15s, and 40 Grenades

*For Experienced:* 2 AK-74s, 1 RPK-74, 5 M16s, 1 M249, 7 FNs, 5 G-3s, 1 HK 21, 1 60mm Mortar, 10 HE Shells, 1 BG 15 and 15 Grenades

*For Novices:* 2 AK-74s, 3 M16s

Everyone carries 100 rds of rifle ammo and a pair of fragmentation grenades, or two belts of machinegun ammo. There are five cave/camps, each with a cache of six crates each of 5.56N, 5.54B and 7.62N, as well as two crates of frag grenades.

### The Majestic Bandits of the Mountain

The Majestic Bandits are shepherders who have become bandits. The date of their formation is unknown, as they avoid contact with organized military units. This group is rumored to have operated in the past in conjunction with Nhaziern. Though excellent mountaineers and marksmen, they are undisciplined and prone to avoid conflict unless their numbers are overwhelming.

**Referee's Note:** This group is a bunch of peasants supplementing their income by occasionally raiding merchant caravans. The majority live in their own hovels and care for small flocks, gathering with the leaders only for raids. Captured members of this group will be easy to interrogate and add a second die roll to the rumor chart.

**Leader:** Ordubadi

**Meeting the Band:** As per the encounter table. The main group will only consist of 2D + 4 bandits, including Ordubadi, 75% of the time. Individual members could be encountered as shepherders 40% of the time while in the Mt. Sefid area, 10%



elsewhere.

**Numbers:** At full strength this band has 43 members: 5 of them Veterans, 18 Experienced, and 17 Novices.

**Where Found:** As per encounter table, in the Mt. Sefid area.

**Weapons and Equipment:** *For Veterans:* 2 AKRs, 5 MP5s, 2 M16s *For Experienced:* 2 RPK-74s, 1 PK, 2 HK-21s, 3 M16s, 4 AK-74s, 2 MP5s, 3 AKMs, 1 FN

*For Novices:* 5 M-16s, 7 G-3s, 2 AKMs, 3 FNs

### 315th Long-Range Recon Co., 8th MRD Recon Batt. (Yazd)

The 315th is a decimated Spetsnaz unit that merged with a recon company in December of 1999, which absorbed the company's remaining personnel.

**Referee's Note:** A tired group of dedicated communists and career soldiers now resigned to staying alive, the 315th is fiercely loyal to General Suryakin and realizes the gravity of this mission for his command. This type of unit is often referred to as a Long-Range Recon Patrol, hence the abbreviation LRRPS. Skill levels for Spetsnaz are as special forces, Recon as rangers, Kurds as mountain troops.

**Leaders:** Major Pieter Buchavitch, Lt.

**Meeting the LRRPS:** They travel by night and sleep by day with 50% security. Dress and equipment are varied so as to appear as marauders. In open terrain, three security teams will be riding a half kilometer in front and to each flank.

**Numbers:** In addition to the two officers and three NCO's, there are seven Spetsnaz troopers (Vet), 15 Recon (Vet), three Kurdish guides (Exp) and two Tudeh representatives (Exp, Nov).

**Where Found:** Helilift from Yazd to Persepolis, mule to op area. Route south of Mt. Sefid, rendezvous with marauders in Mt. Gar area. Travelling 30 km/night.

**Weapons and Equipment:** *For Spetsnaz:* 1 MP5, 1 M16, 1 SVD, 1 AKR, 2 G-3s, 1 UZI

*For Recon:* 1 FN, 1 M249, 3 M16s, 2 AK-74s, 2 UZIs 1 MP5S, 3 G3s, 1 PSG-1, 1 RPK-74, 2 BG-15 + s, 30 grenades

*For Kurds:* 1 AK-74, 1 M16, 1 G3

*For Tudeh:* 1 MP5, 1 UZI, 1 tactical nuclear device, 2 detonators for above, 2 50 km secure BKPK/VEH radios, 1 500 km antenna, 1 foot-operated generator, 3 cases plastic explosives, 1 case detonating devices, 2 RPG-16s and 8 rockets, 1 stinger and 4 missiles, 2 doctor's med kits, 3 IR goggles, 3 4x binoculars, 25x image intensifier, starlight scope

### Group Onze, Marine Parachute Regiment, Gole

A new group whose members were carefully chosen, Group Onze has a radio specialist, a medic, a nuclear explosives technician, three snipers, and two professional trackers.

**Referee's Note:** Like the Allied group, this team is being air-dropped near Mt. Sefid and will be mobility handicapped unless it can procure horses or vehicles. This group landed in the early hours of 21.12.00, and this mission will be its first, although the members have had considerable experience.

**Leaders:** Major Gorges Amiet, Lt. Paul Hulet, and SGM F. Silberstein

**Numbers:** 15, all Veterans.

**Where Found:** On the west face of Mt. Sefid until the 22nd, the as per the Encounter table.

**Weapons and Equipment:** 3 MP5S, Parker Hale sniper rifle, 2 PSG1, 25 km secure radio, 500 km antenna, solar generator, M249, 2 M16A2, M203, 2 galil sar, 3 G3, RPG-16 and 4 rockets,

4 claymores, 25x image intensifier, starlight scope, hand-cranked generator, doctor's medical kit, 3 IR goggles

**Referee's Note:** All members of the group carry 200 RDS and four grenades.

### Shir Iran (Lions of Persia)

The Shir Iran is a Royalist operations group staffed by ex-officers and officer cadets and composed of students and professionals that had emigrated to the west.

**Referee's Note:** Though determined and well meaning, this group is not as professional as the others. They lack physical endurance, survival skills, and the sophisticated training usually taught to commando groups.

The group has a dozen horses and half a dozen donkeys loaded with their equipment. They are posing as a merchant caravan (which explains why they're carrying all that ammo).

**Leader:** Dr. G. H. Rezai, M.D.

**Meeting the Shir Iran:** The Shir Iran will appear as a small merchant caravan. They are hoping to have the French find them, in spite of the prearranged gathering point and passwords. They may become overeager and mistakenly approach the players if encountered before the 24th.

**Numbers:** Three Experienced and seven Novices, two of whom are women.

**Where Found:** They will be headed north to rendezvous with G11. They will not link up until the 24th. Otherwise, as per the Encounter table.

**Weapons and Equipment:** 2 UZIs, 3 G3s, 2 AK-74s, 1 RPK-74, 2 MP5s, 3 cases 9mms, 3 cases 7.62Ns, 3 cases 5.56Ns, 6 RPG rockets, 3 doctor's med kits, 1 25km-secure radio, 1 4x binoculars, 2 spare radio batteries, 1 solar generator, 1 case frag grenades

Each member carries 100 rounds for his weapon and two grenades.

### Iranian People's Army

| Unit                   | Strength | Equipment and Notes   |
|------------------------|----------|-----------------------|
| <b>Shiraz (Proper)</b> |          |                       |
| GHQ, IPA               | 47       | 5A, 2B, 3E, 3G        |
| 3rd A.D. HQ            | 45       | 5A, 2B, 4C            |
| 12th Commo Batt        | 65       | 5A, 2B, 4E, 3G, 4N    |
| 161st Srv/Sup Batt     | 87       | 2A, 2C, 3D, H         |
| 77th MP Company        | 31       | 5A, 3E, 10G           |
| 1st Reg, 3rd AD (Gr A) | 100      | 18A, 4B, 2Q           |
| Shiraz Militia Batt A  | 500      | Armed only with small |
| Batt B                 | 490      | arms, machineguns     |
| Batt C                 | 495      | and 60mm mortar       |

### Shiraz International

|                      |     |   |
|----------------------|-----|---|
| AFHQ, IPA            | 71  | 3A, 4B, 3E, 5G  |
| AF 202nd Commo Batt  | 37  | 2A, 2B, 3E  |
| AF Secur. Detachment | 52  | 7A, 5E  |
| 227th Ftr Sqdn       | 200 | 4 F-20, 6B  |
| Army AVE BDE         | 400 | 2 AH-1Ts, 6 UH-60s, organized in six lifts of 45 men each |

### Forts 1 and 2

|                        |     |                                       |
|------------------------|-----|---------------------------------------|
| 2nd Reg, 3rd AD (Gr C) | 400 | 15A, 10B, 3C, 15F, 6I, 5J, 3M, 2R, 2K |
|------------------------|-----|---------------------------------------|

| Unit                             | Strength | Equipment and Notes                         |
|----------------------------------|----------|---|
| <b>Bardej Forts (3, 4 and 5)</b> |          |   |
| 2nd Reg HQ, 3rd AD               | 47       | 7A, 2B, N                                   |
| 2nd Reg, 3rd AD (A)              | 350      | 5A, 18B, 5H, 10S                            |
| 2nd Reg, 3rd AD (B)              | 350      | 5A, 25B, 10G, 6S, 5L                        |
| <b>Fort 6</b>                    |          |   |
| 1st Reg, Grp B                   | 100      | 18A, 4P, 8O, 6U                             |
| <b>Fort 7</b>                    |          |   |
| 1st Reg, Grp D                   | 300      | 15A, 10B, 2D, 3E 5F, H, 5J, 5L, 4Q, 10O, 3U |
| <b>Fort 8</b>                    |          |   |
| 1st Reg, Grp C                   | 150      | 10B, 2M, 5H, 3Q, 3P, 3O                     |
| <b>Shiraz North Fort</b>         |          |   |
| 1st Reg, Grp E                   | 350      | 20A, 16B, 4C, 4K, 6P                        |
| 1st Reg, HQ                      | 50       | 6A, 3B, 2N, 3P, 4U                          |
| Shiraz Militia Batt              | 100      | V, 2W, 8O, 6P                               |
| Shiraz Militia HQ                | 65       | 4G, 3O                                      |
| <b>Fort 10</b>                   |          |   |
| 3rd Reg, Grp A                   | 500      | 5A, 10B, D, 5F, G, 4K, 6L, 2Q               |
| <b>Forts 11-13</b>               |          |   |
| 3rd Reg, Grp C                   | 175      | 16A, 4B, 5D, 2Q                             |
| 3rd Reg, HQ                      | 55       | 5A, 3B, 2S                                  |

#### Vehicle and Equipment Index

|   |                 |   |                        |
|---|-----------------|---|------------------------|
| A | Landrover       | M | Challenger             |
| B | 2 ½-ton Truck   | N | M577                   |
| C | 5-ton Truck     | O | 81mm Mortar            |
| D | 8-ton Truck     | P | 120mm Mortar           |
| E | 3/4-ton Truck   | Q | ZSU 23-2               |
| F | UAZ 469         | R | 40mm Bofors Autocannon |
| G | Motorcycle      | S | EE-11                  |
| H | M113 or variant | T | Horses                 |
| I | BMP             | U | 30mm Autocannon        |
| J | Btr 70          | V | 130MM Howitzer         |
| K | 105mm Howitzer  | W | 155mm Howitzer         |
| L | Chieftain MK V  |   |                        |

**Referee's Note:** The IPA provides local security and reconnaissance for the SDD, through the 3rd AD. Ground patrols extend roughly 20 km from the perimeter; air patrols 300 km. All IPA units have 80% Experienced personnel, 15% Veterans and 5% Novices. The Shiraz Militia HQ and Battery are staffed with older draftees with previous military experience, so they have 10% Experienced, 60% Veterans and 30% Novices. These two units serve full time while the line battalions rotate every three days. The three infantry battalions have 50% Experienced, 25% Veterans, and 70% Novices.

The defense lines are a series of independent hedgehog type fortifications, complete with bunkers, covered trenches, telephone communications, barbed wire, antitank ditches, and minefields. These "forts" are often within sight of each other and each is under the indirect fire umbrella of the two adja-

cent forts.

The 3rd AD is equipped with German small arms (G3, MP-5, HK21, etc.), as well as 60mm mortars and RPG-16s for close support. Other IPA units in the SDD are equipped with a variety of western pattern small arms, primarily in 7.62N caliber. The Shiraz militia carries a hodgepodge collection of virtual antiques that gives its supply officer nightmares.

Since oil is in good supply around Shiraz, military vehicles remain unconverted to alcohol. IPA vehicles are kept in good shape, often having a wear value of only 2 or 3.

The forts are shown on the map as numbered, clear squares. These are the general areas for each detachment's H.Q. Subunit emplacements may be within a 5km radius of each point.

#### ADDITIONS TO THE EQUIPMENT LIST

**Tactical Nuclear Device, Portable:** A tactical nuclear weapon suitable for use by special forces, packaged in a standard issue nylon backpack. U.S. and Soviet weapons are virtually identical.

This weapon requires a separate chemical detonator, five minutes, and an NWH skill of 40 to arm/disarm and set. The timer can be adjusted to detonate anywhere from 10 seconds to 12 hours. The radiation dissipates quickly to 375 rads in 24 hours and a mere 23.43 within 48 hours. Wt: 22 kg (detonator three kg) Price: \$2,500,000 (R/R) Crater Diameter: .100 Fireball Diameter: .500 Total Destruction Radius: .470 Radiation Cloud Diameter: 1.5 Heavy Destruction Radius: .680 Medium Destruction Radius: 1.042 Int. Radiation: 6000 rads Light Destruction Radius: 1.303 Radiation Half-life: 6 hours

**BG-15:** A Soviet 40mm grenade launcher attachable to any standard AK rifle. Identical to the U.S. M203 in range and effect; ammunition is not interchangeable. The BG-15 operates like a mortar, loaded from the muzzle. It has a rude pistol grip, allowing it to be fired when dismounted from a rifle. Subtract 15% from the die roll when firing dismounted. Wt: 1 kg Cost: \$200 (R/S)

**Generator, Compact:** A compact generator used by mountain troops and special forces. It is only 10 × 10 × 15cm and extremely efficient. Wt: 5 kg Cost: \$300 (C/S) Fuel Consump: 1/4 l per period (G, Avg, A) Output: 400 watts

**Generator, Solar, M85:** A backpack-style solar panel set. Its folded size (22 × 12.5 × 5cm) expands (100 × 22 × .04cm) and can be set up on its own frame or hung from a tree, vehicle or man's back. It can charge one 12- or 24-volt battery per period, provided there is strong sunlight. Wt: 2.2 kg Cost: \$600 (C/S) Output: 21 watts

**Generator, Hand-cranked, M91:** A small, folding generator designed primarily to give radios short periods of extended range (usually triple the radio's normal range). Operating this counts as hard labor for a period, though one person can operate it for two half-hour segments once per period. It could be worked in shifts, but broadcast times are kept short to avoid eavesdropping, jamming, and detection. Wt: 2 kg Cost: \$200 (C/C) Output: 1 kw (Max)

**Antenna, 500km:** A role of wire used to rig field expedient and half a dozen resistors and insulators. Rigged from trees or other support and grounded, the antenna alone will triple the radio's range. When used in conjunction with a generator, the full range may be reached. Weather and terrain will affect the range of the radio when using these antennas. Wt: 1.5 kg Price: \$10 (C/C)



## PLACES OF INTEREST

### Shiraz

The city of Shiraz is the seat of power for the Iran Nowin National Emergency Council, as well as the Iranian People's Army Headquarters and the headquarters of the 3rd Armored Division. It is a prosperous, teeming city—for 21st century Iran, a metropolis.

It's population has been infused with refugees from the north and the surrounding countryside. The population of the city proper is some 30,000—mostly miners, merchants, and workers and their families. Surprisingly, there is little unemployment and few have starved this year. Another 15,000 live in a well-built shantytown of adobe huts to the northwest—these include the families of the members of the 3rd Armor Division and the attached units. An additional 5,000 population, herdsmen mostly, live and work in the region of the Dalu mountain range to the west.

Though the city has been damaged by the war, there is running water for three hours every afternoon and electricity for public buildings. Hospitals, schools, and roads are in reasonable repair, food is in good supply, and trade is flourishing. Oil wells in the immediate area provide more than enough diesel fuel for military needs. The state munitions factory produces explosives, detonators, 105mm projectiles, and mortar shells of all sizes. Three independent factories provide small arms ammunition for the government and civilian markets.

Shiraz also hosts embassies from the United States, France, and the United Kingdom, as well as AJITF liaison offices. Due to the large amount of traffic, Shiraz is a hotbed of black market and spy activity. Every major faction has representatives here. Even the Shiraz militia has been infiltrated by Tudeh and Shir Iran sympathizers, to the extent that it is only reliable for defensive operations.

Shiraz is the key city in what the IPA calls the Shiraz Defense District (hereafter referred to as the SDD). The SDD includes the towns of Zardej, Zargan, and Marv Dahst. Zargan and Marv Dahst were flattened and evacuated during the 1997 sieges. The SDD fortifications were constructed in early April 1997. The defenses held through the April 30 to July 16 siege. However, they were overrun within 24 hours during the August 21 attack when elements of the IPA and Shiraz militia panicked and ran after receiving two howitzer-delivered nuclear ground bursts.

Currently the NEC, the Shiraz city government, and intelligence elements of the IPA are negotiating with the leaders of the town of Banesh for entry into the SDD.

### Bardej

A small town swollen with refugees, Bardej shares Shiraz's prosperity as well as having a small forest and numerous orchards to the north. The town has a population of approximately 5000 farmers, herdsmen, and dependents.

### Zargan

A hillside town on the highway northwest of Shiraz, Zargan was obliterated during the '97 siege and subsequently picked clean by salvage hunters. There are two small artillery nuke craters 1 km west of the town. SDD lines and fortifications run

throughout the ruins.

### Marv Dahst

A large town destroyed by urban fighting during both '97 sieges, Marv Dahst is outside of SDD lines and contains nothing of value. Only the main highway through town has been cleared of rubble.

### Ahmbad

Ahmbad is a village of herdsmen, farmers, and their families living in stone or adobe brick hovels. The outer ones are unoccupied and in ruins or used as sheepfolds. Only some thirty dwellings are occupied, clustered around the village well and surrounded by a three-meter-high rubble wall.

The men are armed with a variety of military and hunting weapons. They have a good supply of Shiraz manufactured ammunition and simply want to be left alone with their sheep, goats, and crops. They will take no side in any outsider's conflict and be amicable only with merchants.

**Rumor Table:** Subtract 10 from die roll with result no less than 1.

### Kor River Valley

The Kor River Valley is an 80km oasis of orchards, small forests, lush fields, and large herds of goats and sheep. Wild game is also abundant at the valley's edges. Two thousand five hundred people live in single-family dwellings sprinkled throughout the valley.

**Rumor Table:** Roll twice, subtract 5 from each roll. Results no less than 1 and no duplicate rolls.

### Banesh

Banesh is a walled town of 700 people, just over the Zana Mountains, south of the Kor River Valley. Most of the people are herdsmen or merchants. The village chief is neutral but greedy, waiting for a lucrative offer to join the SDD. He has a personal bodyguard of 20 Experienced mercenaries and a town militia of 300 Novices. None possess a weapon heavier than a light machinegun.

**Rumor Table:** Subtract 4, result no less than 1.

### Sedeh

Sedeh is a large town badly damaged by air attacks and ground fighting earlier in the war. The outskirts have been abandoned and the rubble used to build a wall protecting the inner city. A 100-meter zone outside the wall has been cleared for defensive fire and as an open-air market during daylight hours. All trade is conducted outside the city walls—no strangers are permitted entry without the town council's permission.

The town has a population of 1500 and a standing militia of 125. In an emergency another 250 would turn out to defend the town. All are armed with military or civilian rifles and a few machineguns.

**Rumor Table:** Roll twice and subtract 6 from each roll. No duplicate results or less than 1.

## RUMORS

Rumors may be gathered in towns or from interrogated travellers. Individual bands and INT skill will affect the roll.

**Rumors Table**

**1-3:** No one has seen any strangers since the last merchant caravan a week ago. If the group is not hostile, the locals will offer to trade. If the group goes out of its way to be friendly (e.g. medic treats sick villagers), there is a 50-percent chance they will offer a guide. This does not apply to villages and towns noted otherwise above.

**4-5:** The surrounding area is swarming with bandits and marauders. They are uniting for a raid on one of the larger villages.

**6:** Some wolves have been terrorizing local shepherds. One was killed five days ago and nearly 100 sheep have been eaten.

**7-11:** The whole Kor Valley is going to be swallowed up by Shiraz, and we'll all be paying taxes to the Iran Nowin. They already have commandos up near Sedeh.

**12-14:** Several groups of heavily armed strangers have been seen heading up into Gar/Dashtak range. No one knows why, and we don't want to find out.

**15:** Some strangers have been looking for hired guns up in Sedeh. They're willing to pay a lot.

**16:** Some Russians passed by here yesterday heading east. There were a dozen carrying a lot of hardware.

**17-20:** A group of heavily armed men with pack animals passed heading (Referee's choice dependent on nearest commando group) about three hours ago.

**ENCOUNTERS**

The following table cross-references probable encounters and locations by date, December 22, 24, 26, 28 and 30, and January 1. The abbreviated notations are obvious, save for MBoM (Majestic Bandits of the Mountains), ShpHrd (Shepherd), Wreck (a military vehicle picked clean of everything of value), AbdBld (Abandoned Building), and Caravan (a merchant convoy of 1D merchants and 3D camels, horses, and donkeys loaded with trade goods).

**ENCOUNTER TABLE**

| Unit                  | 22    | 24    | 26    | 28    | 30    | 01    |
|-----------------------|-------|-------|-------|-------|-------|-------|
| <b>Mt. Sefid</b>      |       |       |       |       |       |       |
| G11                   | 1-20  | 1-15  | 1-10  | —     | —     | —     |
| 315th                 | 21-40 | 16-25 | 11-20 | —     | —     | —     |
| Shlr                  | 41-50 | 26-35 | 11-20 | 01-05 | —     | —     |
| MBoM                  | 51-60 | 36-50 | 21-35 | 06-30 | 01-30 | 01-30 |
| Wreck                 | 61-65 | 51-55 | 36-40 | 31-35 | 31-35 | 31-35 |
| ShpHrd                | 66-85 | 56-85 | 41-80 | 36-80 | 36-80 | 36-80 |
| AbdBld                | 86-90 | 86-90 | 81-85 | 81-85 | 81-85 | 81-85 |
| Caravan               | 91-00 | 91-00 | 86-00 | 86-00 | 86-00 | 86-00 |
| <b>Mt. Chubb Bidi</b> |       |       |       |       |       |       |
| MBoM                  | 01-10 | 01-10 | 01-10 | 01-10 | 01-10 | 01-10 |
| 315th                 | —     | 11-20 | 11-30 | 11-15 | —     | —     |
| G11                   | —     | 21-25 | 31-40 | 16-35 | 11-15 | —     |
| Shlr                  | —     | 26-35 | 41-45 | 36-50 | 16-25 | 11-15 |
| Wreck                 | 11-20 | 36-45 | 46-55 | 51-60 | 26-35 | 16-25 |
| ShpHrd                | 21-80 | 46-80 | 56-80 | 60-80 | 36-80 | 26-80 |
| AbdBld                | 81-90 | 81-90 | 81-90 | 81-90 | 81-90 | 81-90 |
| Caravan               | 91-00 | 91-00 | 91-00 | 91-00 | 91-00 | 91-00 |

**Kor River Valley**

|          |       |       |       |       |       |       |
|----------|-------|-------|-------|-------|-------|-------|
| Nhaziern | 01-15 | 01-15 | 01-15 | 01-15 | 01-15 | 01-15 |
| 315th    | —     | —     | —     | —     | —     | —     |
| G11      | —     | —     | 16-25 | 16-25 | 16-20 | —     |
| Shlr     | —     | —     | 31-35 | 36-40 | 26-30 | —     |
| KGB      | 11-20 | 16-25 | 36-45 | 41-50 | 31-40 | 16-25 |
| Wreck    | 21-30 | 26-35 | 46-55 | 51-60 | 41-50 | 26-35 |
| ShpHrd   | 31-80 | 36-80 | 56-80 | 61-80 | 51-80 | 36-80 |
| AbdBld   | 81-90 | 18-90 | 81-90 | 81-90 | 81-90 | 81-90 |
| Caravan  | 91-00 | 91-00 | 91-00 | 91-00 | 91-00 | 91-00 |

**Mt. Gar/Mt. Dashtak Range**

|          |       |       |       |       |       |       |
|----------|-------|-------|-------|-------|-------|-------|
| Nhaziern | 01-10 | 01-10 | 01-10 | 01-10 | 01-10 | 01-05 |
| 315th    | —     | 11-15 | 11-20 | 11-20 | 11-15 | —     |
| G11      | —     | —     | 21-30 | 21-30 | —     | —     |
| Shlr     | —     | —     | 31-40 | 31-40 | —     | —     |
| KGB      | —     | —     | —     | 41-50 | 16-25 | —     |
| ShpHrd   | 11-80 | 16-80 | 41-80 | 51-80 | 26-80 | 06-80 |
| AbdBld   | 81-85 | 81-85 | 81-85 | 81-85 | 81-85 | 81-85 |
| Wreck    | 86-90 | 86-90 | 86-90 | 86-90 | 86-90 | 86-90 |
| Caravan  | 91-00 | 91-00 | 91-00 | 91-00 | 91-00 | 91-00 |

**Sedeh Bowl**

|          |       |       |       |       |       |       |
|----------|-------|-------|-------|-------|-------|-------|
| KGB      | 01-10 | 01-10 | 01-10 | 01-10 | —     | —     |
| Nhaziern | 11-20 | 11-20 | 11-20 | 11-20 | 01-10 | 01-10 |
| ShpHrd   | 21-60 | 21-60 | 21-60 | 21-60 | 11-50 | 11-50 |
| Wreck    | 61-70 | 61-70 | 61-70 | 61-70 | 51-60 | 51-60 |
| AbdBld   | 71-80 | 71-80 | 71-80 | 71-80 | 61-70 | 61-70 |
| Caravan  | 81-00 | 81-00 | 81-00 | 81-00 | 71-00 | 71-00 |

—Adam Geibel



# Canada: 2000

This article is a three-part description of Canada during the Third World War. The first part is a chronological description of the events which took place in Canada from 1995 to 2000. The second is a province-by-province listing of all major target points of nuclear weapons that hit Canada in December, 1997, and a map of those locations. The third part is a listing of all Canadian and foreign troops present in Canada as of November 2000.

This article can be used by referees to set the scene for *Twilight: 2000* campaigns in Canada for characters that never left North America and for those returning from Europe.

## 1995

On the 6th of December the Canadian Federal Government formally pledged its support to the People's Republic of China, then involved in the war against the Soviet Union in Asia. Within a week,

Canadian Merchant Marine vessels had begun to transport small arms, ammunition, and badly needed food and communications equipment to the port cities along the Chinese southeastern coast.

## 1996

Supplies were shipped to China throughout the spring, summer, and fall. On the 10th of November, however, as West Germany's situation became desperate in the war in Europe, supplies to China were discontinued, and on the 12th of November the Canadian Forces were put on alert.

On the 9th of December, Canadian troops in Europe, in company with the American and British forces, crossed the inter-German border in support of the East and West German Armies. This action was taken upon the request of the military junta which had taken over control of East Germany late in the month of November.

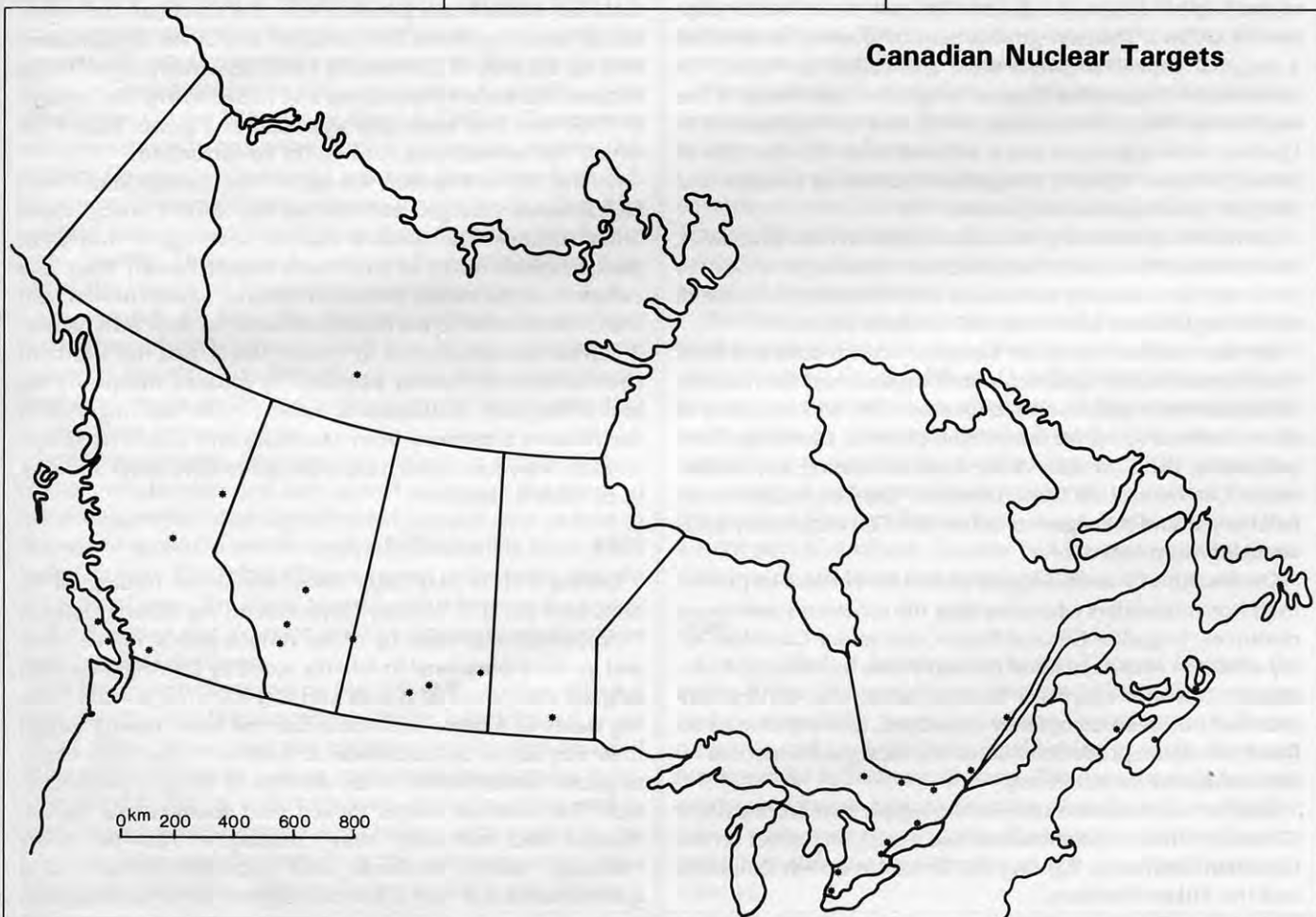
## 1997

Rationing in the civilian sector began on the 15th of March, and Canadians adjusted very quickly and easily to the luxury and food shortages created by war in Europe.

Conscription began nationwide on the 18th of May. Initially, there were some "card burning" rallies held by people opposing Canadian involvement in the war in Europe and by those resisting conscription, but most accepted conscription, and by late June, the resistance had faded away.

The Canadian Army began to organize a battle group, to be ready for departure to Korea by the 20th of July, in order to assist the American, Australian, and South Korean (ROK) troops already fighting against North Korean troops in Korea. The Soviet invasion of Alaska in early July forced the commanders of the Canadian Army to cancel the departure

Canadian Nuclear Targets



plans of the new Korean Command. Instead the Korean Command, newly appointed the Northern Command, was moved north into the Yukon Territory. Canadian troops moving east for transportation to Europe were redirected and sent west to be held as a strategic reserve in Alberta. Canadian troops in the Yukon Territory and British Columbia prepared defense lines throughout both provinces.

Starting with Toronto on the 12th of December, Canada was hit in the nuclear exchange. As Soviet troops launched a major offensive southeast from Alaska, British Columbia was hit heavily by both tactical and strategic nuclear weapons and conventional air attacks in an effort by the Soviets to support their offensive.

Due to the destruction and widespread anarchy which immediately followed the attack, conscription ceased because the national postal system had been all but obliterated, and the conscription notices could not be delivered to the would-be conscripts.

#### 1998

On the 5th of January, Soviet troops crossed the border from Alaska into the Yukon Territory and continued to press their attack throughout the spring. By mid-year the Soviets were approaching British Columbia's southern border with Washington.

On the 18th of January, Quebec declared its independence from the Confederation of Canada and closed its borders. The Quebecois said that the destruction of Quebec was the fault of the English-dominated government and their French puppets in Ottawa. The new government of Quebec established a national capital at Sherbrooke and called to France for assistance in defending Quebec's right to nationhood if the need arose. The various police, militia, and army personnel in Quebec were organized into a national army. On the 20th of January, France officially recognized Quebec as a nation and pledged its allegiance to Quebec.

On the 7th of February, Canadian troops in New Brunswick and Newfoundland launched attacks on Quebec in a move to eliminate the separatist movement in Quebec once and for all and bring Quebec back into the Confederation.

On the southern front, as Canadian troops attacked from New Brunswick, the Quebecois forces abandoned Sherbrooke, relocated their capital north to Quebec City, and withdrew to defensive lines along the north bank of the St. Lawrence River, preventing the Canadian Army from advancing any farther north. On the eastern front, however, Quebec fought an offensive war and managed to defeat the Canadian Army units attacking from Labrador.

On the 8th of March, Alberta closed its borders to protect itself from marauders who were after the province's petroleum resources. Brigadier General Parker, the senior Canadian Army officer in Alberta, named himself Prime Minister of Alberta and established a capital at Bowden, where the refinery complex had not been completely destroyed, and a trickle of refined petroleum products enabled the local government to retain a measure of autonomy.

Alberta's self-isolation severed the supply lines from eastern Canada to British Columbia and had a crippling effect on the Canadian Army units fighting the Soviets in British Columbia and the Yukon Territory.

On the 23rd of August, the Alberta government, from their capital at Bowden, established contact with the U.S. military government's capital at Colorado Springs, Colorado. The reason for the communication was that the Alberta Government wished to trade their oil for American weapons, ammunition, and vehicle parts. The U.S. military government agreed to the offer and, with the transfer of the 104th Infantry Division (Light) to Montana and Idaho in late August, the Americans were able to begin trade with Alberta by mid-September. Although fairly frequent, the trading was unscheduled and sporadic due to the American's poor logistical situation.

In September, the withdrawal of American troops south, out of British Columbia, coupled with Alberta's self-isolation in March, forced Canadian Army units in British Columbia and the Yukon Territory to break up into small groups dependent upon living off the land. Combat throughout the theater wound down as the Soviets were forced to do the same thing. In April the American counteroffensive severed the Soviet's main supply route across the Bering Strait. The Soviet units were forced to live off the land and had to break up to survive. It became common practice for Soviet and Canadian troops to cooperate with each other in agricultural or industrial endeavors, or the elimination of marauder bands, as was the case on the 13th of November at Kamloops, British Columbia. The remnants of the first battalion, Rocky Mountain Rangers, and those of a Soviet motor rifle regiment merged and attacked a large marauder band that was terrorizing the city. The battle ended quite quickly as the marauders retreated north in disorder, under heavy pressure from the Canadian and Soviet troops attacking them. The Canadian and Soviet soldiers then took up the duty of garrisoning Kamloops. Many other troops became marauders themselves and raided towns and villages or took over one town that was used as a power base from which the surrounding area could be terrorized.

On the 29th of October, the native tribal groups in northern Saskatchewan merged and formed the North Central Native Tribal Alliance. The Alliance claimed sovereignty over all of Saskatchewan north of the North Saskatchewan River and called to all the native people in Alberta, Saskatchewan, and Manitoba to come to the Alliance to work for their own benefit. A capital was established at Prince Albert, and the southern river border was heavily patrolled by Alliance troops. By the end of the year, thousands of native people had migrated to the Alliance's territory from Manitoba and southern Saskatchewan. Very few native people left the relative order and safety of Alberta, however.

#### 1999

On the 11th of May, after seven months of trading oil for arms with the U. S. Military Government, the Alberta Defense Force, which was made up of the various police, militia, army and air force personnel in Alberta, aided by the Anglo-German Brigade composed of British and German troops from training bases in Alberta and Manitoba (the latter having fought their way across Saskatchewan to Alberta in late 1998), began to pacify Saskatchewan in an attempt to bring it under control. The Albertan forces moved into south-central Saskatchewan and met with heavy resistance from the many marauder bands, warlords, and quasi-independent local governments that had arisen throughout the area. Even with



air strikes, made possible by oil from Bowden and CF-18s from Canadian Forces Base (CFB) Cold Lake, the Alberta Defense Force was only able to advance about 200 km into central Saskatchewan by late June.

On the 20th of May, as Albertan troops attempted a wide northern sweep in an effort to encircle Saskatoon, elements of the Alberta Defense Force encountered combat units of the North Central Native Tribal Alliance while crossing the Alliance's declared border. The Alliance troops were quick to open fire in defense of their border, and for the next two weeks, a confused battle, with no solid front line, was fought in the area of North Battleford. On the 3rd of June, however, the Alberta government signed a mutual nonaggression pact with the North Central Native Tribal Alliance and withdrew all Albertan troops from the Alliance's territory.

On the 16th of June, the North Central Native Tribal Alliance named the land under their control Homeland and the Alliance itself changed its name to the Tribal Alliance.

On the 15th of May, the Western Military Government of Canada, from its new capital at Thunder Bay, Ontario, made contact with the U.S. Military Government's capital at Colorado Springs, Colorado. The two governments agreed to a mutual nonaggression pact and also agreed to help each other in non-military matters if possible.

On the 17th of June, the Eastern Military Government of Canada, from its capital at Fredericton, New Brunswick, made contact simultaneously with the U.S. Military Government's enclave at Norfolk, Virginia, and the U.S. Civilian Government's 184th Infantry Brigade at Fort Bragg, North Carolina. Both U.S. governments agreed to mutual nonaggression pacts with the Eastern Military Government and agreed to give the Eastern Military Government nonmilitary assistance if possible, if the need arose. On the 26th of June, the U.S. Civilian Government officially refused to recognize Quebec as a nation, and the U.S. Military Government followed suit four days later. Both U.S. governments agreed that France was interfering in a Canadian regional issue and said that France should remove its advisors from Quebec. There was no reply to these statements from either the French or Quebecois governments.

On the 6th of July, the Western Military Government established friendly relations with the Alberta Government capital at Bowden. On the 27th of July, both governments launched attacks on the many illegal armed bands operating in and from Saskatchewan.

Both governments ordered their troops to avoid crossing Homeland's borders and also agreed to respect the terms of the nonaggression pact signed with Alberta in June as long as Homeland agreed to remain neutral in the conflict in southern Saskatchewan. The Tribal Alliance agreed to the terms and did not support any of the illegal armed bands who were the targets of the Albertan and Western Military Government attacks in southern Saskatchewan.

The two governments met on the 11th of September at Saskatoon, shortly after their combined forces had defeated an army of marauders under the command of the self-declared "King of Saskatchewan" whose capital was at Saskatoon. A corridor roughly 200 km wide had been created running east to west through south-central Saskatchewan, with Regina on the southern edge and Saskatoon on the northern edge, from Alberta to Manitoba. Alberta Defense Force and Western

Military Government troops maintained vigorous patrols of the "Central Corridor." Despite the patrols, many marauders continued to raid the territory inside the corridor and in most cases ruled the land outside the corridor.

On the 1st of August, the Western Military Government of Canada, from its capital at Thunder Bay, Ontario, made first contact with the U.S. Civilian Government capital at Omaha, Nebraska. The two governments then agreed to a mutual nonaggression pact on the 3rd of August.

On the 1st of August, the Eastern Military Government began recruiting men and gathering material throughout its sphere of control for the creation of the 1st battalion of the Princess of Wales' own regiment. Shortly after their decision to activate the battalion, the government discovered that there were no armored vehicles to be had anywhere in eastern Canada for the new battalion other than one training tank, with no turret, from CFB Gagetown in New Brunswick.

On the 3rd of August, shortly after their realization that there was no immediate need for all of the banks in the Maritime Provinces or the armored cars that carried their money from place to place, the Eastern Military Government ordered that enough armored cars be commandeered from the civilian sector to equip the battalion. The armored cars were then modified by the army engineers and turned into armored personnel carriers. The modifications were completed by late August, and, on the 29th of August, the vehicles were turned over to the battalion. The weird APCs were dubbed "Brinksmobiles" by the men of the battalion, and the other troops in the Maritimes called the men of the battalion the "Golden Boys" because of their vehicles. The training tank was armed with a 120mm mortar and issued to the battalion as well.

The battalion's designation was then changed from Infantry to Mechanized and on the 3rd of September it was stationed in Bathurst, New Brunswick.

On the 5th of September, the government of Quebec claimed sovereignty over Labrador and militarily annexed it on the 6th. On the 7th of September, the Canadian troops stationed in Labrador were forced to withdraw from the mainland to the island of Newfoundland.

The Eastern Military Government could do nothing about the further violation of Canadian territory by the Quebecois until early October. On the 8th of October, the Eastern Military Government launched an offensive on the area of Quebec south of the St. Lawrence river and by the 13th were on the verge of capturing Sherbrooke, Quebec's capital, before they were stopped and pushed back nearly fifty kilometers. Despite the fact that Sherbrooke had been saved, it still remained that a large part of southern Quebec had been overrun by Canadian troops and there was nothing Quebec could do about it.

## 2000

On the 23rd of January, Lieutenant General Gordon, the acting Prime Minister of the Western Military Government, commissioned the formation of the Department of Reconnaissance and Investigations, establishing its main office and headquarters in Sudbury, Ontario. The department's purpose was to send agents into southeastern Ontario and into Quebec (since, aside from some rumors, the Western Military Government was still largely unaware of the situation in eastern Canada).

The agents were to move to their objective, do a thorough investigation, and then report back to headquarters on their findings regarding reconstruction possibilities for industrial areas, illegal armed bands present, and any other major changes in Canada's situation since 1997. Agents sent into southern Ontario discovered that there were many city-states, with economies based on agriculture and light industry, coming to power in the area. All the city-states were fighting each other, but none of them was strong enough to decisively defeat any of the others. Many of the city-states along the Ontario-Quebec border, it was discovered, were supported by and allied with Quebec.

The agents sent to Quebec were more often than not turned back by gunfire. Those few agents who did get into Quebec and back out again confirmed the rumors that Quebec had separated from Canada and that there were French combat troops and supplies entering Quebec.

On the 17th of February, the two military governments of Canada made first contact with each other and agreed to the subordination of the Eastern Government to the Western Government and also agreed to mutual assistance and defense.

On the 2nd of March, the two Canadian Military Governments merged and formed the Federal Government of Canada. The two men in charge of the individual military governments changed their titles from acting prime ministers to acting premiers and nominated one military man of lesser rank than themselves to be the administrator for each province. The two acting premiers retained their control over the territory controlled by them when they commanded their separate military governments. Thunder Bay, Ontario, became the Federal Government's capital, but Fredericton, New Brunswick, was retained as the regional capital of the Maritime Provinces.

On the 20th of March, the Federal Government of Canada demanded the withdrawal of the French military personnel from Quebec, which they claimed was still legally part of Canada. The French refused, stating that Quebec was no longer part of Canada and that they were in Quebec at the express request of the Quebecois Government. They also said that Labrador would remain part of Quebec as a trade-off for Quebec's lost territory south of the St. Lawrence River.

In late March, the government of Alberta received a large number of complaints from farmers in the province that they had an overabundance of produce, but no market for it. The farmers asked for government assistance in establishing routes and markets through the Saskatchewan "Central Corridor," into Manitoba, northern and eastern Ontario, and south into Montana. Due to the farmers' requests, in April the Alberta Government organized the Alberta Farmers' Cooperative. The Cooperative's purpose was to establish and maintain trade routes to markets for the food produced by the farmers in Alberta. By the end of the year, convoys carrying food from Alberta had reached as far east as Thunder Bay, Ontario, and as far south as Dillon, Montana.

On the 19th of May, Canadian troops in Ontario and southern Quebec attacked Quebec and her allies. Most of the Quebec-backed city-states in Ontario were either eliminated or besieged, preventing them from aiding Quebec. The Canadian troops attacking out of southern Quebec overran all of Quebec south of the St. Lawrence River.

Canadian troops laid siege to Sherbrooke, Quebec, and after

a week, the city fell. Nothing important was lost by Quebec at Sherbrooke since they had moved their capital back to Quebec City again as Canadian Army units were approaching Sherbrooke.

For the first time since Quebec's separation, troops from eastern and western Canada fought alongside one another.

Then, on the 15th of June, with Canadian troops prepared to cross the St. Lawrence River to continue the invasion of Quebec, France warned the Canadian Federal Government that it would use military force in defense of Quebec's right to independence.

The Canadian Federal Government, uncertain of whether or not the French could carry out their threat, ordered their troops to halt their advances at the boundaries claimed by France in the general warning.

On the 16th of July, the Alberta Government capital at Bowden was contacted by the U.S. Civilian Government from its capital at Omaha, Nebraska. The two governments could not make any agreements, however, because of Alberta's refusal to accept the U.S. Civilian Government as a legal governing body. Prime Minister Parker did, however, assure the American president that Alberta would in no way interfere in the United States' affairs aside from free trade with anyone with something worth trading.

In August, the Anglo-German Brigade left Alberta and moved east. Upon arrival in southeastern Ontario, the brigade took up residence in Sudbury, Sault Ste. Marie, and Kitchener as an area police force.

On the 28th of September, the Canadian Federal Government ordered the withdrawal of all Canadian troops and civilians from Europe, in cooperation with the American Operation Omega. All non-Canadians who had been serving in Canadian units and who requested it, were granted Canadian citizenship and evacuated from Europe. A few ships in the American evacuation fleet were reserved for Canadians only, and the fleet departed from Bremerhaven, Germany, on the 15th of November.

On the 25th of November, the evacuation fleet from Europe arrived in Charlottetown harbor on Prince Edward Island and began immediate disembarkation of the people brought back from Europe.

Some of the newly arrived troops were incorporated into an eastern branch of the Department of Reconnaissance and Investigations under the command of Major General Tierney, the acting Premier of the Maritime Provinces. The main office and headquarters of the new eastern branch was set up at Fredericton, New Brunswick. The eastern branch of the Department was charged with the responsibility of infiltrating southern Quebec and Labrador and reporting back on their findings there.

#### NUCLEAR TARGET LIST

Each location on the list is followed by notes on why it was a target. The strength of each attack is given by the Kiloton (Kt) or Megaton (Mt) rating shown after the notes for each location. Although the Kiloton and Megaton ratings are given as single numbers, many of the attacks were carried out with multiple weapons. All detonations were air bursts unless otherwise specified on the list.

Primary targets were oil refining and storage facilities, military



and civilian command and control centers, and the heavy industrial center at Hamilton, Ontario.

Secondary and tertiary targets included electrical power plants (nuclear, hydroelectric, and conventional) and lesser industrial facilities.

Major population centers were not targets themselves, but many were damaged because of their location near targeted facilities.

In addition to the Soviet strategic weapon strikes in British Columbia some tactical nuclear weapons were used by the Soviets in support of their drive southeast from Alaska.

Geographic locations of target points on the list are given in terms of the nearest city or place most commonly associated with each target point. Ground zero could have been quite some distance from the center of the location listed. The islands of the Northwest Territories have been omitted from the map since no weapons were targeted on them. Target points in the United States are not on the list or shown on the map. The sizes of the dots used on the map do not coincide with the Kiloton or Megaton ratings of the weapons which were used against each location. The list itself is appended to the end of this article.

## THE AFTERMATH

Canada's population was subjected to 13.1 million fatalities (or 45 percent of Canada's population in 1997) by the nuclear attack. This total includes both initial fatalities and those caused by injuries received in the attack, as a result of various disease epidemics which started shortly after the attack, and those incurred in the widespread anarchy in Canada up to November 2000.

Many, if not most, towns and cities in Canada were directly or indirectly damaged as a result of the attack, and the absence of a city's name from the list does not indicate that the city is intact.

Anarchy, conventional warfare, and many other factors have caused severe damage to areas not immediately damaged in the attack. For example, most of Sherbrooke, Quebec, was destroyed in the fierce fighting between Canadian and Quebecois in May 2000.

A major part of Canada's petroleum refining capability was destroyed in the attack, and this, in addition to attack-related damage and anarchy, effectively destroyed electrical power generation, the electrical distribution net, and industrial and food production and distribution. Food shortages, disease, and the anarchy created by the attack destroyed Canadian society and tore the country apart. Martial law is in effect nationwide, although it is far from being in force. Various warlords and self-appointed "governments" reign in most areas.

## THE LIST

Provincial abbreviations are standard; Mt = megaton; Kt = kiloton.

Bowden, Alta: Oil refining and storage facilities (500 Kt).

Calgary, Alta: Oil refining and storage facilities (1 Mt).

Edmonton, Alta: Oil refining and storage facilities (1 Mt).

CFB Chilliwack, BC: Staging area for Canadian and American troops (750 Kt).

CFB Comox, BC: Staging area for Canadian and American aircraft (750 Kt).

Fort St. John, BC: Oil refining and storage facilities (750 Kt).  
Nanaimo, BC: Parliamentary Emergency Facility (500 Kt, ground burst).

Prince George, BC: Oil refining and storage facilities (500 Kt).

Vancouver, BC: Oil refining and storage facilities (1 Mt).

Victoria, BC: Provincial Capital/Maritime Forces Pacific Headquarters (1.5 Mt).

Winnipeg, Man: Training Command Headquarters (750 Kt).

Saint John, NB: Oil refining and storage facilities (1 Mt).

Come By Chance, NFLD: Oil refining and storage facilities (750 Kt).

Halifax, NS: Oil refining and storage facilities/Maritime Command Headquarters (1.5 Mt).

Point Tupper, NS: Oil refining and storage facilities (750 Kt).

Chalk River, Ont: Nuclear electrical power plant (500 Kt).

Hamilton, Ont: Industrial facilities (1 Mt).

North Bay, Ont: Air Defense Command Headquarters (750 Kt).

Ottawa, Ont: Canadian Forces Headquarters/Communications Command Headquarters (1.5 Mt).

Toronto, Ont: Oil refining and storage facilities (2 Mt).

Trenton, Ont: Air Transport Command Headquarters (750 Kt).

Sarnia, Ont: Oil refining and storage facilities (1.75 Mt).

Windsor, Ont: Industrial facilities (1 Mt).

Montreal, PQ: Oil refining and storage facilities/Mobile Command Headquarters (2 Mt).

Quebec, PQ: Oil refining and storage facilities (1 Mt).

Kamsack, Sask: Oil refining and storage facilities (750 Kt).

Lloydminster, Sask: Oil refining and storage facilities (750 Kt).

Moose Jaw, Sask: Oil refining and storage facilities (1 Mt).

Regina, Sask: Oil refining and storage facilities (1 Mt).

Yellowknife, YT: Northern Region headquarters (500 Kt).

## ORDER OF BATTLE

Following are the Orders of Battle (OBs) of Canadian and foreign troops in Canada as of November 2000. Each unit name is followed by that unit's manpower and AFV strength (if any), and location as of November 2000. The unit's type of formation will be given after the location. Because of the many political organizations in Canada, military units are listed after the government that controls them or with which they are allied.

**Abbreviations:** (A): Armored; (E): Unit newly returned from Europe; (F): French-Canadian unit loyal to Canadian Federal Government; (M): Mechanized Infantry; (P): Parachute.

## CANADIAN FEDERAL GOVERNMENT

### Northern Command

(Yukon Territory)

1/Canadian Scottish Regiment: 350 men (now broken up into numerous small bands and no longer accepting orders).

2/Canadian Scottish Regiment: 250 men (now broken up into numerous small bands and no longer accepting orders).

### Pacific Command

(British Columbia)

3/Canadian Scottish Regiment: 350 men (now broken up into numerous small bands and no longer accepting orders).

1/Regina Rifle Regiment: 400 men (now broken up into numerous small bands and no longer accepting orders).

1/Rocky Mountain Rangers: 300 men (Kamloops).  
 Prairie Command (Saskatchewan and Manitoba)  
 1/Royal Westminster Regiment: 200 men (Saskatoon, Sask)  
 1/Royal Canadian Regiment (M): 350 men (Regina, Sask).  
 2/Rocky Mountain Rangers: 250 cavalry (Yorkton, Sask).  
 2/Regina Rifle Regiment: 400 men (Brandon, Man).  
 2/Royal Westminster Regiment: 350 men (Portage la Prairie, Man).  
 2/British Columbia Regiment (A): 350 men, 7 AFVs (CFB Shilo, Man).

#### **Eastern Command**

(Ontario)

3/Regina Rifle Regiment: 300 men (London, ON).  
 1/Toronto Regiment: 350 men (Peterborough ON).  
 3/Royal Canadian Regiment: 300 men (Thunder Bay, ON).  
 2/Toronto Regiment: 400 men (Thunder Bay, ON).  
 3/Toronto Regiment: 300 cavalry (Kingston, ON).

#### **Maritime Command**

(New Brunswick, Nova Scotia, Prince Edward Island, Newfoundland, southern Quebec)

2/Queen's Own Rifles of Canada: 350 men (Fredericton, NB).  
 1/Princess of Wales' Own Regiment (M): 300 men (Bathurst, NB).  
 1/Princess Patricia's Canadian Light Infantry (M, E): 300 men (Moncton, NB).  
 2/Princess Patricia's Canadian Light Infantry (M, E): 350 men (Edmunston, NB).  
 1/Royal New Brunswick Regiment: 400 men (Sydney, NS).  
 1/Royal 22e Regiment (M, E, F): 250 men (New Glasgow, NS).  
 1/Queen's Own Rifles of Canada: 300 men (Charlottetown, PEI).  
 1/Newfoundland Regiment of Foot: 350 men (Gander, NFLD).  
 1/Royal Newfoundland Regiment: 350 men (Cornerbrook, NFLD).  
 2/Royal 22e Regiment (M, E, F): 350 men (Saint John's, NFLD).  
 1/Lake Superior Scottish Regiment: 400 men (Sherbrooke, Quebec).  
 2/Royal Canadian Regiment: 300 cavalry (Sherbrooke, Quebec).  
 1/British Columbia Regiment (A, E): 250 men, 3 AFVs (Gaspé, Quebec).  
 1/Canadian Airborne Regiment (E, P): 300 men (Gaspé, Quebec).  
 3/Princess Patricia's Canadian Light Infantry (M, E): 400 men (Rimouski, Quebec).

#### **ALBERTA FEDERAL GOVERNMENT**

##### **Alberta Defense Force (Alberta and Saskatchewan)**

1/King's Own Calgary Regiment: 250 cavalry (Banff, Alta).  
 1/Loyal Edmonton Regiment: 400 cavalry (Grande Prairie, Alta).  
 1/Lord Strathcona's Horse (A): 350 men, 9 AFVs (Bowden, Alta).  
 2/Lord Strathcona's Horse (A): 250 men, 4 AFVs (CFB Cold Lake, Alta).  
 2/Ontario Regiment: 350 cavalry (Bowden, Alta).  
 1/Windsor Regiment: 350 men (Wainwright, Alta).  
 2/Windsor Regiment: 300 men (Bowden, Alta).  
 1/Calgary Highlander: 350 men (Rosetown, Sask).

1/Royal Winnipeg Rifles: 300 cavalry (Canora, Sask).  
 1/Toronto Scottish Regiment: 300 cavalry (Swift Current, Sask).

#### **Anglo-German Brigade (Ontario)**

1/The Royal Hampshire Regiment: 250 cavalry (Kitchener).  
 1/The Cheshire Regiment: 350 men (Sault Ste. Marie).  
 53rd Panzer Battalion: 250 men, 9 AFVs (Sudbury).  
 81st Panzer Grenadier Battalion (M): 300 men, 6 AFVs (Waterloo).

#### **TRIBAL ALLIANCE**

##### **Homeland Defense Force (northern Saskatchewan)**

Eastern Defense Group: 150 cavalry (Creighton).  
 Southwestern Defense Group: 200 cavalry (North Battleford).  
 Central Defense Group: 250 cavalry, 1 AFV (Prince Albert).  
 Northwestern Defense Group: 150 cavalry (Meadow Lake).

#### **LOYAL SOVIET TROOPS**

62nd Motorized Rifle Division: 2500 men, (coastal British Columbia around Queen Charlotte Sound).

#### **SOVIET MARAUDERS**

76th Tank Division: 3000 men, 6 AFVs (Queen Charlotte Island, BC).  
 114th Motorized Rifle Division: 1000 men, 8 AFV (Whitehorse, YT).  
 120th Motorized Rifle Division: 2000 men, 6 tanks (Queen Charlotte Island, BC).

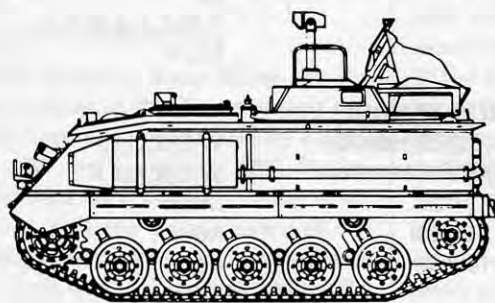
#### **QUEBEC FEDERAL GOVERNMENT**

##### **Quebec National Army (Quebec and Labrador)**

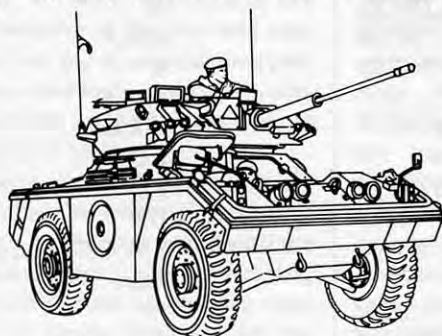
1/Regiment de Hull: 350 men (Hull, Quebec).  
 1/Regiment du Saguenay: 450 men (Trois-Rivières, Quebec).  
 1/Regiment de la Chaudière: 350 men (Matagami, Quebec).  
 3/22e Regiment (M): 300 men, 6 AFVs (Quebec, Quebec).  
 1/Fusiliers du St Laurent: 350 men (Noranda, Quebec).  
 1/Voltigeurs de Quebec: 350 men (Havre-St. Pierre, Quebec).  
 1/Front de Liberation du Quebec: 400 men (Quebec, Quebec).  
 2/Front de Liberation du Quebec: 350 men (Val d'Or, Quebec).  
 1/Regiment de Maisonneuve: 250 men (Goose Bay, Labrador).  
 1/Fusiliers Mont-Royal: 300 men (Churchill Falls, Labrador).



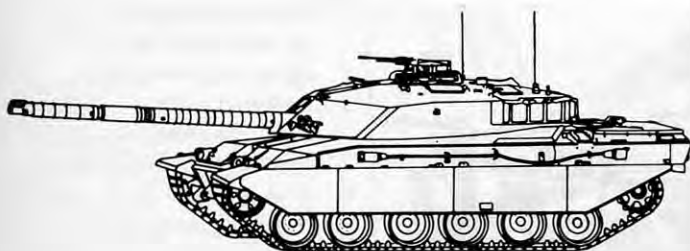
# Equipment List



**FV 432 Spartan:** A British built tracked APC. There is a driver's hatch on the left front deck, a commander's hatch and a gunners' cupola on the top deck. The gunners cupola (G) is equivalent to an NHT, and usually mounts a light machinegun (MAG or equivalent). The FV 432 also has ATGM, mortar, radar and RCLR variants. **Price:** \$70,000 (S/R), **Tr Move:** 170/150, **Com Move:** 60/50, **Fuel Cap:** 390 liters, **Fuel Cons:** 156 liters, **Load:** 600 kg, **Fuel Type:** G, AvG, A, **Vehicle Wt:** 7 tons, **Mnt:** 12, **Crew:** 3 + 4.

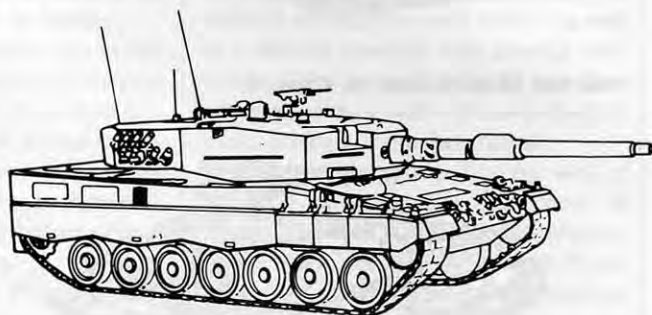


**Fox Armored Car:** A British built four-wheeled amphibious armored car. There is a driver's hatch on the front deck, hatches on the turret deck for the commander and gunner, and another hatch on the left side of the vehicle. **Price:** \$50,000 (S/R), **RF:** + 30, **Armament:** 35mm autocannon, **Ammo:** 132 × 35mm, **Tr Move:** 200/60, **Com Move:** 70/25, **Fuel Cap:** 390 liters, **Fuel Cons:** 180 liters, **Load:** 400 kg, **Fuel Type:** G, AvG, A, **Vehicle Wt:** 6.1 tons, **Mnt:** 6, **Crew:** 3.

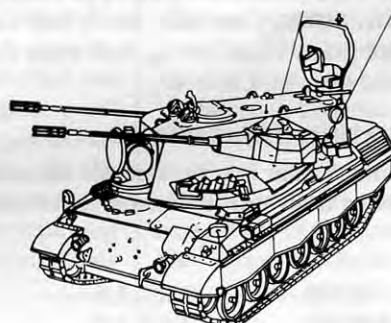


**Challenger MkIIA:** A British built tracked main battle tank. There's a driver's hatch on the center front deck, and a commander's hatch and loader's hatch on the turret deck. The tank's gunner uses the loader's hatch. A weapon mount (C) is located by the commander's hatch. **Price:** \$850,000 (R/R), **RF:**

+ 40, **Armament:** 120mm L11A5 gun, MAG MG, M2HB (C), **Ammo:** 60 × 120mm, **Tr Move:** 110/45, **Com Move:** 35/20, **Fuel Cap:** 1250 liters, **Fuel Con:** 500 liters, **Load:** 500 kg, **Fuel Type:** D,G,AvG, A, **Veh Wt:** 58 tons, **Mnt:** 18, **Crew:** 4.

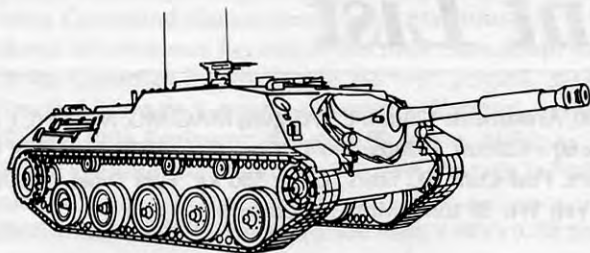


**Leopard II:** An earlier version of the Leopard series, no longer in frontline service in the Bundeswehr by 1995, but occasionally found in the arsenals of other nations. It is armed with the same 120mm gun as that on the Leopard III, and is similar in general layout to the M60A4 as described in *The U.S. Army Vehicle Guide*. **Price:** \$650,000 (R/R), **RF:** + 40, **Armament:** 120mm gun, MG-3 MG, MG-3 MG (C), **Ammo:** 40 × 120mm, **Tr Move:** 115/50, **Com Move:** 40/30, **Fuel Cap:** 2000 liters, **Fuel Con:** 500 liters, **Load:** 500 kg, **Fuel Type:** D,G,AvG, A, **Veh Wt:** 56 tons, **Mnt:** 18, **Crew:** 4.



**Gepard SPAA:** A German built self-propelled antiaircraft gun. The layout is identical to that of the leopard except for the turret. The two 35mm AA guns are mounted on the turret sides, and the gunner's hatch is on the front of the turret deck. A large radar dish is mounted on the extreme rear of the turret deck, making the vehicle superficially similar to the Soviet ZSU-57-2. **Price:** \$850,000 (R/R), **RF:** + 40, **Armament:** 2 × 35mm autocannon, **Ammo:** 240 × 35mm, **Tr Move:** 115/50, **Com Move:** 40/30, **Fuel Cap:** 2000 liters, **Fuel Con:** 500 liters, **Load:** 500 kg, **Fuel Type:** D,G,AvG, A, **Veh Wt:** 56 tons, **Mnt:** 18, **Crew:** 4.

**Jagdpanzer Kanone:** A German built turretless antitank vehicle on a Leopard chassis. The 90mm gun is located in the forward casemate, the crew exit through two hatches on the upper deck. Typically of vehicles with this configuration, the Kanone has a low silhouette and a limited field of fire. **Price:** \$850,000 (R/R), **RF:** + 40, **Armament:** 90mm gun, **Ammo:** 36 × 90mm, MAG MG, **Tr Move:** 115/50, **Com Move:** 40/30, **Fuel Cap:** 2000 liters, **Fuel Con:** 500 liters, **Load:** 500 kg, **Fuel Type:** D,G,AvG, A,



**Veh Wt:** 56 tons, **Mnt:** 18, **Crew:** 4.



**Jaguar:** A German built tank destroyer, armed with either the TOW II or Milan ATGM systems. The hull is similar in layout to that of the Leopard series, but the turret is replaced by the ATGM launch tube and sighting gear. The Jaguar has an extremely low silhouette, but the elevated firing pintle enables it to take up hull-down positions with a 360° field of fire. **Price:** \$850,000 (R/R), **RF:** +40, **Armament:** TOW II or Milan **Ammo:** 12×ATGM, **Tr Mov:** 115/50, **Com Mov:** 40/30, **Fuel Cap:** 2000 liters, **Fuel Con:** 500 liters, **Load:** 500 kg, **Fuel Type:** D,G,AvG, A, **Veh Wt:** 56 tons, **Mnt:** 18, **Crew:** 4.

#### VEHICLE HIT LOCATION LIST ADDITIONS

The following information is presented for those vehicles which have not been dealt with in another publication.

#### LEOPARD II

|                           |                 |
|---------------------------|-----------------|
| R: LH(220),G(220),HB(170) | D,R,G,E,F       |
| L: LH(220),G(220),HB(170) | D,R,G,E,F       |
| R: TF(240),TB(120)        | G,C,A           |
| C: TF(240),TB(120)        | X,W,N,A         |
| L: TF(240),TB(120)        | L,A             |
| TS(120)                   | L,C,G,W,A,X     |
| F: HS(180)                | D,R             |
| C: HS(180)                | L,G,S           |
| B: HS(180)                | E,F             |
| FD(25)                    | D,R             |
| TD(25)                    | X,W,C,G,L,N,S,A |
| BD(25)                    | F,E,A           |

#### GEPAARD

|                           |           |
|---------------------------|-----------|
| R: LH(220),G(220),HB(170) | D,R,G,E,F |
| L: LH(220),G(220),HB(170) | D,R,G,E,F |
| R: TF(80),TB(60)          | N,G,A     |
| C: TF(80),TB(60)          | W,A,N,A,W |
| L: TF(80),TB(60)          | N,A,C     |
| TS(120)                   | W,A,C,A,W |

|            |                 |
|------------|-----------------|
| F: HS(180) | D,R             |
| C: HS(180) | L,G,S           |
| B: HS(180) | E,F             |
| FD(25)     | D,R             |
| TD(25)     | X,W,C,G,L,N,S,A |
| BD(25)     | F,E,A           |

#### JAGDPANZER KANONE

|                           |                 |
|---------------------------|-----------------|
| R: LH(220),G(220),HB(170) | W,D,R,G,E,F     |
| L: LH(220),G(220),HB(170) | W,D,R,G,E,F     |
| R: TF(240),TB(120)        | Miss            |
| C: TF(240),TB(120)        | Miss            |
| L: TF(240),TB(120)        | Miss            |
| TS(120)                   | Miss            |
| F: HS(180)                | D,R             |
| C: HS(180)                | L,G,C,S         |
| B: HS(180)                | E,F             |
| FD(25)                    | D,R             |
| TD(25)                    | W,X,C,G,L,N,S,A |
| BD(25)                    | F,E,A           |

#### JAGUAR

|                           |                 |
|---------------------------|-----------------|
| R: LH(220),G(220),HB(170) | D,R,G,E,F       |
| L: LH(220),G(220),HB(170) | D,R,G,E,F       |
| R: TF(240),TB(120)        | M               |
| C: TF(240),TB(120)        | X,M,A           |
| L: TF(240),TB(120)        | A               |
| TS(120)                   | M,A,X           |
| F: HS(180)                | D,R,G           |
| C: HS(180)                | L,G,S           |
| B: HS(180)                | E,F             |
| FD(25)                    | D,R             |
| TD(25)                    | X,W,C,G,L,N,S,A |
| BD(25)                    | F,E,A           |



No.31

# CHALLENGE

*GDW's Magazine of Adventure Gaming*

**For MegaTraveller—  
Designers' Notes**

by Gary L. Thomas and  
Joe D. Fugate

**For Twilight: 2000—  
USSR: 2000**

by Brad Hay

**For 2300—**

**The Sung**  
by Deb Zeigler



*Incorporating the Journal of the Traveller's Aid Society*



# USSR: 2000

In June of 1995, the USSR and the Peoples Republic of China fought a major border skirmish. Although the fighting subsided after a few days, both sides moved more forces to the border. Predictably, more border fighting erupted, and as tension increased, several governments and the UN offered the quarreling parties assistance in negotiating a settlement. The Government of the Soviet Union demanded a ceasefire and a reduction of Chinese forces facing them as a precondition for negotiation. Of course China refused and on August 19, 1995, the Red Army began a full-scale invasion of the Peoples Republic of China. The Presidium declared war on China the next day.

Because the Soviets were able to achieve air superiority and tactical surprise, the first few weeks of the war were conducted in classic blitzkrieg fashion by the Red Army. The Chinese Army and the People's Militia were overwhelmed by the speed and firepower of the Red Army. But the Soviets had not mobilized for the war, and they were operating on the end of a very long logistical network. As Chinese resistance stiffened and supply and manpower became a problem for the Soviets, the pace of the invasion slowed to a crawl. To the complete surprise of everyone, including the Soviet Union, China counterattacked in early October.

In early December 1995, the Presidium, acting under the request of the Politburo, ordered a general mobilization of the Red Army and declared martial law in the Far East, Siberian, and Transbaikal military districts. The government also convened a meeting of the Warsaw Pact countries and requested military assistance from the member nations. Most of the Pact nations reluctantly agreed to supply some troops to the Far East Front. Romania, however, had always had better relations with China than most of the other Pact members and refused to allow any of her troops to be committed to the war in China. As the "volunteer troops" from the Warsaw Pact moved to the Far East Front, the Red Army planned its spring offensive.

In January 1996, the Presidium called for an extraordinary meeting of the Supreme Soviet of the USSR. Represen-

tatives of the Warsaw Pact nations were also invited to attend. At this emergency meeting, the government announced plans to put the economy on a wartime footing. The Soviet leadership also told its allies that it was very unhappy over their reluctance to fulfill their obligations under the various mutual defense treaties and that further resistance would be met by action. The meeting concluded with a general statement of solidarity and a warning to the rest of the world that they had no business in the quarrel between the USSR and China.

In April, a new offensive started off well enough but soon ran out of steam. The Chinese were much better equipped and had an inexhaustible supply of manpower. Several more divisions were shattered, including two East German divisions that were totally annihilated. Red Army units that had been withdrawn from the front because of heavy losses were ordered back into action. A few mutinies broke out, mainly among the native Siberian and Asian troops, but these were swiftly and harshly suppressed. Again, high casualties forced the Soviets to commit more of its manpower to the war in an effort to force a conclusion. By late June, the Soviets were pressing the Warsaw Pact with demands for more troops, and Category II divisions from all over the Soviet Union were being fed into the war in China.

During the summer of 1996, the government of the Soviet Union faced the first of what would become many crises. The war in the East was still going poorly, and several generals had been fired. Because of heavy losses, the East Germans had joined the Romanians in refusing to send any further troops to the fighting in the East; they did, however, agree to activate some reserve units to take the place of Soviet forces in Germany so the Soviets could go to China. The inability of the Soviet leadership to resolve the crisis caused several members of the Presidium to lose their jobs, and two members of the Politburo "resigned." A peace faction arose in the Politburo and gained enough support in the Presidium that the Government of the Soviet Union attempted to send peace feelers through Sweden and Italy. The Chinese did not view the whole

process as a legitimate attempt at peace, and by mid-July the half-hearted negotiations had totally collapsed. The war continued.

By September, the economic dislocation caused by the war was making itself felt in the civilian sector of the Soviet Union. The loss of manpower to the Armed forces, coupled with the demand for increased production of military goods, stretched the economy to the breaking point. Strikes broke out in several major factories, some of which had to be suppressed by force. Agricultural production also suffered from the shortage of manpower; the harvest was far behind schedule during the fall of 1996. The strain on the transportation network resulted in the inability to distribute essential goods to where they were needed. Gas, coal, food and medical supplies sat in terminals and warehouses waiting for transportation. Food riots broke out in many cities, and in at least two cities, Kiev and Tashkent, troops fired on the crowds causing heavy loss of life. The army detailed troops to certain key factories and transportation centers in order to insure the reliability of the workers.

On October 7, 1996, West German Army units (the Bundeswehr) crossed the interGerman border. Soviet forces in East Germany, although surprised, fought well, but to the anger and indignation of the Soviets, the East Germans failed to resist at all. It was discovered later that an agreement had been worked out between the East and West Germans. Germany was going to reunite.

Frantic over the developments in Europe, the Presidium declared martial law in effect for the entire USSR and ordered a speed-up of the mobilization of army units. All categories down to Mobilization Only units were now to report to their mobilization centers. However as these Category III and Mobilization Only troops began to reach their assembly points, they found that little or no equipment was available for many of them. The mobilization plan called for the opening of stockpiles of equipment and the commandeering of civilian motor vehicles. It was found that much of the stockpiled equipment was worthless and that the removal of motor



vehicles from the civilian sector only exacerbated the supply and distribution problem. In spite of all the problems, several low-readiness divisions were in training by the end of the year.

Another call went out to the Warsaw Pact that October to bring all their manpower up to combat readiness, and a very stern warning was given to Romania and East Germany—if they did not live up to their agreements, it would be considered a hostile act. By late October, the Czechs and the Poles had sent forces into East Germany. The Bulgarians and the Hungarians were assembling with some Soviet forces along the Romanian border. The Soviet government was not having as much trouble convincing its allies to fight a war in Europe. Age-old hatreds, territorial disputes, and a fear of a reunited Germany were reason enough for many of the Pact members to take up arms against each other.

By late November, Soviet and Warsaw Pact forces had not only stopped the Bundeswehr but were counterattacking. The East Germans joined the fray against the Soviet Union and within days, so had the US. Both sides took heavy casualties in the confused and desperate fighting in East Germany. The Poles were particularly hard-hit as the initial US attack destroyed one Polish division and severely damaged two others. However, shortly after the US joined the conflagration, the war spread. The demands of fighting from Finland to Austria made it difficult for either side to muster huge forces in any one area, and the battle in Germany subsided while NATO forces battled the Soviets for control of the sea lanes.

December of 1996 found the Soviet Union engaged along two huge fronts: one in the Far East, and one in western Europe. If this fighting was not enough, trouble had also broken out in Iran, and the Soviet Union was now fighting in Iran against US and Iranian forces. Finally, on December 20, the Soviets, along with Bulgarian and Hungarian forces, invaded Romania. The Yugoslavians, sensing that a rapid collapse of Romania would put them in jeopardy next, quickly came to the aid of Romania. Both Romania and Yugoslavia requested membership in NATO, and that organization quickly granted both countries membership.

1997 began with a series of uprisings in Poland brought on by the lack of fuel for heating and serious shortages of food. Airstrikes by NATO forces had caused much damage in Poland, and many cities were often without electricity and water for long periods of time. Some Polish army units stopped trains on the way to the front in Germany and seized food and coal and began to distribute those items to the civilian population. Loyal Soviet and Polish forces put down the uprising with great difficulty.

In April and May, several remnants of divisions in Siberia and Transbaikalia mutinied. Loyal forces fought sharp engagements with rebels, including a major engagement with rebel troops around Khabarovsk which lasted several days. Eventually the trouble was put down, but at least two divisions went off on their own and became marauders who were interested only in their own welfare. Other units in the Far East just melted away under the pressure of desertion and disease. Units which were to mobilize in the eastern military districts often mutinied or deserted soon after being armed. The rear areas were seldom secure, and deserters, rebels and armed civilians, all in need of food and fuel, constantly harassed the supply line to the front lines. The situation in the Far East was becoming

critical. Several officers were shot for suspected disloyalty, and more and more forces were needed not only to fight the war but to maintain order. Soviet officers at the front asked the Presidium to authorize the use of nuclear weapons—it was now the only way they could win.

In June the combined armies of NATO launched a major offensive in Germany and had soon crossed the border to Poland. The success of Soviet and Pact forces in Romania and Turkey allowed the Soviets to switch some forces to shore up the crumbling line in Poland, but it was too little too late. By July, the Germans had reached the border of the Soviet Union and Warsaw was under siege. A free Polish government was set up in Poznan under the tutelage of the NATO forces and gained some support from Polish civilians and deserters. As more and more of Poland was occupied by the NATO armies, the Polish army became less reliable and whole regiments began to desert. Many simply resorted to marauding.

On July 7, the Presidium of the Soviet Union authorized the use of nuclear weapons. On July 9, the first tactical strikes against the NATO armies in Poland were launched. In the Far East much less discrimination was used against the Chinese. The large scale use of nuclear weapons ended the war in China. The Chinese were literally blasted back to the Middle Ages. With civilian and military authority gone, the Chinese slipped back into a system of warlord-type states. The end of the war in the East allowed the Soviets to release forces that were badly needed back in Europe.

With the war over in the East, many of the divisions there did not look kindly on the new orders committing them to another round of combat. A wave of desertion and rebellion again swept the Soviet forces in the East. Whole divisions became law unto themselves. By late in the year most of the military districts of Siberia, Transbaikalia and the Far East were no longer under the control of the Soviet government. Deserters, marauders and other armed bands set up various warlord-style governments and the first "free city," Barnaul, was set up in Siberia. The Soviet government did not have the capability to deal with such large scale civil disorder. The best the government could do was to detail a few loyal troops to guard vital areas in the Far East and send the rest of the loyal forces to the West and Iran. For the time being, Soviet control of the eastern part of its empire was broken.

In the west, the Soviet nuclear strikes were met in kind by NATO, but the Soviet strikes had had the element of surprise and had been more effective. The Soviets were able to regain most of Poland and stabilize the situation to some degree, but the slowly escalating spiral of nuclear warfare did much to reduce the already reeling capabilities of the Soviet Union to conduct the war. Desertion rose sharply in the armies engaged in Europe, and civilian unrest mounted again in the Ukraine and the Baltic states.

In December of 1997, several Soviet cities were hit by nuclear attack. Among them were Moscow, Leningrad, Kiev, Minsk, and Kharkov. Most of the Politburo escaped but much of the Soviet government was not so lucky. The loss of much of the civilian government did not really hamper the high-level operation of government since the Politburo had been running things since the beginning of the war anyway. The loss of local civilian control, however, had a terrible effect on the local level. Local party apparatuses were the last vestiges of authority, and

as they perished, so did law and order. At least two coups were attempted, one led by the party boss of Moscow, but the government was able to muster enough loyal troops to deal with them. The Ukraine, Latvia and Estonia all announced that they intended to exercise their constitutional rights and secede from the Soviet Union. Loyal forces arrested the leaders and had them shot. On the very last day of 1997, a Soviet division in Alma-Ata in the Central Asian Military district deserted and declared the city a "free city."

The new year of 1998 was ushered in with famine and epidemic. The nuclear exchange had ruined almost the entire harvest of the Soviet Union. Fuel shortages, coupled with the extremely cold winter, lack of water and medical care, and the breakdown of civilian control all contributed to the huge number of deaths between January and April of 1998. Over one-half of the civilian population in the Ukraine, Byelorussia, the Baltic states, and White Russia perished in those three months. Thousands of refugees fleeing the destruction of the cities scavenged the countryside. Many tried to flee to western Europe, while others joined with deserters or marauders to form enclaves of security. The Soviet Government tried desperately to maintain control, but the only real authority and order was in those areas where Soviet troops were present. Most field armies were in control of their own destinies, and even though many remained loyal to the Soviet government, many had little contact with that government.

Army Front commanders took over the role of civilian authority as well as military authority and reestablished some sense of order in the western areas of the Soviet Union, but control was very limited. The Government of the Soviet Union, now centered in Ryazan, actually only controlled the Strategic Reserve Forces and still had some authority over the forces engaged in Iran. The Politburo's interaction with the forces in the west were more like dealings with foreign powers rather than their own army. The men of the Politburo began to act more and more like Hitler had in the Fuhrer Bunker during the last days of World War II, giving orders to units that either no longer existed or no longer had any intention of responding to those orders.

In June 1998, the Red Army began an offensive in Germany. After a very short time, the attack petered out and NATO counterattacked. The front in southern Germany was shattered, and a round of desperate fighting broke out in southern Germany, Austria, and Czechoslovakia. The results were more casualties and another small exchange of nuclear weapons, and by September both sides were exhausted.

In the last three months of 1998, Estonia, Latvia, and Lithuania all formed independent governments supported by rebel army units and armed civilians. At least two Category III divisions that had just finished mobilizing joined the revolt in Lithuania. Loyal Front commanders ordered troops to suppress these rebellions. Soviet troops fought Soviet troops. The Latvians were crushed by the 3rd Baltic Front and mass executions took place, but Estonia and Lithuania were able to resist and the rebels were able to form a government of sorts. Immediately, however, the two new countries were overwhelmed with refugees from Latvia, northern Russia, and Poland. The fledgling governments, held together by little more than a sense of national identity, were quickly buried by the immense problems they had to bear.

In the military districts of Central Asia, Turkestan, and Transcaucasus, the long suppressed Moslem sentiments surfaced, and many Soviet units refused to fight in Iran. Fighting broke out between loyal Soviet forces and forces sympathetic to Iran. Parts of three divisions seized Baku and declared the city the capital of an independent Azerbaijan. The rebel forces attracted little attention for their cause, but by the end of the year Baku was still in their hands, and the commander of the Transcaucasus Front had decided not to waste forces trying to retake the city.

It was symptomatic of the state of the Red Army that these revolts were successful. Troops sent to fight the rebels often lost large numbers of soldiers to the rebellion. Soldiers were tired of fighting and many just wanted to go home. Many commanders discovered that their armies were quite loyal while fighting what was perceived as an external threat, particularly an American or German threat, but not so willing to fight soldiers, or worse, civilians on the same side. Front commanders decided it was not worth the effort or the casualties to try to deal with all of these uprisings.

By the end of 1998, the Soviet Union was in sad shape. The Far Eastern areas were completely lost to Soviet control, and the Central Asian areas were nominally under control, but only because the army in Iran was still powerful and in the main, loyal. The Baltic states were in rebellion, but they were so depopulated, it made little difference. The Ukraine was in a state of unrest, but the presence of loyal Soviet forces prevented outright rebellion for the time being, and Soviet forces in eastern Europe were loyal but only to their Front commanders. The high loss of life due to war, pestilence, and famine had reduced many areas to unpopulated wilderness being ravaged and plundered by marauding army units, deserters, and various armed bands.

In late January of 1999, a group known as the New Red Legion, which consisted of some members of the Presidium and a few "retired" army officers, gained the support of the commander of the 9th Soviet Army at Ryazan and arrested the remnants of the Politburo. Brief skirmishes took place with the 106th Guards Air Assault division and with some KGB units, but by the end of the month, what remained of the civilian government had passed into the hands of the New Red Legion. About all this new government actually controlled was the Urals, an area bounded by Tula, Moscow and Ryazan, and the area around Leningrad. The New Red Legion immediately ordered the Front commanders to suppress all revolts and to renew the war against the enemies of the Soviet Union. Many of the Front commanders never even bothered to reply; those that did asked for the means to fulfill the demands being made on them.

By April of 1999, the Ukraine had again declared independence; in fact, several rebellious army units had set up free cities and were proclaiming themselves as the Ukrainian government. These various Ukrainian separatist movements not only fought Red Army forces, who were not so much interested in keeping the Ukraine a part of a now non-existent Soviet Union as they were in maintaining control of the farmland in the Ukraine, but each other as well. Marauders, also lured by the agricultural prospects of the area, fought the Red Army and the Ukrainian freedom fighters. By the end of May, two groups, one calling themselves New Ukraine and



another calling themselves the 1st Ukrainian Liberation Army, were both controlling large parts of the Ukraine and nearby territory. Also at least three "free cities" were set up, each more or less allied to one or the other of the Ukrainian movements. Loyal Soviet forces in Byelorussia and the northern Ukraine simply tried to hold what they could and rarely initiated any hostile action against the rebel forces.

Although the southern areas of the Soviet union had not suffered nuclear damage as great as the rest of the Soviet Union, the food shortages and breakdown of civilization had done its share of damage. In the Uzbek, more predominately Moslem units were deserting, and in mid-1999 Samarkand and Bukara were declared free Islamic cities. Moslems from all over the area came to these cities: deserters from the Soviet Army, deserters from the Iranian armies, and civilians, all who were related in the religion of Mohammed. In July of 1999, an Islamic State was proclaimed whose borders coincided roughly with that of the Uzbek and a large part of Turkmen.

Loyal Soviet forces in the area marched on Ashkhabad and drove off the rebels there. They then marched toward Charchou, meeting little resistance along the way. In September of 1999, a major battle was fought near Charchou between loyal Soviet forces and the assembled forces of the new Islamic state. The results were bloody but inconclusive. The Soviet forces lost most of two divisions to desertion, and the Islamic forces were hurt badly enough that they had to content themselves with maintaining order in the large cities and leaving much of the countryside to marauders.

In September of 1999, a shadowy figure calling himself "King Kutseyev" rallied together several armed bands in the Crimea and seized Sevastopol. By October, the whole of the Crimean peninsula was under the control of Kutseyev. Kutseyev, who claimed that he was a descendant of the Romanovs, announced the establishment of the New Russian Empire with its Capital being Sevastopol. The armed forces of this new monarchy were reasonably powerful and had little trouble defending the territory it had staked out. The Crimea became a haven which represented at least some degree of law and order, and the government there welcomed refugees.

The war in Europe during the summer and early fall of 1999 staggered along in a series of fits and starts. Both sides fought over areas that represented means of survival during the coming winter. Villages and towns that were relatively undamaged were fought over for the shelter they would provide, as well as the small scale manufacturing that was now essential to the armies in the field. Agricultural areas that could grow food the following spring were also hotly contested. In many occupied areas, particularly in Romania and Poland, partisan warfare sapped the strength of the Soviet armies who were already losing heavily to disease and desertion. As fall faded, all the combatants in Europe prepared for the siege of winter.

January of 2000 saw the rise of two more new "states" in what was once the USSR. In the Transcaucasus, two Soviet divisions deserted and joined with the rebels who held the city of Baku. They called themselves the Transcaucasus Republican Army and formed the Transcaucasus People's Republic. Based roughly on socialist principles, they had a mixture of nationalistic sentiments and religious feeling (Greek Orthodox). Terror swept the area as the army seized and executed people suspected of being politically or religiously different.

Although the Transcaucasus People's Republic seemed to be a potentially viable state, its fanaticism drove civilians in the area to other newly arisen states. By April, the new state consisted mainly of the army and a few religious fanatics.

In April of 2000, the 1st Ukrainian Liberation Army achieved predominance among the separatist movements in the Ukraine. A regular Soviet Army still held part of the northern Ukraine, but many of the armed bands became more a part of the 1st Ukrainian Liberation Army. On April 28, 2000, the Ukraine proclaimed itself a separate and independent nation. A series of sharp actions against the Soviet forces in the north convinced the Soviet Front commander that the new government was too strong for his forces and he decided to leave them alone. In the south the New Russian Empire attacked units of the Ukrainian Army, and soon the two new governments were conducting their first affairs of state—a war.

Also in April, the flu swept through Europe. People who had lived through famine, radiation sickness, and war were struck down by this rampaging virus. Again the armies of the various combatants were hit less hard than the remaining civilian population because those armies had more of the basic necessities than anyone else and the means to protect them. The end result of this newest scourge was the further depopulation of the world and another step backward in history.

The armies facing each other in Europe continued to fight each other but only in a haphazard manner. They were no longer fighting for political beliefs; the governments those beliefs were based on no longer existed. The armies fought each other out of habit and a deeply ingrained suspicion fostered by the long years of war. Soviet armies stayed together because staying with the army represented the greatest chance of survival. Many of the officers and soldiers of the Soviet armies were still, in a manner, loyal to the Soviet idea of government, and they thought that maybe someday they could help reestablish that form of government. Until that time they would fight to survive. Soviet armies were scattered throughout the old borders of the Soviet Union, but they were isolated from each other. Many of those armies formed a protective barrier around certain cities and areas which for all practical purposes became small nations. Outside of these enclaves and new states the countryside was ruled by bandits and marauders.

In June of 2000, the New Red Legion and the Strategic Reserve army moved into the Urals. This was what was left of the USSR of old. The New Red Legion issued orders declaring nearly all surviving front commanders traitors and condemning them to death in absentia. They also called upon the workers and peasants throughout the old Soviet Union to rise against the revisionist and bourgeoisie forces that had betrayed the Marxist-Leninist revolution. The New Red Legion then disappeared into the Urals where it is reported that they are actively trying to rebuild the Soviet Union along the same lines as it existed in 1995.

In August of 2000, the Ukraine defeated the New Russian Empire and absorbed the Crimea. Also, negotiations with Soviet armies in or around the Ukraine began with an end towards either incorporating them into the new government or at least to stop fighting each other. The events of the summer have shown that the Ukraine is the most stable force in the area of western Russia and a power to be dealt with in the future.

—brad r. hay

# Combat Examples

Among the many letters we are sent, it is not uncommon for us to receive questions about this or that aspect of the combat rules in **Twilight: 2000** or **Traveller: 2300**. **Twilight**, of course, has been around since 1984, and those who have been playing it are old hands with its combat system. But the game is constantly drawing new players, and occasionally they need some help. As for **2300**, it is a recent enough release that almost everyone who plays it is a novice to its rules. This article describes a major combat encounter in each game, noting the relevant rules as they arise during the encounters. It is recommended that readers take the time to look up any unfamiliar rules as they come up. (All page numbers in parentheses refer to each game's referee's manual unless specifically stated otherwise.)

Each encounter begins with vehicle combat and proceeds through individual fire combat to melee combat.

## TWILIGHT: 2000

In this scenario, a body of marauders has bushwacked a small party of former soldiers now holed-up in an abandoned farm brewing fuel alcohol. The farmhouse has been burnt out and provides no shelter, so the soldiers' group has set up operations in the barn. It is late afternoon of a day in early December of 2000. The weather is cool but clear,

and there is a slight breeze from the northeast.

Allen Bates and Carl Denton are on sentry duty walking around the perimeter. Ellen Frolich and Greg Hinman are asleep in the barn (Greg in the loft, while Ellen is downstairs). Isaac Jaworski, Katrin Lester, and Mike Nichols are tending the still, cleaning weapons, and dressing game respectively. Allen, Carl, Katrin, and Mike are player characters. The rest are NPCs, but the referee has generated them as PCs and administers them as such. This is so that an infrequent or guest player can be accommodated.

The group's M2 Bradley APC is parked in the ruins of the farmhouse and is partly camouflaged. A motorcycle, a still trailer, and a couple of bicycles are parked inside the barn.

Marauder one is an *Elite* NPC; marauders two and four are *Experienced* NPCs; and marauders three and five are *Veteran* NPCs. Marauder one has the SVD and the Armbrust, marauder four has the AKR, the rest have AK-74s. All marauders have two fragmentation hand grenades. Hit capacities are as follows: marauder one's is 34, marauder two's is 32, marauder three's is 22, marauder four's is 22, marauder five's is 28.

The characteristics of the ex-soldiers are:

**Allen:** CRM 80, CON 11, STA 8, AGL 12.

**Carl:** CON 11, STA 11, CRM 80.

**Ellen:** CON 16, STA 9, STR 9, BC 30, MC 40.

**Greg:** CON 7, STA 16, CRM 90.

**Isaac:** CON 11, STA 12, CRM 60.

**Katrin:** CON 15, STA 11, STR 10, CRM 80, BC 50.

**Mike:** CON 14, STA 10, CRM 50, MC 35.

Mike has a double-barreled shotgun, and everyone else is armed with M16s. Everyone has four fragmentation grenades.

The marauders are a mixed bag of deserters, local criminals, and other ne'er-do-wells taken from the encounter statistics table in the basic game. There is one base unit, (result 5) yielding one *Elite*, two *Veteran*, and two *Experienced* NPCs armed with one AKR sub-machinegun, three AK-74 assault rifles and one SVD sniper rifle. The marauders also have a single, captured Armbrust. The marauders are more interested in arms, ammunition, food, and personal equipment than they are vehicles. A vehicle is still a very valuable treasure, so the marauders will not use their Armbrust unless they absolutely have to.

Tactically, the marauders have achieved surprise, and have been watching the farm for a couple of hours. They have a rough idea how many people are in the barn, but they do not know what they are armed with. In the time since they came upon the farm, they





have carefully maneuvered themselves into position for the attack. They hope to speedily overwhelm their victims and capture them outright. The signal to attack will be a shot fired by marauder one, who has the sniper rifle and the Armbrust.

The referee has already determined that Carl and Allen have not spotted the marauders as they set up their ambush. The referee has decided that these two characters are the only ones that will be allowed to react in the first three rounds of the first 30-second combat turn, but the others will not be required to hesitate in the first turn of combat.

Before the combat starts, the referee decides to allow the sniper (marauder one) to have aimed during the previous round. His target will be Carl.

**First Turn, Round One:** The sniper fires at Carl. The shot is at 300 meters, and is at long range (referee's charts). The sniper is *elite*, and thus has CRM 60% (page 16). His base hit number at long range is 6% ( $60 \times .1 = 6$ ). Aimed fire doubles this, making it 12% (*Play Manual*, page 21). The SVD's ROF is 3, but the sniper chooses to fire only once. The referee rolls for the sniper (since all the marauders are NPCs) and makes a percentile roll of 11, scoring a hit. The referee rolls a 1 on the hit location chart (referee's charts), indicating a hit in the head. Carl is wearing a helmet, and it is necessary to determine if it protects him. The referee makes a percentage roll of 80, so Carl gets no benefit from his helmet (*Play Manual*, page 23). At long range the SVD does 14 points of damage (base damage of 4, multiplied by 2 plus a 2D6 roll of 6). Since Carl is a PC, his head's hit capacity is equal to his CON (in Carl's case, 11). His STA is 10, and he is knocked down. Since Carl's damage qualifies as a serious injury (hits in excess of an area's hit capacity but less than twice hit capacity), he would normally roll against his CON to avoid losing consciousness. Serious wounds to the head, however, result in automatic unconsciousness. A roll of 3 on a D10 determines that Carl is out for three 30-second turns. However, even when he recovers consciousness, he must roll against his CON to stay awake if he tries to do anything other than remain still.

Everyone else hears the sniper's shot this round, but the referee rules that no one can take action until next round.

**First Turn, Round Two:** Allen reacts to the shot by running towards the Bradley. Marauder two reacts to the shot and fires at Allen. Marauders three, four, and five react and begin running towards the barn. Inside the barn, Katrin, Mike, and Oliver hear the shot but cannot take action. All sleeping characters awaken but cannot act.

Marauder two is *Experienced* and is armed with an AK74. She chooses to fire at Allen as he runs towards the Bradley. The range is 80 meters, medium range for an AK74. Marauder two's CRM is 40%, and the range multiplier at medium range is .3, making the hit number 12% ( $40 \times .3$ ). Allen is running, and the base hit number is therefore halved to 6%. The AK74's ROF is 3, and marauder two rolls three times to hit, missing all three times (100, 53, and 11). The sniper (marauder one) chooses not to fire since Allen is running and his hit number would drop to 3% (no longer doubled for aimed shot, and halved for running target). The remainder of the marauders cover 30 meters of the 80 meter distance from their starting position to the barn. Isaac, Katrin, and Mike can now pick up their weapons and do so. Mike has a double-barreled shotgun, the rest have M16s.

**First Turn, Round Three:** Allen slows to a trot and takes a wild

shot at marauder two. Allen's CRM is 80%, and the range is medium for his M16. Allen's base hit number is 24%, halved for trotting (see *Movement by Firer*, *Play Manual*, page 21), or 12. Allen fires the M16's full ROF of 4, missing with all four shots (21, 13, 87, and 49). Marauder two fires at Allen again, but her hit number is not halved this time because Allen is moving less than 30 meters. One shot hits (50, 96, and 9) and strikes Allen in his left leg. An AK74 has a base damage number of 2, which (at this range) is then doubled and added to a 2D6 roll (5) for a total of 9 damage points ( $2 \times 2 + 5 = 9$ ). Since Allen's CON is 11 and his STA is 8, his left leg has a hit capacity of 19 (CON + STA, per the *Play Manual*, page 5). Allen receives a light wound (damage points less than the area's hit capacity) and is knocked down (receiving damage points greater than STA in one round).

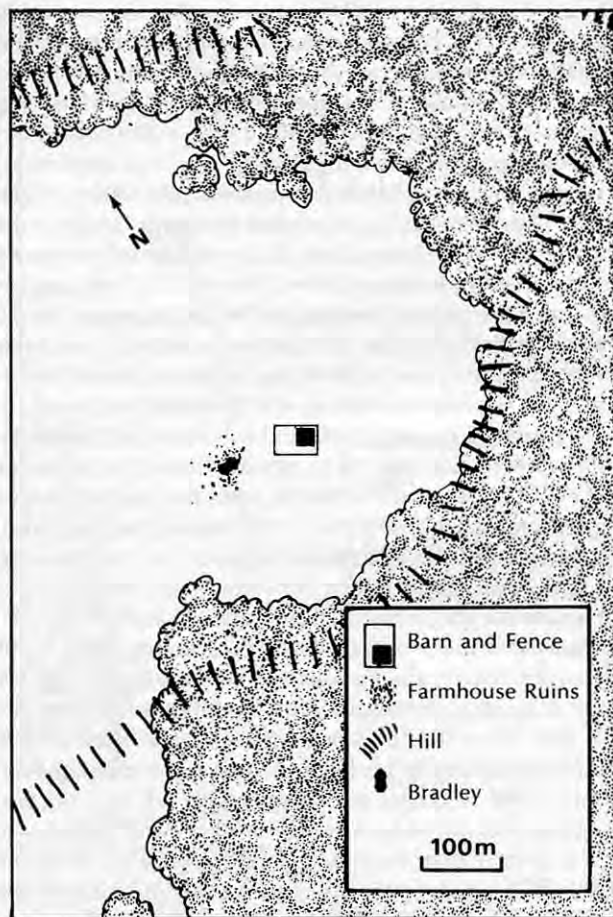
At this time, it becomes important to determine whether Allen makes it to the cover provided by the farmhouse rubble before he is hit. Since no rules are given for this eventuality, it is up to the referee to determine what happens by application of common sense. The referee reasons that since Allen was hit by the marauder's third shot, he is knocked down in the last third of his total move that turn. Allen was headed towards the farmhouse rubble, and started 40 meters away. He covered 30 meters in the second round (the first one he could move) and therefore had 10 meters to go. During his second round of movement, he was he was trotting at 15 meters/round, and the referee reasons that  $2/3$  of 15 is 10, and that therefore Allen was hit just as he arrived. The referee rules that Allen lands in the farmhouse rubble, and must spend one round there hesitating (*Knockdown*, *Play Manual*, page 19).

The remaining marauders (three, four, and five) continue to run towards the barn; they cover another 30 meters and end the round 20 meters away from the door. Isaac, Katrin, and Mike can now move and do so. Katrin goes toward the sound of gunfire, Isaac decides to climb up to the loft for a better vantage point, and Mike decides to check the side of the barn opposite the firing. Mike and Katrin arrive in position with time to spare.

**First Turn, Round Four:** Mike fires on the nearest approaching marauder (marauder four, determined randomly). The range is 20 meters or close range for the shotgun. Mike's CRM is 50, and his base hit number for close range is thus 15% ( $50 \times .6$ , halved for running target). Mike fires both barrels and hits once (12 and 97). At close range the shotgun's base damage of 4 is multiplied by 4 and added to a 4D6 roll ( $4 \times 4 + 15 = 23$ ), giving a result of 23 damage points. Marauder four has a single hit capacity of  $2D10 \times 2$ , or 22 and takes it in the abdomen (*Play Manual*, page 24). He takes a serious wound, is knocked down, and fails his consciousness roll. He is out for eight 30-second turns and will be subject to the same conditions as Carl when he awakens.

Katrin sees no movement in the farmyard but does see Carl lying in the dirt. Isaac continues up the ladder. The sniper walks through the cover of the woods to a position closer to the Bradley. The sleeping characters can now pick up their weapons. Marauder two takes a hesitation.

**First Turn, Round Five:** Mike yells a warning (his action for the round). Isaac reaches the top of the ladder and enters the loft, but also hears Mike's shout. Ellen stands up. The sniper closes on the Bradley. Allen crawls to the rear hatch of the



Bradley, using the rubble for concealment. Greg moves to a previously prepared firing port in the side of the barn facing the farmhouse. Marauders three and five arrive at the side of the barn. The referee decides that five will hesitate just outside the door, and three will hit it at full speed.

**First Turn, Round Six:** Marauder three bursts through the door, firing his AK74 wildly. The referee counts this as firing on the move and randomly picks one of the four characters in the barn as a target (Katrin is chosen). The range is close, and the marauder's CRM is 50, so he has a base hit number of 15% ( $50 \times .6/2 = 15$ ). The marauder fires the full ROF of 3, and scores one hit (38, 6, and 58). Katrin is hit in the right leg, taking 26 hits (base damage of  $2 \times 4 + 4D6$ , or  $2 \times 4 + 18$ ). Katrin's CON is 15 and her STA is 11, making the hit capacity of her leg 26. She is lightly wounded but is also knocked down because the hits exceed her STA. Mike wants to hit the marauder with his shotgun, which would be a long-range melee attack (*Play Manual*, page 20). The referee determines the shotgun counts as a rifle butt for melee purposes and cannot be used for long range attacks. Mike chooses to close the range instead. Ellen is unarmed, but she makes a diving attack on the marauder. This takes place simultaneously, so the attack does not interfere with the shots at Katrin. Marauder three is occupied with firing, so he doesn't defend against Ellen's attack, which automatically succeeds (*Play Manual*, page 20).

Marauder three is a veteran, and all his attributes are 9. His STR + STA is 18, and he would ordinarily withstand Ellen's div-

ing blow, but he counts as surprised and only his STA is used. Ellen's STA is 9, and this plus 1D6 is 15. Marauder three is therefore knocked down and takes hits equal to the difference between his STA and Ellen's number ( $15 - 9 = 4$ ), or 4 damage points. His total hit number ( $2D10 \times 2$ ) is 22, and this is a light wound. The knockdown requires a turn of hesitation. Outside, the sniper settles into a new position closer to both the barn and the Bradley. Allen crawls to the Bradley's driver's seat and starts it. Marauder two trots from her position at the edge of the woods towards the front of the barn. The sniper hears the Bradley's engine.

Isaac cannot decide whether to stay in the loft or go back down and help out. The referee rules that he takes a hesitation (a PC would not have this problem).

It is now the end of the first turn, and the referee requests each player to note their upcoming hesitations. The referee notes those for the marauders. All players decide to delay their hesitations as much as possible, placing all of them towards the end of the six rounds of the turn.

**Second Turn, Round One:** Marauder five steps to the door and finds only Mike left standing. Mike is close enough to the door to melee marauder five, which is his sole combat option (his shotgun is unloaded). The Order of Attacks rule (*Play Manual*, page 19) comes into effect. The marauder's CRM 40 (he is *Experienced*) beats out Mike's MC 35, and he gets off one shot before Mike can swing the empty shotgun. At close range, Marauder five's basic hit number is 30 and an AK74 has an ROF of 3, but he gets only one shot before Mike's swing. He rolls 96 and misses. Mike needs to make a percentile roll of 35 or less; he rolls 81, and also misses (strange things happen in the heat of battle!). Ellen disarms marauder three while he is stunned, and she is now armed with an AK74.

Greg fires on Marauder two, who is running across the barnyard. His CRM is 90, and the range is close. His base hit number is 27 ( $90 \times .6$ , halved for a running target). Greg fires the M16's full ROF of 4 and hits on his third shot (73, 39, 23, and 50). Marauder two is hit in her right arm (result 2, hit location table). The M16 does 17 points of damage ( $2 \times 4 + 4D6$ ). Her STA is 10, so this shot knocks her down, but her hit capacity is 32, and she sustains a light wound. While this is happening, Allen crawls to the Bradley's turret, and the sniper prepares to fire the Armbrust. Katrin must take a hesitation this round, since she was knocked down last round.

The referee rolls randomly to determine if Isaac will stay in the loft, go back down, or hesitate again. Isaac hesitates again.

**Second Turn, Round Two:** Ellen clubs the prone Marauder three with the AK74 butt, but the marauder has recovered from his hesitation and fights back. (Ellen is close enough to disarm the marauder, so she is close enough for him to fight. Again, the order of attacks is determined by the various skill levels involved (*Play Manual*, page 19). Marauder three has BC 50, and Ellen has MC 40, so the marauder's blow lands first. In addition, both may attempt to block the other's blow regardless of the outcome of their own attack (*Blocks*, *Play Manual*, page 19). The marauder has the option of trying for an aimed attack, but the referee decides that the marauder will be anxious not to reduce his chances of hitting and will choose a normal strike instead. This strike is a task (AVG:BC), and the marauder must roll to make a percentile roll of 50 to hit. He rolls 41 and hits. A 1 on the hit location table means Ellen will be hit in the head



unless she blocks successfully. This is also a task (DIF:MC in Ellen's case), and she must make a percentile roll of 20. She rolls 69 and the blow lands. Body combat damage is determined according to the body combat rule (*Play Manual*, page 8),  $(STR + STA \times BC)/200$ . The marauder's damage is  $(10 + 10 \times 50)/200$ , or 5. Ellen's head has a hit capacity of 16, and she sustains a slight wound. The referee decides that this means Ellen cannot aim her melee attack (she just took a fist in the face, after all). Facing a AVG:MC task with MC 40, Ellen needs to make a percentile roll of 40. She rolls 62 and misses.

Mike and marauder five melee. The marauder has MC 50 compared to Mike's 35 and strikes first. He rolls 70 and misses. Mike rolls 45 and also misses.

Isaac decides to stay in the loft. There is no other firing port available, however, so he moves to the loft door (this is the door high in the wall of a barn through which hay is hoisted directly into the loft), opens it, and takes up a firing position.

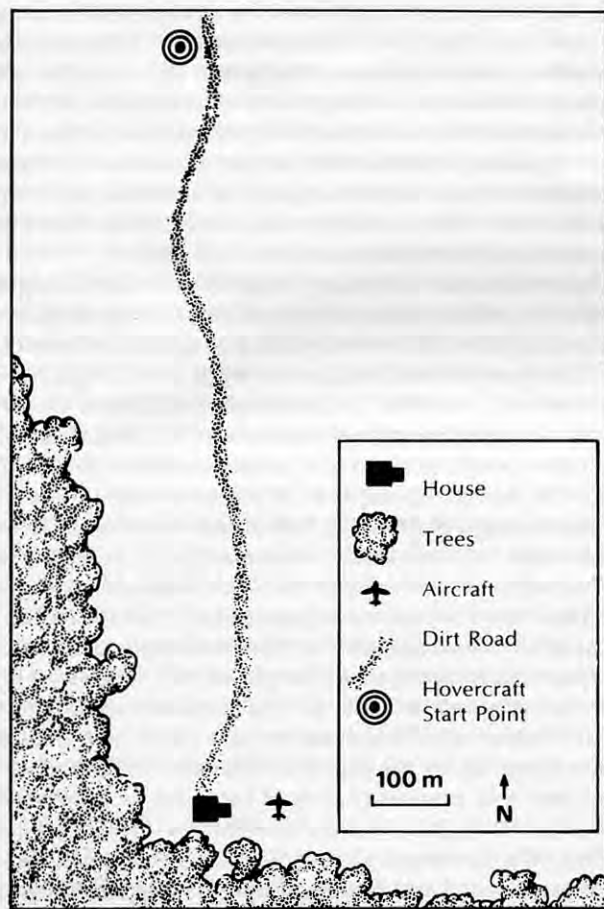
Greg, seeing marauder two fall, scans the woods for other marauders. The referee chooses to resolve this as a AVG:RCN task since the sniper is not taking any great care to conceal himself as he prepares to fire the Armbrust. Greg's RCN 60 means he must make a percentile roll of 60. He rolls 5 and spots the sniper. He cannot fire this round, however, since his action was used up spotting. Katrin decides to fire at marauder five. The referee warns her that he will randomly split any hits between five and Mike, since they are so close together. Katrin decides to hold fire. (This is another example of the referee applying common sense to a situation not dealt with in the rules, thereby presenting added complexities to the players.)

**Second Turn, Round Three:** The sniper fires the Armbrust. At 100 meters (close range) his HW 60 means he needs to make a percentile roll of 36. He rolls 34 and hits. It is a left front oblique shot, and the *oblique* column of the vehicle hit location chart is used. A die roll of 5 is a F:HS or center hull side result (per the notes to the aforementioned chart). Consulting the vehicle damage location list for the M2 Bradley APC, the referee notes that the armor at that point is 15 (the number in parens after the F:HS). The referee then determines damage (per pages 8-10). According to these rules, the damage of the weapon is compared to the target's armor at the location of the hit (15 in this case). The Armbrust damage is  $\times 20C$ . The  $\times$  means the damage (20) is multiplied by a die roll. The C (for constant) means this die roll does not vary with range and is always 4D6. A 4D6 roll of 17 multiplied by 20 is 340 damage points for the Armbrust. Since the Armbrust's damage is greater, the weapon penetrates with 325 damage points remaining. The component list for the Bradley at location F:HS is D,E,F. This is the order in which the components take damage if the vehicle is hit from the right side. For a left side hit (such as this one) the order is reversed, and becomes F,E,D. In the notes to the vehicle damage hit location tables, we see that these letters represent the vehicle's fuel, engine, and driver. The damage points remaining after penetration hit each of these in sequence, with fuel first. This follows the procedure outlined in the *component damage* rule (page 9). First, the referee consults the damage multiplier table (referee's charts) and notes that the damage multiplier of fuel is  $\times 10$  or 10. Second, the two numbers (remaining damage and damage multiplier) are compared. Since 325 is greater than 10, the shot damages the component. The referee subtracts the multiplier from the

damage, leaving 315 damage points. Third, the damage points left over are multiplied by 10 to determine the percent damage  $(315 \times 10 = 3150\%)$ . Fourth, the actual number of hits taken by the fuel is determined. For every 10% damage the component takes, it receives actual damage points equal to its damage multiplier. In this case, that is  $3150/10 = 315 \times 20 = 6300$ . This is subtracted from the remaining damage figure to determine if any energy goes on to other components;  $315 - 6300 = -5985$ , (page 9). The Armbrust has expended its energy, and no other component is hit. There is a special case for the referee to consider, however: fuel can catch fire. The *fuel hits* rule (page 10) states that if the percent damage to the fuel is greater than or equal to the flashpoint for that particular type of fuel (taken from the fuel flashpoint table in the referee's charts) the fuel catches fire. The referee looks up the flashpoint for the ethanol fuel the Bradley is carrying (30%) and tells Allen that the Bradley is on fire. Allen must now try to escape. Ordinarily this would be a AVG:AGL task, but the referee rules that Allen is wounded and increases it to DIF:AGL. This means that Allen must make a percentile roll less than or equal to half his converted AGL. Allen's AGL is 12, which converts to 60. Allen must roll 30 or less to escape unharmed. He rolls a 41 and escapes, but he is burned in the process. Per the *escape* rule (page 10) the referee rolls 1D6 for the number of locations burned (getting a result of 3), rolls each location on the hit location chart, and finally rolls 1D6  $\times$  1D6 for damage to each area. Allen receives 12 points of damage to his left arm, 8 points of damage to his abdomen, and 16 points of damage to his left leg. Since his left leg has already taken 9 points, this is a total of 25 points, which is greater than the left leg's hit capacity of 19, but not more than twice that capacity. This is a serious wound, and Allen must roll against his CON to remain conscious (55 or less). He rolls 23 and can still move (a good thing, since remaining next to a burning Bradley is not a good thing), but only at a crawl since his left leg is seriously wounded (all that is stated in the rules is that he would lose use of the limb, but the referee uses his common sense, and restricts Allen's movement in this way). Allen must make the roll to stay conscious each turn he crawls away from the burning Bradley.

Simultaneously, Greg and Isaac fire at the sniper. Greg's hit number is 27 (at 100 meters, the sniper is at medium range, and Greg's CRM of 90 is multiplied by .3). Isaac has CRM 60, and his hit number is 18. Isaac rolls 2, 67, 18, and 9, for three hits. Greg rolls 14, 22, 86, and 47, for two hits. Damages from all five hits at medium range are 87 (17, 15, 22, 17, and 16). The sniper's single hit capacity is 34. Since 87 is more than twice 34, the sniper is critically injured and loses consciousness automatically (*Play Manual*, page 24). The sniper will die in 10 minutes if he does not receive medical attention.

Marauder two recovers from her hesitation and decides to try to throw a fragmentation hand grenade through the hay loft door, which is about three meters above her. Marauder two is *experienced* and thus has TW 40 and STR 10 (page 16). This makes her effective range for thrown weapons 20 meters (if the object weighs less than 1 kilogram, such as a hand grenade). Per the *hand grenade* and *thrown weapon* rules (page 24), marauder two would ordinarily need to make a percentage roll of 40 to hit her target (AVG:TW). The referee decides to make this a DIF:TW roll since marauder two is lying down and probably throwing with her left arm (she is wounded in



her right arm). The referee rolls a 58, and the grenade misses. The referee decides that this means it bounces off the side of the barn, and deviates (page 24). The referee counts the point of deviation as being directly below the loft door (marauder two is about a meter from this point) and rolls deviation. It deviates 2 meters in the direction of the barn wall, which the referee interprets to mean that the grenade lands on the ground directly under the loft door against the side of the barn. The referee further decides that marauder two was intending to leap to her feet and run anyway, so he allows her to get four meters away before the grenade goes off.

Inside the barn, Katrin decides to help Ellen and moves to enter the fight.

Ellen and marauder three grapple each other over control of the AK74. Grappling is a task (AVG:AGL). The marauder needs a percentile roll of 45, Ellen needs a percentile roll of 72, Katrin needs a percentile roll of 77. The marauder rolls 5, Ellen rolls 11, Katrin rolls 40, so everyone "hits." "Grappling hits" are scored in the same way as strikes (*Play Manual*, page 20), but they become control hits. When a character takes control hits in excess of that character's STR, that character is totally controlled and may not move. Ellen's BC damage (2 + 1D6) is 7 in this round and Katrin's is (5 + 1D6) 9. The marauder's is (2 + 1D6) 8. The result of these calculations is that Katrin has marauder three in a hammerlock and will keep him there as long as she does not move. Ellen can release her hold next turn if she desires.

Mike and marauder five continue their melee (in the heat of action, marauder five seems to have forgotten his weapon is still loaded). Marauder five swings at Mike, needing a percentile roll of 35 to hit. He rolls 26 and hits. Mike takes damage equal to the marauder's STR (9) plus 1D6, for a total of 14. A hit location roll of 2 indicates the right arm, resulting in a slight injury. Mike is not prevented from a return strike and swings. Mike needs a 35 to hit and rolls a 28. Mike inflicts STR + 1D6 also, resulting in 14 damage points (13 + 1) to marauder 5, a slight injury.

**Second Turn, Round Four:** The main event this turn is the explosion of the hand grenade. Marauder two is 4 meters away and unprotected. Isaac and Greg are 3 meters away (up) and behind the cover of the wooden barn wall. Katrin, Mike, Ellen, and the two marauders are also 3-4 meters away and behind the wall as well. The provisions of the *explosions* rule (page 6-7) is implemented. First, concussion damage is determined. The knockdown radius of a fragmentation grenade is 2.5 meters, and nobody is inside it. No one is knocked down from concussion. Second, fragmentation effects are determined. It is now important to determine whether the fragments from the grenade penetrate the barn wall. The referee decides that the barn's wall is not as substantial as a house is and assigns it the armor value given for a 2" wood plank on the Armor Values of Cover table (referee's charts): 1. Fragmentation grenades have a damage rating of  $\times 8C$  and an armor modifier of  $\times 20$ , and they therefore inflict  $8 \times 4D6$  damage points to the barn wall. A 4D6 roll of 13 multiplied by 8 is 104, which is well over the modified armor factor of the wall ( $20 \times 1$ ), and the fragments penetrate. Each character within the burst radius of the grenade (10 meters in this case, which includes everyone in the barn and marauder two) has a 60% chance of being hit by fragments (page 6). Rolling less than half this (30%) results in multiple fragmentation hits. Each character rolls as follows: Marauder two, 2 (multiple); marauder three, 79 (miss); marauder five, 98 (miss); Mike, 3 (multiple); Katrin, 94 (miss); Ellen, 41 (hit); Greg, 21 (multiple); Isaac, 61 (miss). Each character with multiple hits rolls 1D6 for number of areas. Hit locations are rolled as follows: Ellen (1 fragment hit): abdomen. Marauder two (4 fragment hits): locations not important. Mike (3 fragment hits): right arm, two abdomen. Greg (4 fragment hits): right arm, left arm, right leg, left leg.

Each fragment inflicts 4D6 damage points. Ellen receives 15 points in her abdomen, resulting in a slight injury. She would be knocked down, but she is already on the ground grappling with marauder three.

Marauder two receives 50 points total, resulting in a serious injury. She is knocked down and must make a percentile roll of 40 to remain conscious. She rolls 20 and succeeds.

Mike receives 13 points in his right arm, resulting in a serious injury when added to the 14 he already had there ( $14 + 14 = 28$ , which is more than that area's hit capacity of 24), and 26 points in his abdomen, resulting in a serious injury. He is knocked down and must make a percentile roll of 70 to remain conscious. He rolls a 92 and fails.

Greg receives 11 points in his right arm, 15 points in left arm, 19 points in his right leg, and 16 points in his left leg— all slight injuries. He is knocked down.

Katrin is holding marauder three and has dropped her weapon. Marauder five is standing over Mike. Ellen is down.



**Conclusion:** At this point the battle is effectively over. Marauder five has heard footsteps and gunfire from the loft and does not know how many uninjured enemies are still up there. He can see Ellen will soon be back in action, and Katrin can easily be back in action very soon. He grabs Mike's shotgun and runs.

The referee rules that the Bradley is destroyed, and Allen is not injured further. Marauder one is critically injured. Mike, Allen, Carl, marauder two and marauder four are seriously injured. Isaac, Greg, Ellen (the group's medic), and Katrin are slightly injured, and they spend fifteen minutes carrying the wounded into the barn and gathering up equipment. The loss of the Bradley is very serious, but they have picked up a nice pile of weapons, ammo, and equipment.

Marauder three has a slight injury and an empty shotgun to show for his efforts. The barn has a gaping hole in it and isn't as warm as it once was.

#### TRAVELLER: 2300

In this scenario, American police forces on Tirane have located a smugglers' hideout outside of their state capitol. The house lies at the edge of a grove of trees near an open meadow which has served as a landing field for light aircraft. Police vehicles are approaching cautiously from all sides, seeking to prevent the smugglers from escaping, when three figures suddenly dart out the building's front door and head for a waiting plane. Two police hovercraft (Bridgeport Swift Songbirds) rush in to apprehend them. The first hovercraft contains two player characters: Angela Whiting and Boris Jones. In the second are two non-player characters: Clifford Makepeace and Donna Coolidge. The three smugglers (all non-player characters) are Edwin Merriken, Frank Hodge, and Georgette Cargill. Rather than fully list all character statistics and equipment at this time, pertinent information will be revealed as it becomes necessary for combat. It should be noted, however, that none of the characters are wearing any type of armor; therefore initiative levels are unaffected by armor's weight and bulk, and wounds are unaffected by its protection.

#### Combat Begins

The referee announces that the combat turn sequence begins with the two groups 1000 meters apart. At initiative point 10, no one acts, for no one in the combat has an initiative rating that high. No one acts at initiative point 9 either, for the same reason. At initiative point 8, Georgette (a *Veteran NPC*, hence her initiative level of 8) takes special action: she lifts a Guiscard Blindicide-3 antivehicle missile weapon (*Play Manual*, page 39) to her shoulder and prepares to fire.

No one acts at initiative point 7, but at initiative point 6, Edwin and Frank (both *Experienced NPCs*) run 40 meters toward the plane, which is half of the 80m that can be run in a combat turn (*Movement*, page 18). Angela (a player character with a Coolness of 6), who has been watching the smugglers through binoculars, warns her companions by radio that they are about to be fired upon.

At initiative point 5, Boris (a player character with a Coolness of 5), who is driving the first Songbird, passes until Donna, the other hovercraft's driver, can act. At initiative point 4, Donna (a *Green NPC*) attempts to use evasive driving tactics. The referee assigns her skill level of Hover Vehicle as 1 and rolls

a 6, which is modified by her skill level to 7—she succeeds at this routine task (page 15). Her vehicle advances 500m, its combat speed, and Boris (with a Hover Vehicle 2 skill rating) performs the same maneuver with his vehicle and rolls successfully for evasive movement. During their evasive maneuvers, the two drivers also let their vehicles drift apart from each other a total of 20 m. Georgette takes her second action for the turn (a character's second action occurs at an initiative point equal to half of his or her initiative level, rounded down) and fires her missile at Donna's hovercraft.

The missile has a homing value of 12—subtracting the Songbird's evasion value of 9 means that Georgette must roll a 3 or less to hit. The referee rolls a 2, so Donna's vehicle is hit. This type of missile has an overhead attack angle, so it is automatically a hull hit. Unfortunately for Clifford and Donna, the Songbird has no overhead armor. This missile's full 20 explosion points get into the vehicle's interior. Dividing 20 points by 5 (page 15) yields a +4 modifier to the roll on the vehicle damage chart: a 7 is rolled; plus 4 yields an 11 for a *Catastrophic* hit—the vehicle is destroyed and the crew is killed.

The concussion value (page 16) for the explosion is 40; halving it for every five meters of distance means that the characters in the other hovercraft suffer a concussion value of 2 (they are 20 meters away, remember). The players for Angela and Boris both roll above a 2 on 1D10, so their characters are unaffected by the concussion. The characters are also within the burst radius (page 16) for the explosion (25 meters in this case), so they have a 60 percent chance of being hit by fragments. A 9 is rolled for Angela, so she is safe, but a 6 is rolled for Boris. Rolling 1D6 for the number of fragments yields a 2, and hit location rolls of 5 and 7 mean that he is hit in the upper and lower right leg. Since he is sitting in a hovercraft, the referee rules that he has the benefit of partial cover, and since the armor value of the vehicle (1 on all faces) is higher than the DPV of the fragments (0.4), Boris is unhurt.

At initiative point 3, Edwin, Frank, and Angela take their second actions. The two smugglers run another 40 m toward the plane, completing the 80 m that can be run in a combat turn. Angela readies her DunArmCo close assault gun (see *Play Manual*, page 34).

At initiative point 2, Boris drives his hovercraft another 500 m, closing with Edwin and Frank, and tries to run them over. The referee rules that they must make a task roll as if to avoid a diving blow in melee combat (page 15), and he assigns them an agility modifier of +2. His roll for Frank is successful, but he fails on Edwin's and decides that Edwin automatically receives the stun hit mentioned under that task, with the exception that since the hovercraft is bigger than a human attacker and is moving more than six times as fast, the DPV of the attack is 5 instead of 0.5. A 7 is rolled for hit location, which is a light wound, and Edwin receives one point of stun, lowering his initiative by three. (Note that the higher DPV of the attack didn't make any difference on a light wound, but it certainly would have on a potential serious or kill.)

At initiative point 1 there is no one left to act. The first combat turn is over.

Combat turn two begins. No one acts until initiative point 8, when Georgette changes weapons—she now sports a Jaschonek Fabrikant A-9 Sturmgewehr plasma gun (*Play Manual*, page 37).



No.32

# CHALLENGE

GDW's Magazine of Adventure Gaming

**For Traveller—  
Swift Water**

*by John M. Ford*

**For 2300—  
Cayuga-Class Close Escort**

*by Clare W. Hess*

**For Twilight: 2000—  
Equipment for Armor Crews**

*by Fred Kiesche III*



Incorporating the Journal of the Traveller's Aid Society



# Equipment for Armor Crews

**Twilight: 2000** has fascinated me since it was first published. First, I've always enjoyed GDW's role-playing games. Second, the subject of modern warfare has always especially interested me. Finally, as a tanker myself, I was fascinated by the opportunity to fight a modern battle without taking the chance of actually getting killed.

In this article, I hope to expand upon some of the equipment used by armor crews (or tankers, as we are sometimes called) in the years after 1998. To do this, I will draw heavily on present-day equipment, since things probably won't change that much in 15 years.

## CLOTHING

The basic clothing for an armor crewmember is the same as that for other personnel—the BDU (Battle Dress Uniform). A typical outfit includes a pair of trousers (with four mid-sized pockets, two large "cargo" expandable pockets on the thighs, and straps to tighten the trousers around the wearer's ankles), a shirt (with four pockets), combat boots, black gloves (with removable wool inserts for cold weather), and a field jacket (with four pockets and a hood which can be fitted with a liner for cold weather). Add to this a cap, beret, or helmet (depending on what unit you are in, what your current duties are, and where you are), and various foul weather gear like a parka, poncho, mittens, and so on...a full listing is given at the end of this article. This stuff so far is pretty much standard for everybody. Armor crews also have coveralls and gloves made of Nomex antiblast cloth. The coveralls are designed to reduce crew casualties from internal fire by protecting the crewmembers from the initial blast before the internal fire-suppression system kicks in. These coveralls come in either olive drab or woodland camouflage, depending on when they were issued. Everybody gets an ALICE pack (this is an acronym for All-Purpose Light Individual Carrying Equipment) which is designed to fasten to the LBE suspenders and a couple of duffle bags to store their clothing in. When you are not wearing the foul weather clothing, it is supposed to be in the bags which are strapped to the outside of the tank

along with the ALICE pack and the other gear. There isn't room for this stuff inside the tank, and it's easier to get to on the outside anyway. The bags are supposed to be waterproof—they aren't always. The sleeping mat especially tends to soak up water like a sponge (it is, after all, made of a hard sponge-like foam) and is almost impossible to wring out. This makes for a rather wet night's sleep unless you've had the foresight to wrap the mat in something waterproof or stow it someplace else.

## LBE

Load-bearing equipment (LBE) includes the various straps, belts, pouches, bags, and the like that soldiers use to carry their equipment and supplies in. There is a tremendous gulf between what you are supposed to carry and what you actually end up carrying. In a combat situation, this will get worse. Soldiers may all be issued the same equipment when they start out, but they will modify their gear according to personal experience and preferences. The list at the end of the article is taken from FC 23-200-1, "M1 Tank Combat Load Plan," a booklet issued by the Armor School at Fort Knox. My own unit differs from this plan, and other units in my battalion differ from mine, so take what I say with a grain of salt.

LBE consists of a pistol belt and a pair of suspenders with attachment clips and fasteners for various items. The belts fasten around the waist and are widely adjustable. The suspenders are Y-shaped (more or less). The base of the Y fastens to the belt at the small of the back and the two branch-

es of the Y pass over the shoulders and fasten to the belt in front. Tank crews may or may not use the suspenders—in my unit we do not, but other units do. In the near future, some units may use the CVC Survival Vest (see below).

On the pistol belt I wear, (going from right to left around the waist, starting at the clasp/buckle) you would find:



**NOMEX COVERALLS**

- A pouch containing a first aid dressing, clipped to the belt. This dressing is a thick gauze pad designed to be tied around a limb or head wound with its attached tails. These days, it is usually olive drab in color and is designed to unfold accordion-style before being applied to the wound. It is not premedicated, but it is sterile.

- An M16 ammo pouch, clipped to the belt. This is supposed to contain three 30-round (10-shot, in game terms) M16 magazines. It is often used for other items as well. The pouch usually has straps on the sides to hold hand grenades (two per pouch).

- A canteen cover containing a plastic canteen and an aluminum canteen cup (which slips over the bottom of the canteen, and holds 2 cups of liquid). The canteen cover has two flaps that snap over the top of the canteen and hold it in place. The canteen cover clips to the belt. There is a small pocket on the canteen cover to hold a bottle of water purification tablets, but sometimes these are stored in a pants or shirt pocket instead.

- A poncho, fastened to the belt with blousing rubbers or velcro straps (these aren't standard issue yet, but they are so darned useful that I suspect they'll be standard issue in a few years....The only disadvantage they have is that they make noise when you peel them open). This is directly in the back of the belt.

- Another canteen and canteen cover, sometimes with another cup (the extra canteen isn't official, but they're easy enough for individuals to get ahold of, and most people carry them anyway).

- A bayonet sheath, clipped to the belt. Sometimes individuals will substitute another knife (more mentioned about these later).

- Another ammo pouch.

If the suspenders are used, the first aid dressing pouch is fastened to one suspender, and a lensatic compass case is then attached to the other. The suspender straps are located most of the extra gear goes for easy carrying because they are handy to get at, and they also have several attachment clips. (They cover most of the pockets of the jacket, making it uncomfortable to put things in these pockets, and making the pockets hard to get to in any case.) Some people put knife sheaths, flashlights, extra grenades, and also all sorts of nonstandard items on the suspenders. I, personally, don't choose to make use of the suspenders, so I keep the compass in an ammo pouch.

Personal equipment in the ammo pouches varies. I carry a survival blanket, a small first aid kit, a change of socks, a finger saw (this is a wire saw which has two loops at each end for your fingers—contrary to how the name might sound, it is not a saw for cutting off fingers), and (as is mentioned in the discussion above) the lensatic compass. Other individuals who I know of choose to carry cigarettes, candy, small field manuals, and just about anything else that will fit in the pouch. From the tanker's viewpoint, there doesn't seem to be much sense in the thought of using both pouches for magazines. We will probably never need to shoot our M16s, and the pouches are too handy to just go unused. I suspect that infantry may feel differently, and the situation of *Twilight: 2000* would probably change my mind too (assuming that my tank was still working, and I was still in it).

## WEAPONS

Depending on the vehicle that they are manning, armor crews are issued a set of personal weapons. M48 and M60 crewmen nowadays are issued the .45 automatic pistol (one per crewmember) and two M3 submachineguns per vehicle. Some M60s have 9mm submachineguns instead of M3s. M1 crews are supposed to get M231 firing port weapons (like those used in the M2 Bradley IFV) in place of the M3s. By 2000, we can assume that the 9mm service pistol will have replaced the .45 automatic and that M231s will be fairly universal issue. There



BDU



are also the tank's machineguns, one commander's M2HB, and two M240 machineguns (equivalent to the MAG): one for the loader, one for the gunner.

The pistol goes in a shoulder holster, and the extra pistol magazines are supposed to go into a convenient pocket.

Other weapons in the M1's basic load (what every tank is supposed to have) include:

- 8 Fragmentation grenades
- 3 Thermite grenades
- 4 M16A1 "Bouncing Frag" mines (listed in the game as *Mine, Antipersonnel*)
- 2 M21 AT mines (listed in the game as *Mine, Antitank*)
- 2 M18A1 Claymore mines, in bags with carrying straps
- 210 rounds (70 shots) of 5.56mmN
- 114 rounds (38 shots) of 9mmP

### ODDS AND ENDS

Personal items vary greatly. Most people carry watches. Everyone is issued a pair of ID tags (called dogtags universally). Most have pocketknives (the various models of Swiss army knives are popular, but just about any kind of folding knife can be found), handkerchiefs, wallets, nail trimmers, and so on. A big favorite are large non-issue bayonets or fighting/survival knives of all shapes and sizes. A lot of people carry pocket flashlights (penlights) to supplement the crook-neck issue flashlight. Some people carry a handful of cyalume lightsticks.

Depending on rank, position, duties, and personal preferences, people carry pens, pencils, grease pencils, maps and map cases, notebooks, protractors, various manuals, cards, lists, and so on.

Some people have been issued (or have managed to obtain) larger (five-quart capacity) folding canteens, which they carry on a strap or in their packs. This is more common in infantry units than in armor.

Little folding stoves and the fuel tablets for them are popular (for heating shaving water or to cook meals). Binoculars (military issue or privately purchased), shaving and toilet kits, plastic bottles for various uses, lighters, matches, fire starters of various sorts, hot packs, cold packs, junk food, civilian camping gear, playing cards and dice for recreation...there are a myriad things possible. If it can be shoved into a pocket, then some soldier, somewhere, has probably got it.

### NBC PROTECTIVE GEAR

On the modern battlefield, the soldier faces the possibility of attack by chemical and biological agents as well as tactical and strategic nuclear weapons. In military jargon, these are sometimes labeled "NBC" for Nuclear/Biological/Chemical. Sometimes they are called "CBR" for Chemical/Bacteriological/Radioactive. Armor crews have a small advantage over other soldiers due to the vehicles they use. Tanks provide a certain amount of protection against the effects of nuclear blasts. The tank's sealed environment provides better protection against radiation effects than the individual protective suits. The mobility of the tank means you can quickly leave a contaminated area.

Individual protection against chemical and biological agents is provided through the use of the MOPP suit (Mission Oriented Protective Posture) and the M30 protective mask. (This is called the "chemical protective suit" in the game.)

The MOPP suit used by vehicle crewmembers is identical to that used by other personnel. It is either olive drab (for older models) or woodland camouflage (for newer models) and has a thick, charcoal-impregnated foam lining that gives several hours protection against chemical and biological agents. It will also keep radioactive particles off the wearer (and out of the lungs, more importantly), but it provides no real protection from radiation.

The M30 protective mask is now being phased in as a replacement for the older M25A1 masks used by vehicle crewmembers. The M30 has a large plastic faceplate (to allow for good peripheral vision) which is flexible enough to allow use of the sights in a tank as well. Filters are built-in and are easier to change than those on the older models. There is a connector that allows the wearer to hook into a vehicle's "gas particulate" filter system. This is a tremendous plus in that it extends the life of a filter and obviates the need to change them as often (all filters degrade or lose effectiveness with use). On some vehicles, cool, filtered air can be pumped through the suit, which helps cut down on crew fatigue (MOPP suits are *hot* and extremely uncomfortable to work in. As a side note, the M1 and M1A1 tanks have what is called a "complete NBC suite," an overpressure system which allows their crews to remove their MOPP suits if they wish) The M30 mask has an amplifier system to allow better conversation between individuals, and it can also be hooked into a vehicle's intercom/radio system.

Finally, the M30 has a feature the older M25A1 did not: a fixture that allows the wearer to drink from a canteen without removing the mask. With the old mask you had to hold your breath, break the seal on your mask, take a quick sip, decontaminate the skin of your face and the inside of the mask, and finally clear and seal the mask again. The M17A1 mask also has this feature.

### THE CVC

The CVC (Combat Vehicle Crewman) helmet is used to protect armor crewmembers and allow them to communicate. The CVC helmet is made of hardened plastic and somewhat resembles the protective helmets used by the helicopter crewmembers. By 2000, CVCs will be lined with kevlar and will be the equivalent of the kevlar helmet in the game in terms of armor protection.

The protection provided by a CVC takes several forms. Riding in a tank can be bumpy, and the helmet keeps you from bashing your brains out on the inside of the vehicle. Second, it can be very noisy inside a tank, with the engine, turret traversing machinery, and the main gun. The CVC helmet buffers this noise and keeps you from going deaf.

Along with the helmet comes a pair of special protective glasses to protect the wearer's eyes from laser light.

### CVC SURVIVAL VEST

A piece of equipment now being considered for standard issue is the CVC Survival Vest. Referees may wish to implement this gear into their games.

It grew out of a desire to allow armor crews to carry out dismounted operations (actions outside the tank) with as much gear as infantry soldiers, without severely restricting their ability to enter and exit a vehicle quickly. The problem with pistol belts

and the other LBE gear is that all the loose pouches and the like are fairly bulky, and hatches are relatively small. If you have to abandon a vehicle in a hurry, you don't want anything to slow you down.

The design of the vest was taken from a similar piece of equipment in use by the Israelis. It is intended to be worn over the BDU shirt and field jacket, and under the MOPP suit. It contains pockets for the following equipment: a lensatic compass, two smoke grenades, two field dressings, a small first aid packet, a knife, an MRE, a water container, a flashlight, two pistol magazines, and a holster. Wearers of the vest often choose to add pockets and modify their vests to suit their individual tastes.

### INVENTORY

Most of the items below are unimportant to the game. Players have always enjoyed listing their character's possessions, and this article is intended to help with that sort of thing. However, I must caution players and referees not to spend too much time with minor items of equipment which will slow the game down. Most soldiers will have long since discarded "nonessentials," and circumstances may have caused other items to have been lost, stolen, or destroyed, so referees should feel free to delete anything from this list. Individual crewmembers carry slightly different gear according to their individual duties.

#### WORN (OR KEPT HANDY)

| Qty | Item                              |
|-----|-----------------------------------|
| 2   | Ammo Pouch, M16 Magazines         |
| 1   | Bayonet                           |
| 1   | Belt, Individual Equipment        |
| 1   | Body Armor                        |
| 2   | Boots, Chemical                   |
| 1   | Canteen Cover                     |
| 1   | Canteen Cup                       |
| 1   | Canteen, Water, Plastic           |
| 2   | Chemical Overgarment (MOPP)       |
| 1   | Compass, Lensatic                 |
| 1   | Compass, Wrist                    |
| 1   | Cover, Helmet                     |
| 1   | First Aid Pouch w/Package         |
| 1   | Flashlight                        |
| 1   | Goggles, Dust and Sun             |
| 1   | Goggles, Laser Protective         |
| 1   | Helmet, Kevlar                    |
| 1   | Shoulder Holster w/Lanyard        |
| 1   | ID Card                           |
| 1   | ID Tags                           |
| 1   | Kit, Decon, (M258A1)              |
| 1   | Mask Carrier                      |
| 1   | Mask, Protective (M25A1)          |
| 1   | Suspenders, Individual, Equipment |
| 1   | Watch, Wrist                      |
| 1   | Wallet, Personal                  |

#### CARRIED IN DUFFEL BAG

| Qty | Item                     |
|-----|--------------------------|
| 2   | Bag, Barracks            |
| 1   | Bag, Waterproof Clothing |
| 1   | Coveralls, Summer        |

|   |                                     |
|---|-------------------------------------|
| 1 | Coveralls, Winter                   |
| 2 | Fatigues, BDU, Set                  |
| 2 | Field Jacket                        |
| 1 | Hood, Extreme Cold Weather          |
| 1 | Liner, Coat, Cold Weather           |
| 1 | Liner, Trousers, Cold Weather       |
| 1 | Liner, Parka                        |
| 2 | Mittens, Inserts, Cold Weather (pr) |
| 1 | Mittens, Shells, Cold Weather (pr)  |
| 1 | Parka, Extreme Cold Weather         |
| 1 | Pile Cap                            |



**MOPP IV**



## ALSO CARRIED IN DUFFEL BAG

| Qty | Item                           |
|-----|--------------------------------|
| 1   | Scarf, Wool                    |
| 2   | Shirt, OG128                   |
| 3   | Socks, Wool (pr)               |
| 1   | Suspenders, Trousers           |
| 1   | Sweater, Cold Weather          |
| 2   | Towels                         |
| 2   | Trousers, Cold Weather         |
| 4   | Underwear, Drawers, Cotton     |
| 4   | Underwear, Shirt, "T"          |
| 1   | Underwear, Wool/Cotton Bottoms |
| 1   | Underwear, Wool/Cotton Tops    |

## CARRIED IN TANKER'S ROLL

| Qty | Item                               |
|-----|------------------------------------|
| 1   | Carrier, Sleeping Bag              |
| 1   | Shelter Half, Tent                 |
| 1   | Sleeping Bag, Extreme Cold Weather |
| 5   | Tent Pins                          |
| 3   | Tent Poles                         |
| 1   | Tent Rope                          |

## CARRIED IN ALICE PACK

| Qty | Item                           |
|-----|--------------------------------|
| 1   | Boots, Combat (pr)             |
| 1   | Carrier, Intrenching Tool      |
| 1   | Field Jacket                   |
| 1   | Fork, Field Mess               |
| 1   | Gloves, Black, w/Inserts       |
| 1   | Entrenching Tool               |
| 1   | Knife, Field Mess              |
| 1   | Mat, Sleeping                  |
| 1   | Overshoes, Boots (pr)          |
| 1   | Pan, Mess Kit                  |
| 1   | Parka, Wet Weather             |
| 1   | Poncho                         |
| 1   | Shaving Kit                    |
| 1   | Socks (pr)                     |
| 1   | Spoon, Field Mess              |
| 1   | Towel                          |
| 1   | Trousers, Wet Weather          |
| 1   | Underwear, Drawers, Cotton     |
| 1   | Underwear, Shirt, "T"          |
| 1   | Underwear, Wool/Cotton Bottoms |
| 1   | Underwear, Wool/Cotton Tops    |

—Frederick Paul Kiesche III, with Loren K. Wiseman

**Editor's Note:** After this article was written for Challenge, it was learned that the United States Army is currently in the process of revising its load-bearing equipment.

The U.S. Army's revision of the load-bearing equipment will have no noticeable effect on game play, since the revised gear will do the same things as it did before the revision was completed.

## Approved For Use With **TRAVELLER®** **Undersea**

**The Undersea Environment** by J. Andrew Keith. New rule systems simulating the underwater environment: aquatic activities and hazards, the use of underwater gear and equipment, and special events and encounters to help construct underwater encounter tables. (GL-1984 48pp \$5.95)

**The Drenslaar Quest** by William H. Keith, Jr. On the watery world of Yarfahl, the adventurers join the race to salvage a valuable cargo from the *Drenslaar*, a sunken star freighter. Will they elude detection long enough to complete their task? Makes use of rules and information presented in *The Undersea Environment*. (GL-1985 64pp \$6.95)

## Mountain

**The Mountain Environment** by J. Andrew Keith. Travel and survival in rugged terrain. New rule systems simulate mountaineering and other activities and hazards found on mountainous terrain. Explains the use of mountaineering equipment and includes a guide for the construction of specific mountain situations: special events, encounters, and adventures. (GL-1986 48pp \$5.95)

**Ascent To Anekthor** by J. Andrew Keith. Lady Sandra Lockhart was rich, famous . . . and bored. A thrill-seeker and daredevil, she was always on the lookout for new horizons to conquer. Now she has set her sights on the triple peaks of Anekthor where an old love and an old hatred await Lady Sandra's challenge. Makes use of rules and information presented in *The Mountain Environment*. (GL-1987 56pp \$5.95)

## Desert

**The Desert Environment** by William H. Keith, Jr. Travel and survival in a desert climate. New rule systems simulate all aspects of desert survival, explains the use of desert equipment, and gives guidelines for setting up specific desert situations: special events, encounters, and adventures. (GL-1988 56pp \$6.95)

**Duneraiders** by William H. Keith, Jr. Riches, danger, and mystery lie within the arid wastes of Tash-rakaar, a desert world peopled by the savage and enigmatic Dune-raiders. The adventurers soon learn that desert nomads and desert heat aren't the only enemies they face. Makes use of rules and information presented in *The Desert Environment*. (GL-1989 64pp \$6.95)

## Adventure

**A Pilot's Guide to the Drexilthar Subsector** by J. Andrew Keith. From the navigational computer files of the Imperium comes a detailed explanation of a subsector on Reaver's Deep, in the Imperial frontiers. Presents background information on the Deep and on the Drexilthar subsector (setting for the adventures *The Drenslaar Quest* and *Duneraiders*). Each world in the subsector is explored to sufficient depths to be the setting for one or more adventures. (GL-2980 48pp \$5.95)

**Wanted: Adventurers** by John Marshal. From the want ads of a starport news service come 20 short adventure situations. Job opportunities abound for adventurers in this collection of scenarios which can lead a band of characters into anything from a luxury cruise to a mercenary expedition. (GL-1971 48pp \$5.95)

**Startown Liberty** by John Marshal. Startown . . . the rough and tumble district on any world where travellers can find anything from entertainment to the worst sorts of crime and corruption. Condemned by the majority of honest citizens, exploited by the criminal subculture, and visited by starship crews looking for entertainment, information, jobs, and almost everything else, this is "a wretched hive of scum and villainy" . . . this is Startown. (GL-1975 48pp \$5.95)

**Lee's Guide to Interstellar Adventure: Volume 1** by Gregory P. Lee. The journals of the noted galactic wanderer Aramais P. Lee have now been converted into a referee's aid. *Lee's Guide* provides complete planetary specifications and detailed plot outlines for 10 worlds in which the situations taking place on the planet form the basis for a varied range of adventure opportunities, suitable for both small parties and large groups. (GL-1980 48pp \$5.95)

Available from Sleuth Publications, Ltd., 2814-19th Street, San Francisco CA 94110. Add \$2 per order for postage & handling.

# Native Canadian Ranger Regiment



This regiment of Inuit and Indian native scouts is the Canadian Army's equivalent to the 1st and 2nd US Arctic Brigades. Originally formed by the Canadian Government in 1947 with an authorized strength of 1350, this unit's stated mission was to patrol Canada's northern frontier.

Organized in 34 units spread over 5100 kilometers, from Newfoundland to the Yukon, only four act as headquarters—one at regimental and three at battalion level. By July of 2000, units were spread in western Canada, Alaska and Siberia, most out of contact with higher headquarters and operating largely on their own.

The Native Rangers first entered combat in July of 1997, providing invaluable aid to the beleaguered US 47th ID. As the situation stabilized, the Rangers assumed more solitary missions. The Regimental HQ was attached to the X Corps in December of '97. As more units were shifted west, three *spetsnaz* groups were intercepted and eliminated in North-eastern Canada—thus it was decided to leave one battalion equivalent in the east.

Rarely operating in groups larger than a patrol, they conduct raids on Soviet rear area installations and units and act as liaison to anti-Soviet partisan units. They operate independent of any parent

organization and are frequently out of contact for months at a time. Supply has never been a problem—living off the land is so much of a second nature that Rangers would train NATO visitors in arctic survival.

The individual Native Ranger is a hardy man or woman, undaunted by Arctic cold and living as one with their harsh native land. Their CRM, RCN, HNT, and FSH skills are all base 40. One of them can tell direction and navigate without a map or compass even in a snowstorm. Most can repair a snowmobile barehanded in -40 degree weather, making it "run better on one cylinder than it did on two." They usually have a high school education and can speak English with as much fluency as their tribal dialect. Ranger groups are usually (but not always) of one single tribal affiliation (Cree, Inuit, etc.).

## EQUIPMENT

The NCRR was not issued uniforms or government equipment like their American counterparts. The only item of prewar issue was one 7.62mm N SMLE bolt action rifle and 200 rounds of ammunition a year per man. They preferred the bolt action SMLE (as it has fewer parts to freeze solid in -65 degree F weather), but units now use whatever weapons and ammunition are available, including

captured Soviet weapons and civilian hunting rifles. Each group has at least one member who is proficient with the traditional weapons of their forebears, the harpoon and the bow.

Stealth, communications and mobility are more important than firepower for most missions. Originally issued one 50/500km radio, antenna, and generator set per platoon, the Rangers now make use of civilian radios and captured Soviet equipment. Gasoline for generators is scarce (as is material to make alcohol in the winter), and manually powered generators are preferred when they can be had. All radio traffic is in native dialect to foil enemy listeners.

Snowshoes and skis are supplemented with privately owned snowmobiles, horses, and (more often as gasoline supplies become more scarce) dog teams in the winter.

## ORGANIZATION

Each platoon has a native officer, two NCOs, and two designated radio operators. The Regimental and Battalion headquarters have four officers and eight NCOs apiece. In 2000, headquarters units are as engaged as scout platoons. Three HQ units, including regiment, were attached to the US X Corps when attachments made a difference.

*Continued on page 15*



# Small Patrol Craft

Most boats in Europe and in the United States will be civilian and will resemble the boat depicted in the Vistula River scenario (although they will differ in details). Of course, all manner of boats may be seen, including pleasure craft and sailboats. They will be in increasingly poor shape as time goes on, due to the elements, lack of proper maintenance, and (of course) the damage from military action.

Naval vessels may be encountered, but these will most often appear along coastlines and at river mouths. In Europe, torpedo boats and fast attack craft will be the most numerous type encountered: they were the most numerous before the war, their maneuverability and small size makes them difficult to destroy, and once their armament is expended they cease to be a major target and can be overlooked in large-scale battles.

Those vessels which remain will, for the most part, displace 100 tons and less. Larger ships will not be able to operate economically and will have suffered much damage at their berths at major seaports. Small boats are easier to convert over to alternative fuels (steam, in the case of the *Visla Krolowa*, alcohol, or sail).

Ships which continue to operate in the year 2000 will find fuel a problem. Most

marine engines burn diesel, so any type of distilled alcohol can usually be used in the smaller power plants, although it will require careful maintenance to prevent engine damage (50 to 75 percent of the diesel power level). Large marine power plants will not be able to achieve higher than 30 percent efficiency on alcohol. Gas turbine engines can also operate on methanol and ethanol—provided the necessary filters and spare parts are available—at about 60 percent of their previous power level.

## PATROL CRAFT

The patrol craft presented here is used by the U.S. Navy for instruction of new personnel. It features two V-8 diesel engines, which propel one shaft each, and one diesel-electric generator. There are three inboard fuel tanks of 2400 liters (640 gallons) each. Massing 85 tons, it has a wooden hull, and a one-eighth inch steel superstructure. In addition to magnetic and gyro compasses, it carries an Omega Navigation set and an LN-66 navigation radar. It has no standard armament and is unarmored. It can attain up to 15 knots forward and six knots in full reverse (on diesel fuel—performance is about half this on alcohol). Throttle controls are in the pilothouse and on the main control console on the lower deck.

The main deck houses the forecastle,

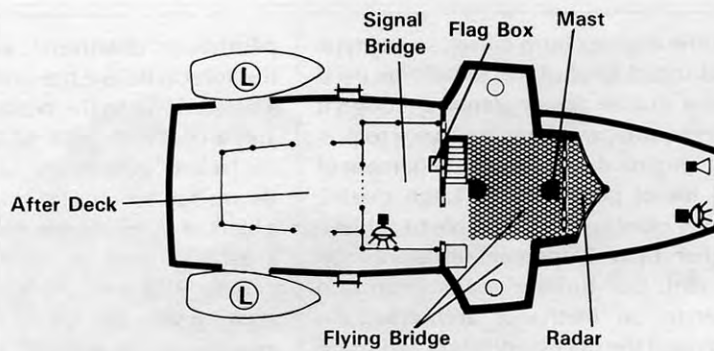
pilothouse, chartroom, and fantail. On the forecastle are the anchor windlass, a hatch down to the boatswain's locker, and a container with 12 CO<sub>2</sub> inflatable life jackets. Also located on the forecastle are hawespipes for the two anchors, a bank of shore service connections, and a gyro-compass repeater housed in a pelorus (this is a compass housing with sighting vanes for taking compass bearings of various features and objects).

Inside the pilothouse is the Engine Order Telegraph (EOT) used for sending engine orders to the main control console below. Beside the EOT is the Helm unit with the ship's wheel. A gyro-compass repeater and magnetic compass are located on the "dashboard." Starboard of the Helm is a radar repeater. Along the after bulkhead is the boat's master radio set and the navigation table. Just aft of the pilothouse is a ladder down to the Lower Deck. A hatch opens out onto the gangway port and starboard of the pilothouse.

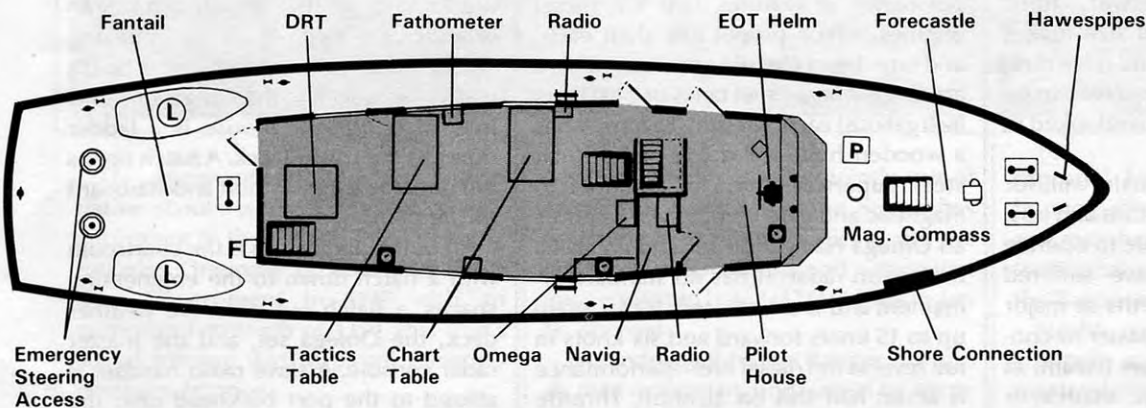
Aft of the pilothouse is the chartroom with a hatch down to the engineering spaces, a hatch out onto the weather deck, the Omega set, and the master radar console. A slave radio handset is affixed to the port bulkhead near the chart table. Aft of the chart table is the fathometer. The tactics table is used for training. The Dead Reckoning Tracer is



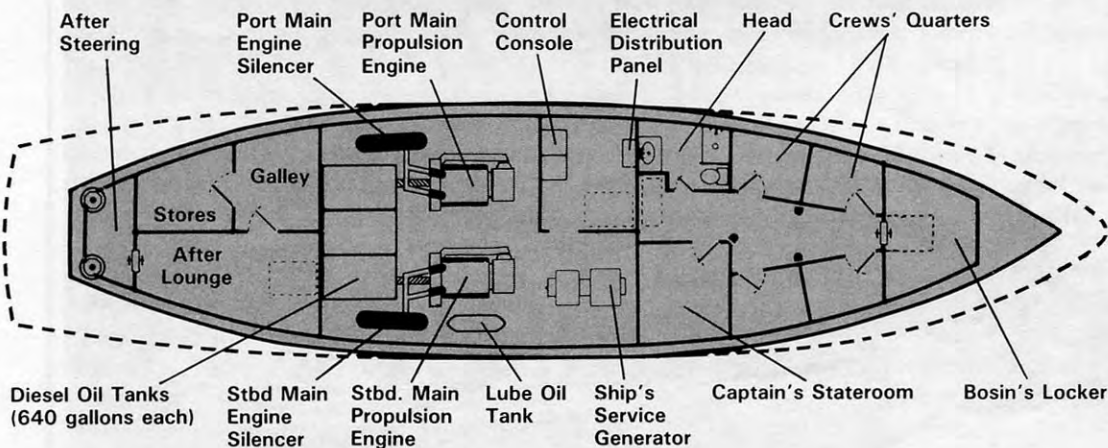
## UPPER DECK



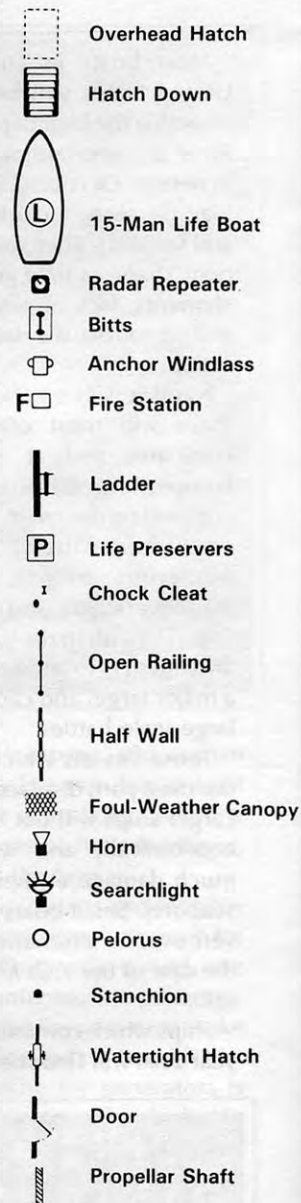
## MAIN DECK



## LOWER DECK



### Key



Scale: 1 meter



the aftermost table in the chartroom and is located next to a hatch down to the after compartments of the Lower Deck.

On the fantail are the towing bitts, two 15-man inflatable life rafts, a fire station with a 50-foot firehose and associated equipment, and two access plates to the emergency steering controls.

Along the length of the Main Deck are chocks and cleats for tying alongside a pier or other boat. Two ladders up to the Upper Deck are located amidships on either side, aft of the hatches into the pilothouse.

---

**P**layers being what they are,  
they will want to customize any vessel they manage  
to lay their hands on....

---

The upper level, containing the flying bridge, signal bridge, and after deck is used only for flying signal flags and in training conning officers and their crews. Two 15-man lifeboats are held along the after deck in solid containers. The flagbox contains all the flags necessary to pass visual signals.

The Lower, or Engineering Deck, contains the Boatswain's locker where the anchors and chains are stored. The crew's quarters sleep eight in four bunks. Aft of the quarters are the single head port and the captain's stateroom starboard.

Aft and separated by a watertight bulkhead are the main control room and ship's service generator, and the two main propulsion engines. Aft of these are the three diesel fuel oil tanks. Separated behind another watertight bulkhead are the galley, crew's mess, and a storage locker. The after-steering controls contain the mechanical controls which directly turn the craft's rudder. The rudder can be operated from there in case of damage to the steering cables from the bridge.

The flying bridge and fantail have provisions for a canopy cover which is normally removed in summer and provides only token resistance to cold in winter.

No accommodation has been made for mounting of a weapon, but one could be installed on any open deck, such as the after deck or fantail (any vehicle or tripod mounted weapon is suitable). The mounting of a weapon on the forecabin would preclude the use of the anchor windlass, however.

Of course, this patrol craft is only an example. Craft which have been constructed for combat will be faster, lower to the water, and better armed and armored than this, but this example should offer the referee involved in a riverine or coastal campaign a starting point from which to develop other types of naval craft. Players being what they are, they will want to customize any vessel they manage to lay their hands on by the addition of extra armor, additional weapon mounts, new machinery, and so on. Where the rules do not cover these modifications, the referee should use common sense (after all, you cannot make a rowboat into a tank!).

—Jeffrey Groteboer

## Ride the Crest of the Wave!

...with officially approved  
**MegaTraveller™** products from  
**Digest Group Publications**

- *Travellers' Digest Magazine*, \$3.95 ea. - 4-issue sub. \$14.00
- *The Early Adventures*, 48 pages, \$7.00
- *Grand Census*, 48 pages, \$7.00

### And coming...

- *Grand Survey*, NEW MegaTraveller Edition - 2nd Quarter
- *101 Vehicles* - 2nd Quarter
- *101 Robots*, NEW MegaTraveller Edition - 2nd Quarter
- *Starship Operator's Manual*, Volume 1 - 3rd Quarter

## Digest Group Publications

8979 Mandan Ct.  
Boise, Idaho 83709  
Phone: (208) 362-3094  
(MC or VISA Accepted)

**ASK YOUR  
DEALER ABOUT  
OUR PRODUCTS**

By the Editors of  
**MegaTraveller™**





No.33

US \$3.25

# CHALLENGE

GDW's Magazine of Adventure Gaming

**For Twilight: 2000—**  
USSR: 2000, Part II:  
The Hit List

*by Frank Frey and Loren K. Wiseman*

**For Traveller—**  
Project Farstar

*by Marcus Rowland*

**For 2300—**  
Lone Wolf

*by David Nilson*



*Incorporating the Journal of the Traveller's Aid Society*



# Haute Cuisine a la 2000

*Editor's Note:* As part of our continuing efforts to bring a greater feeling of realism to *Twilight: 2000*, we hereby bring you a rundown of the Meal, Ready to Eat, Individual (MRE), about which some of our readers have expressed a curiosity. First, some background material by Fred Kiesche, followed by a short review from *Challenge's* resident gourmand and restaurant critic (who doesn't get many assignments, so he has to be grateful for what work he does get).

## PART I: THE MRE—BACKGROUND

MRE is the military abbreviation for "Meal, Ready-to-Eat, Individual," and is the army's latest attempt to find a quick, readily portable and reasonably nutritious way to feed personnel in the field without access to the normal mess units. Recognizing that good food is important to morale, the army strives to provide troops in the field with two hot meals a day, but in practice this is not always possible (in my last field training exercise, we ate nothing but MREs for several days). The MRE replaces the older "Meal, Combat, Individual," (commonly called the C ration). The main difference between the two is that the MRE contains no cans and has fewer freeze-dried items (which require extra water and are harder to prepare since the user must add water to reconstitute the meal) and more retort-sealed heavy foil "wet pack" pouches (which simply need to be heated in some way). Both meals could be consumed cold. In 1987, several changes were implemented: 12 new menus were created, a fruit drink mix and a dessert were added to all menus,

the size of the entree was increased from five ounces to eight ounces, a longer spoon was included (to allow users to dig all the food from a packet without soiling their knuckles), and a cardboard support base was added (to hold hot packets and prevent burned fingers).

In the near future, the Army will issue official items to help heat MREs. A canteen-cup stove is being designed that will fit around the regular canteen and cup (inside the existing canteen cover) when not in use. In use, the cup will fit on top of the stove and will use standard fuel tablets. This will replace the privately purchased stoves and field expedients (such as placing the packets on a hot engine block for 10 minutes) that have been used up until this time.

MREs can be purchased by civilians (try the local military surplus or outdoor supply store) and are used by hikers and campers. Some people use them for auto, aircraft, or boat emergency kits (they last for years provided they are stored in a relatively cool, dry environment).

## MENUS

The 12 older menus are as follows:

**Menu 1:** Pork patties, pineapple or apple slices, cheese spread, crackers, cookies, cocoa, accessory packet D, spoon.

**Menu 2:** Ham and chicken loaf, strawberries, peanut butter, crackers, pineapple nut cake, accessory packet A, spoon.

**Menu 3:** Beef patties, beans in tomato sauce, cheese spread, crackers, brownies, accessory packet B, spoon.

**Menu 4:** Beef slices, peaches, peanut butter, crackers, cookies, accessory packet C, spoon.

**Menu 5:** Beef stew, fruit mix, peanut butter, crackers, cherry nut cake,

cocoa, accessory packet A, spoon.

**Menu 6:** Frankfurters, beans in tomato sauce, jelly, crackers, cocoa, accessory packet E, spoon.

**Menu 7:** Diced turkey with gravy, potato patties, jelly, crackers, maple nut cake, cocoa, accessory packet A, spoon.

**Menu 8:** Diced beef with gravy, beans in tomato sauce, cheese spread, crackers, brownies, accessory packet A, spoon.

**Menu 9:** Beef or Chicken a la King, cheese spread, crackers, fruit cake, cocoa, accessory packet D, spoon.

**Menu 10:** Meatballs in BBQ sauce, potato patties, jelly, crackers, chocolate nut cake, cocoa, accessory packet A, spoon.

**Menu 11:** Ham slices, peaches, cheese spread, crackers, orange nut cake, cocoa, accessory packet A, spoon.

**Menu 12:** Chicken loaf or ground beef in spice sauce, strawberries, peanut butter, crackers, cookies, accessory packet C, spoon.

The accessory packets contain:

**A:** Coffee, cream substitute, sugar, salt, gum, matches, toilet tissue.

**B:** Coffee, cream substitute, sugar, candy, soup and gravy base, salt, gum, matches, toilet tissue.

**C:** Coffee, cream substitute, sugar, candy, salt, gum, matches, toilet tissue.

**D:** Coffee, cream substitute, sugar, ketchup (powdered), salt, gum, matches, toilet tissue.

**E:** Coffee, cream substitute, sugar, candy, ketchup (powdered), salt, gum, matches, toilet tissue.

The candy found in these accessory packets can be either a caramel bar, a chocolate fudge bar, chocolate with almonds, or vanilla fudge bar.

The 12 new menus are as follows:

All menus contain a beverage base, an accessory packet, a pouch stand, and a spoon.

**Menu 1:** Pork with rice in BBQ sauce, applesauce, jelly, crackers, candy, cocoa.

**Menu 2:** Corned beef hash, pears, jelly, crackers, oatmeal cookie bar, cocoa.

**Menu 3:** Chicken stew, peaches, peanut butter, crackers, candy, cocoa.

**Menu 4:** Ham omelet, potato, cheese spread, crackers, oatmeal cookie bar, cocoa.



**Menu 5:** Spaghetti with meat sauce, cheese spread, crackers, maple nut cake.

**Menu 6:** Chicken a la King, pineapple, peanut butter, crackers, cocoa.

**Menu 7:** Beef stew, peanut butter, crackers, cherry nut cake.

**Menu 8:** Ham slice, potato, jelly, crackers, brownie, cocoa.

**Menu 9:** Meatballs with rice, fruit mix, peanut butter, crackers, cookie.

**Menu 10:** Tuna with noodles, cheese spread, crackers, chocolate nut cake.

**Menu 11:** Chicken with rice, peaches, cheese spread, crackers, cookie/candy.

**Menu 12:** Ham with scalloped potatoes, applesauce, jelly, crackers, brownie, cocoa.

The new accessory packet consists of coffee, cream substitute, sugar, salt, gum, matches, and toilet tissue.

—Fred C. Kiesche

## PART II: DINING AT THE MR-EATERY/REVIEW

As part of its continuing campaign to acquaint **Twilight: 2000** players with aspects of military life, we decided a short treatise on this widely despised product was called for. A friend supplied me with a Menu-9 MRE (Chicken a la King), but I understand that they can be had from military surplus and outdoor supply stores at varying prices. MREs are said to vary from 1200 to 1300 calories in content and are reputed to have a shelf life of 15 years. I was assured that it was quite edible, although the outside wrapper smelled strongly of mildewed cardboard. Despite this, I decided to plunge ahead.

The al fresco atmosphere of the MRE is most refreshing in that the surroundings are whatever the diner chooses to make them. This reviewer chose to make them his own kitchen and avail himself of the various modern conveniences there (table, plates, chair, etc.). The meal was reminiscent of a number of those avant-garde steakhouses that were the vogue two or three years ago (one prepares one's own steak and thus avoids the tiresome task of figuring a proper tip). For a time, MREs were popular for school lunches at a local middle school (they quickly became passe, as all such fads do).

The meal came in a thick brown plastic envelope (four mils, for you statistics freaks), which provided an effective seal against the rather poor storage conditions from which it had recently been removed. The name of the packing company was stenciled on the outside (mine was packed by a company in Sterling Heights, Michigan) along with the notation "Meal, Ready-to-Eat, Individual" and "Menu-9 Chicken a la King, Accessory Packet D." None of the interior contents had the musty smell of the outer wrapper, which encouraged me considerably (food poisoning not being one of my favorite diseases). Upon ripping open my packet, I was presented with the following:

- A cardboard package, olive green in color, about five inches by five inches by one-half inch, labeled "Chicken a la King" along with a listing of contents, an address of another packing company, and an inspection stamp from the US Department of Agriculture.

- Another cardboard package, same dimensions, labeled "Fruitcake" and giving a bakery's address and also listing contents.

- A dark brown foil packet about five inches square, labeled "Crackers."

- An OD green foil packet about three inches by five inches, labeled "Cheese Spread,"



listing the ingredients (leading off with "Cheddar Cheese") and the instructions to knead the contents before opening.

- An OD green foil packet about four inches x five inches, labeled "Cocoa" and listing ingredients and instructions on how to mix it into water for a hot or cold drink.

- Accessory packet D, contents detailed above.

- A white plastic spoon, wrapped in transparent plastic.

Opening the two cardboard packages, I found within them two heavy OD green foil packets, each labeled with its contents. I was instructed to inspect the packets and not eat the food if the foil packets were bulging or punctured (which would indicate spoilage). I chose to heat the entree in my microwave oven to save time (removing it from the foil packet first, otherwise it wouldn't work), although I understand the suggested method is to heat the packet in boiling water. While the chicken was heating, I opened the fruitcake packet and ate it cold (I was later told that most people eat the dessert first, so I am not alone in my gluttony). The fruitcake was not at all dry as I expected, and had a pleasant taste. I've gotten worse for Christmas.

As the chicken cooled (the microwave got it too hot to eat), I heated a cup of water for the cocoa and opened the crackers. These were about five inches square and were rather crumbly (mine were intact, but crumbling on the edges and corners, reminding me more of shoddy masonry than something edible). I kneaded the cheese spread packet to mix the contents and tore off one corner per instructions; then I squeezed the mixture over the crackers. The cheese spread was brownish-yellow and not particularly appetizing in appearance. It had a rather acrid, albeit cheddar-like taste, which, combined with the taste of the crackers (a unique blend of matzos and styrofoam), was vaguely unpleasant but not inedible.

The entree tasted like a medium-priced frozen TV dinner (being a bachelor, I have considerable acquaintance with these). The chicken was chewy but not stringy, the sauce was pleasant (if bland), and the vegetables still had a nice taste. Nothing to write home about, but if I were in the situation represented by **Twilight: 2000** and had been living off squirrels and roasted skunk rump for a year or so, it would have been ambrosia.



The cocoa powder dissolved very rapidly and with a minimum amount of stirring. It was thick, foamy, and tasted very good, easily as good as the stuff you can buy in grocery stores (I am inclined to suspect it is the same stuff you can buy in grocery stores, knowing what I do of military procurement policies).

My accessory packet (D) contained no candy, contrary to Fred's listing above. The coffee tasted acidic and brackish. The cream substitute helped it a little. The chewing gum cleaned the taste of the coffee out of my mouth. I did not try anything else.

In summation, I can't say anything about the nutritional value of the whole thing; however, considering that the meal had been sitting on a shelf in a basement for one or two years without any refrigeration, it was in very good shape (and few foods other than canned goods can still be eaten after standing up to treatment like that). MREs might make an amusing "theme" appropriate for a dinner gathering of **Twilight**:

**2000** players (although veterans might object, having eaten enough of them in their lives...military food is universally despised). All in all, I don't plan on making a steady diet of them, but they seem to be an improvement over the older K and C rations (although I have never eaten these). I wish they had these things back when I was a Boy Scout.

—Loren K. Wiseman



## PAPER MAYHEM

*"The Informative PBM Magazine"*



Having a hard time getting enough players together for your favorite role playing or boardgame? Eliminate this problem by joining the world of play-by-mail gaming.

Subscribe to PAPER MAYHEM and discover the world of play-by-mail (PBM) gaming. Virtually every facet of PBM gaming is covered by PAPER MAYHEM: fantasy, science fiction, historical, and sports. Each bimonthly issue brings you the latest on various PBM games.

So why delay and miss out on all the fun? Read PAPER MAYHEM and take advantage of PBM gaming.

Subscription to PAPER MAYHEM are: 1 year subscription \$20.25  
2 year subscription \$35.10

(Subscriptions to Canada add \$6.00 per year. All subscriptions payable in US Funds. Allow 6-8 weeks for delivery.)

PAPER MAYHEM, DEPT. GDW, 1518 ADAMS ST., OTTAWA, IL 61350-4764

Send \$1.00 for the Journal of PBM Gaming. The Journal is a listing of PBM Companies and their games.

## Gen Con®

presents...

### ORIGINS 1988

*The Combined Origins / Gen Con® Supershow*

being held August 18th through 21st in Milwaukee, Wisconsin. For more information, contact:

Origins 1988  
c/o TSR, Inc., Dept. GCHQ-C  
P.O. Box 75  
Lake Geneva, WI 53147

or call (414) 248-3625 (ask for Gen Con® Headquarters).

## STRATEGICON presents... Origins West 1988

The first Regional Origins convention **Origins West 1988**: at the Los Angeles Airport Hyatt Hotel, February 12th-15th, over President's Day Weekend. Pre-register for only \$20.00 if postmarked by January 31st, 1988. To pre-register, or for more convention information, contact:

STRATEGICON  
5374 Village Road  
Long Beach, CA 90808  
or call (213) 420-3675

And don't miss the national Origins convention this August in Milwaukee, hosted by TSR, Inc.'s Gen Con®.

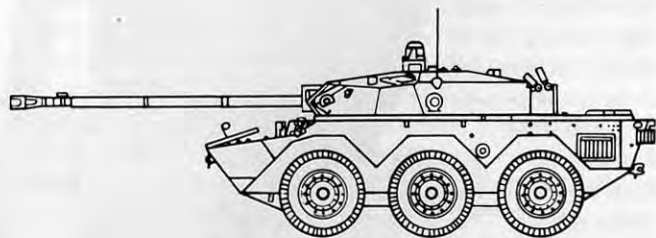
## Attention Retailers Manufacturers & Distributors

The Game Manufacturers Association (GAMA) Trade Show was designed for you! This is your opportunity to meet the Manufacturers, to ask questions and get all the information about products old and new. Enjoy a personal, one on one meeting!

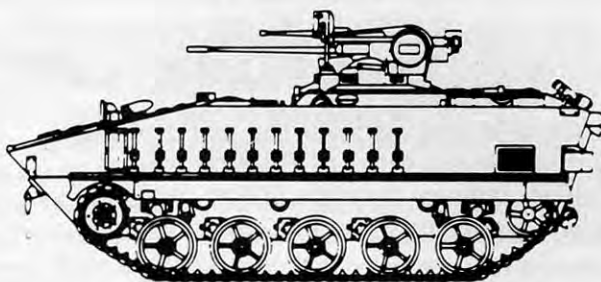
More importantly, this show will feature several useful seminars giving tips on game displays, marketing, inventory control, dealing with "gamers," local clubs and conventions, plus much more!

For more information on attending March 20-22nd in Las Vegas contact: Howard Barasch, P.O. Box 867623, Plano, TX 75086 or call (214) 247-7981.

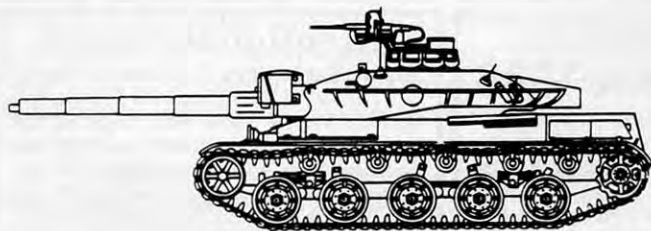
# Equipment List



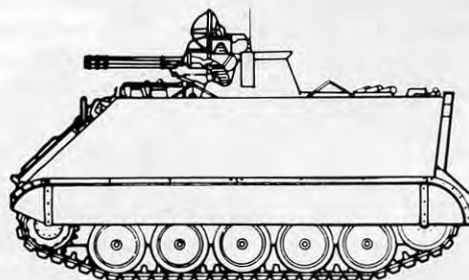
**AMX-10RC:** A French-built six-wheeled amphibious armored car. The AMX-10RC is more of a wheeled light tank than armored car. There is a driver's hatch on the left side of the front deck and hatches for the commander and loader on the turret deck. The gunner uses the commander's hatch. *Price:* \$100,000 (R/R) *RF:* + 40 *Armament:* 105mm gun MAG MG *Ammo:* 38 × 105mm *Tr Mov:* 160/100 *Com Mov:* 55/35 *Fuel Cap:* 400 liters *Fuel Cons:* 160 liters *Load:* 800 kg *Fuel Type:* D, A *Veh Wt:* 15.8 tons *Crew:* 4 *Mnt:* 8.



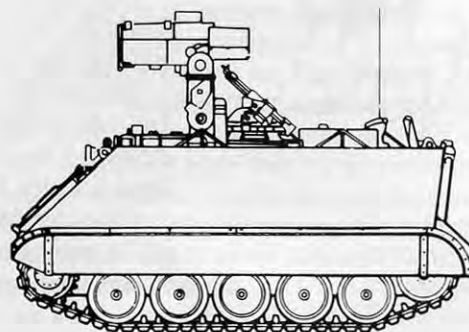
**AMX-10P:** A French-built tracked infantry fighting vehicle. Main entrance to the passenger compartment is by a large drop ramp in the rear of the vehicle. There's a hatch on the left front deck for the driver and a hatch for the commander on top of the turret. *Price:* \$100,000 (S/R) *Armament:* 20mm Autocannon *Ammo:* 300 × 20mm *Tr Mov:* 120/70 *Com Mov:* 40/30 *Fuel Cap:* 526 liters *Fuel Cons:* 130 liters *Load:* 2 tons *Veh Wt:* 13 tons *Fuel Type:* D, A *Crew:* 2 + 9 *Mnt:* 8.



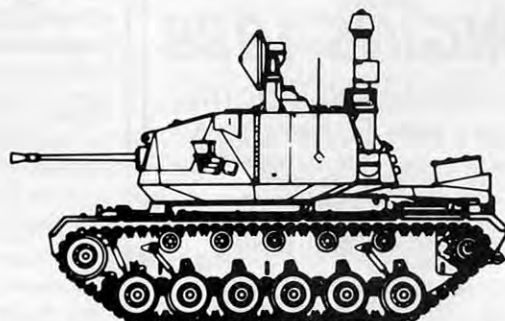
**AMX-30S:** A French-built tracked main battle tank. There is a driver's hatch on the left front deck and commander's and loader's hatches on the turret deck. A weapons mount (C) is located by the commander's hatch. *Price:* \$400,000 (R/R) *RF:* + 15 *Armament:* 105mm gun, MAG MG M2HB (C) *Ammo:* 50 × 105mm *Tr Mov:* 130/100 *Com Mov:* 45/35 *Fuel Cap:* 970 liters *Fuel Cons:* 350 liters *Load:* 500 kg *Fuel Type:* D, G, AvG, A *Veh Wt:* 36 tons *Crew:* 4 *Mnt:* 16.



**M741A6 PIVAD:** Another anti-aircraft weapon, an M113 fitted with a PIVAD system. Aside from the weapon, which replaces the commander's hatch, it is nearly identical to the M113 APC in the equipment list. *Price:* \$75,000 (R/R) *Armament:* Vulcan 20mm ADA Autocannon *Ammo:* 1800 × 20mm *Tr Mov:* 120/70 *Com Mov:* 40/30 *Fuel Cap:* 360 *Fuel Cons:* 120 *Fuel Type:* D, A *Load:* 20 kg *Veh Wt:* 11 tons *Crew:* 3 *Mnt:* 8



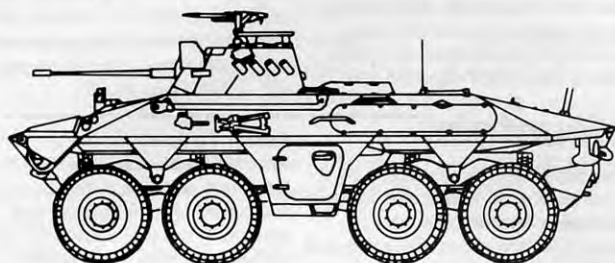
**M901 ITV:** Yet another variant of the M113 chassis, the ITV (Improved TOW Vehicle) was designed to replace earlier TOW carriers (hence the name). The TOW launcher replaces the commander's hatch, and automatic reloading machinery largely fills the rear crew compartment. Otherwise the vehicle is as the M113 in the equipment list. *Price:* \$75,000 (S/R) *RF:* + 15 *Armament:* TOW Launcher (twin) *Ammo:* 10 TOW II missiles *Tr Mov:* 120/70 *Com Mov:* 40/30 *Fuel Cap:* 360 *Fuel Cons:* 120 *Fuel Type:* D, A *Load:* 700 kg *Veh Wt:* 11 tons *Crew:* 3 *Mnt:* 6



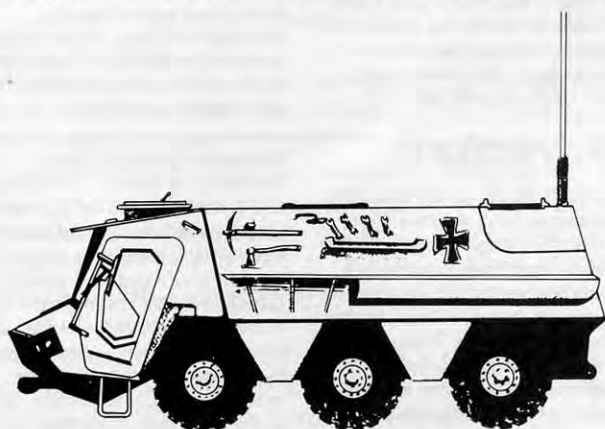
**M-988:** Also known as the Sergeant York or DIVAD (Divisional Air Defense gun), the M-988 is a tracked, self-propelled air



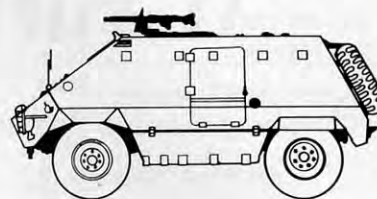
defense gun. It has a commander's hatch and a gunner's hatch on the turret deck and a driver's hatch in the middle of the front deck. In the mid-1980s, production ceased. *Price:* \$100,000 (R/R) *RF:* +15 *Armament:* Twin 40mm autocannons *Ammo:* 233 x 40mm *Tr Mov:* 100/60 *Com Mov:* 35/25 *Fuel Cap:* 1400 *Fuel Type:* D, A *Fuel Cons:* 280 *Load:* 500 kg *Veh Wt:* 48 tons *Crew:* 3 *Mnt:* 12



**Spahpanzer Luchs:** Designed and built about the same time as the Tpz1, the *Luchs* (lynx) is a six-wheeled amphibious recon vehicle which shares some common components with the Tpz1. Its layout is rather odd in that it has two drivers, one front and one back, both with hatches on the front and rear deck respectively (each has a corresponding NLT mount, but guns are seldom fitted in these positions). The commander and gunner ride in the turret, which has a single hatch mounting a light machinegun (C). *Price:* \$80,000 (R/R) *Armament:* 20mm Autocannon, MG3 MG *Ammo:* 300 x 20mm *Tr Mov:* 200/80 *Com Mov:* 70/30 *Fuel Cap:* 320 liters *Fuel Cons:* 160 liters *Load:* 2000 kg *Fuel Type:* D, A *Veh Wt:* 19.5 tons *Crew:* 4 *Mnt:* 13



**Tpz 1 (Transportpanzer) Fuchs:** The *Fuchs* (fox) is a six-wheeled, fully amphibious APC built by the Federal Republic of Germany, and is in service with the *Bundeswehr*, although by 2000 the vehicle is definitely showing its age. There are hatches on the left front deck (for the driver) and the right front deck (for the commander) with a weapon mount (C). The front compartment has doors on both sides; the rear compartment has one firing port on each side and double doors at the rear for boarding/departure of the passengers (the right rear door also has a firing port). A circular roof hatch on the center of the deck is sometimes fitted with a heavy weapon (NHT mount). Several variants exist, including a mortar carrier and an NBC vehicle. *Price:* \$250,000 (C/S) *Armament:* MG3 MG *Tr Mov:* 200/60 *Com Mov:* 70/25 *Fuel Cap:* 400 liters *Fuel Cons:* 170 liters *Load:* 10 tons *Fuel Type:* D, G, A *Veh Wt:* 15.9 tons *Crew:* 2 + 10 *Mnt:* 14



**UR-416:** A four-wheeled light APC in service with the *Bundeswehr* and West German police forces. There are two deck hatches, one front (with a NLT mount) and one rear. One door on each side and one in the rear provide for rapid passenger access. The vehicle has five firing ports on each side and two on the rear. *Price:* \$100,000 (C/S) *Armament:* MG3 MG *Tr Mov:* 160/60 *Com Mov:* 60/40 *Fuel Cap:* 150 liters *Fuel Cons:* 80 liters *Load:* 2000 kg *Fuel Type:* D, G, A *Veh Wt:* 6.3 tons *Crew:* 2 + 8 *Mnt:* 12

#### AMX-10RC

|                             |                        |
|-----------------------------|------------------------|
| R: LH (25), G (30), HB (15) | D, R, G, E, F          |
| L: LH (25), G (30), HB (15) | D, L, S, E, F          |
| R: TF (25), TB (15)         | G, C, A                |
| C: TF (25), TB (15)         | X, W, N, A             |
| L: TF (25), TB (15)         | L, A                   |
| TS: (15)                    | L, C, G, W, A, X       |
| F: HS (10)                  | D, R                   |
| C: HS (10)                  | L, G, S                |
| R: HS (10)                  | E, F                   |
| FD (10)                     | D, R                   |
| TD (10)                     | X, W, C, G, L, N, S, A |
| BD (10)                     | F, E, A                |

#### AMX 10P

|                             |         |
|-----------------------------|---------|
| R: LH (15), G (15), HB (15) | E, F, P |
| L: LH (15), G (15), HB (15) | D, R, P |
| R: TF, TB                   | Miss    |
| C: TF (15), TB (10)         | W, G    |
| L: TF, TB                   | Miss    |
| TS:                         | Miss    |
| F: HS (10)                  | D, E, F |
| C: HS (10)                  | G, S, P |
| R: HS (10)                  | S, P    |
| FD (10)                     | D, E, F |
| TD (10)                     | W, G    |
| BD (10)                     | P, S    |

#### AMX-30S

|                              |                        |
|------------------------------|------------------------|
| R: LH (75), G (25O), HB (75) | D, R, G, E, F          |
| L: LH (75), G (25O), HB (75) | D, L, S, E, F          |
| R: TF (25O), TB (40)         | G, C, A                |
| C: TF (25O), TB (40)         | X, W, N, A             |
| L: TF (25O), TB (40)         | L, A                   |
| TS (40)                      | L, C, G, W, A, X       |
| F: HS (40)                   | D, R                   |
| C: HS (40)                   | L, G, S                |
| R: HS (40)                   | E, F                   |
| FD (25)                      | D, R                   |
| TD (25)                      | X, W, C, G, L, N, S, A |
| BD (25)                      | F, E, A                |

## M901 ITV

|                             |         |
|-----------------------------|---------|
| R: LH (30), G (30), HB (10) | E, F, P |
| L: LH (30), G (30), HB (10) | D, R, C |
| R & L TF, TB                | Miss    |
| C: TF (10), TB (10)         | N, M    |
| TS (30)                     | M, N    |
| F: HS (10)                  | D, R, C |
| C: HS (10)                  | P, S    |
| B: HS (10)                  | L, A    |
| FD (10)                     | D, R, C |
| TD (0)                      | M       |
| BD (10)                     | L, A    |

## M741A6 PIVAD

|                             |            |
|-----------------------------|------------|
| R: LH (30), G (30), HB (10) | E, F, P    |
| L: LH (30), G (30), HB (10) | D, R, P    |
| R: TF (20), TB (10)         | N, W, G    |
| C: TF (20), TB (10)         | W, N, A, L |
| L: TF (20), TB (10)         | C, W, L, G |
| TS (10)                     | C, W, G    |
| F: HS (10)                  | D, E, F    |
| C: HS (10)                  | G, S, P    |
| B: HS (10)                  | S, P       |
| FD (10)                     | D, E, F    |
| TD (10)                     | W, G       |
| BD (10)                     | P, S       |

## SPAHPANZER LUCHS

|                              |               |
|------------------------------|---------------|
| R: LH (30), G (50), HB (25)  | E, F, P       |
| L: LH (30), G (50), HB (25)  | E, F, P       |
| R&L: TF, TB                  | Miss          |
| C: TS (30), TF (40), TB (30) |               |
| F: HS (30)                   | D, R          |
| C: HS (30)                   | G, C, A       |
| B: HS (30)                   | D, E, F       |
| FD (20)                      | D, R          |
| TD (20)                      | X, W, N, G, C |
| BD (20)                      | D, E, F       |

## TPZ1 FUCHS

|                             |               |
|-----------------------------|---------------|
| R: LH (30), G (40), HB (10) | E, F, P       |
| L: LH (30), G (40), HB (10) | E, F, P       |
| R, C, L: TF, TB             | Miss          |
| F: HS (20)                  | D, C          |
| C: HS (20)                  | G, S, P, E, F |
| B: HS (20)                  | S, P          |
| FD (10)                     | D, C          |
| TD (10)                     | S, P, E, F    |
| BD (10)                     | S, P          |

## UR-416

|                            |            |
|----------------------------|------------|
| R: LH (20), G (30), HB (5) | E, F, P    |
| L: LH (20), G (30), HB (5) | E, F, P    |
| R, C, L: TF, TB            | Miss       |
| F: HS (10)                 | D, E, F, C |
| C: HS (10)                 | G, S, P    |
| B: HS (10)                 | S, P       |
| FD (5)                     | D, E, F, C |
| TD (5)                     | S, P       |
| BD (5)                     | S, P       |

—Steve Arrowsmith and Paul Emerson

## Approved For Use With **TRAVELLER®** **Undersea**

**The Undersea Environment** by J. Andrew Keith. New rule systems simulating the underwater environment: aquatic activities and hazards, the use of underwater gear and equipment, and special events and encounters to help construct underwater encounter tables. (GL-1984 48pp \$5.95)

**The Drenslaar Quest** by William H. Keith, Jr. On the watery world of Yarfahl, the adventurers join the race to salvage a valuable cargo from the *Drenslaar*, a sunken star freighter. Will they elude detection long enough to complete their task? Makes use of rules and information presented in *The Undersea Environment*. (GL-1985 64pp \$6.95)

## Mountain

**The Mountain Environment** by J. Andrew Keith. Travel and survival in rugged terrain. New rule systems simulate mountaineering and other activities and hazards found on mountainous terrain. Explains the use of mountaineering equipment and includes a guide for the construction of specific mountain situations: special events, encounters, and adventures. (GL-1986 48pp \$5.95)

**Ascent To Anekthor** by J. Andrew Keith. Lady Sandra Lockhart was rich, famous . . . and bored. A thrill-seeker and daredevil, she was always on the lookout for new horizons to conquer. Now she has set her sights on the triple peaks of Anekthor where an old love and an old hatred await Lady Sandra's challenge. Makes use of rules and information presented in *The Mountain Environment*. (GL-1987 56pp \$5.95)

## Desert

**The Desert Environment** by William H. Keith, Jr. Travel and survival in a desert climate. New rule systems simulate all aspects of desert survival, explains the use of desert equipment, and gives guidelines for setting up specific desert situations: special events, encounters, and adventures. (GL-1988 56pp \$6.95)

**Duneraiders** by William H. Keith, Jr. Riches, danger, and mystery lie within the arid wastes of Tash-rakaar, a desert world peopled by the savage and enigmatic Dune-raiders. The adventurers soon learn that desert nomads and desert heat aren't the only enemies they face. Makes use of rules and information presented in *The Desert Environment*. (GL-1989 64pp \$6.95)

## Adventure

**A Pilot's Guide to the Drexilthar Subsector** by J. Andrew Keith. From the navigational computer files of the Imperium comes a detailed explanation of a subsector on Reaver's Deep, in the Imperial frontiers. Presents background information on the Deep and on the Drexilthar subsector (setting for the adventures *The Drenslaar Quest* and *Duneraiders*). Each world in the subsector is explored to sufficient depths to be the setting for one or more adventures. (GL-2980 48pp \$5.95)

**Startown Liberty** by John Marshal. Startown . . . the rough and tumble district on any world where travellers can find anything from entertainment to the worst sorts of crime and corruption. Condemned by the majority of honest citizens, exploited by the criminal subculture, and visited by starship crews looking for entertainment, information, jobs, and almost everything else, this is "a wretched hive of scum and villainy" . . . this is Startown. (GL-1975 48pp \$5.95)

**Wanted: Adventurers** by John Marshal. From the want ads of a starport news service come 20 short adventure situations. Job opportunities abound for adventurers in this collection of scenarios which can lead a band of characters into anything from a luxury cruise to a mercenary expedition. (GL-1971 48pp \$5.95)

**Lee's Guide to Interstellar Adventure: Volume 1** by Gregory P. Lee. The journals of the noted galactic wanderer Aramais P. Lee have now been converted into a referee's aid. *Lee's Guide* provides complete planetary specifications and detailed plot outlines for 10 worlds in which the situations taking place on the planet form the basis for a varied range of adventure opportunities, suitable for both small parties and large groups. (GL-1980 48pp \$5.95)

Available from Sleuth Publications, Ltd., 2814-19th Street, San Francisco CA 94110. Add \$2 per order for postage & handling.



# USSR: 2000, Part II

The results of the nuclear strikes on the USSR have already been dealt with in a previous article. Here, we have provided a simple listing of targets and bombs. As with other articles of this sort, the dots on the map are not meant to represent craters or areas of radioactivity, but are just there to show approximate location.

**Moscow, RSFSR:** Moscow Military District HQ, Moscow Air Defense District HQ (6 × 500kt).

**Leningrad, RSFSR:** Leningrad Military District HQ, Leningrad Military Production Center (3 × 300kt).

**Kiyev, UkSSR:** Kiyev Military District HQ, Kiyev Military Production Center (1 × 500kt).

**Sverdlovsk, RSFSR:** Ural Military District HQ, Ural Military Production Center (2 × 500kt).

**Tbilisi, GSSR:** Transcaucasus Military District HQ, petroleum production and refining facilities, Su-25 Airframe Plant (3 × 300kt).

**Baku, ASSR:** Baku Air Defense District HQ, petroleum production and refining facilities (6 × 300kt).

**Minsk, BSSR:** Belorussian Military District HQ, Belorussian Military Production Center, (3 × 300kt).

**Tashkent, UzSSR:** Turkestan Military District HQ, Southern TVD HQ, (500kt).

**L'vov, UkSSR:** Carpathian Military District HQ (3 × 200kt).

**Alma-Ata, KSSR:** Central Asian Military District (1 × 500kt).

**Rostov-na-Donu, RSFSR:** North Caucasus Military District HQ, North Caucasus Military Production Center (1Mt).

**Novosibirsk, RSFSR:** Siberian Military District (500kt).

**Chita, RSFSR:** Transbaikalian Military District HQ, Transbaikalian Military Production Center (500kt).

**Kuybyshev, RSFSR:** Volga Military District HQ, Volga Military Production Center, petroleum production and refining facilities (6 × 500kt).

**Plesetsk, RSFSR:** Recon satellite launching facilities (1Mt).

**Leninsk-Tyuratam, KSSR:** Recon satellite launching facilities (2 × 1Mt).

**Kapustin Yar, RSFSR:** Secondary satellite launching facilities (500kt).

**Ramenskoye, RSFSR:** Aircraft test

facilities (300kt).

**Sary-Shagan, KSSR:** Energy weapons research facility (2Mt)

**Mukachevco, UkSSR:** ABM radar site (250kt).

**Murmansk-Severdmorsk, RSFSR:** Red Banner Northern Fleet HQ, SLBM storage center, naval storage base (3 × 500kt).

**Kaliningrad, RSFSR:** Baltic Fleet HQ (300kt).

**Sevastopol, UkSSR:** Black Sea Fleet HQ, port and warship construction facilities (1Mt).

**Nikolayev, UkSSR:** Port and warship construction facilities, ABM radar site (1Mt).

**Vladivostok, RSFSR:** Pacific Fleet HQ (6 × 300kt).

**Komsomol'sk, RSFSR:** Komsomol'sk Military Production Center (2 × 500kt)

**Petropavlovsk, RSFSR:** Submarine base SLBM storage center (2 × 1Mt ground burst)

**Pervomaysk, UkSSR:** SS-19 ICBM Complex HQ (2 × Mt ground burst).

**Teykovo, RSFSR:** SS-27 ICBM Complex HQ (2 × Mt ground burst).

**Kostroma, RSFSR:** SS-17 ICBM Complex HQ (2 × Mt ground burst).

**Dombrovskiy, RSFSR:** SS-18 ICBM Complex HQ (2 × Mt ground burst).

**Kartaly, RSFSR:** SS-18 ICBM Complex HQ (2 × Mt ground burst).

**Aleysk, RSFSR:** SS-18 ICBM Complex HQ (2 × Mt ground burst).

**Uzhur, RSFSR:** SS-18 ICBM Complex HQ (2 × Mt ground burst).

**Olovyannaya, RSFSR:** SS-26 ICBM Complex HQ (2 × Mt ground burst).

**Svobodnyy, RSFSR:** SS-26 ICBM Complex HQ (2 × Mt ground burst).

**Yoshkar-Ola, RSFSR:** SS-25 ICBM Complex HQ (2 × Mt ground burst).

**Perm, RSFSR:** SS-26 ICBM Complex HQ (2 × Mt ground burst).

**Volgograd, RSFSR:** Petroleum production and refining facilities, Volgograd Military Production Center (3 × 500kt)

**Astrakhan, RSFSR:** Petroleum production and refining facilities (3 × 300kt).

**Nizhniy Tagil, RSFSR:** Military Production Center (1Mt).

**Syzran, RSFSR:** Petroleum production and refining facilities (2 × 500kt).

**Omsk, RSFSR:** Transportation hub (500kt).

**Irkutsk, RSFSR:** Petroleum production and refining facilities (3 × 500kt).

## ABBREVIATIONS

**RSFSR:** Russian Soviet Federated Socialist Republic.

**UkSSR:** Ukrainian Soviet Socialist Republic.

**KSSR:** Kazakh Soviet Socialist Republic.

**GSSR:** Georgian Soviet Socialist Republic.

**ASSR:** Azerbaijan Soviet Socialist Republic.

**BSSR:** Belorussian Soviet Socialist Republic.

**UzSSR:** Uzbek Soviet Socialist Republic.

—Frank Frey and Loren Wiseman

## STRATEGICON Presents... Origins West 1988

The Western Regional Strategy and  
Adventure Gaming Convention

**Origins West** is the Game Manufacturers Association's (GAMA's) first *Regional* Origins convention, being held in conjunction with ORCCON 11. **Origins West** is a complete Game Convention, featuring 72 solid hours of tournaments, demonstrations, dealers, prizes, open gaming and much more including guests of honor:

**Greg Stafford** of *Chaosium* and  
**Keith Poulter** of *World Wide Wargames*

Scheduled events include scores of board, role-playing and computer game events, with all types of family, strategy and adventure games featured.

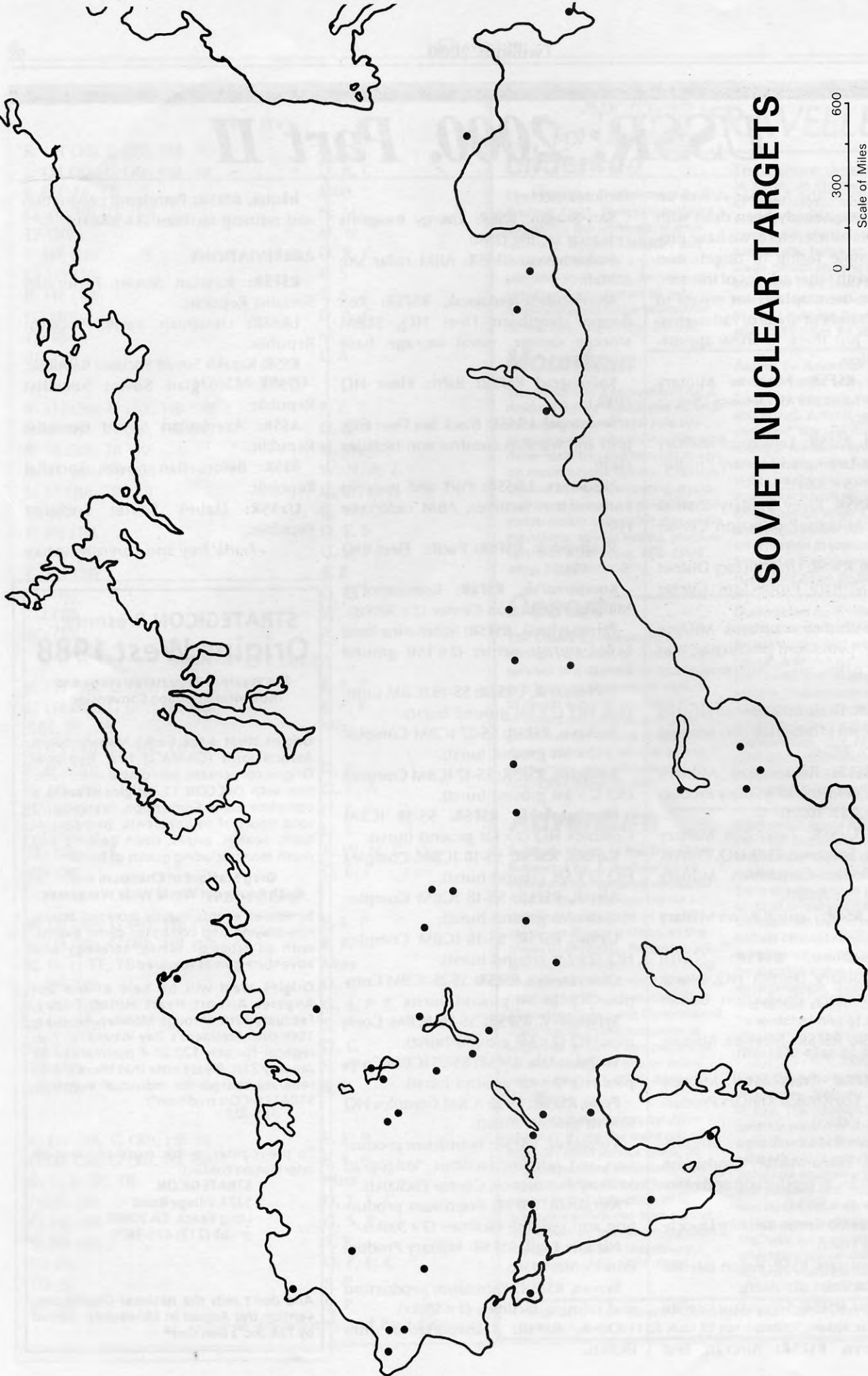
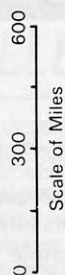
**Origins West** will be held at the Los Angeles Airport Hyatt Hotel, Friday, February 12th, through Monday, February 15th over President's Day Weekend. Pre-register for only \$20.00 if postmarked by January 31st. Please note that there are no separate charges for individual events (a STRATEGICON tradition!).

To pre-register, or for more convention information contact:

**STRATEGICON**  
5374 Village Road  
Long Beach, CA 90808  
or call (213) 420-3675

And don't miss the national Origins convention this August in Milwaukee, hosted by TSR, Inc.'s Gen Con®

# SOVIET NUCLEAR TARGETS





No. 34

US \$3.25

# CHALLENGE = SPACE =

GDW's Magazine of Futuristic Gaming



**SPECIAL**  
i s s u e

**For 2300 AD—**  
Ogres in 2300 AD  
by Lester W. Smith

**For MegaTraveller—**  
IRIS Characters in  
MegaTraveller  
by Charles E. Gannon

**For Twilight: 2000—**  
Mortars  
by Harold Martin



**GDW**



# Mobile Artillery—Mortars

An often-neglected piece of weaponry today is the mortar, and it is unjustly criticized as a cheap, ineffective, and obsolete nuisance. Mortars have also gotten a "bum rap" from most wargamers and rules, but this is very unfair. If mortars are so poor, why does every major army in the world still insist on having them?

The answer is simple: They are effective for their purpose! They are highly mobile, easy to handle, require few crewmen, and can be set up very quickly. Mortars are indirect fire weapons with a high trajectory, and are fired from a thin-walled tube that may or may not be rifled (to produce a spin on the projectile for accuracy). Today they are even more deadly, with improved accuracy, and even rocket-assisted types are now in use. Almost every western army (NATO, etc.) uses an 81mm infantry mortar, and the Warsaw Pact uses an 82mm infantry mortar. Mortars range in size from 51mm to 240mm and are carried by infantry as well as specialized mortar carriers. Some countries use only mortars as their light artillery armament.

Mortars are the most mobile artillery in the world and are the easiest artillery to use. They can provide fire support much more quickly than any other method, including artillery, air support, or shore bombardment. This is because

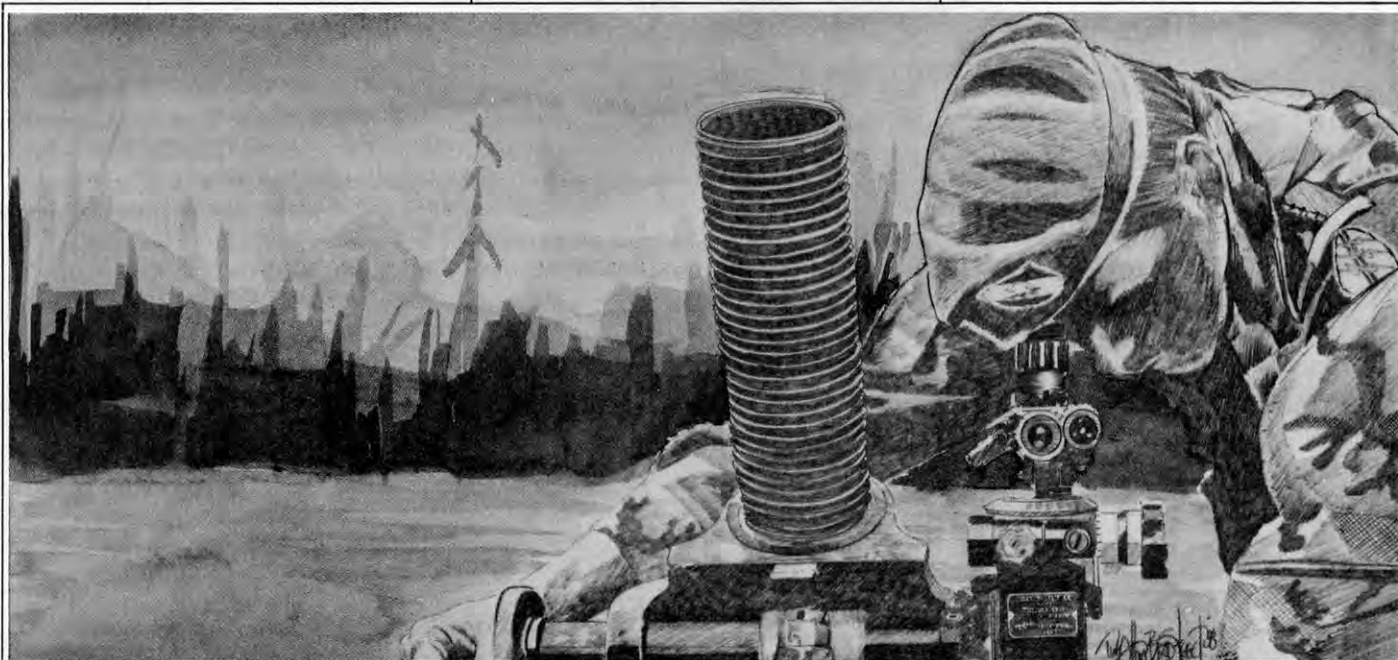
of two basic realities: First, they may be attached to your unit, or more often in direct support of your unit; second, they can be set up to fire or switched from a different target much more easily than other artillery. Mortars require small crews, from a minimum of one man up to a crew of 10. Mortars of small size (82mm and below) commonly use only two crewmen, and can be easily handled by a single man! Medium-sized tubes (90mm-120mm) often have a crew of four to five men, but can be used by a single man if already in place.

Today, mortars are more important than is given credit. They provide vital fire support with smoke, illumination, chemical or high explosives, and can put rounds on the FPF (Final Protective Fire Zone) faster than other fire support and at the highest fire rate. It is absolutely essential that mortars are in the inventory of the Division '86 system. The M-1 Abrams tank and the M-2 Bradley personnel carrier do not carry smoke rounds or WP (white phosphorus) rounds. (They do have smoke projectors, but that only covers the area immediately around the vehicle and must be reloaded from the outside.) Tank cannons do not have the high trajectory needed to fire illumination (flare) rounds. The 81mm mortar has the best overall illumination round of all NATO artillery!

The Soviet AM-82 (automatic 82mm mortar) can put more smoke rounds on target faster than any other weapon in the world. In five minutes one platoon of AM-82s can cover a frontage of over 1750 meters with smoke. All mortars can put steel-on-target (rounds landing on target) faster than other artillery (howitzers and cannons).

Another vital fact of mortars' value is the speed of setup and movement. On today's battlefield, triangulation on the firer can be as quick as the second volley (or round) of fire. Most likely, artillery location will take longer, as most of the time you don't sit around with the lasers and radars on, but it is still vital to fire as few times as possible before moving. Even when the firer is located, the targeting data takes two to three times as long to relay to the counterbattery fire direction if firing with nonmortar artillery. Since the mortars are highly mobile, and easy to set up and fire, they are much less vulnerable to counterbattery fire.

Mortars are much more mobile than other artillery. They can reach areas that are only accessible by foot (much easier than other artillery). They can be carried by foot troops, and can do a hip-shoot (stop movement and set up and shoot) much more quickly than howitzers or cannons. It is much easier to align the





guns than other artillery. A hip-shoot can be done in less than two minutes by good mortar crews (anything under 10 minutes for howitzers is considered good), and they can repack and move out three times as fast as other artillery!

Mortars are not the answer by themselves, and must be accompanied by good conventional artillery for maximum effectiveness. They do have liabilities and shortcomings. Mortars carry less total rounds than other artillery, as they must either be carried on foot (for infantry mortars), or in the same vehicle as the mortar itself (for motorized mortars). Artillery batteries have separate ammo carriers and can thus carry more total rounds. Mortars have shorter range than other artillery and the firepower is less than the "King of Battle" (artillery). Mortars do have a higher trajectory (arc of fire) than other artillery and are therefore better for firing illumination rounds.

Mortars are very important in today's small brushfire wars and are favored by guerrillas. They were used by the Viet Cong and NVA as the primary weapon for fire support. In Afghanistan they are being used today along with rocket batteries as the primary artillery of the Afghan rebels. Their mobility and cost make them the choice for fire support by most shoestring armies.

#### TYPICAL MODERN MORTAR DATA

| Country | Type<br>(mm) | Weight<br>(lbs) | Range<br>(m) | Rate of Fire<br>(rds/min) | Crew<br>(men) |
|---------|--------------|-----------------|--------------|---------------------------|---------------|
| USA     | M224-60      | 46.5            | 3490         | 20                        | 1-2           |
| USA     | M252-81      | 89.0            | 5625         | 15                        | 3-5           |
| Britain | 51           | 10.2            | 800          | 20                        | 1             |
| Britain | 81           | 80.0            | 5800         | 15                        | 4-5           |
| Israel  | 60           | 321.0           | 2555         | 20                        | 2-3           |
| Israel  | 160          | 3750.0          | 9600         | 8*                        | 5-7           |
| USSR    | 82           | 125.0           | 3040         | 12*                       | 4-6           |
| USSR    | 240          | 7940.0          | 9700         | 6*                        | 8-12          |
| France  | 120          | 1280.0          | 8135         | 10*                       | 4-7           |
|         |              |                 | 13,050†      | 10*                       | 4-7           |

\*=approximate

†=with PRPA rocket-assisted projectiles

Note: The Soviet AM-82 automatic mortar has a cyclic rate of fire of over 120 rounds per minute and can cover an entire Soviet regiment in two to three minutes.

The French have long been leaders in mortar development, and the firm of Hotchkiss-Brandt has developed a rocket-boosted round. This PRPA RAP round has extended the range of their 120mm mortar from 4250 meters to 6550 meters. They have also developed a "gun mortar," which has the barrel mounted in a recoil system inside the turret of the Panhard M3 APC or EMC 81mm mortar carrier. This allows the mortar to fire on a flat trajectory, giving it direct fire capabilities. It is also breech loaded, which allows fire from inside the turret, allowing maximum protection for the crew and not requiring an open-topped vehicle.

With the exception of the French, most nations use modified APCs (armored personnel carriers) for mounting mortars on vehicles. These require open tops for firing and loading, and therefore are criticized for crew protection from overhead fire. (The French gun mortar may be the solution.) The advantage in mobility and speed of these vehicles is augmented by the fact that they carry the base plate with them and can be used

outside and away from the vehicle. This allows the crew to reach areas inaccessible to vehicles, or to take the weapon from a disabled track and still use the mortar.

Mortars are assigned to the battalion level, with six 81mm motorized mortars to the platoon for DIV 86 armor or mechanized battalion. The platoon is led by a first lieutenant and SFC (platoon sergeant), and consists of two command post carriers which comprise the FDC (fire direction center), and two sections of three mortar squads each. They also have one squad of observers (FIST team), and the platoon can be split into two sections, each with its own FDC and three mortars. Mortars are usually employed 35-40 meters between each tube and placed behind hills on the forward edge of treelines. The platoon can concentrate fire even when the sections are separated, and the preferred method of advance is to move forward in "bounds," with three subsequent firing positions 2000 meters apart, planned by map or visual recon. One section will be set up and ready to fire, while the other section moves to the next position. The moving section can always stop and do a "hip-shoot" if additional fire support is needed. Generally, the lead section is about 1000 meters to the rear of the battalion's leading elements. One section would be led by the platoon leader and the other by the platoon sergeant.

---

**A** hip-shoot can be done in less than two minutes by good mortar crews (anything under 10 minutes for howitzers is considered good), and they can repack and move out three times as fast as other artillery!

---

When retrograding, the opposite of the above would be used. The total personnel assigned to the platoon would be one officer and 44 enlisted, or 45 men, two jeeps (M151 quarter-ton truck utility), two M577 command tracks (the FDC), and six M109 mortar carriers (81mm carrier). Each section would be led by a section sergeant E-6, and each mortar would have a squad leader E-5, driver E-3, gunner E-4, assistant gunner E-3, and ammo bearer E-2 or E-1. The platoon leader and platoon sergeant each have a driver (E-2 or E-1) assigned to them, and the headquarters section has a RTO (radiotelephone operator). Each section sergeant has two FDC personnel, a driver, and an RTO in his M577 track.

In conclusion, artillery, the "King of Battle," may be the greatest single killer on the battlefield; however, mortars are vital to fire support. Mortars are able to provide the best illumination and smoke support, and they can also give much closer and faster indirect fire than artillery can give. Mortars are ideal for attacking targets on reverse slope in narrow ditches or trenches, and any other area that is difficult to reach with low-angle field artillery or direct-fire weapons. Mortars are an important part of the "combined arms team" system of today's battlefield. Mortars may be relatively inexpensive and simple, but they certainly cannot be called "cheap" anachronisms!

—Harold D. Martin

# The Compleat NPC

A non-player character is definitely one of the most important components in a role-playing game.

However, the NPC is also one of the hardest to craft properly and realistically. Consequently, the NPCs are nothing more than bulletstoppers in many role-playing games.

NPCs are human beings (well, fictional ones) and, while they do make very useful casualties, they also possess the potential to greatly entertain the players through their interactions. In order for this potential to be used, an NPC must be well rounded and defined very extensively in terms of both physical and mental characteristics.

In other words, NPCs must be so real that the players should almost be able to see them. In this article I will present some techniques for expanding on the NPC section in the basic *Twilight: 2000* rules.

## PHYSICAL APPEARANCE

Characters are often influenced by what they see. Consequently, the first thing a referee should describe to the players when they approach an NPC is what that person looks like. There are two ways to go about this; however, they use the same component characteristics.

The first method is the "physical tag" method used in the *Price of Freedom* role-playing game. This method takes all physical characteristics into account and chooses a caricature characteristic, that is, the first attribute that players notice about a person's looks. That caricature becomes that NPC's physical tag and is used to define him to players. For example: "The scarred farmer glances at you as you tramp along his fencerow." There, the tag "scarred" immediately creates an image of the NPC playing the role of the farmer. If the players look longer, the referee should describe the farmer's build, eye color, clothing, and provide



Name \_\_\_\_\_  
 Gender \_\_\_\_\_  
 Race \_\_\_\_\_  
 Age (approx.) \_\_\_\_\_  
 Experience Level \_\_\_\_\_  
 Height \_\_\_\_\_  
 Weight \_\_\_\_\_  
 Build \_\_\_\_\_  
 Hair Color \_\_\_\_\_  
 Hair Style \_\_\_\_\_  
 Beard, Moustache \_\_\_\_\_  
 Eye Color \_\_\_\_\_  
 Eyeglasses \_\_\_\_\_  
 Complexion \_\_\_\_\_  
 Clothing Style, Colors \_\_\_\_\_  
 Scars or Marks \_\_\_\_\_  
 Voice \_\_\_\_\_  
 Other Special Characteristics \_\_\_\_\_

more detail about the scarring. The tag method is not a substitute for full descriptions—it is merely a means of making the NPCs more recognizable to players.

The second method, used by *MERC*, is to generate randomly the primary characteristics and then use only those in the description. *MERC* has tables which generate height, weight, hair color, eye color, complexion, and voice. The referee would then read off a characteristic whenever it seemed to be an appropriate time. For example: "The short farmer glances at you and caresses a livid

purple scar running across a dark cheek as your team shuffles along his fencerow."

Both of these methods of describing NPCs work well, but they both require a good background of characteristics. The table on this page, which was compiled from police descriptive techniques, should provide you with a handy form for determining the proper characteristics which are required for a background for either method of description.

Note that not everything on this list must be filled in. Generally, if a characteristic is not mentioned by the referee, the players will assume that that trait fits the average or is unimportant. Nevertheless, in filling out this list, a referee should be as specific as possible, sometimes resorting to a thesaurus in order to find the proper adjective. This specificity will prove to be useful in game play when descriptions are required.

As for the standard attributes of STR, AGL, CON, STA, INT, and EDU, they are determined when the NPC experience level is determined (a table for this is found in the *Twilight: 2000 Referee's Manual* on page 16). However, a referee should feel free to vary these attribute levels in order to suit the role of the NPC.

## MENTAL CHARACTERISTICS

The referee's knowledge of the mental characteristics of the NPC is essential to the proper playing of the character. The mental characteristics comprise motivation and personality.

Motivation is the NPC's goal in "life." It is what the NPC deems worthy of effort and strives to achieve. The basic concept behind motivation is best shown by Clayton Alderfer's E-R-G Theory. Alderfer breaks down all the different types of motivation into three levels—those of survival, relationship, and achievement. The motivations become stronger as one moves down from achievement to sur-



vival, thus, the "lower" needs, once active, will take precedence over the "higher" needs.

For example, a woman who is pursuing a man in order to find romance, that is, to satisfy a relationship need, will tend to deem satisfaction of romantic pursuit less imperative when her survival is threatened by being stranded in the wilderness. She will place more emphasis on satisfying her needs for food and shelter than she will on pursuing the object of her affection. When her survival needs are satisfied, she will resume pursuit.

In game terms, all NPCs will normally satisfy needs at the lower levels before satisfying needs at higher levels. If the satisfaction of lower level needs is threatened, then the NPC will usually ignore the higher level needs and attempt to satisfy the lower level needs again. This should give the referee an idea of how to play the NPC in changing circumstances. If a once-friendly NPC who is characterized by a strong desire for honor suddenly robs the characters, chances are that his satisfied low-level needs have become unsatisfied. Possibly his village was stormed by marauders who left no food for the dozen or so villagers. This is all to say that lower level needs take precedence over higher level needs. The following table classifies the motivations in the referee's manual according to priority.

**Achievement Needs:** These are needs which motivate people to strive to become the best they can be.

**Justice:** The NPC views justice as all-important and love of justice as a virtue which should be cultivated.

**Honor:** "Death before dishonor." The NPC sees honor as a primary achievement need.

**Wisdom:** The NPC believes that the betterment of one's self is accomplished through the pursuit of wisdom.

**War Leader:** The NPC sees war as a sort of ultimate expression of humanity. To become skilled at war is to be truly human.

**Generosity:** The NPC is a good Samaritan. By helping one's fellow human beings, one becomes richer in experience, or at least, less wealthy in shame and dishonor.

**Brutal:** The NPC believes that violence and sadism are their own rewards. Perhaps this is the character's dark side—one they wish to control or eliminate altogether.

**Stubborn:** The NPC believes that their way is the one best way.

**High Fellowship:** The NPC believes friendship is one of the greatest treasures anyone can have.

**High Power:** The NPC pursues power for its own sake and believes that the true pleasure of life is in manipulating people.

**High Violence:** The NPC believes that humanity is violent by nature, and that by becoming skilled at violence, one becomes better for it.

**Relationship Needs:** All people have a need to interact with and gain respect from others.

**Charisma:** The NPC knows how to get others to do his wishes. By exercising this knowledge, he gains the respect and loyalty of the others.

**Pomposity:** The NPC desires respect, but he does not know how to obtain it through the use of charisma. Therefore, he attempts to act important and superior in hopes that it will fool another into respecting him.

**Love:** The NPC has a strong emotional bond of caring with

another. This "other" is viewed as highly important and worth making sacrifices for.

**Lust:** The NPC believes that seduction of members of the opposite sex is a means of obtaining their respect.

**Low and Mid Fellowship:** The NPC believes that the best way to gain the respect of others is to make friends with them.

**Low and Mid Power:** The NPC believes that the best way to gain others' respect is by attempting to exercise power in their presence.

**Low and Mid Wealth:** The NPC believes that money buys respect, so that NPC will attempt to gain as much wealth as possible.

**Mid Violence:** The NPC is aggressive in dealing with others in hopes that respect can be earned by demanding it.

**Ruthlessness:** The NPC appears to care little for the welfare of others, although in fact, this is actually an attempt to gain respect by successfully completing any task undertaken.

**Survival Needs:** Survival is the most basic drive of all. The person who is attempting to satisfy these is attempting to escape from something life-threatening (or at least something that looks life-threatening).

**Cowardice:** Perhaps the most understandable motivation. The NPC believes that the best way to escape from a life-threatening situation such as combat is to escape physically.

**Murder:** The NPC is either plotting a murder or attempting to avoid being blamed for a murder. In the former case, one person has made the situation so intolerable that murder is the only option the NPC sees. In the latter case, the NPC seeks to survive by eluding blame.

**Selfishness:** The NPC views property as a means of escape from death (by starvation perhaps?).

**High Wealth:** As with selfishness.

**Low Violence:** The NPC is unafraid of violence performed or threatened. The indifference to violence is actually a mental shield against threats to the NPC's life.

**Deceit:** The NPC believes that lying will provide an escape from life-threatening situations. Of course, this NPC's definition of "life-threatening" is probably very broad.

In order to use the above listing, a referee must determine on which level the motivations of the NPC fall as determined by the playing card system described on page 15 of the *Referee's Manual*. The NPC will then only operate on those one or two levels of need, and all other needs will be considered satisfied. Normally, the NPC's lower level motivation will be satisfied, and he will be attempting to pursue his higher level motivation. However, when satisfaction of the lower need is threatened, the NPC will change the emphasis of his actions toward satisfying the lower need.

The above system provides a sort of guide for determining in which direction an NPC's actions will carry them. This system not only determines the motivation of NPCs, but the strength of that motivation, as well as any particular manifestations of the motivation. However, personality determines how the NPC acts or goes about satisfying that motivation. The personality labeling tables below are designed to help the referee by randomly determining the general personality types of NPCs.

The tables are developed from British psychologist Hans J. Eysenck's trait theory of personality which hypothesizes that human personalities can all be mapped on a two-dimensional grid measuring neuroticism and emotional stability. This grid

divides the space into four basic personality types: Choleric (quick to temper or anger; Extroverted-Unstable), Sanguine (Cheerful, hopeful; Extroverted-Stable), Phlegmatic (Slow to excite; Introverted-Stable), and Melancholic (Gloomy, somberly thoughtful; Introverted-Unstable).

Each type is subdivided into eight distinct personality "labels" which describe the specific blend of neuroticism and emotional stability. The labels are what a referee should use to get an idea of the role to play when representing an NPC.

To use the tables, 1D8 is required (use 1D10 and roll again on a 9 or 10). The referee rolls to determine the type, then goes to the appropriate table and rolls for the label.

#### DIE ROLL: 1-2, CHOLERIC

| <i>Die Roll</i> | <i>Label</i> |
|-----------------|--------------|
| 1               | Touchy       |
| 2               | Restless     |
| 3               | Aggressive   |
| 4               | Excitable    |
| 5               | Changeable   |
| 6               | Impulsive    |
| 7               | Optimistic   |
| 8               | Active       |

#### DIE ROLL: 3-4, SANGUINE

| <i>Die Roll</i> | <i>Label</i> |
|-----------------|--------------|
| 1               | Sociable     |
| 2               | Outgoing     |
| 3               | Talkative    |
| 4               | Responsive   |
| 5               | Easygoing    |
| 6               | Lively       |
| 7-8             | Leadership*  |

\*Leadership is defined as a tendency to lead others on the basis of charisma. The person usually "takes charge" of a situation and depends on knowledge and charisma to get others to follow. He does not have to be charismatic in motivation.

#### DIE ROLL: 5-6, PHLEGMATIC

| <i>Die Roll</i> | <i>Label</i>  |
|-----------------|---------------|
| 1               | Calm          |
| 2               | Even-tempered |
| 3               | Reliable      |
| 4               | Controlled    |
| 5               | Peaceful      |
| 6               | Thoughtful    |
| 7               | Careful       |
| 8               | Passive       |

#### DIE ROLL: 7-8, MELANCHOLIC

| <i>Die Roll</i> | <i>Label</i> |
|-----------------|--------------|
| 1               | Quiet        |
| 2               | Unsociable   |
| 3               | Reserved     |
| 4               | Pessimistic  |
| 5               | Sober        |
| 6               | Rigid        |
| 7               | Anxious      |
| 8               | Moody        |

The labels are self-explanatory.

These tables do not replace the **Twilight: 2000** motivation tables, rather, they supplement them. The motivations give the goals of the NPC while the personality labels show how he goes about obtaining them.

The generation of NPC personalities helps the referee to define and individualize the actors in the campaign, and it allows him to play them better.

#### NPC MANAGEMENT

In order to play NPCs, however, a referee must first be able to manage them. He must be able to keep track of their actions, both "onstage" and "offstage." That is, he must know what his NPCs are doing at all times, even when his players are not interacting with them. This seems a formidable task—after all, in the broadest sense of the definition of NPC, there are some 2.5 billion people left on Planet Earth in the world of **Twilight: 2000**. To superdetail and keep track of all of them is not only impossible but ludicrous.

This absurd example shows the first problem which must be resolved in NPC management. Just who among those 2.5 billion people will be detailed and tracked? The only answer is that the NPCs who have a major effect on the PCs of the campaign should be the ones who are so detailed and tracked. The best way to decide major effect is to place all NPCs with which the PCs have a chance to come into contact in one of four categories: major named NPCs, bulletstopping thugs, local color NPCs, and extras.

Extras are the faceless majority of NPCs in a campaign. There is no reason to track them or even bring them to the attention of the characters.

Local color NPCs are those which are really brought to the character's attention in order to evoke a mood or image in the minds of the players. An example would be a young mother already aged by years of war who is seen pushing her infant son in an old wooden wheelbarrow down the road as the PCs drive by in their HMMWVs. She is seen for an instant and then forgotten in the cloud of dust raised by the passing of the vehicles. There is really no reason for the PCs to interact with her, and her role in the campaign is simply to bring about an image to the PCs of the hardship of war.

Bulletstopper thugs are precisely what the name implies. These NPCs are the faceless enemies and allies who usually die in battle and who sometimes ensure that some PCs die with them. Usually, they will simply fight and be forgotten, but they also provide an opportunity to reinforce the human aspects of combat and valor. For example, in a skirmish, the referee may call attention to one soldier, wounded too badly to walk, who crawls desperately towards his fallen weapon to attempt to continue to fight because it is what he has to do. Or he may "showcase" another, who picks up one fallen comrade and attempts to effect a retreat, only to return to battle to retrieve yet another comrade. Despite the ability to showcase thugs, there is no need either to detail or to track them.

The final category of NPC is the major named NPC (they are illustrated in the modules, which makes the referee's job easier, but few referees have an artist available, so they will have to be satisfied with verbal pictures). These are the ones who must be tracked and detailed. The simple definition of the major named NPC is any NPC whose name is learned by the PCs,



and who has the ability to interact with them for more than one encounter. Falling into this category are the major villains of the adventure and their lieutenants, NPCs who join the PCs' unit, some leaders of allied forces, and central and subplot characters. Central characters are those who are attempting to influence the path of the campaign through their actions, and whom the PCs may meet (for example, CIA agents attempting to topple Baron Czarny in Warsaw who go about independently of the PCs actions). Subplot characters are those who are attempting to influence the outcome of a secondary situation, which may have an impact on the campaign as a whole (example: young lovers who do not realize that their romance could be politically explosive and thus hazardous to the PCs).

In order to track these major named characters, a simple file card system will suffice. For each major named character, take a 3x5 file card and on one side describe the physical appearance, weapons, experience level, and mental characteristics of the NPC. On the reverse, briefly note the current location, status, a few brief historical notes on the NPC, and a word or two about his planned actions. This card is then placed into a file of active NPCs which is updated approximately once every game day. Usually, an update need be nothing more than a simple note as to the current situation of the NPC.

If any card should get too cluttered with updates, discard the card and make a new one. If an NPC is killed, file the card in an inactive file and mark it KIA, with a short note on the circumstances of the death. If the NPC can no longer influence the situation of the players, then the card should also be placed in an inactive file. The inactive file should be updated at least once every game month. Usually, NPCs here will remain very much the same, but this updating is an opportunity for the referee to develop his own world a bit more. Some inactive NPCs will die while others may be forced to move on, and

---

*In order to track these major named characters, a simple file card system will suffice. For each major named character, take a 3x5 file card and on one side describe the physical appearance, weapons, experience level, and mental characteristics of the NPC. On the reverse, briefly note the current location, status, a few brief historical notes on the NPC, and a word or two about his planned actions. This card is then placed into a file of active NPCs which is updated approximately once every game day. Usually, an update need be nothing more than a simple note as to the current situation of the NPC.*

---

others may yet begin new projects.

The reason for this monthly updating is that if PCs ever happen to return to an area, the referee will simply be able to flip through the inactive file and quickly determine what that area is now like.

#### CONCLUSION

It is best to remember that NPCs deserve all the care in crafting that is possible. If a referee spends the time to define an NPC in detail, he will find that the NPC has become real. This extra care will make the NPC real to the players, and that can only serve to make the game more entertaining than ever before.

—Roman J. Andron

## PAPER MAYHEM

*"The Informative PBM Magazine"*



Having a hard time getting enough players together for your favorite role playing or boardgame? Eliminate this problem by joining the world of play-by-mail gaming.

Subscribe to PAPER MAYHEM and discover the world of play-by-mail (PBM) gaming. Virtually every facet of PBM gaming is covered by PAPER MAYHEM: fantasy, science fiction, historical, and sports. Each bimonthly issue brings you the latest on various PBM games.

So why delay and miss out on all the fun? Read PAPER MAYHEM and take advantage of PBM gaming.

Subscription to PAPER MAYHEM are: 1 year subscription \$20.25  
2 year subscription \$35.10

(Subscriptions to Canada add \$6.00 per year. All subscriptions payable in US Funds. Allow 6-8 weeks for delivery.)

PAPER MAYHEM, DEPT. GDW, 1518 ADAMS ST., OTTAWA, IL 61350-4764

Send \$1.00 for the Journal of PBM Gaming. The Journal is a listing of PBM Companies and their games.



No.35

# CHALLENGE



GDW's Magazine of Futuristic Gaming

**For Twilight: 2000—**

City Maker

by Loren K. Wiseman  
& Timothy B. Brown

**For Space:1889—**

Victorian Times

by Howard Whitehouse

**For Star Wars®—**

Team Recovery and  
H-Wing Fighters

by James B. King

**For Star Trek®—**

Spaceports In The  
Star Trek Universe

by Pete Rogan

**PLUS:**

MegaTraveller, 2300 AD,  
Renegade Legion™  
& BattleTech™

GDW







## Citymaker

*Generate  
Twilight: 2000  
towns and villages  
on the spot!*

What follows is an easy means both to design towns and villages for **Twilight: 2000** campaigns and to generate a map of a town or village on the spot during a game. Since **Twilight: 2000** adventures often bring the characters through nondescript little cities, a means of governing their layouts and managing their designs will greatly facilitate play.

### INITIAL SETTLEMENT GENERATION

The **Twilight: 2000** rules are barely adequate to answer questions about a settlement's layout or composition. Also, the text given is geared toward settlements in Poland—fine for the early adventures, but **Twilight: 2000** now spans the entire globe with different adventures. These new rules will enable you to generate a town or village anywhere in the world.

Settlement size is determined by rolling on the Settlement Size Table, which is reproduced here.

SETTLEMENT SIZE TABLE

| Die   | Village | Town | City   | Major City |
|-------|---------|------|--------|------------|
| 1     | 50      | 1000 | 10,000 | 30,000     |
| 2     | 100     | 1500 | 12,000 | 40,000     |
| 3     | 150     | 2000 | 14,000 | 50,000     |
| 4     | 200     | 2500 | 16,000 | 60,000     |
| 5     | 250     | 3000 | 18,000 | 70,000     |
| 6     | 300     | 3500 | 20,000 | 80,000     |
| 7     | 350     | 4000 | 22,000 | 90,000     |
| 8     | 400     | 4500 | 24,000 | 100,000    |
| 9     | 450     | 5000 | 26,000 | 110,000    |
| 10    | 500     | 6000 | 28,000 | 120,000    |
| Armed | 20%     | 10%  | 5%     | 5%         |

Of course, if you are attempting to map out a specific settlement for which you have already determined the population, ignore this random generation table in favor of your information.

**Degrees of Devastation:** In the aftermath of the war, all towns and villages have suffered substantial losses in population and materials. Many have been ravaged and looted, and many more have been abandoned.

For purposes of this settlement generation system, there are four levels of devastation to be considered: none, partial, severe, and deserted. If you are mapping your own village design, you will have to determine the level of devastation; otherwise, you should use the following table.



LEVEL OF DEVASTATION TABLE

| Roll | Level of Dev | Blocks  |
|------|--------------|---------|
| 1–   | None         | 1       |
| 2–3  | Partial      | 3       |
| 4–5  | Severe       | 5       |
| 6+   | Deserted     | Special |

**DMs:** +1 if in Eastern or Central Europe; +1 if in North America after 2002; –1 if in North America prior to 2002.

**Number of Blocks:** The level of devastation will directly affect the number of geomorphic blocks that will be needed to map the city. City population must be divided into groups of 50 individuals; blocks are assigned per group of 50. For instance, in a settlement which has been partially devastated, there will be three blocks for every 50 people living there. For severe devastation, it would be five blocks per 50 people living there. Deserted settlements can be of any size.

### THE GEOMORPHIC BLOCKS

Villages are assembled out of geomorphic blocks of city map. These are provided on the following pages for you to photocopy as necessary. Each block is 200 meters across, and each square on the grid represents 40 meters.

**Basic Varieties of Blocks:** There are two basic varieties of blocks: perimeter blocks and interior blocks.

**Perimeter Blocks:** Virtually every city in the world now has some sort of protective perimeter. These perimeters vary from earthworks and fences to barbed wire and concrete walls. The set of blocks which is provided here is designed to represent

*The number of blocks is determined from the devastation level and total population, as described above. The referee must decide which perimeter type he wishes to use (either earthen or stone wall), and then assemble a group of perimeter and interior blocks for the village.*

earthworks or stone walls.

The blank hexagons along the perimeters are strongpoints. These can be machinegun nests, hardened mortar positions, blockhouses, or whatever. They are for you to define when the settlement is completely mapped.

**Interior Blocks:** These blocks represent all interior features inside a settlement. Note that a particularly small settlement may have no interior blocks at all, depending upon the final layout.

### ARRANGING BLOCKS INTO A SETTLEMENT MAP

The number of blocks is determined from the devastation level and total population, as described above. The referee must decide which perimeter type he wishes to use (either earthen or stone wall), and then assemble a group of perimeter and interior blocks for the village.

The blocks are geomorphic and will fit together any way. Perimeters should form a continuous, unbroken ring around the village (unless the referee decides to leave some portions of the village unprotected; there are city-edge pieces which have no perimeters marked on them). Use any combination of perimeter and interior blocks which total the correct number to form a viable settlement map.

**Roads:** Roads may run into or through a settlement. As the referee, you will have a pretty good idea where these roads lead, and you should use the blocks with roads leading out of town where they are needed.

### FINALIZING THE SETTLEMENT

Using the **Twilight: 2000** rules, determine the percentage of the population which is armed. Next, number and define the strongpoints, as indicated on the settlement map. Notes should be compiled on total population, rough location of the settlement, and any other pertinent data regarding this map.

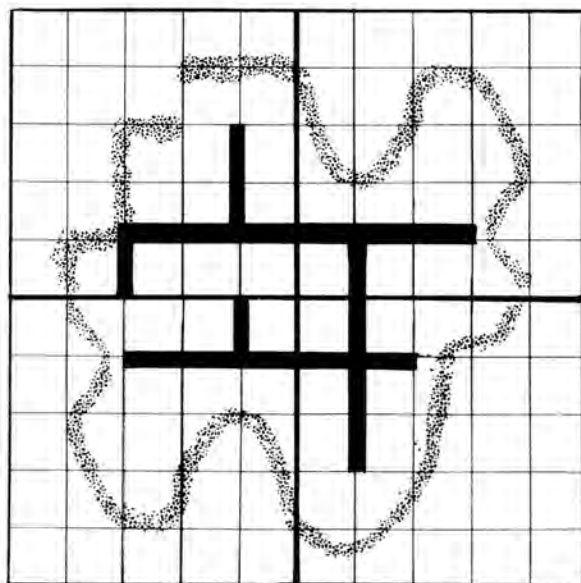
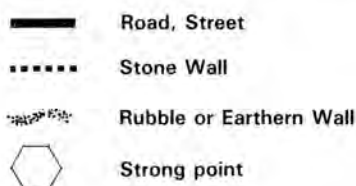
### PRACTICALITY

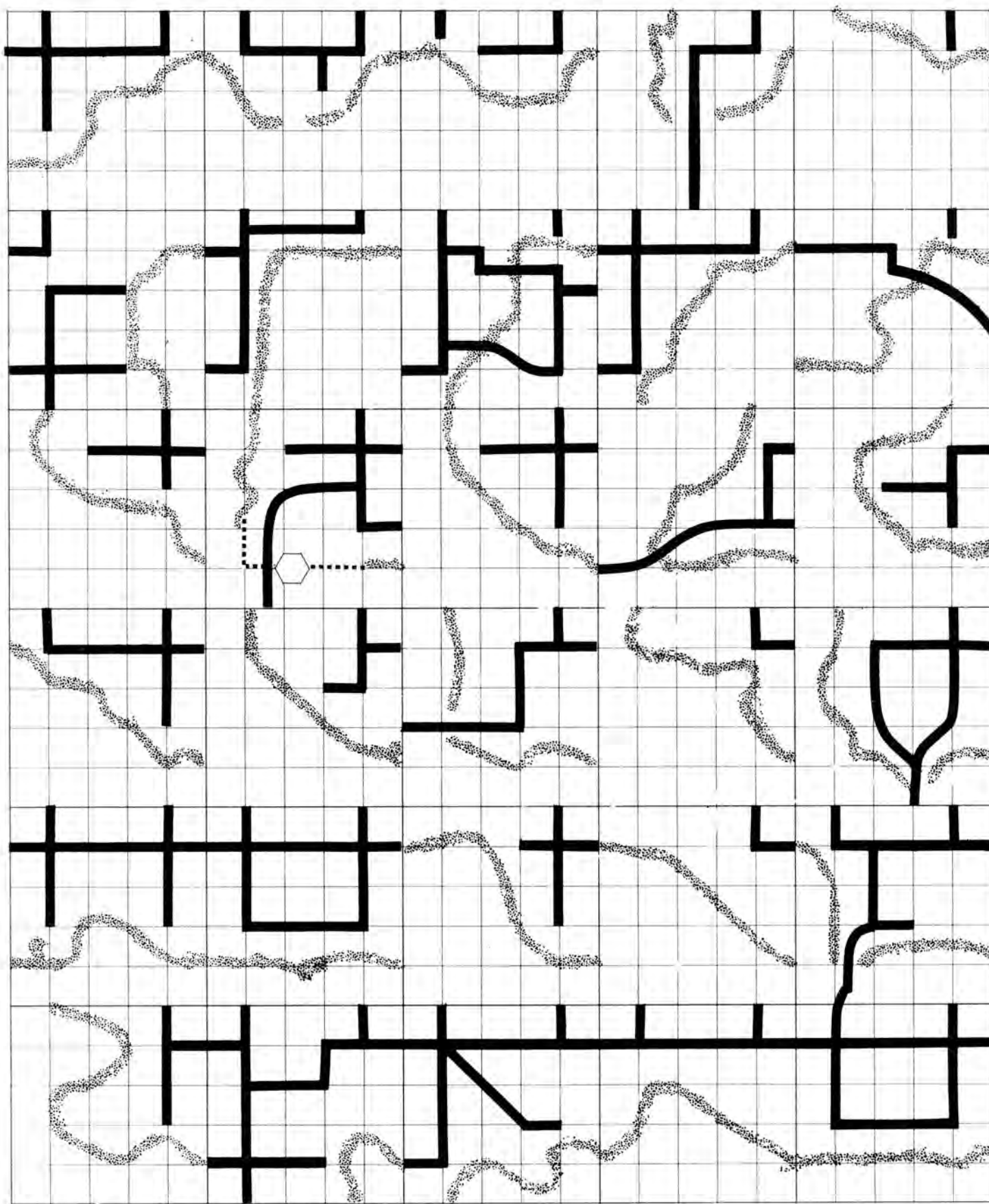
Photocopy these blocks for your use. They can be assembled as required and then photocopied again to obtain a single map.

When generating a map on the spot, it might be handy to have the blocks set on some sort of card stock. They then can be arranged and used on the table without being blown away or jostled out of position as easily.

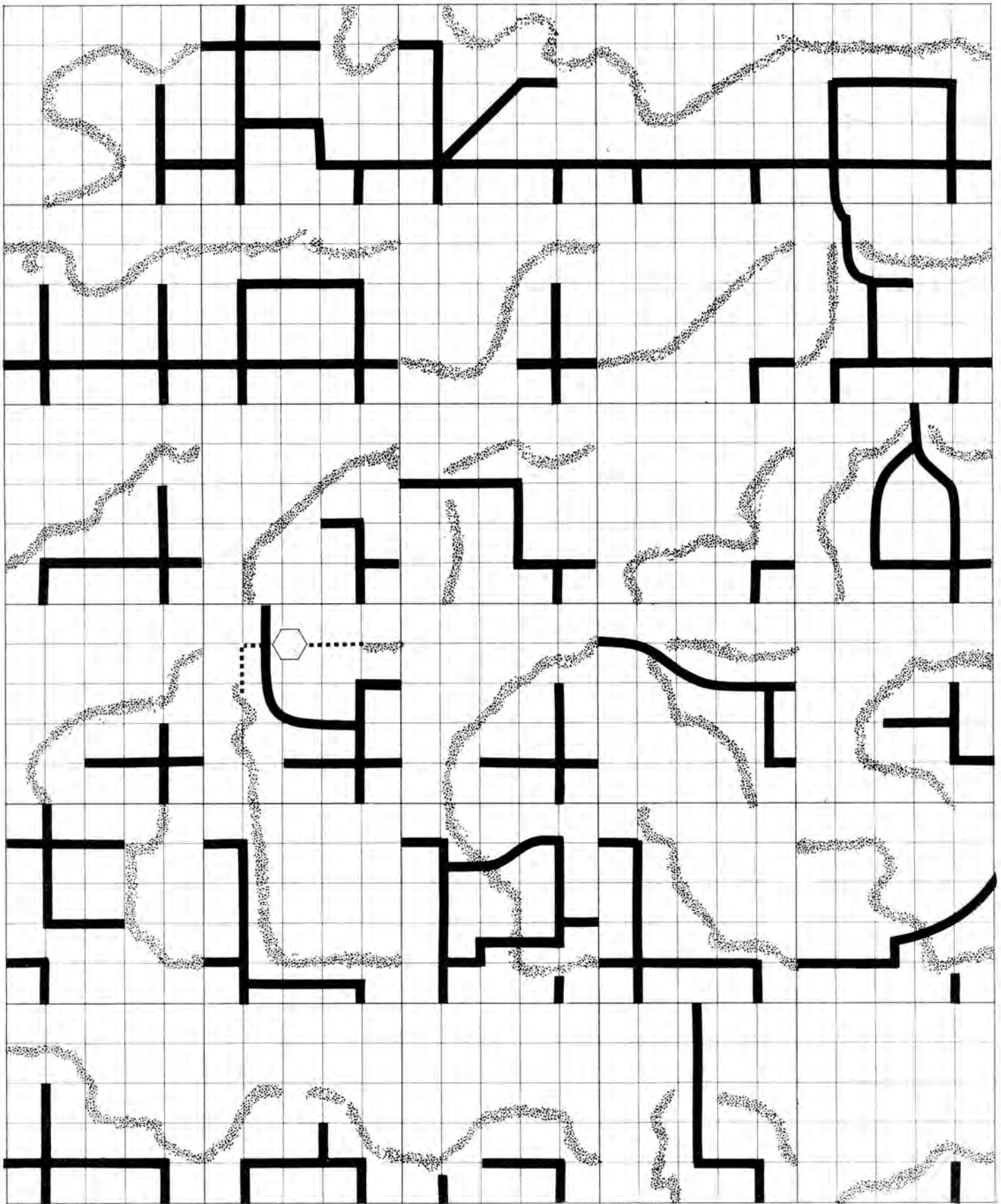
—Timothy B. Brown

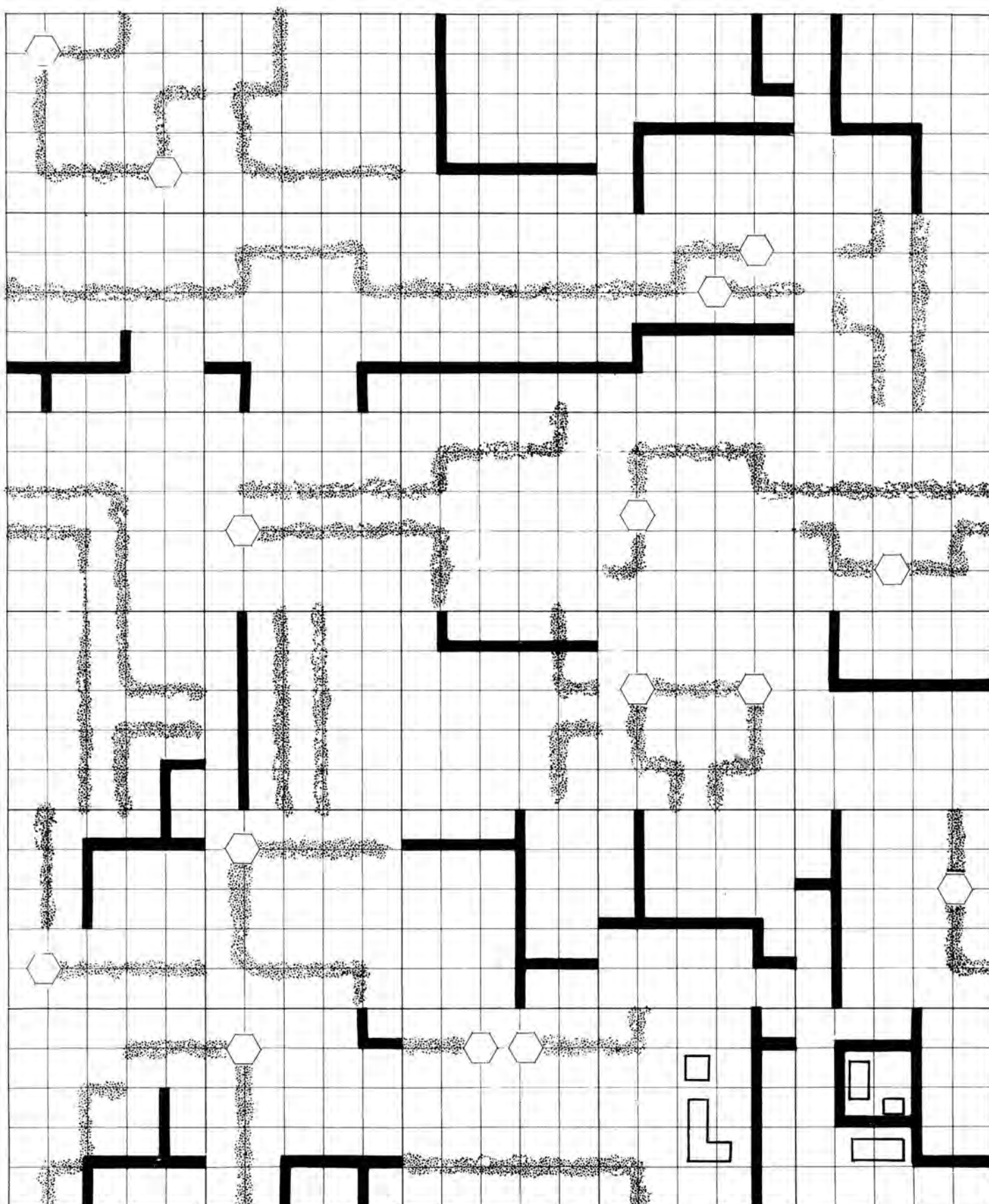
### SAMPLE TOWN—4 BLOCKS



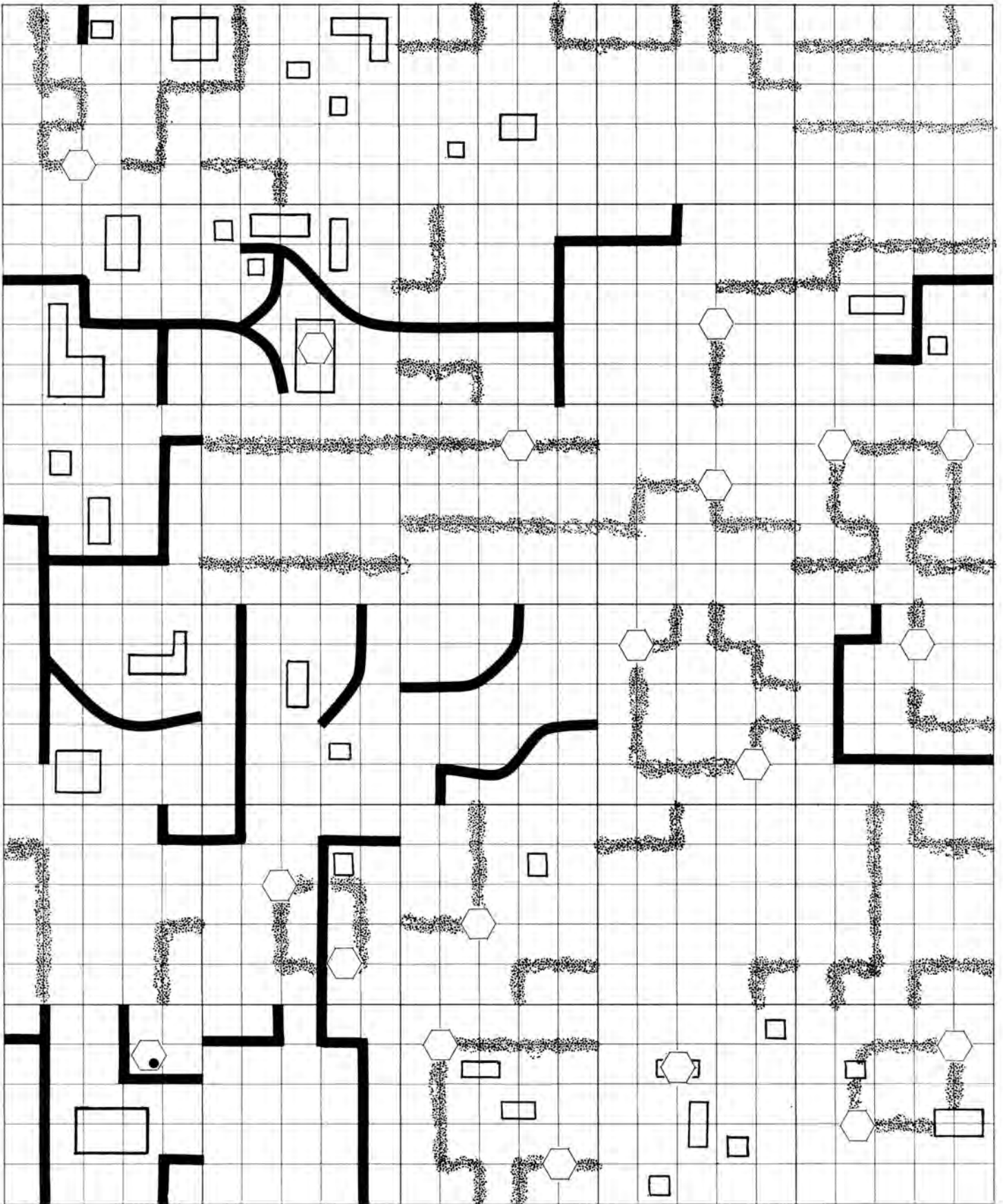














No.36

US \$3.25

# CHALLENGE

GDW's Magazine of Futuristic Gaming



*For Twilight: 2000™ —*

*Red Maple*

*by Legion G. McRae*

*For Space: 1889™ —*

*Darkness Falls from the Air*

*by Marcus Rowland*

*For Warhammer: 40,000™ —*

*Sunstroke*

*by Roger Hamlin*

*For MegaTraveller™ —*

*The Green Hills of Earth*

*by Charles E. Gannon*

*For Paranoia™ —*

*Plan 9 from Out-R-SPC*

*by William W. Connors*

*Plus:*

*2300AD™*

*Battletech™*

*Star Trek®*

**GDW**



# Red Maple

By Legion G. McRae

"Red Maple" is a mini-adventure designed for use with GDW's role-playing game, **Twilight: 2000**. The adventure itself is set in western Canada at an unspecified time between August of 2000 and January of 2001.

## PLAYER'S NOTE

The text of "Red Maple" is designed to be used by the referee. **Twilight: 2000** players taking part in this mini-adventure should stop reading this *now*!

## REFeree's NOTE

The text of this mini-adventure is of two types: standard and italic. All italic text may be read to or seen by the players. The standard text is for the referee's eyes only. Information in standard text should only be revealed to the players if the referee feels it is warranted; for instance, the players will only find out that Victoria is a wasteland if they go there, etc.

Details are given for the major points and locations of interest on Vancouver Island that play a part in this adventure. A great deal of precise detail was omitted to allow the map to be read clearly and to streamline the adventure. If further adventures are going to be played out on Vancouver Island, it is strongly suggested that more detail be filled in by the referee before play begins.

In addition to primary areas and locales, the important persons and organizations present on the Island are also detailed herein.

With this mini-adventure and a bit of work on the part of the referee, Vancouver Island can be developed into a backdrop for an enjoyable **Twilight: 2000** campaign.

Maps of Vancouver Island and the rest of British Columbia will be very helpful and can be obtained by writing to the following address:



Tourism British Columbia  
Parliament Buildings  
Victoria, B.C.  
Canada  
V8V 1X4

Also of interest to referees will be the article entitled "Canada: 2000" in **Challenge** magazine 30.

## CHARACTER BACKGROUND

The player characters may have come from any of a number of places. They should not be from Vancouver Island initially as that would give them information which they should not know at the start of this adventure.

**Europe:** The characters were evacuated from Europe or found a way home on their own. Upon arriving in North America they moved steadily west, eventually landing on Vancouver Island where they were recruited by the DRI.

**Middle East:** The characters decided they wanted to go home, and after searching around, found a vessel that fit the bill. Their boat was wrecked or ran aground off the west coast of Vancouver Island and the characters were subsequently picked up by the DRI.

**Korea:** The characters were members of the 8th US Army (or of allied Chinese, South Korean, or Australian units), and after leaving Korea by boat, were shipwrecked on Vancouver Island where they were recruited by the DRI.

**North America:** The characters were

never sent out of North America. They may have served in the Pacific Northwest theater of the war. After the collapse of the warring armies, the characters found their way to Vancouver Island where they were recruited by the DRI.

**Note:** If referees plan to begin a **Twilight: 2000** campaign on Vancouver Island, a character background might go like this:

The player characters were members

of 3/Canadian Scottish Regiment (abbreviated 3/C-Scot-R) which broke up just east of Vancouver, British Columbia in mid-2000. After wandering aimlessly around the lower Fraser River Valley for a few months, they decided to seek safety, relatives, etc. on Vancouver Island and began searching for a boat. After finding said boat, the characters sailed across the Strait of Georgia to Vancouver Island. Upon their arrival on the Island, the characters were picked up by elements of the Department of Reconnaissance and Investigation (DRI), paving the way for this mini-adventure.

## THE MAP

The map provided with this mini-adventure depicts all of Vancouver Island and some of the larger islands around it. Only roads between the towns important to this mini-adventure are shown. All of these roads are fully paved and at least two lanes wide along their entire length, although they are all in dire need of repair after almost three years of neglect.

Referees will need to do some elaboration of their own if they plan to play a **Twilight: 2000** campaign on Vancouver Island.

## THE STORY SO FAR

The Soviet 62nd and 120th Motor-Rifle and 76th Tank Divisions were stopped just north of Hope, British Columbia by

Canadian and American forces in February of 1998 and forced to withdraw north. At Williams Lake the 62nd Motor-Rifle Division separated from the Soviet main body and moved west along Highway 20 to the town of Bella Coola. En route to and at Bella Coola the 62nd abandoned its tanks and most of the rest of their heavy equipment. After reorganizing in cantonment, large elements of the division embarked on a Dunkirk-style fleet and sailed south along the Inside Passage, arriving at Port Hardy on northern Vancouver Island in mid-September of 2000. However, nearly a third of the division's personnel were forced to remain in Bella Coola due to a lack of transportation. The division commander, Major-General Josif Timoshenko, is trying desperately to get the rest of his men to Vancouver Island before they all desert, starve, or are killed by anti-Soviet partisans.

With this in mind, Major-General Timoshenko has decided to attack the southern, Canadian-held, quarter of the Island to capture the Vancouver Island Defense Force's sailing vessels at Ladysmith. Since most of the vessels used by the Soviets during their first move are beyond repair or out of fuel, these sailing boats would be a tremendous asset in bringing the remaining personnel of the 62nd Motor-Rifle Division to Vancouver Island.

All would be going well for the Soviets if not for the following incident:

Roughly a week before the characters arrived on the scene a Soviet junior officer was taken prisoner by a reconnaissance patrol of the Renegades, just north of Parksville. Since none of the Renegades speak Russian, they turned their prisoner over to the Department of Reconnaissance and Investigations (DRI) for interrogation.

From their interrogation of the Soviet junior officer, the DRI learned of the Soviets' plan to attack Ladysmith. The DRI was also able to determine that the Soviet's Headquarters is in the town of Campbell River.

## THE VANCOUVER ISLAND COMMAND

The southern quarter of Vancouver Island is under the control of Canadian Forces (CF) Lieutenant-Colonel Christopher Campbell. He is in charge of what he has named the Vancouver Island Command, personally commands the Vancouver Island Defense Force (VIDF), and indirectly controls the Vancouver Island branch of the DRI. He has been given the title and authority of acting premier of British Columbia by Lieutenant-Colonel Gordon, the acting premier of the western area of the Federal Government of Canada. To date, Lieutenant-Colonel Campbell has been able to exercise the title of his position far more than the authority.

## CONDUCT OF THE ADVENTURE

*We'd only been out of the water for about 10 minutes when two five-quads drove onto the beach and disgorged 10 or 11 men who unpleasantly told us to stand still. Once they figured out we were friendlies, they helped us load our gear onto their trucks and took us into some place called Duncan.*

*In town we waited around, warming up and drying out by a fire, for 15 minutes before we were introduced by one of the guys who fished us out of the water to a Major Mark Anderson. The Major said he was the head of an outfit called the DRI and that he wanted to make a deal.*

*Great! Deals, I had 'em!*

*Anyway, Anderson said we could have a hot meal, change our clothes, and get some sleep.*

*That was the best offer we'd had in months!*

*The next morning we were awakened by Anderson himself. He said he wanted to see us in his office in a half hour.*

*When we got to Anderson's office he introduced us to his boss, a Lieutenant-Colonel Christopher Campbell. From there the two officers asked us if we were up to a short run north on a mission against the Soviets for the DRI.*

*I, being the ever-inquisitive type, asked why their own men couldn't handle it. Anderson frowned at my question and said "Because we don't have any people available, that's why!"*

*After he and Campbell dropped a few less-than-subtle hints to the effect that things could get unpleasant for us around here if we didn't accept, we agreed to take Anderson up on his generous offer.*

*And besides, it would just get boring around here with nothing to do. Right?*

## BRIEFING

Given here is the information covered in the character's pre-mission briefing. It may be read to the players in its entirety.

*After being led into a large office by a clerk, you are left alone for a couple of minutes. Shortly, however, Major Anderson walks into the room and, motioning towards a group of chairs in the corner, says "Gentlemen, take a seat.*

*"Gentlemen, here is the program for your mission.*

*"You will move north by road from Duncan to the town of Ladysmith. At Ladysmith you will board a sailing vessel captained by one Mr. Roger Kirsch. From Ladysmith you will sail north to the ruins of Comox. At Comox you will carry out an amphibious insertion by motor boat. Your team will be issued one geiger counter by us for your move through Comox. From Comox you will move north overland to the town of Campbell River. At Campbell River you will eliminate (read assassinate) the Headquarters elements, including the commanding general, of the 62nd Motor-Rifle Division.*

*"From Campbell River you will move west overland to the town of Gold River. At Gold River your team will be extracted by Mr. Kirsch by boat. From Gold River you will be returned to Ladysmith. From Ladysmith you will return to Duncan for debriefing and to issue your report.*

*"Gentlemen, you leave in 24 hours.*

*"Good luck!"*

## REFEREE'S NOTE

If the players ask questions at the briefing (and unless they are all lobotomized, they will) you can provide information on a question-by-question basis from the rest of the text of this mini-adventure as you see fit. See The Story So Far for information.

This adventure begins in late December of 2000 or early January of 2001 and the Soviet's attack on Ladysmith is scheduled for late January or early February of 2001, which means all of this happens in winter. Any characters who need cold-weather clothing will be issued parkas by the DRI.

## A NASTY TWIST

The Captain of the character's insertion/extraction ship, Mr.



Roger Kirsch, is an avowed Communist. He has managed to keep this fact secret from both the VIDF and the DRI. After putting the characters ashore at Comox, he will attempt to radio the Soviets and tell them of the characters' presence before returning to Ladysmith. He is not, however, aware of the characters' mission.

Mr. Kirsch speaks Russian (70%) and there is a 60-percent chance that the Soviets will receive his message. If this happens, the characters will be dogged by Soviet troops all the way through their mission. If so, a valuable aid to this mini-adventure will be the article entitled "Wilderness Travel and Pursuit" in **Challenge** magazine 28. He will not be able to tell the Soviets where the characters are to be extracted either.

All of the men who work on Roger Kirsch's boat are members of Red Maple.

### ANOTHER NASTY TWIST

When Roger Kirsch is supposed to go to Gold River and pick up the characters, he will only sail half way, wait a reasonable amount of time, and then sail back to Ladysmith. He will inform Major Anderson that the characters failed to arrive.

All that can be said now is that the characters had better have good boots on.

### PERSONALITIES

Presented here are a number of important people who have taken up residence on Vancouver Island.

#### Dean Juthans

In 1993, at the age of 12, Dean Juthans joined the Canadian Scottish Regiment cadet corps in Nanaimo and by early 1997 had attained the rank of Warrant Officer. In 1997, Dean and a group of his friends moved south to Ladysmith. Shortly after that Nanaimo was destroyed in the nuclear attack on Canada. During the anarchy which followed, Dean and his friends, then organized as a street gang, moved north again, from Nanaimo to Parksville.

During the move north Dean surfaced as the group's leader by successfully commanding the group through a number of engagements with other gangs. Shortly after their arrival in Parksville, Dean used his cadet experience to reorganize his gang, now named The Renegades, to resemble a Canadian infantry company.

Dean Juthans has declared the town of Parksville a semi-autonomous zone, and The Renegades police and defend the town. The people of Parksville like Dean and his Renegades because they are fair and very honest—a practice encouraged by Dean.

Dean Juthans is a veteran NPC. He speaks English (100%).

**NPC Motivation Results:** *Spade Ace:* Dean is a very charismatic young man and the people of Parksville and The Renegades are very loyal to him. *Heart Queen:* Dean's girlfriend's name is Erin Scott, and he would willingly sacrifice his life for hers.

#### Major-General Josif Timoshenko

At the start of the Soviet's campaign in North America, Josif Timoshenko was in command of the 62nd Motor-Rifle Division's tank regiment. Since the 62nd's arrival in British Columbia in August of 1997, he has worked his way up through the ranks to the command of the division. He is the primary reason

that the number of his men that are alive are staying that way. He is an excellent officer. He alone thought of taking the 62nd from Bella Coola to Vancouver Island and relative safety.

Major-General Timoshenko is an Elite NPC. He speaks Russian (100%) and English (40%).

**NPC Motivation Results:** *Club Ace:* Major-General Timoshenko is a superb military officer. *Spade 4:* Major-General Timoshenko is very good and he knows it. Many of his subordinates are occasionally disgusted by his boastfulness.

#### Roger Kirsch

Before the war Roger Kirsch was a member of the Communist Party of Canada. After the nuclear attack on Canada started in late 1997, he moved to Duncan from Victoria and gathered his surviving friends from the Party together. In mid-1998 he officially organized his friends into Red Maple.

He would like very much to have the Soviets take over the whole of Vancouver Island. Roger Kirsch is a very friendly character when first met, but this is only a disguise worn by him to hide his true nature.

Roger Kirsch is a Veteran NPC. He speaks English (100%), Russian (70%), and French (50%).

**NPC Motivation Results:** *Spade King:* Roger Kirsch would be more than willing to sell out the Vancouver Island Command to the 62nd Motor-Rifle Division. *Spade 9:* He wants to be given command of southern Vancouver Island if and when the Soviets take it over.

#### Lieutenant-Colonel Christopher Campbell

In 1990, Christopher Campbell joined the Canadian Army and went through officer's training. By 1995 he had attained the rank of Captain. In 1997, shortly after the Soviet's invasion of North America, Captain Campbell was stationed at a communications facility on northern Vancouver Island as a security officer. After the nuclear attack on Vancouver Island in late December of 1997, he moved south and reorganized the



dispersed elements of the Canadian Forces present on the Island into a cohesive force, absorbing many other men into the VIDF as well. By this time he had been promoted to Major.

Upon the death of his commander, Lieutenant-Colonel Joseph Wagner, in a vehicle accident in January of 1999, he was promoted to the rank of Lieutenant-Colonel and made the military governor of Vancouver Island by then-acting Prime Minister Gordon of the Western Military Government.

After being promoted to Lieutenant-Colonel, Campbell established the Vancouver Island Command with its capital/headquarters in Duncan. He then ordered Major Mark Anderson to organize a branch of the Department of Reconnaissance and Investigations on Vancouver Island.

Lieutenant-Colonel Christopher Campbell is an Elite NPC. He speaks English (100%), French (80%), and German (60%).

**NPC Motivation Results:** *Heart Ace:* Christopher Campbell is an exceptionally honest man. *Heart 7:* He is still loyal to the Canadian Federal Government.

#### Major Mark Anderson

Until late 1997 Major Mark Anderson had been a senior intelligence officer on Vancouver Island. After the nuclear attack he moved south to Duncan where he was eventually discovered by Campbell. After Campbell's promotion to Lieutenant-Colonel, Anderson was ordered to form Vancouver Island branch of the Department of Reconnaissance and Investigations. Since February of 1999, Major Anderson has served as the Officer Commanding of the DRI on the Island.

Major Mark Anderson is a Veteran NPC. He speaks English (100%), French (90%), and Russian (70%).

**NPC Motivation Results:** *Spade 3:* Major Anderson likes to impress people by retelling all of his old war stories. *Heart 6:* He is unswervingly loyal to the Vancouver Island Command.

#### ORGANIZATIONS

Following are a number of organizations which are present on Vancouver Island. Referees will need to indicate locations for numbers of troops and types of heavy weapons and vehicles, if any, for each of these organizations.

##### The Renegades

The Renegades is a pro-NATO group of youths who, before the war, were a mixture of Army Cadets and "Punk Rockers." They were first identified as a group in April of 1998.

**Referee's Note:** This group is competent and highly motivated having, for the ages of its members (15 to 20 years), a high level of discipline and training. They are friendly with both the VIDF and the DRI. Their flag is a white Anarchy symbol on a black field.

**Leader:** Dean Juthans is the very popular leader of The Renegades.

**Meeting The Renegades:** The Renegades may be encountered anywhere within 20 kilometers of Parksville. They maintain vigorous aggressive patrols of their Area of Operations (AO).

**Numbers:** Including the leaders, 100 "men." There are an additional 100 "camp followers" with The Renegades, most of whom are girlfriends of combat personnel in The Renegades. In The Renegades there are 30 Veterans, 50 Experienced, and 20 Novices. All "camp followers" are Novices.

**Where Found:** The Renegades live in and defend the town

of Parksville.

**Weapons and Equipment:** For Veterans: 15 M16A2s, 10 FALs, five pump shotguns, four 9mm automatic pistols, and three .38 special revolvers. For Experienced: three AKMRs, 27 Sterlings, eight pump shotguns, 12 .30-06 lever actions, and two 9mm automatic pistols. For Novices: seven .38 special revolvers, nine .22 rifles, five .30-30 lever actions, and six 12-gauge double barrels. All "camp followers" are unarmed. All small arms have 50 shots of ammunition.

The Renegades also have a BTR-70 which they recently captured from the Soviets.

##### The 62nd Motor-Rifle Division

The Soviet 62nd MRD arrived in northern Vancouver Island in mid-September of 2000. After retreating west along highway 20 to Bella Coola, the 62nd embarked on a Dunkirk-style fleet and sailed south along the Inside Passage to Vancouver Island.

**Referee's Note:** Nearly a third of the division's personnel were forced to remain in Bella Coola due to shortage of transportation. The personnel of the following divisional elements are on the Island: the Divisional HQ, two Motor Rifle Regiments, the Tank Regiment, the Artillery Regiment, the Antitank Battalion, and the Reconnaissance Battalion.

**Leader:** Major-General Josif Timoshenko is the commanding Officer of the 62nd Motor Rifle division.

**Meeting the 62nd MRD:** Elements of the 62nd MRD will be encountered almost everywhere north of the road connecting Port Alberni and Parksville.

**Numbers:** Including the leaders, 1700 men. This includes 100 Elite, 400 Veteran, 500 Experienced, and 700 Novices.

**Where Found:** Referees should place Soviet garrisons in all the towns in their part of the Island. There are larger-than-average Soviet forces opposite Port Alberni and Parksville, and at least a third of the Soviet force is in Campbell River. There is no garrison at Comox. Other than these criteria, referees may locate Soviet strengths however they see fit.

**Weapons and Equipment:** The men of the 62nd MRD are armed with small arms which run the gamut of Soviet weapons. The equipment of the divisional elements is as follows: Division HQ, three motorcycles and one UAZ-469; 1st MRR, four BTR-70s; 2nd MRR, three BTR-70s; Tank Regiment, three BTR-70s; Artillery Regiment, four D-30s; AT Battalion, two Rapira-1s and one BRDM-2 with AT-4s; Recon Battalion, one BMP-A and one BRDM-2.

Each soldier carries 50 shots of ammunition and at least one fragmentation grenade. Each large-caliber gun has 25 rounds of ammunition. The BRDM-2 of the AT Battalion has seven AT-4s. The BMP-A of the Recon Battalion has no ATGMs remaining.

##### Red Maple

Red Maple is a pro-Soviet underground group in southern Vancouver Island. It was founded by Roger Kirsch in mid-1998.

**Referee's Note:** The members of Red Maple are all loyal Communists who would love to see the 62nd MRD take over all of the Island. They are hard at work to bring that about.

**Leader:** Roger Kirsch is the founder/leader of Red Maple.

**Meeting Red Maple:** It is possible, though unlikely, for the characters to meet members of Red Maple and know they are members. It is more likely that Red Maple will "arrange" a



"meeting" or two with the characters if they make themselves known.

**Numbers:** Including the leaders, 80 men and women. This includes 20 Veteran, 30 Experienced, and 30 Novices.

**Where Found:** Red Maple operatives may be encountered throughout southern Vancouver Island.

**Weapons and Equipment:** For Veterans: five 9mm automatic pistols, five AKMRs, and 15 Sterlings. For Experienced: 20 FALs and 10 .30-30 lever actions. For Novices: 30 .30-06 bolt action rifles. Each weapon has 20 shots of ammunition. Red Maple also has two engineer demo kits and two cases of plastic explosive blocks (20 blocks per case).

### The Vancouver Island Defense Force

The VIDF is the military arm of the Vancouver Island command's governmental structure. It is composed of ex-cadets, militia, regular force, police, and RCMP personnel.

**Referee's Note:** The Vancouver Island Command considers itself subordinate to the Canadian Federal Government.

**Leader:** The VIDF is under the command of Lieutenant-Colonel Christopher Campbell. Lieutenant-Colonel Campbell is also the military governor of the Vancouver Island Command.

**Meeting The VIDF:** Elements of the VIDF may be encountered throughout southern Vancouver Island.

**Numbers:** Including the leaders, 600 men. This includes 50 Elite, 100 Veteran, 150 Experienced, and 300 Novices.

**Where Found:** Throughout southern Vancouver Island. More frequently (and in larger numbers) along the VIC's northern boundary, the road connecting Port Alberni and Parksville.

**Weapons and Equipment:** The VIDF is armed with a selection of Canadian Army small and light support arms.

### The Department of Reconnaissance and Investigations

The western branch of the DRI was formed in Duncan in June of 2000.

**Referee's Note:** A few DRI agents were in northern Vancouver Island when the Soviets arrived and have been there ever since, supplying the VIC with information about the Soviets as much as possible. Most of this information regards how many Soviet troops are where. No real intelligence is gained from them. Referees may wish to have one or two of these agents assist the characters, although they should *not* know what the characters' mission is.

**Leader:** The DRI on Vancouver Island is commanded by Major Mark Anderson.

**Meeting the DRI:** The DRI *will* be encountered by *everyone* who enters the VIC. A DRI patrol will meet the characters shortly after they arrive on the Island.

**Numbers:** Including the leaders, 160 men. This includes 30 Elite, 30 Veteran, 80 Experienced, and 20 Novices.

**Where Found:** Virtually any location which is on Vancouver Island.

**Weapons and Equipment:** DRI agents may be armed with any small arm which might be found in this theater of war. Each small arm has 100 shots of ammunition and the DRI has a reserve of 350 assorted hand grenades.

### PLACES OF INTEREST

A number of places may be of interest. These are described in the following section.

### Duncan

Aside from being the home of the world's largest hockey stick, by late 2000, Duncan is the provisional capital of British Columbia and the center of non-Soviet activity on Vancouver Island. In mid-1999 Lieutenant-Colonel Campbell concentrated the remaining elements of the Canadian Armed Forces in and near Duncan. He was thereby able to gain control of the largest remaining population center on Vancouver Island along with the entire Cowichan Valley, the vital agricultural area for which Duncan is the center.

Duncan in late 2000 is the home of just over 7000 souls. The majority of the VIDF's and DRI's personnel, equipment, and vehicles are stationed at Duncan. From Duncan the VIC maintains touch-and-go communications with the Canadian Federal Government's capital.

**Rumors:** One or two per individual (50% chance).

**Referee's Note:** The characters should only be able to learn three or four rumors in Duncan before they leave.

### Ladysmith

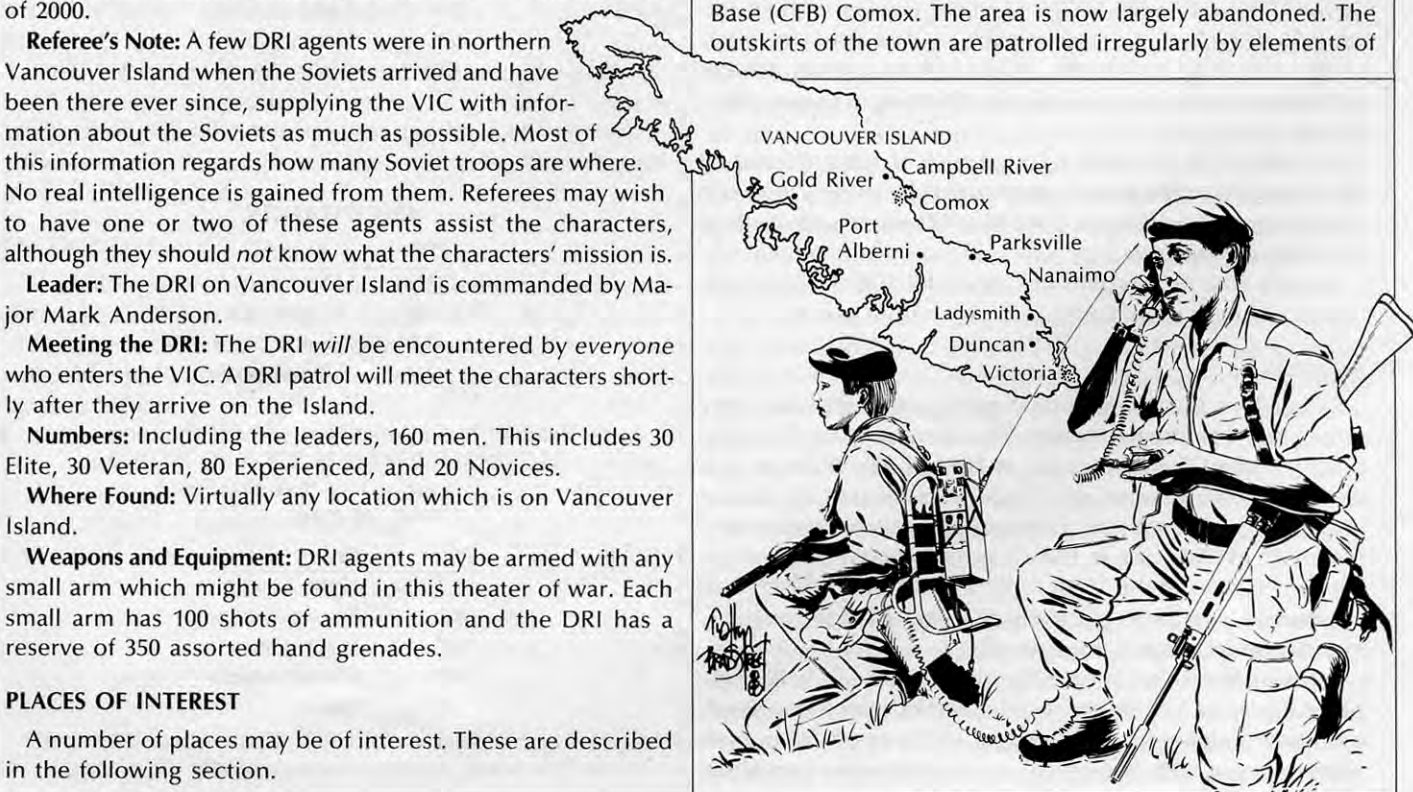
Ladysmith is the home port of the VIDF's small fleet of shipping assets, a hodgepodge of sail, steam, and alcohol-powered vessels, as well as assorted privately owned vessels. The town also has an operational steam-powered sawmill which forms the backbone of its economy.

Ladysmith has a civilian population of almost 800 and is garrisoned by 50 men of the VIDF and 20 men of DRI.

**Rumors:** One rumor per individual.

### Comox

Comox and the neighboring town of Courtenay were obliterated by a single nuclear warhead on 29 December 1997. The weapon detonated over the near-center of Canadian Forces Base (CFB) Comox. The area is now largely abandoned. The outskirts of the town are patrolled irregularly by elements of



the Soviet 62nd Motor Rifle Division.

**Referee's Note:** There is a 20-percent chance of a Soviet patrol being present when the characters put ashore from Kirsch's boat. If present, the patrol will be composed of foot-mobile soldiers, each typically armed and equipped and with typical stats as per the *Referee's Manual* and *Referee's Charts*. The patrol leader will also have a geiger counter.

The apparent crater of the nuclear weapon is near the central east shoreline of the southeastward-pointing peninsula at Comox on the Map and is approximately 200 meters in diameter and 35 meters deep.

### Campbell River

Campbell River is presently the headquarters of the Soviet 62nd Motor Rifle Division. It is here that the majority of the Division's assets are gathered. The Soviet commander exercises his control of the northern three quarters of Vancouver Island from the town hall. The town currently has a population of around 300 civilians. These civilians dislike their Soviet rulers and any non- or anti-Soviet personnel will be assisted as much as possible by them.

The northern DRI operatives have a safe-house on the outskirts of the town.

**Rumors:** Up to three per individual (roll 1D6: 1-2, one; 3-4, two; 5-6, three rumors per individual).

### Gold River

This is a small town with a current population of around 100 civilians. There is a Soviet garrison of 20 men in Gold River. The civilians in Gold River like the Soviets almost as much as the civilians in Campbell River do.

**Rumors:** One rumor per individual.

### Port Alberni

Port Alberni is on the VIDF's northern frontier with Soviet-controlled territory. Constant trench warfare goes on to the north of the city. Due to this, there is only a small resident civilian population of approximately 400 living in the southern reaches of the city.

Port Alberni is occupied by a garrison of 150 VIDF and 20 DRI personnel. This force is maintained by using a network of logging roads which run from Port Alberni to just south of the ruins of Nanaimo.

**Rumors:** One or two per individual (roll 1D6: 1-3, one; 4-6, two rumors per individual).

### Parksville

Parksville is the home of the youth gang and paramilitary force known as The Renegades. The town has a total population, including The Renegades, of around 400. The town is a semi-autonomous zone, and The Renegades are in a state of unceasing conflict with the Soviets to the north because of this. Just south of Parksville, in the village of Nanoose Bay, are garrisoned 50 men of the VIDF.

**Rumors:** Up to three per individual (roll 1D6: 1-2, one; 3-4, two; 5-6, three rumors per individual).

**Referee's Notes:** Both Port Alberni and Parksville will be impregnable to all but the most concerted of attacks. However, both towns' defenses are strongest to the north. Also, both sides carry out raids into enemy territory between Port Alber-

ni and Parksville continuously. Firefights along this road are frequent.

### Nanaimo

This city was destroyed on 28 December 1997. The target of the strike was Nanaimo Military Camp and the bunker thereon. The northern one-third of the city is still relatively intact. It is, however, largely uninhabited. The rest of the city is virtually abandoned except for a few scavengers and harmless (or are they?) loonies around the outskirts.

**Rumors:** One per individual.

### Victoria

The prewar provincial capital and pacific naval headquarters, Victoria was smashed by a nuclear strike on 26 December 1997. Only the northern third of the city is remotely intact. Even there large areas of residential districts are burnt out or severely damaged. This region of the Island is *not* under VIDF or DRI control and is very chaotic, although the DRI does patrol occasionally.

### WEATHER

During winter on Vancouver Island it is always cold (although it is not always below freezing), and rarely does it stop precipitating (read it pours all winter). Given below is a group of simple weather tables for the area of the Island covered in this adventure. Although these tables are so simplified as to be made the laughing stock of any meteorologist's convention, they are accurate enough to serve and will portray the Island's gloomy winter appearance so well known by the author.

#### CLOUD COVER

| D10 | Result         |
|-----|----------------|
| 1-2 | Partial clouds |
| 3-5 | Light clouds   |
| 6-9 | Heavy clouds   |
| 10  | Clear sky      |

*Note:* Partial clouds can only give light rain. If the sky is clear, it cannot rain or snow.

#### PRECIPITATION

| D10 | Result     |
|-----|------------|
| 1-3 | None       |
| 4-6 | Light rain |
| 7-8 | Heavy rain |
| 9-0 | Downpour   |

*Note:* Read all "rain" results as snow if the temperature is below freezing.

#### WINDS

| D10 | Result        |
|-----|---------------|
| 1-3 | Light breeze  |
| 4-5 | Strong breeze |
| 6-7 | Light winds   |
| 8-9 | Strong winds  |
| 0   | Gales         |

*Note:* The winds on the island generally blow east.



## TEMPERATURE

| D10 | Result                            |
|-----|-----------------------------------|
| 1-6 | Above freezing (but still chilly) |
| 7-0 | Below freezing                    |

Temperature and cloud cover should only be rolled for weekly, whereas precipitation and winds may be determined on a daily basis.

If referees wish to be more accurate and detailed in determining the weather, they should refer to the article entitled "Weather" in **Challenge 29**.

## RUMORS

It is possible for the characters to hear rumors from people in towns or by questioning travellers. Roll 2D6 and use the following:

**2:** The Russians have some sort of Gulags in the northern part of the Island.

**3:** The Russians aren't ready to attack anyone because their men are all weak from hunger.

**4:** The Russians are currently getting ready to attack Part Alberni.

**5:** Those Renegades are nothing more than a gang of thugs who work for whoever pays the most.

**6:** There is some sort of underground at work in southern Vancouver Island.

**7:** There are vicious packs of wild dogs in Nanaimo and they would sooner eat you than look at you.

**8:** Our Army is going to launch an attack against the Russians next week.

**9:** The Cowichan Valley's crops were scant this year. There are going to be serious food problems next year.

**10:** The Army is going to lift martial law next month.

**11:** The Army is conscripting men all over the south end of the Island.

**12:** The Russians want to leave the Island this year.

When rolling to determine rumors, duplications are not rerolled. (They are obviously well known rumors.)

Referees are encouraged to make their own rumors to supplement those given here.

## ENCOUNTERS

The following encounter tables list the most frequent types of encounters for the area of the island covered by this adventure. In addition to those described, referees should try to invent with their own individual encounters to make their game more enjoyable.

SOUTH OF PORT ALBERNI/PARKSVILLE  
D10 Roll by Location

| Road | Ruins | Off-Road | Result    |
|------|-------|----------|-----------|
| 1-3  | 1     | 1-2      | Army      |
| —    | 2-6   | 3-7      | Dogs      |
| 4-5  | 7-9   | 8        | Wreck     |
| 6    | —     | —        | Convoy    |
| 7-10 | 10    | 9-10     | Civilians |

Note: Army can be VIDE, DRI, or marauders depending on the place where the encounter takes place.

NORTH OF PORT ALBERNI/PARKSVILLE  
D10 Roll by Location

| Road | Ruins | Off-Road | Result   |
|------|-------|----------|----------|
| 1-4  | 1     | 1-2      | Army     |
| —    | 2-6   | 3-7      | Dogs     |
| 5-8  | 7-9   | 8-9      | Wreck    |
| 9    | —     | —        | Convoy   |
| 10   | 10    | 10       | Civilian |

Note: Army will be Soviets.

The referee is encouraged to create and elaborate on any encounters using the encounter rules from the basic game.

## CHARACTER EQUIPMENT

If referees wish to begin a campaign on Vancouver Island, they should limit the amount of equipment that characters possess for this adventure since they had to get to the island on a fairly small boat. Given below are five equipment "allotments." One of these should be given to each player character. If there are more than five players in your group, referees should use the allotments given as examples to create as many more as are needed.

The following process was used to create the equipment allotments.

Since the characters are assumed to have come from somewhere else where they had been fighting for some time, availabilities and costs of items were ignored. This was done due to the small amount of kits available to the characters. Each allotment amounts to roughly 50 kilograms of equipment, and all items are assumed to be at least near-new at the start of the adventure.

Only equipment which would have been available in the theater the characters came from may be included in the allotments. French FA-MAS rifles are not going to be available in Western Canada!

Only man-portable equipment may be included. The allotments shown were created on the assumption that the characters came to Vancouver Island from mainland British Columbia. GDW's **Small Arms Guide** and the **Twilight: 2000** basic game's *Equipment List* were used to generate the equipment allotments shown. Referees who do not own these products may need to revise them.

The VIC will be able to give the characters a geiger counter and some parkas and that is all. The characters may leave any equipment they wish with the DRI in Duncan. All of it will be returned when they get back from Gold River. Alternatively, the referee may have some of the characters' kit "disappear" while it is in storage. The players may not adjust or change the allotments except by trading equipment from character to character using the equipment in the allotments.

## Further Character Equipment

If referees allow it, the characters may have "the rest" of their equipment, vehicles, etc., hidden on the mainland. This should only be allowed if the characters came to Vancouver Island from mainland North America. Allowing a mainland cache might create a perfect opportunity for the referee to get the characters onto the mainland at a later date in a campaign.

Use the following process to create the character's cache on the mainland.

Subtract the value of each character's allotment (from the price list in the game) from his total money amount as determined during character generation. Allow each character to "buy" the indicated amount's worth of equipment. All of this equipment will be placed in the character's mainland cache. Standard availabilities and prices must be observed when creating the character's cache, however.

A character may only have equipment in the group's cache if, during character generation, he generated more starting money than the total value of his equipment allotment. If not, he is carrying all his worldly possessions.

Determining vehicles owned by the group, for placement in their cache, is done as indicated in the *Players' Manual*.

### Equipment Allotments

Equipment allotments are as follows.

**Number One:** Doctor's medical kit, atropine ( $\times 10$ ), personal medical kit, rucksack, fatigues, kevlar flak jacket; shelter half, parka, sleeping bag, gas mask; Colt python; 60 shots of .357 magnum, Remington model 870P, 75 shots of 12-gauge, knife, frag grenades, pain reliever, mild ( $\times 100$ ), 10 kg of domestic food.

**Number Two:** Seven kg of MREs, basic tool kit, electrical repair tools, Browning HP-35, 48 shots of 9mmP, AKMR, 140 shots of 5.45B, bayonet, rucksack, fatigues, combat webbing, flashlight, personal medical kit, plate insert jacket, thermal fatigues, wheeled vehicle tools.

**Number Three:** Rucksack, combat webbing, fatigues, 10 kg of MREs, shelter half,  $4\times$  binoculars, starlight scope, two-km hand radio, personal medical kit, M16A2, 180 shots of 5.56N, claymore mine ( $\times 1$ ), frag grenades ( $\times 4$ ), WP grenades ( $\times 2$ ), M203 GL, 40mm HE grenades ( $\times 2$ ), ballistic nylon helmet.

**Number Four:** Fatigues, rucksack, combat webbing, knife, 12 kg of domestic food, Makarov PM pistol, 45 shots of 9mmM, MAG machinegun, four 7.62N 33-shot belts, ballistic nylon helmet, kevlar flak jacket, gas mask, personal medical kit, shelter half, parka, flashlight.

**Number Five:** Fatigues, rucksack, combat webbing, 10 kg of MREs, Charter Arms 45 pistol, 60 shots of .45ACP, knife, Ruger Mini-14 with folding stock, 140 shots of 5.56N, M202, four-round clip of 66mm HEAT.

These allotments should be distributed by the referee, not thrown to the group for them to bicker over who gets what. Keep in mind each character's relative skills, and try to be fair. Of course, you may decide on some other means of determining equipment distribution.

### FURTHER ADVENTURES ON VANCOUVER ISLAND

The following section suggests further adventures which can be staged in Vancouver Island.

**Rooting Out Red Maple:** If the characters make it back to Duncan, they are probably going to have a big hate on for Roger Kirsch. He will no doubt try to avoid them entirely. This scenario could involve a chase in or through the Gulf Islands or onto the mainland as the characters pursue Roger Kirsch. Note that if Kirsch flees Vancouver Island, he will leave his subordinate, Walter Davies, in command of Red Maple.

**Free the Soviet's Prisoners:** The characters might be sent north

again by the DRI. This time to attack the Soviet prison camps in the northeastern parts of the Island. Any prisoners freed will have to be escorted back to the VIC course.

**Conduct Salvage Operations in the Ruins:** The characters might go into Nanaimo or Victoria to determine what is and isn't salvageable and how to get it out of the city. Remember that Victoria is predominantly a lawless zone!

**Reconnoiter Mainland Coastal Towns:** The characters are sent across the Strait of Georgia to scout out/take control of a small town on the mainland. The DRI will have their hand in a mission of this sort. A town such as Sechelt or Powell River would be appropriate.

*Note:* Since this campaign region is on an island, at least one of the characters in the group should have small boat handling skill (SBH). However, the boat used by the characters to get to Vancouver Island should have been wrecked. This will prevent the characters from having too much freedom of movement and allow the referee to pace the campaign exactly how he wants to.

### A NOTE TO REFEREES IN CASE OF MISSION FAILURE

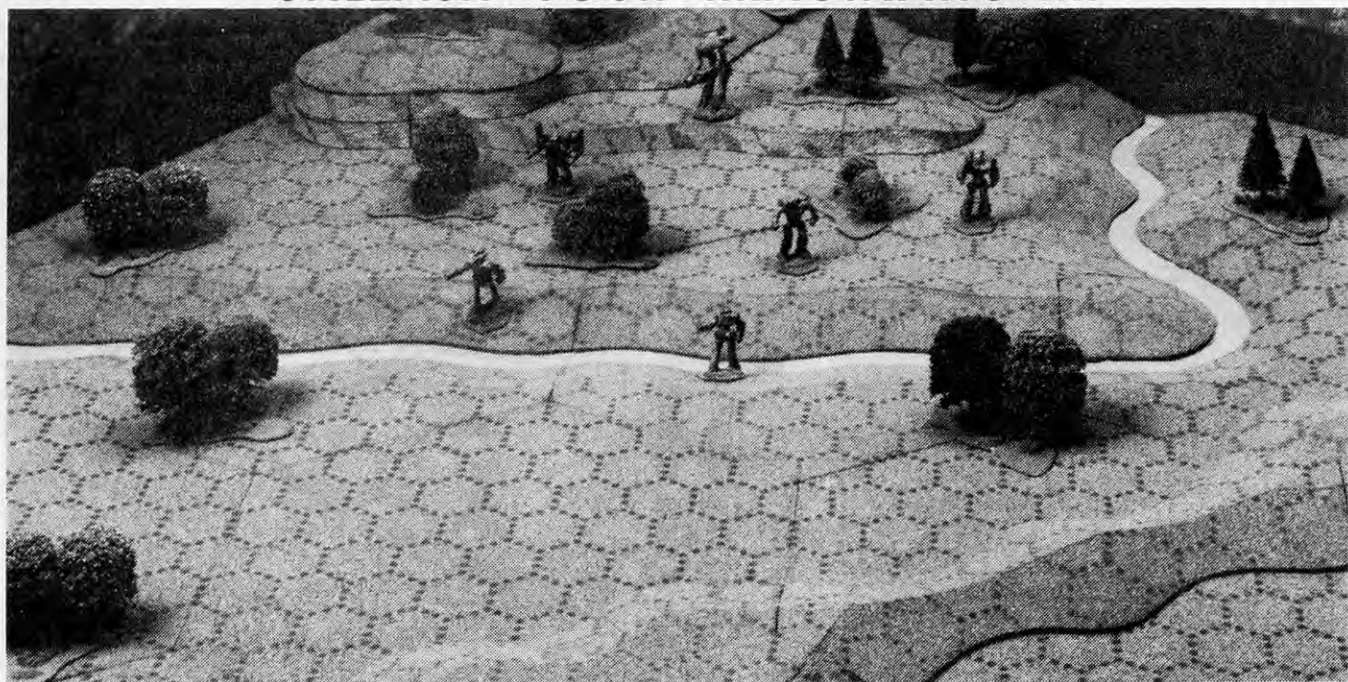
Should the characters fail to eliminate the Soviet HQ, *don't panic!* This is a perfect opportunity for you to throw Vancouver Island into *total* anarchy (suitably sinister laughter goes here)! Play through the Soviet attack on the VIC. During said attack, have the Soviets and Canadians fight each other to exhaustion. Disintegrate them both, mixing them up (such as Canadians in the north and Soviets in the south for example) in the process. This will provide you and your players with innumerable adventuring opportunities as well.

The Soviet attack on the VIC also provides referees with an opportunity to make use of the **Twilight: 2000** miniatures rules provided in **Challenge 25** if they so desire.





## UNLEASH YOUR IMAGINATION...



**DEALER  
INQUIRIES  
INVITED**

○ **BATTLESCAPE** ○  
○ A REVOLUTION IN GAMEBOARD DESIGN ○

**\$99.95  
PER SET  
58 PCS.**

Tired of playing your game on the same old board? Move up to the world of 3-D terrain simulation with **BATTLESCAPE™** from GEO-HEX. Based on our award winning and critically acclaimed GEO-HEX™ Terrain Simulation System, **BATTLESCAPE™** is both a flexible terrain display system for miniatures and hex grid gameboard rolled into one.

### NO ASSEMBLY IS REQUIRED !!

Covered in your choice of either grass green or desert sand flocking, each **BATTLESCAPE™** set comes completely finished and ready for use. Now you can model streams, rivers, hills, islands, cliffs, etc., from the moment you open the box. And while the unique, patented shapes allow you to create an endless variety of landforms, the overlying 1.5 inch hex size grid allows you to use boardgame rules and movement systems. So leave flat, featureless gameboards behind; ask your local hobby dealer about us or contact us directly at the address below, and enter a realm of adventure with **BATTLESCAPE™**!

528 NE HANCOCK  
PORTLAND, OR 97212

(503) 288-4805

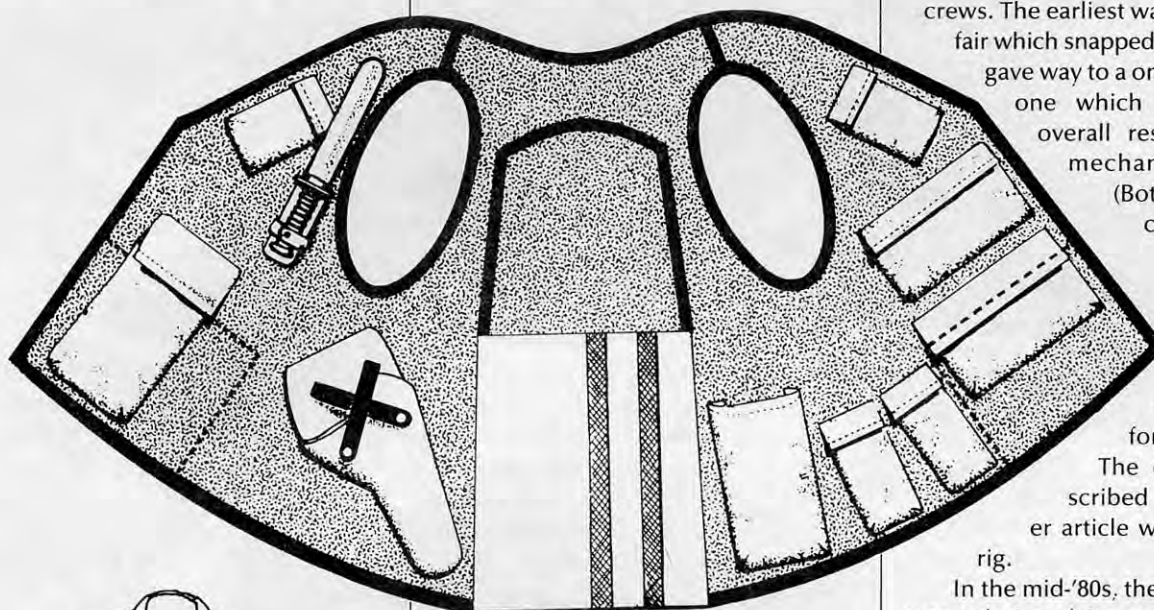
A COLOR CATALOG OF OUR FULL LINE OF TERRAIN PRODUCTS IS AVAILABLE FOR \$3.00 U.S. VISA AND MASTERCARD HOLDERS CAN CALL, OTHERS SEND CHECK OR MONEY ORDER.



**GEO-HEX**™

IF ORDERING FROM THIS AD PLEASE INCLUDE SHIPPING WITH ORDER. U.S. SHIPPING, 5%; CANADA, 12%; OVERSEAS SURFACE, 15%; AIR 30%. ALL PAYMENTS IN CURRENT U.S. DOLLARS. PRICES SUBJECT TO CHANGE WITHOUT NOTICE.

# Equipment for Armor Crews



crews. The earliest was a two-piece affair which snapped at the waist. This gave way to a one-piece garment one which bore a strong overall resemblance to a mechanic's coveralls.

(Both of these items can still be found in the system at the time this is written).

This suit is worn over the battle dress uniform (BDU).

The other items described in Fred's earlier article will complete the

rig.

In the mid-'80s, the Nomex coverall was redesigned; it now looks somewhat more like a flight suit than its predecessors. What set the Nomex suit of the '80s apart from the earlier CVC suits was the fact that it represented a return to the British "Pixie Suit" tanker coverall design that appeared during WWII: many pockets (two each on the chest, front hips, upper thighs, and lower legs), an extraction strap centered on the upper back (a slight departure from the British design) designed to aid in lifting a wounded/unconscious crewmember out of the vehicle, and (probably equally as important as the extraction strap) a drop-seat for individual relief. Nomex gloves and a hood protect the hands and face. CVC suit legs are worn over the boots, instead of bloused into them.

The waist-length tanker's jacket has made a comeback as well. The decision was made to adopt the Air Force's current issue flight jacket, which is fairly close to the well known pilot's jacket, but for the fact that it has a squared, windbreaker-like collar, larger waist pockets (with covering flaps rather than open tops) and a flap on the back to allow use of the extraction strap.

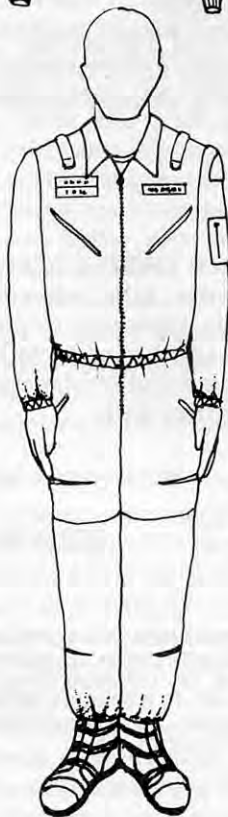
The older green flak vest has been replaced by a camouflaged kevlar vest which is both lighter and more flexible, as well as being better at stopping shell fragments and low-velocity rounds (such as pistol rounds). The infantry-style LBE (load bearing equipment) is being replaced by the CVC survival vest, which

By Robert Paul Toy

This article is intended to act as an addition to Fred Kiesche's article in **Challenge** 32 which detailed tanker uniforms and equipment. In the late '70s, the Army began a serious effort to improve the clothing tankers wear aboard their vehicles. Little existed in the way of clothing designed specifically for wear by tank/APC crews. One exception was the waist-length jacket (which was banned for field wear around 1973). Another was the motorcyclist-style tanker's boot (a favorite target of nonarmor officers; in the late '70s a newly promoted brigadier was publicly embarrassed by the CG of the 82nd Airborne Division: "General, in this division, we wear boots with laces...."). Indeed, the standard uniform for tankers was, until recently, little different from that worn by their foot-mobile comrades-in-arms.

## CVC NOMEX SUIT

Battlefield experience with armor has shown that tank crews, like aircraft crews, needed some kind of protection from fire aboard their vehicles. In the late '60s, flight suits of a flame retardant material called Nomex were adopted by aircraft crews in Vietnam, and the army followed suit for helicopter crews. By the late '70s, experiments were being conducted with Nomex suits for armor





is the next topic of this article.

### THE CVC SURVIVAL VEST

At the same time that the CVC suit was being redesigned, another committee at the Armor School decided that it was time to find an armor-oriented replacement for the standard LBE. After extensive testing of a large cross section of US, NATO, and Allied equipment, the committee decided to look elsewhere, and aviators, once again, provided the answer.

The Vest, Survival, Mesh Net, SRU-21/P has been around for years as a staple of personal equipment for US aviators in all services. It fits tankers' needs by being light, flexible, minimal in bulk, and fairly comfortable when worn. Also, unlike the standard LBE, it can be worn inside the vehicle with minimal interference with movement—an important consideration given the crowded conditions in all AFVs. The standard LBE tended to get thrown in the bustle rack, where it could be forgotten during a quick bailout (well, all bailouts are quick, I suppose).

The SRU-21/P (NSN 8415-00-933-6232) is OD green and forest green in color. It has nine zippered, pouch-type pockets on the outside; two more large, velcro-closed pockets line the inside over the stomach. On the back is a solid nylon panel that covers a set of laces that "fine-tune" the size of the vest to suit the wearer. The vest comes in five standard sizes, extra small through extra large.

The armor school has a recommended "standard" load list for the vest (see illustration); with the exception of two items (both weapons), all items are carried in the vest pockets. The two exceptions are a pistol, carried in a holster fixed below the left arm (this holster comes separately and is to be installed by the individual wearer) and a bayonet, attached over the left breast pocket, as shown. The holster is charitably described by the word rudimentary; it merely holds the weapon in place, rather than protecting it from the elements. As time progresses, most troopers will likely replace it with something like the new nylon holster that is entering service with the new 9mm pistol.

### MCCV

One final item rounds out the CVC uniform, although this pertains only to M1A1 Abrams crews: the Micro Climatic Cooling Vest (MCCV). This is a garment worn under the BDU that enables the individual to keep reasonably cool during operations. Similar to the cooling unit designed by NASA to be worn under a pressure suit, the MCCV works in the same way: It circulates water through a fine mesh of tubes, carrying heat away from the wearer's body. The system was designed for the M1A1, there are no plans to incorporate this cooling system into the M1 or M60 series of AFVs.

### DISTRIBUTION

As for distribution, the items described are coming into the system, albeit slowly. The document that discusses some of these items, the *M60A3 Tank Combat Load Plan* (FC23-200-3, dated November '86), says: "The five-piece armor crew uniform ensemble consisting of body armor, Nomex coverall, Nomex gloves, CVC universal hood, and the tanker's jacket, is projected to be issued under force modernization program by the Department of the Army. All of the five-piece ensemble is type classified and will be issued only as a complete ensemble. Ac-

cording to Mr. Walters of the Defense Personnel Support Center in Philadelphia, the ensemble will be issued in three lots, first issue in second quarter of FY87, second issue in fourth quarter of FY87, and third issue in fourth quarter of FY88. The Nomex coverall and the tanker's jacket are now in the system in limited numbers. The other three pieces of equipment had not been procured as of 13 Jan 86." Considering how long it has taken to get things into the system in the past, it's very possible that by 2000, there will still be some units that haven't received their new gear.

### EQUIPMENT LISTING

Roman numerals correspond to pockets on the vest; see accompanying illustration.

#### I. Top Left Front

Lensatic compass

#### II. Lower Left Front

2 × 9mm magazine

2 × M16 magazine

#### III. Inside Left Bottom

1 × drinking water storage bag

1 × bottle, water purification tablets

#### IV. Top Right Front

1 × matchbox with matches

1 × emergency signaling mirror

1 × lipstick, antichapping

#### V. Middle Right Front

2 × chemical lightsticks

1 × lightstick shield

#### VI. Lower Right Front

2 × field dressing

2 × muslin bandage

1 × casualty blanket, mylar

1 × surgical adhesive tape

1 × providone iodine ointment

1 × insect repellent

#### VII. Inside Right Bottom

1 × 10oz water can

#### VIII. Middle Right Top

2 × smoke signal, ground (red and green)

#### IX. Lower Middle Front

1 × pocket knife

#### X. Lower Middle Rear

1 × distress light marker

1 × light marker flashguard

#### XI. Lower Right Rear

1 × 16-inch flexible finger saw

1 × bayonet, M7, is attached to the vest over the left shoulder, sheath pointing up. Holster is comfortable below left arm.



No.37

US \$3.25

# CHALLENGE

*The Magazine of Science-Fiction Gaming*

**For 2300 AD—**

Three Blind Mice

*by David Nilsen*

**For Twilight: 2000—**

Tyger, Tyger, Burning Bright

*by Capt. Thomas E. Mulkey*

**For Space: 1889**

From Above and Below

*by Kevin Stein*



**GDW**



# Tyger, Tyger, Burning Bright



By Cpt. Thomas E. Mulkey

*"Tyger, tyger, burning bright....In the forests of the night." I don't know any more of the poem than that, and I was the only one in the old platoon that had even heard that much. I think the rest of it goes something like "Up above the world so high, like a tea tray in the sky..." but don't quote me.*

*So anyway, this turnip-stomper down the coast hired us to kill a couple of tigers that had escaped from some zoo and were noshing down on the local livestock. I'd seen pictures of tigers, and they didn't look that bad to me. Big kitty cats. I saw a lion at the zoo when I was a kid, and a tiger is just a lioness with stripes, right? Wrong! A tiger is a lioness with stripes that's been through the xerox machine at the "x2.5" setting.*

## PLAYERS' INFORMATION

The mission is to hunt down a pair of Siberian snow tigers which have been taking livestock from the herds of local farmers and which have just killed a local 3-year-old child. For the delivery of the recognizable pelts of two adult black-and-white striped tigers, player characters will receive either 500 liters of methyl alcohol or one brood mare; for each additional pelt, mature or not, 250 liters of methyl alcohol. No equipment is supplied. A local guide will take you to the place (A) where the little girl's

body was found and, if you wish, to the locations where the tigers left their kills from the local horse and cattle herds. (See B-H on players' map.)

**Background:** Four horses or colts and three calves have been killed within two kilometers of Lake Stafford within the past four weeks. The child vanished from her back yard three days ago and was discovered brutally mauled early yesterday morning. Several locals have seen the tigers over the last three weeks, but none could get a proper shot at them or track them to their lair.

The tigers are known to be fond of water and are believed to be holed up somewhere in the immediate area of the lake.

## REFEREE'S INFORMATION

This adventure is set in north Florida but could occur almost anywhere provided the type of predator is adjusted to reflect the locale. Rural maps of any location will do—it is not necessary to possess a copy of this map, but the above information has been provided to assist the referee who might wish to use the actual adventure terrain map in his campaign.

## MAPS FOR THE ADVENTURE

Although it is not vital to the adventure, referees may wish to avail themselves of the USGS map of the region in question: Florida, the Mor-

riston quadrangle, 7.5 minute series (topographical) N2915-W8222.5/7.5 dated 1969, AMS 4542 IV SW-Series V847. (The map is for sale by the United States Geological Survey, Department of the Interior, Washington, DC 20242. I don't know the present price.) Check with the library of any local university—many universities have map libraries, and they may have a copy of this map or a similar one.

**Referee's Map:** This map shows the general area of Lake Stafford, Morriston, and the Williston Municipal Airport. It uses the following letter codes to identify areas of interest:

- A. The murder scene.
- B. Calf kill 12 hours prior to the child killing.
- C. Colt kill three days prior.
- D. Colt kill five to six days prior.
- E. Calf kill 11 to 12 days prior.
- F. Calf kill 17 days prior.
- G. Colt kill 24 days prior.
- H. Colt kill 29 days prior.
- I. Virgil McCallum's farm: the location from where the child vanished.
- J. Williston Municipal Airport: camp of the Tiger Lady.
- K. Enoch Adams' farm: the hunt headquarters.
- L. The north island: where the tigers' lair is located.

**Players' Map:** This map shows the general terrain in the vicinity of Lake Stafford.

## REFEREE'S BACKGROUND NOTES

Two Siberian snow tigers have moved into this north Florida cattle- and horse-raising area. They are the offspring of the original group that escaped from the Busch Gardens African Theme Park in Tampa following the devastating nuclear attack on MacDill Air Force Base (south of that city on Tampa Bay) in November 1997. The tigers are a young mated pair and just had their first cubs about a month before the adventure begins. The lair is located by the letter L on the map, essentially a marshy hammock in Lake Stafford, a shallow, plant-choked body of water typical of the area.

In addition to the parents and three cubs, a third Siberian tiger is in the area—Evil Evelyn, an ancient, crippled, half-blind wreck of a cat, triply dangerous because of it. Too old and feeble to take the wild white tail deer that abound in this area and nearly too incapacitated to even be a danger to colts and calves, Evil Evelyn is the killer of the child and will kill other humans given the opportunity: They are slow and weak enough to be easy to kill, and Evelyn has gotten lazy in her old age.

The horror of the attack and the shocking condition of the remains were such that the locals were in no mood to hear about how harmless and inoffensive the big cats *really* are.

The old and crippled tiger will have to be hunted down and killed. The two adult tigers also represent a threat to the area, but they are much more likely to take small mammals and deer than calves and colts, and are not at all likely to attack men unless provoked or protecting their cubs.

## Personalities

Referees may wish to generate other NPCs to complement the ones listed below.

### ENOCH ADAMS

The leader of the local farming and ranching association is Enoch Adams, a wealthy horse rancher and a pillar of his community. Adams, who lives in the finest house in Morriston, is the one to whom the characters would be referred in regard to the proposed tiger hunt. He has put up the reward out of his own pocket and has been instrumental in promptly acting to nip the community's "tiger problem" in the bud.

In addition to providing guides to show the player characters the locations of the various previous livestock kills, Adams will advise the characters that while he doubts that this tiger hunting business should prove too tough, the rest of the community is utterly terrified by the thought of *tigers* lurking in every live oak tree and behind every palmetto patch. Adams will warn the characters not to let this problem get out of hand: The locals are already in a near panic over the "tiger problem" and could be provoked to lash out in fear at anyone or anything that might prove a lightning rod to release their ignorance and sense of helpless terror. He is particularly concerned (he will say) "over the safety of that hippie couple up to the airport." Adams will report that they have been seen frequently in the area around Lake Stafford, and people are beginning to talk about the attack on, and death of, the local child as though the tall, red-haired lady in buckskins and her dark, long-haired and bearded biker lover were somehow the cause.

Adams will point out that it is easy enough to blame the

mysterious and flamboyant-looking redhead when it is known that she was in the area on the day the child was discovered to be missing and again on the day that the gory, half-consumed remains were discovered in a woods close to Lake Stafford. Adams can confirm this he says, because his brother-in-law, Pastor Wilber Mayfield, says he saw her nearby on the very day the child was taken from her parents' fenced-in backyard here in Morriston. Adams has absolute confidence in Mayfield's report because the minister is such a widely known and respected member of the community, in addition to being a relative.

Adams is prepared to support the hunters with the use of one of his barns as a headquarters. He will supply a bass boat, trailer, and 20 liters of alcohol to run it if the characters think it would be useful and will even put up a suckling pig as "bait" for the tigers if that will help. He is obviously eager to see this matter through to a swift conclusion (as witnessed by the offer of the edible piglet). He also has a powerful citizens band radio that he can use to help with the characters' communications. The radio is not compatible with any standard military FM radio the characters may have, but he can also provide a spare mobile transmitter/receiver to allow him to keep in touch with the progress of the hunt. Adams' regular radio electrician is off float fishing and is not available, but the players should not have much difficulty installing it in one of their vehicles if they wish (this is a task, ESY:ELC). The only stipulation he puts on the use of his equipment is that he get it back when the hunt has been successfully concluded.

Enoch Adams is an Experienced NPC.

**NPC Motivation Results:** *Heart 9:* Adams is a man deeply concerned about and personally involved in the welfare of his community. *Diamond Ace:* He is generous with his resources, eager to see this project brought to a speedy conclusion.

### JOHN WAYNE BROWNE AND THE TIGER LADY

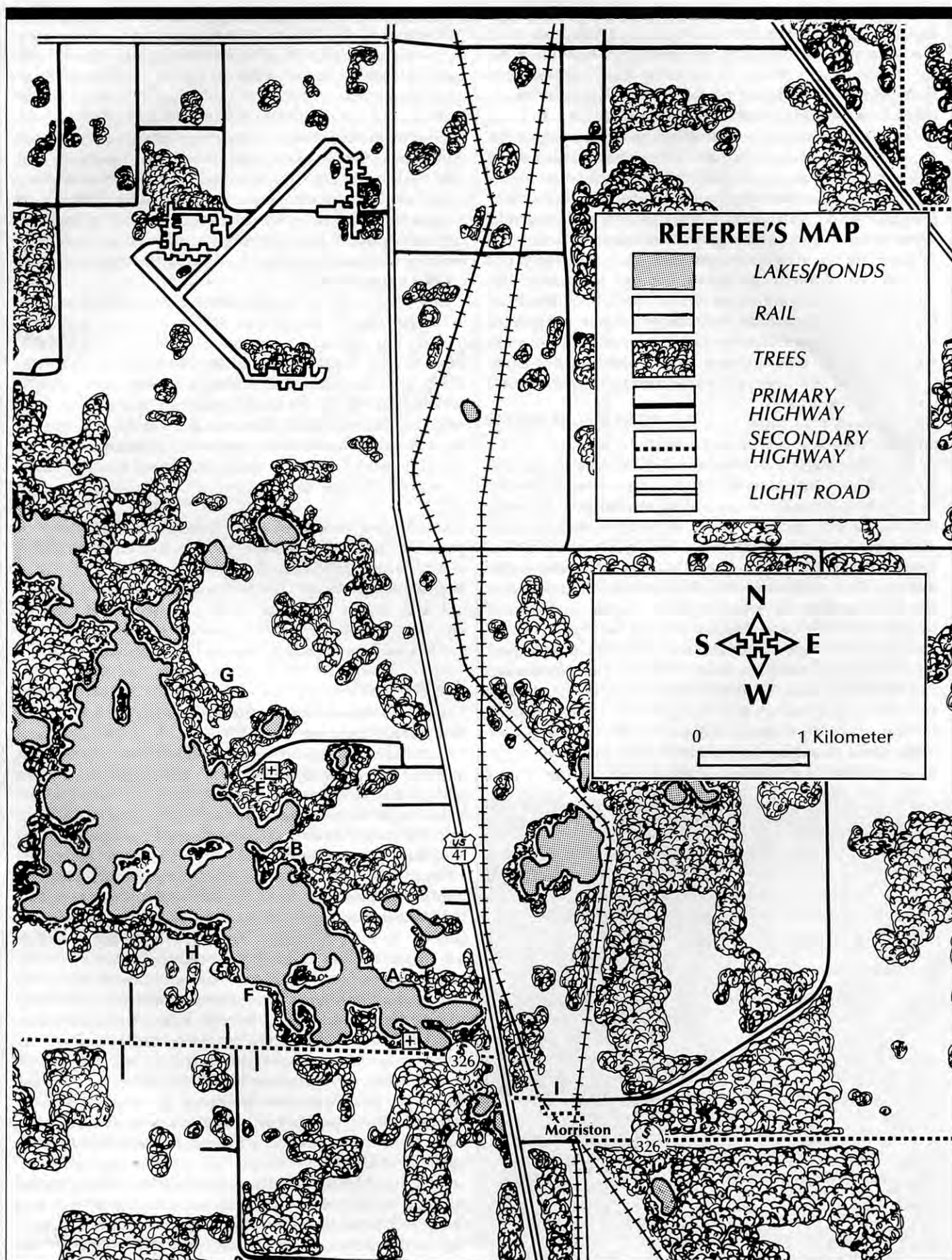
Further complicating the characters' lives are John Wayne Browne and the Tiger Lady. John Wayne, a war veteran, and his common-law wife, Nancy Kelly, have moved into the remains of the old Williston Municipal Airport. If approached in an open and nonhostile manner, they will prove to be a valuable source of information concerning the Siberian snow tigers and useful in other ways as well.

#### Nancy Kelly, The Tiger Lady

Nancy is a naturalist and before the war was working on a degree in wildlife management at the University of Florida at Gainesville, 30 kilometers northeast of Morriston. She has been through some rough times since the war began and has settled into a world of her own. Preferring to leave the past buried, she is now devoting her energies to the study of Biffy and Buffy (the names she has given to the pair of tigers she has been tracking for almost 15 months now). She has fitted radio tracking collars on both of them and has even entered the den at Lake Stafford (while Buffy was away) to measure, weigh, and determine the sex of the cubs.

Nancy will tell the player characters just about anything they could wish to know about Biffy and Buffy. Everything, that is, except where they have their lair. She wouldn't tell anyone that under normal circumstances in order to protect the cubs from the curiosity of those having no ill intentions toward her cats.





Given the present state of (in her opinion) hysteria over first the farmers' loss of some stock and then the death of the child, she wouldn't be prepared to reveal the cubs' whereabouts under torture, and she half suspects it might come to that. If Nancy thinks the players are planning to track her cats using the radio collars they wear, she will immediately send a radio signal that will shut down the transmitters. She also has a signal to reactivate the transmitters, but both shutting down and starting up the radio collars require the sender to be within line of sight of the collars (and tigers). The chance of stumbling onto either of the coded on/off signals is extremely remote.

Nancy has begun to suspect a third cat is in the area, probably an old, crippled, and therefore dangerous animal that should properly be culled—if not for the sake of the local farmers' livestock, then certainly before the poor old thing is forced to become a man-eater. Nancy has no idea where this third cat may be lurking. If she finds it, she herself is likely to put it out of its misery, just to safeguard the "good" reputations of her own tigers.

Nancy has a tranquilizer rifle, which she uses for research purposes, and a nonlethal electronic stun gun.

Nancy has visited the site where the little girl's body was discovered but did not have a chance to examine the child's body. The horror of the attack and the shocking condition of the remains were such that the locals are in no mood to hear about how harmless and inoffensive her big cats are. An autopsy has not been performed. Nancy, however, is not convinced that the child was killed by either Biffy or Buffy. Her suspicions about the presence of an old rogue cat are based on her experience with her two subjects and a gut feeling.

Nancy will use every nonviolent means at her disposal to prevent the player characters or anyone else from killing her cats. She has several loud, shrill whistles she can use to frighten away the tigers if she sees them being led into an ambush, and she will repeatedly move to frustrate would-be hunters, even to the point of endangering her own life, if need be.

Nancy Kelly is an Experienced NPC.

**NPC Motivation Results:** *Diamond King:* She is completely absorbed in her research and the pursuit of knowledge for its own sake to the point of near blindness to the rest of the world. Not even a nuclear war and the ensuing chaos was allowed to disturb her quest for knowledge. *Heart Queen:* She is in love with John Browne, and he is the one living person on this miserable planet she would give up her tigers' lives in order to save (but she wouldn't like it, if it came to that).

#### John Wayne Browne

Staff Sergeant John Wayne Browne can be a very dangerous man to cross. His exploits in the recent unpleasantness earned him two silver stars, but he is content enough to be left alone with his Harley Hog, his buckskin-clad bride, and his few souvenirs of the war. In response to questions about what he did, he will simply reply that he "killed people and blew things up in the name of the U.S. government" and leave it at that.

One of those souvenirs, incidentally, is an M2HB that he has "spinal mounted" on his big bike. The bike can serve as a stable mount for firing the heavy machinegun as long as it is only used in the single-shot mode and the bike is stationary. The weapon *cannot* be fired while the vehicle is in motion under any circumstances.

He claims he only uses it for hunting and then only on single shot. Naturally he is very good with the big gun. Browne also has a NHT and a .45 auto (which he prefers to the army's standard 9mm pistol).

In regard to the risks his lover takes on behalf of her beloved tigers, Browne just shakes his head and rolls his eyes skyward in appeal to the guardian angel of obsessed naturalists and other types of crazy fools. He is no one to be claiming any prizes for reasonable behavior and prudent discretion. Staff Sergeant Browne is, as he so quaintly puts it, "a hopeless adrenalin junkie." How the player characters react to being frustrated by these two primitives during the tiger hunt is, of course, up to them.

John Wayne Browne has the following skills: CRM90, RCN85, BC75 (damage 15 + 1D6, STR 20, SIZ 20; with just a little more training, this guy could be *trouble* in a fist fight), MC65, TW60, HB45, HW75, IF50, LCG50, PST80, DEM65, MED60, ELC75, INS75, INT50, PAR80, MTN65, SWM85, SCD80, LAP45, FOR75, WVD60, MCY85, SBH70, LNG (Russian):75, LNG (Chinese):45, MEC50, GS65, EQ40, BIO35. Browne is one of that sort of guys Frank Frey tried to warn you about in **RDF Sourcebook**: "Extremely powerful characters that are capable of wreaking havoc on many times their own number...." SSG Browne is an Elite NPC.

**NPC Motivation Results:** *Heart Queen:* After the surfeit of death and destruction Browne has seen (and committed), his love for Nancy Kelly is about the only decent thing this Green Beret has left to live for. *Club 10:* Nancy keeps John under control, and the excitement of stalking tigers on a daily basis satisfies Browne's craving for the excitement of close combat. But heaven have mercy on anyone laying hands on Nancy.

#### THE DEATH SITE

Located just inside a stand of densely overgrown yellow slash pine planted many years before the war, about 20 meters from the reed-choked shore of Lake Stafford, Leroy Tremble, a wrangler in the employ of Mr. Enoch Adams, came upon the grisly, half-eaten remains of Debbie Lee McCallum. The six-inch-wide prints of a large cat and some black and tawny-white hairs left snagged in nearby brambles have led all who examined the site to conclude the child was killed by a tiger.

Player characters attempting to glean additional intelligence from the death scene are in for some difficulty. The site has been heavily trampled by the initial investigators and the idle curious. No true information remains to be acquired there. If the characters insist upon a RCN roll, and the result is an outstanding success, tell them they found one single undisturbed paw print, some 150 millimeters in width and having an odd shape to one toe (Evil Evelyn suffers from arthritis in addition to all her other aches and pains, and the disease has distorted her left rear paw). The Tiger Lady will find this bit of information very interesting because neither of her cats have a damaged paw. No further tracks can be found, and it will be impossible, given the herd of sightseers who have passed this way, to track the cat any further. The print faces south, toward the lake.

Leroy Tremble happened onto the body while checking the livestock for Mr. Adams. The body was found in an area that had been checked previously by several of the parties searching for the McCallum girl. Pastor Mayfield was the second



one on the scene, having spent the night with his brother-in-law, Enoch Adams, following the previous day's search. Mayfield had been driving his sedan home to Williston when he saw Tremble in his pickup truck, racing onto US 41 from the dirt road that leads west, back to an abandoned farm house and some pasturage along the southeast shore of Lake Stafford. Realizing Tremble must have found little Debbie, Pastor Mayfield followed his tire tracks back to the scene and secured it for several minutes until the searchers from Adams' farms could arrive. Within half an hour, nearly everyone in Morrilton had arrived, and within an hour and a half, local bloodhound teams had been brought in, but it was all for naught. No usable trail could be established, and the press of people and vehicles had thoroughly muddled any prints.

### THE LIVESTOCK KILLS

As might be deduced from the child's death scene and the amount of time that has passed since each kill was discovered, none of these locations will produce any new revelations. An outstanding success on RCN may allow the discovery of a paw print that matches the one seen at the death scene, but no usable trail will be discovered.

### THE VIRGIL MCCALLUM FARM

Virgil McCallum and his family of nine live in a comfortable but modest prewar brick house and a ranch of some 200 acres north of Morrilton, across State Road 326 and east of US 41, 1.5 kilometers southeast of where the child's body was discovered.

### THE TIGER LADY'S CAMP

Located 300 meters west of US 41 and 1.6 kilometers south of State Road 121, Williston Municipal Airport is an abandoned facility, two miles or 3.2 kilometers to a side, located 3 kilometers north of Lake Stafford. It is shaped like a T: A primary runway 2200 meters long runs from the northeast to southwest, where it intersects a 1.6 kilometer-long secondary runway, which runs northwest to southeast and forms the crossbar of the T. Three access roads lead to the airport from US 41 in the east, from State Road 121 and Williston in the north, and from two local roads from the west that meet the boundary line road paralleling the southeastern side of the two-mile square plot of land it sits on. These last two roads do not lead directly onto the airstrip but jog north then east to link with the northern access road.

Dense woods fill the northern angle of the runways in the immediate area of the US 41 entrance and all along the southwestern perimeter fence. A small spring-fed pond is nestled amid a dense stand of trees located due south from the intersection of the two runways, and a larger tract of woods lies east of the extreme southeastern runway. To the south the land opens up, with gently rolling grassy rises and dips providing occasional cover but no concealment for almost 20 kilometers. Beyond the southern woodland lies the marshy shore of Lake Stafford.

No buildings are at this location, not even a tower. One minor storage shed is visible in the southwest quadrant of the airport, and it will be upon this structure that the arriving vigilantes will initially vent their spleen and much of their firepower, letting the campers know in no uncertain terms that

the mob is not there to chitchat but means to do them severe bodily harm at least—and probably lynch them if it has the opportunity.

Nancy Kelly towed her compact travel trailer into the small patch of woods due south of the runway intersection, where it is close to a water source, shaded, and not readily visible to the curious passers-by. From the small stand of trees is excellent visibility and clear fields of fire in every direction out to 400 to 700 meters and beyond. The campsite was selected with an eye for defensibility as well as privacy. An abandoned but still nasty three-strand barbed wire fence stands neglected amid the weeds to the west and south of the woods, ready to upset unwary intruders approaching from that direction.

In addition to Kelly's GM  $\frac{5}{4}$ -ton pickup, Browne's beat-up-looking but surprisingly well maintained Harley is in camp when both are present. They very seldom go off without each other, although they may be some hundreds of meters apart in the bush while tracking the big cats.

### ENOCH ADAMS' FARM

A successful local rancher, Enoch Adams, and his family of six live in a comfortable prewar ranch home just south of Morrilton. Located on a rise of ground amid gently sloping Bahia grass fields, the house has a clear view (and line of sight) of all approaches. Adams has a powerful C.B. radio transmitter in the house, and uses it to keep tabs on his extensive and widely dispersed holdings. The tall antenna is part of the house and extremely hard to knock out. The Adams have a secure source of drinking water from an artesian well located in one of the few full-size basements in Florida. A 5000-liter alcohol tank is also located down there to fuel a 100-kilowatt emergency generator. Adams has the means to produce electricity but uses it sparingly, mainly to charge the storage batteries which power his transmitter.

Of more importance to the characters is the Adams' barn. As no farming is done on the premises, a barn would seem extraneous. This barn, however, is not a home for horses and



a storage place for hay (both of which Enoch Adams owns in plenty and houses elsewhere). Enoch's barn is a meeting place, a theater for summer stock, a rentable wedding banquet hall, a social gathering place for the community, and, now that the characters are going to be involved, a nerve center to coordinate, assist, and control the tiger hunt.

Located south of and downhill from the big house, the barn has running water, a septic tank, and working toilets. Best of all, it has solar-heated showers. The ground floor is hardwood, suitable for dancing—square or otherwise. The loft is reached by a stairway, not a ladder, and the roof includes skylights. The loft covers about two-thirds of the lower floor space.

Mr. Adams has run a CB radio repeater link out of his house to the barn, making it possible to communicate over his powerful receiver without being in the house. (Note: The controls for this second receiver are in his communications room up the hill in his house, and access can be instantly shut off from there.)

The characters may use the six horse stalls in the back end of the ground floor if they insist on stabling their horses in Enoch's nice clean barn. If so, he can also bring in hay and feed for the animals but will let the characters know in no uncertain terms that they are responsible for cleaning the place up again before they leave. In an attached shed is Enoch's prized bass boat and trailer. The boat has a five-horsepower engine, a quiet electric trolling motor, and a 20-liter fuel tank. It runs on alcohol, of course, and a storage battery. The boat will hold three armed men, but don't expect to fight from it as it is made of fiberglass and aluminum, and isn't very substantial. Top speed for the alcohol engine is five knots; the electric motor will not do over three knots. With three men on board, it draws .15 meters (six inches) of water. It is a task (ESY:MEC) to rig up a civilian-style trailer hitch for most military vehicles. Lake Stafford has no boat ramps, and the shores tend to dissolve into marsh as much as 50 meters "inland." Fortunately, the bass boat weighs only 50 kilograms and comes with six external lifting handles, just like a coffin!

### THE TIGERS' LAIR

Only four "islands" of any size exist on Lake Stafford. They are unnamed but for purposes of discussion can be referred to as North, South, East, and West Islands. South Island is the largest, closest to the death scene and the most likely candidate for residency by Evil Evelyn, the tired rogue tiger and child killer. Where she actually hangs her hat is up to the referee; moving her around keeps the characters guessing and the players honest. East and West Islands are slightly smaller and quite close together. North Island is the smallest, least accessible and most difficult to search, owing to the density of the underbrush—in short, a perfect place to raise three rambunctious tiger cubs. Both the young adults will be on this island 50 percent of the time. One or the other will be here 90 percent of the time, and even when Buffy goes off to leave the cubs, she is never far away. On the island, the tigers (Buffy in particular) will never be surprised. Knowing intruders approach, Buffy will remove one, two, or all three cubs from her den before the characters arrive (1D6). Don't forget, the young tigers (but not Evil Evelyn) have an ally in Nancy Kelly, a woman who will do her utmost to prevent the characters from killing her tigers.

### ENCOUNTERS

| Die  | Result                 |
|------|------------------------|
| 2    | Evil Evelyn's spoor    |
| 3    | Nontiger predator kill |
| 4    | Snake, nonpoisonous    |
| 5    | Snake, poisonous       |
| 6    | Small game             |
| 7    | Deer (1D6 + 3)         |
| 8-10 | Domestic livestock     |
| 11   | Tiger kill             |
| 12   | Biffy/Buffy            |

**Evil Evelyn's Spoor:** Broken birds nests, partly consumed small animals and reptiles, perhaps a freshly killed calf or foal. Evil Evelyn has arthritis, and it has deformed her left rear paw, giving her footprint a distinct shape. It is a task (ESY:RCN) to determine her print as belonging to the same cat that visited the death scene of Debbie McCallum.

**Nontiger Predator Kill:** In addition to Biffy, Buffy, Evelyn, and the three cubs, the characters may run into other critters. You have your lions and bears, also escaped from various zoos and amusement parks across the state, and your prewar indigenous and nonindigenous predators. One of the former is a powerful old Florida panther, tagged number 49 by Florida's Fish and Game Bureau, nicknamed Chief Billie, after a former Seminole leader who ran afoul of the environmentalists over his ancestral right to hunt the big cats. Use Biffy's stats if you wish; the old panther and young tiger are about the same size and weight.

**Snake, Nonpoisonous:** This is your opportunity as referee to scare the bejesus out of a randomly selected character. Snakes, being cold-blooded, like to snuggle up to people and things that give them that warm, cuddly, welcomed feeling. One of the more fun encounters to be had here in the Sunshine State is to wake up with company in your sleeping bag. These snakes are harmless, but most people do not have the biological training needed to distinguish between these and the dangerous varieties.

**Snakes, Poisonous:** The referee may choose from the following (percentages in parentheses are the chances of death if bitten): coral snake (70%), diamondback rattlesnake (60%), pigmy pine rattler (55%), water moccasin (60%, plus 95% blood poisoning or tetanus, even if the venom doesn't kill you—they feed on carrion); bushmaster (70%), cape cobra (75%), black mamba (80%), fer-de-lance (90%), Asian bamboo viper (99%). The chances of being bitten depend on the circumstances of the encounter and should be determined by the referee.

**Small Game:** Small game includes rabbits, rats, raccoons, possums, squirrels, armadillos, Florida gopher turtles, and the ever popular rabid skunks. If the encounter occurs while the characters are on the lake, substitute "Old Disgusting."

It seems every lake and pond in Florida has at least one big gator, and "Old Disgusting" has been hanging around this one since granddad was a boy (according to local legend). He weighs more than your fire support HMMWV and has decided you don't look like someone who ought to be at the top of your food chain. In August 1988, a mere 10-footer (three meters, 227 kilograms) nearly took off a would-be gator hunter's left arm. Police officers with .357 magnums at point-blank range put 16 rounds into the beast's torso and still had to use two



12-gauge shotgun blasts to the gator's head before they could convince him he had a future as alligator luggage. Stick to tiger hunting—it's safer!

**Small Herd of White Tail Deer:** These are the main dietary staple of healthy, young Siberian snow tigers with cubs at home to feed. If the characters are in Lake Stafford, convert this encounter to one with an example of "Old Disgusting's" younger nieces and nephews.

**Domestic Livestock:** The most common type of cattle in Florida is the Brahman. You know, the large, ugly ones cowboys try to ride at rodeos. In the wrong mood, one of these beasts could wreck your HMMWV. If the characters are in Lake Stafford, this becomes no encounter.

**Tiger Kill:** Most likely a deer. See comments under Biffy and Buffy, below.

### STATS FOR SELECTED FAUNA

The following statistics apply to area fauna.

**Biffy:** Meat: 1D6 × 15 Move: 10/20/60 No. Appearing: 1 Hits: 55 Attack: 55% Hit No.: 50 Damage: 4D6 Stature: 22.

**Buffy:** Meat: 1D6 × 13 Move: 10/20/60 No. Appearing: 1 Hits: 50 Attack: 70% Hit No.: 50 Damage: 4D6 Stature: 20.

**Evil Evelyn:** Meat: 1D6 × 17 Move: 3/7/10 No. Appearing: 1 Hits: 55 Attack: 35% Hit No.: 50 Damage: 3D6 Stature: 25.

**Alligator:** Meat: 1D6 × 12 Move: 3/7/10 No. Appearing: 1 Hits: 40 Attack: 40% Hit No.: 50 Damage: 4D6 Stature: 12.

**Old Disgusting:** Meat: 1D6 × 17 Move: 3/7/10 No. Appearing: 1 Hits: 55 Attack: 35% Hit No.: 50 Damage: 3D6 Stature: 25.

**Brahman Bull:** Meat: 1D6 × 90 Move: 10/20/50 No. Appearing: 1 Hits: 45 Attack: 45% Hit No.: 65 Damage: 3D6 Stature: 18.

### EQUIPMENT LIST

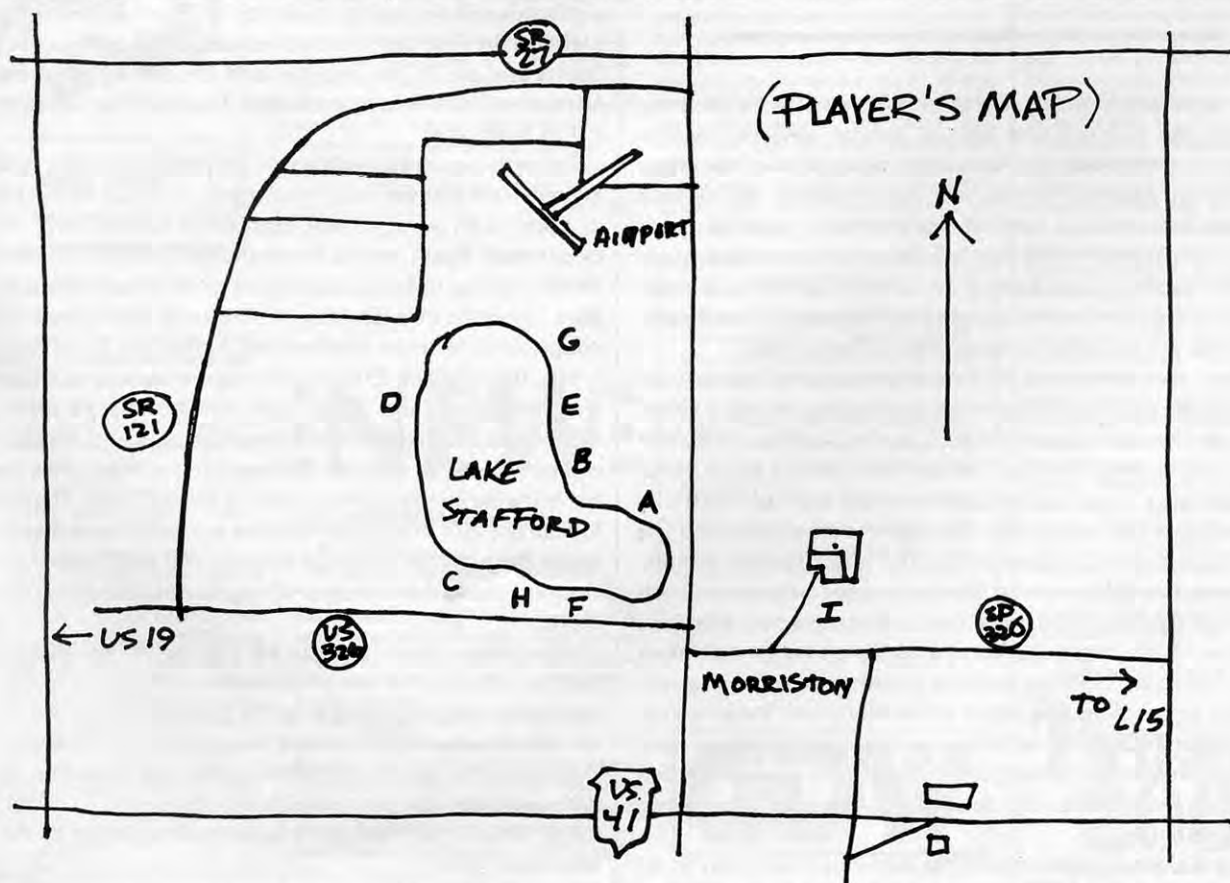
The section below describes equipment which may be used.

**Tranquilizer, Veterinary:** A powerful, extremely fast-acting serum. On the first combat round following a successful hit result, the victim must roll his CON or less (as a percentile roll), or suffer a 50-percent reduction in all skills (success means the victim suffers only a 25-percent reduction that round). On the next round the victim must roll  $\frac{1}{2}$ CON as a percentile to avoid a 100-percent reduction in skills, a successful roll reducing the victim's skills by 75 percent. On the third combat round following a hit, the victim is effectively paralyzed but seldom loses consciousness (the large muscle groups will not work, but autonomic reflexes such as breathing continue).

The victim feels no pain but is disoriented and will only remember half of what happens while he is drugged. Hallucinations are common. The drug injects almost immediately—jerking the tranquilizer dart out after impact has no effect on the progress of the drug. There is no antidote for the effects except time for the serum to be purged from the victim's system. The drug lasts 10 minutes + (dosage - SIZ × 10 minutes).

If the dosage exceeds the victim's SIZ, the victim may receive an overdose and die. The chance of a fatal overdose is equal to the difference between the dose and the victim's SIZ expressed as a percentile. For example, a SIZ 10 victim of a dosage 25 injection has a 15-percent chance of dying. For purposes of this adventure, Nancy Kelly's hypos have a dosage of 22.

Furthermore, characters thinking this is the perfect means to silence sentries and others from a safe distance are in for a disappointment. A human victim (or a charging tiger for that



matter) will still be able to pull a trigger or shout a warning (or rip out an unwary character's liver and lights) before going under completely. For the inexperienced user, this stuff is a chancy proposition at best. In the interest of educating player characters and improving the role-playing breed, however, the designer recommends letting player characters find out for themselves the limitations of this drug. *Weight*: 1 kg (100 units) *Price*: \$1000 (—/—).

**Tranquilizer Rifle:** This is a compressed-air weapon specially designed to fire tranquilizer darts (see below). CRM is the relevant skill for its use. It is a single-shot, bolt-action weapon and can easily be mistaken for a large-bore, big-game rifle. It has the following statistics: *ROF*: 1 *Mag*: 1 (one shot takes two combat rounds to reload and represents a single dart) *Rng*: 10 *Dam*: 0 *Arm*: ×8.

**Tranquilizer Darts:** These are reusable hypodermic darts designed to deliver liquid drugs to an unwilling victim at a (hopefully) safe distance. *Weight*: Negligible; available only in sets of three *Price*: \$500 (Nancy Kelly won't sell them and has only 12). These darts, like the tranquilizer drug, are extremely rare.

---

**Whether the device  
will actually stop  
a creature like Biffy,  
wired up to the ancient imperatives  
of his hunting instincts,  
is a matter for debate.**

---

**Taser Stunner:** Originally sold as a nonlethal personal defense weapon, the stunner and several similar devices became popular due to the average American's perception of the crime situation in America in the late 20th century. As serious weapons for use in a combat environment, most of these devices proved not to fill the bill, being of somewhat questionable reliability and having an uneven record as a man-stopper. They were never adopted by the military, and most characters are unlikely to have come across them.

A Taser stunner works by shooting two small darts (connected to the weapon by fine wires) into the victim which either penetrate the skin slightly or stick in the clothing with their tips resting against the skin. The user then pulls a second trigger, sending a large but (usually) nonfatal dose of electricity (high voltage, low amperage) through the wires and into the darts. Electroconvulsion scrambles the major muscle groups, and the victim collapses—in theory. Limited experience with the device soon revealed that it had its inadequacies. The darts had to be solidly implanted into the victim's skin for maximum effect, and heavy clothing (such as a leather jacket) was a very effective armor. Also, the effect of the electrical charge varied from person to person—what stopped one person could have no effect on another. Most police departments experimented with them for a while, and returned to cheaper substitutes, like nightsticks.

Nancy Kelly carries hers (she has never had occasion to ac-

tually use it) as a last-resort attempt to avoid a lethal result (after all, she wants to study her cats, not eat them for supper). Whether the device will actually stop a creature like Biffy, wired up to the ancient imperatives of his hunting instincts, is a matter for debate.

The weapon has the following statistics: *ROF*: 1 *Mag*: 1 *Rng*: 1 *Dam*: 0 *Arm*: ×10. If the damage exceeds the target's hit points for the head and chest, the target is rendered helpless for one combat round plus combat rounds equal to the excessive damage points divided by 10. For example, Banzai Greer has 15 hit points in the head and 25 in the chest. He suffers 45 hits to the left arm and goes down for one combat round plus one additional combat round ( $45 - \{15 + 25\} = 5$  points of excessive damage, divide this by 10, and round up to 1). Always figure damage least favorably toward the victim. Also, if the target is wet, disregard any armor protection; the electricity will flow with the water. If the dart assembly does not penetrate dry armor, no damage results. No permanent damage ever results. The Taser may not be reused until the attached dart assembly is recovered, and the whole unit repacked (this is a task *DIF*: ELC + MEC/2) and recharged (*AVG*: ELC). *Weight*: .5 kg *Magazine*: rechargeable single-shot assembly *Price*: \$1000 (R/—).

## CONCLUDING THE ADVENTURE

The local farmers did not know that Nancy and her research project were active in their community until the day that the child's body was discovered. Public opinion, however, is rapidly turning against "the Tiger Lady and that crazy biker." Unless the players succeed in blundering into some mess that would otherwise upset the timetable, a pack of about 40 outraged vigilantes will be paying a visit to the Tiger Lady at about midnight on the first day of the adventure. Again, unless the player characters are in the vicinity and choose to intervene, the farmers will turn into a lynch mob. The situation has the potential to turn ugly.

Some things in the wilderness of central Florida, however, are more dangerous than either tigers or lynch mobs, and one of them is an enraged ex-Green Beret whose lover is being threatened! Again, unless the characters are there to intervene, there is going to be a catastrophe at Williston Municipal Airport. Left to its own devices, the mob will attack the trailer the couple lives in and a nearby shed. When the gunsmoke finally lifts, there will be 25 very seriously wounded would-be lynch mob attendees and 1D10 most sincerely dead ones. John Wayne and the Tiger Lady will be on the run, and the characters will be offered all manner of interesting and lucrative rewards for bringing in the pair of "vicious killers." Any PCs who are foolish enough to actually consider pursuing these star-crossed lovers through the primeval swamps and pine forests of north central Florida deserve everything that is about to happen to them.

If the player characters can kill Evil Evelyn and show Adams that the old cat is the one responsible for the death of the child, the farmer will be able to stop the lynch mob. He will also pay the characters their promised fee, since they did bring in the child's killer as agreed. He will then help the Tiger Lady relocate Biffy and Buffy to a place which is farther away from his settlement, where they will no longer pose a threat to the local livestock. Ω



No.38

US \$3.25

# CHALLENGE

GDW's Magazine of Futuristic Gaming

**For Twilight 2000™ —**

**Military Electronics** *by Paul T. Riegel*

**Umpiring** *by Kim White*

**For Space: 1889™ —**

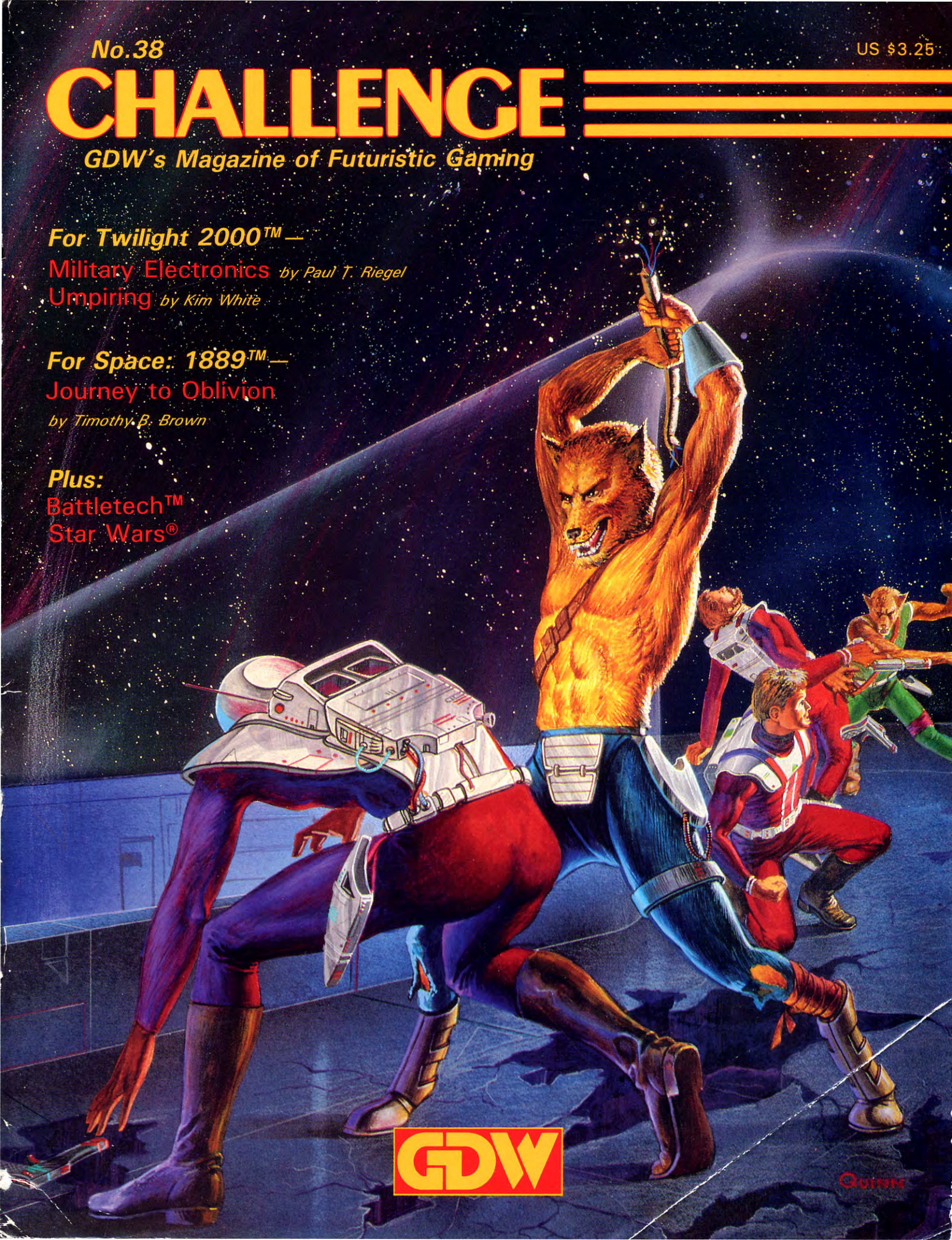
**Journey to Oblivion**

*by Timothy B. Brown*

**Plus:**

**Battletech™**

**Star Wars®**



**GDW**

QUINN



# Umpiring Twilight:

**How to  
put the question  
to a non-player  
character  
with a six-sided die.**

*Kim White*

**O**ne question commonly asked in gaming magazines is: What must I do to be a good umpire?

In my opinion, the answer is "anything you like, providing your players want to come back for more." The key to this is to try to give your group members more of what they want, but not to give them everything too soon or they won't know what to do next.

For example, your group, having been creamed with the 5th Mechanized Division in Poland, decides the only fit course of action is to obtain an intact aircraft ("But surely, umpire, there must be at least one plane in Poland in a bunker or hard shelter, fully equipped with a couple of nukes on it...") and plaster the nearest Soviet city in revenge.

You *could* arrange for it to happen (after all, one of the supreme satisfactions of umpiring is to be able to create these little miracles), but consider the consequences:

- The selected target might just be the location for GDW's next published adventure.

- Having been given such a powerful toy, the players will expect similar miracles to occur on a regular basis.

- Having had a high-charged, adrenalin-packed game session (culminating in the target of their choice slowly rising into the stratosphere as radioactive particles), *what do you offer them next?* Anything short of global devastation would be an anti-climax. So...

## LESSON 1

Feed them slowly with easily digestible lumps that will satisfy but not choke.

Another principle I've tried to follow is to keep the game moving as quickly as possible, even at the expense of (wait for the screams of agony from the purists!) *not always following the rules book.*

Think about it. You are in the middle of a firefight, AK rounds impacting only inches from your unarmored head (what wimp would be less than gung-ho and wear a helmet?), and the Bradley you are lying under gets wasted by an RPG-7. Do you find yourself blasted into meatloaf, boiled by oil, or (miraculously) relatively unharmed and escaping?

Or are you sitting there, M-16 in hand, waiting for the Supreme Being (often referred to by disgruntled players as the

S.B.) to roll some phantasmal dice and eventually let you know what happened?

Which situation will give you the flavor of *really* being there—the instant result, or the slow working-out from the rules book after the event?

## LESSON 2

Keep events flowing as close as possible to real-time. I use two systems to get the "quick result."

1. Prepare a few vehicle encounters in advance. Generate some common vehicles and their condition and contents, and also generate what happens to them if they are hit by different sorts of antiarmor weapons. By having these instant "brew-ups" ready at hand, you can avoid those tedious pauses in the game which let the players come down from their adrenalin high and lose the feeling of being there. A similar technique can be used for people encounters; use the encounter tables by all means, but do all the rolling-up before your game sessions, and store the results on index cards. Include possible casualty results on the cards as well.

2. The second quick method is to cheat. From similar events in previous games you should have a rough idea of what *could* happen. Roll some dice behind a screen, make a pretense of consulting a g.r. sheet, and tell the players what happened (as you've just decided).

This method is not recommended for every occasion but is justifiable occasionally. This will *only* work if the players are not allowed access to their rules books. Which brings me to lesson 3.

## LESSON 3

Players should not know everything. Nothing interrupts the "reality" of a game more than the umpire calling a decision only to have a sea lawyer query the decision several minutes (and, at least in my group's games, several bodies) down the track—thus, at best, necessitating a lengthy argument and, at worst, enabling the group to get out of a potentially sticky position it had blundered into.

The answer is simple: Banish the rules book during game sessions. This rule has one vital rider: You, the umpire, must be as expert as possible in your knowledge of the rules book. It will only work if your players trust your knowledge.



## LESSON 4

Make players responsible for *all* their actions. For example, you are describing a delicate situation the players have found themselves in, and some wise guy says, "I'll drop a frag grenade under the table."

He will *then* say, "No, only joking, umpire! Only joking!"

In my campaigns, what they say is what they get! In that example I made the group accept the consequences of one member's foolish act. (The results were actually quite hilarious!)

The point is, it makes players *think* before they act.

Obviously, if we are talking about an established rule that is in the book, and you *don't* know it, own up and look it up.

But if the information is on a town the players are interested in (and you haven't pre-prepared an encounter card—see lesson 2) or a procedure not covered in the rules book, fake it! Invent something!

As long as you write it down quickly (so you will be consistent later on if it happens again), no one will ever know. Thus are born new rules and variations.

## LESSON 5

I will leave you with one of my own improvisations, necessitated by my group's preoccupation with beating information out of prisoners—hence the subtitle to this article. Just how do you put the question to a Soviet NPC, with 1D6 or 2D6?

Simple: Establish that the NPC has a coolness rating of, for example, 4 (for characters of less than 2, count their rating as 2).

You ask him your question and make a saving roll against his coolness rating with 2D6. If he saves, you roll 1D6 and apply

# TWILIGHT: 2000

the points against whichever part of the body you wish (or randomize it with the hit location chart).

This continues until he fails against his coolness rating, thus telling all he knows, or lapses into unconsciousness.

The system is especially useful when an NPC is questioning a player character. Ordinarily, feeling no pain, a player might let his character be tortured to death before revealing the "big secret." In real life, this seldom happens, and with this system it is interesting to note that a "brave" character may actually crack after suffering only one point of damage!

The main thing for a referee to remember (and I'm certainly not the first or last person to quote this one!) is that your players are playing the game for *enjoyment*, not to feed your ego.

Applying the above principles can help you enhance player satisfaction—I know it has in my group. We ran a continuous **Traveller** campaign that spanned five actual years (15 years on campaign time) every second Friday night from 1982 to 1986, and we ran a **Twilight: 2000** campaign that ran for 18 months. The aim is to keep them coming back for more. Don't forget it! Ω

## GRAND ALLIANCE



"Grand Alliance" is a fully computer moderated play-by-mail game which involves the battle of survival between human and alien races. Players represent either a member of the human race or of the alien race with the universe as a setting. The game is played on a map of three parallel levels where each level is composed of 240 planetary systems. Each player must solve military and political problems within their own camp before war can be waged effectively against the opposing race. Each side is faced with the same situations and problems to overcome.

To order the rule book and take your first turn, please send \$5.00 or \$2.00 for book only with your name and address to

**Simcoarum Systems**

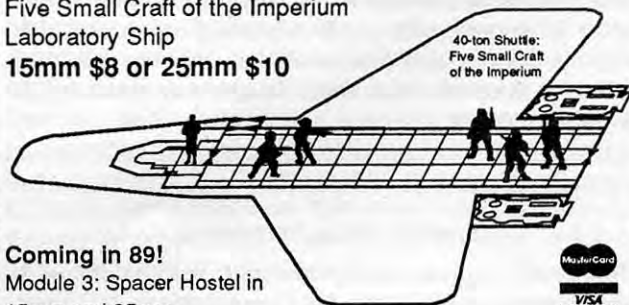
P.O. Box 520861 • Salt Lake City, Utah 84152

Turn fees are \$3.00

## Detailed Starship Deck Plans in 15mm and 25mm scale

### Available Now:

Empress Marava II  
Xboat, Tender and Scout Ship  
Subsidized Merchant  
Five Small Craft of the Imperium  
Laboratory Ship  
15mm \$8 or 25mm \$10



Coming in 89!

Module 3: Spacer Hostel in  
15mm and 25mm



# SEEKER

P.O. Box 337, Finley, ND. 58230-0337.

Please add \$2.50 for shipping. Overseas add \$5 U.S. Order by  
Phone (805)-466-3360. Send for your FREE catalog today.

# Military Electronics in Twilight

*Paul T. Riegel*

**Players and gamemasters often use a greater variety of weapons and vehicles at the expense of other types of equipment.**

**This article highlights military electronic, radio, mine detection, and other equipment—items which are in service or are natural extensions of equipment in service.**

## **AN/PRS-7A MINE DETECTION UNIT (NONMETALLIC)**

The AN/PRS-7A is a backpack-mounted, manportable, battery-operated, mine detection unit. It consists of a headset, a backpack unit, and a telescoping mine detection wand (one meter in length, fully extended). In the hands of an experienced combat engineer, this unit is effective in detecting all kinds of mines, both metallic and nonmetallic. Detecting normally emplaced mines is a CBE:ESY task for metallic mines and a CBE:AVG task for nonmetallic ones. Each battery lasts for 60 hours of operation. A man can use this unit and walk at one-half his normal rate. Wt: 15 kg Cost: \$2500 (R/R); Battery, \$50 (S/R)

## **AN/PRS-3 MINE DETECTING UNIT (METALLIC)**

The AN/PRS-3 is virtually identical to the AN/PRS-7A except that it is effective in finding metallic mines only—a CBE:AVG task. Wt: 13 kg Cost: \$1500 (S/R)

Mines can still be detected through the old probing method. This is done by a character crawling at up to one-third his normal rate and probing around himself with a knife or similar object. It is a RAN:AVG task to do successfully; failure may result in missing a mine.

The removal of detected mines may take anywhere from five to 30 minutes per mine, depending upon any anti-handling devices and how well the character passes a BE:EASY task check. Task check failure may result in the mine's detonation.

## **TA-312/PT FIELD TELEPHONE**

This small, rugged, battery-operated, field telephone is quite common in U.S. Army field organizations. It is used, for the most part, in areas where units are planning to stay for an extended period of time. The field telephone unit consists of a handset, as well as a box-like base which has a hand crank.

To set the unit up requires WD-1 telephone line, run to a switchboard or destination phone, and an ELC:ESY task completion. Wt: 2.5 kg Cost: \$250 (C/S)

## **SB-22/PT FIELD SWITCHBOARD**

This switchboard is designed to be a compact, rugged, battery-operated, self-contained unit capable of handling up to 22 separate telephone lines. Setting up the unit requires WD-1 to be run to serviced telephones and a successful ELC:ESY task completion. A COM:ESY task is necessary each period to successfully operate this unit. Wt: 7.5 kg Cost: \$600 (S/R)

## **WD-1 TELEPHONE LINE**

This line is highly useful for a wide variety of purposes, including, but not limited to, the laying of telephone lines. It is also used in wiring remote electronic detonators, claymore mines, or trip wires—or simply stringing something up. The cost of the wire includes a linesman set—a leather belt pouch containing a set of wire cutters/strippers, a roll of electrical tape, and a pocket knife. The WD-1 comes in three size reels—one mile, one-half mile, and one-quarter mile. For information on the reel unit, see page 7. Wt: (1 mile) 22 kg (1/2 mile) 10 kg (1/4 mile) 5 kg Cost: (1 mile) \$200 (1/2 mile) \$75 (1/4 mile) \$35 (all) (V/C)

## **AN/GRA-39A RADIO SET CONTROL GROUP**

A normal radio transmitter must be located within a few meters of its antenna; the antenna, the actual source of the broadcasts, is easily located. Thus develops a major problem for radio operators—keep moving, requiring a short antenna and reduced range, or take the chance of having an enemy artillery barrage sent your way, ruining your whole day. The U.S. Army came up with a solution—the AN/GRA-39A.

This unit consists of two pieces: one is attached to the antenna and the other to the radio, connected by WD-1. This system allows both the radio and its human operator to be up to one mile from the antenna, thus removing them from danger.

To set up the AN/GRA-39A requires WD-1 along with a successful ELC:ESY task completion. Use of this device is a COM:ESY task. Wt: 7.5 kg Cost: \$1000 (R/R)



### AN/TLG-17B RADIO JAMMING SYSTEM

The AN/TLG-17B is a high-powered radio and radar jamming system. It is capable of jamming multiple frequencies of radio waves. In order to successfully use this equipment, the operator is required to pass a COM:AVG task check. The operator of the jammed radio or radar must then pass a COM:DIF task in order to continue operating on the same frequency. This unit requires 550 watts of power to operate and has the effective range of 50 kilometers. Wt: 100 kg (including generator) Cost: \$25,000 (R/R)

### AN/GRC-17-2 GROUND RADAR SURVEILLANCE SYSTEM

The AN/GRC-17-2 is a very advanced, ground-based, surveillance radar system. This unit consists of three pieces: the antenna, the power unit, and the radar receiver-transmitter.

The unit is capable of picking up the motion of a ground vehicle at 10 kilometers, an aircraft at 25 kilometers, or a man at four kilometers.

It requires the successful passing of a ELC:ESY task check to set up the unit and a COM:AVG task to operate it. Wt: total, 32 kg; antenna, 10 kg; power unit, 12 kg; radar unit, 10 kg Cost: \$20,000 (R/R)

### PRD-303/SV SURVEILLANCE SYSTEM

The PRD-303/SV is a small motion sensor with 120 degrees of covered arc. It detects the motion of solid objects between one and two meters off the ground. Several PRD-303/Ss are usually tied into a single PRD-303/V. Effective range of the sensor is about 250 meters in open terrain.

The PRD-303/V can receive signals from up to 10 different PRD-303/Ss, tell which one has been tripped, and inform the operator of the motion. The PRD-303/V can be located up to two kilometers away from the sensors, as long as it has an unobstructed line of sight.

Setting up the PRD-303/V is a COM:ESY task. Implanting the PRD-303/Ss is an ELC:AVG task. Operation of the unit is a COM:AVG task. Wt: sensor, .75 kg; receiver, 3.3 kg Cost: sensor, \$700; receiver, \$1800; both, (R/R)

### MARK 31 TRIP FLARE

Another item I have elected to include in this article is not a piece of electronics but a piece of equipment, the Mark 31 Trip Flare.

The Mark 31 consists of a small metal tube with a two-meter-long trip line. When the trip line is broken, the tube launches a magnesium flare, which flies 200 feet high and takes 90 seconds to two minutes to descend, illuminating an area the size of a football field. This piece of equipment is invaluable in setting up defensive perimeters. Wt: .5 kg Cost: \$30 (V/C)

# TWILIGHT: 2000



### RL-37 REEL UNIT

This sawhorse-looking device allows the rapid and mobile deployment of the one-mile reel of WD-1. This unit can be stationary mounted, drawing the wire out from the central location, or mounted on the back of an open vehicle, allowing the laying of lengthy segments of wire rapidly. Wt: 8 kg Cost: \$100 (S/S)

### RC-292 ANTENNA SYSTEM

The RC-292 is a 10-meter-tall radio antenna. The radio attached to this antenna has its broadcast range tripled in normal mode or multiplied by six in high-power—thus highly detectable—mode. The antenna is nonmobile and takes one man-hour to assemble (i.e., one man takes one hour, two men take one-half hour, four men take one-quarter hour, etc). In addition, it takes one-half man-hour to disassemble. Both assembly and disassembly require a successful COM:ESY task completion. This antenna broadcasts in 360 degrees for purposes of reception and detection. Wt: 10 kg Cost: \$1000 (S/R)

### RC-585 ANTENNA SYSTEM

The RC-585 is identical to the RC-292 except the RC-585 only broadcasts on a 90-degree arc—thus making it harder to detect. It takes an additional one-half man-hour to erect. Wt: 13 kg Cost: \$1500 (R/R) Ω

# Equipment List

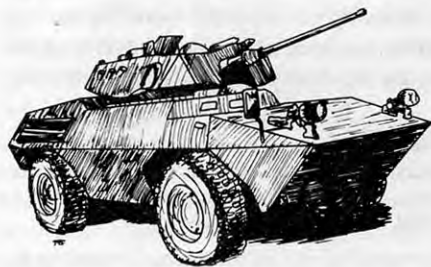
*Loren K. Wiseman and Legion G. McRae*

The primary focus of this installment of "Equipment List" is Canada. The Grizzly, Cougar, and Lynx are all in Canadian service, and any of these vehicles might be seen during an encounter with a Canadian Forces unit either in Canada or in Europe. Canadian forces also use M113 APCs and the ADATS combination AT/AA vehicle, as well as others. It is not an unreasonable assumption that they will acquire a few M2 Bradley APCs by 1995, as well. Also included here are a couple of other interesting vehicles which are not in Canadian service.



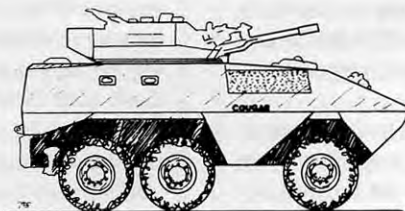
## Lynx

An amphibious, fully tracked scout vehicle based on the American M113 APC chassis, it has a driver's hatch on the front hull deck, and gunner's and commander's hatches on the turret deck. The latter has a weapon mount (NHT equivalent), but no standard weapon is provided. *Price:* \$75,000 (R/R) *RF:* - 20 *Armament:* 25mm autocannon *Ammo:* 200 x 25mm *Tr Move:* 120/70 *Com Move:* 40/30 *Fuel Cap:* 360 liters *Fuel Cons:* 120 *Fuel Type:* D, A *Load:* 500 kg *Veh Wt:* 9.8 tons *Mnt:* 6 *Crew:* 3



## Grizzly APC

The Grizzly APC is based on the six-wheeled MOWAG Piranha amphibious armored vehicle. It has a driver's hatch on the left front hull deck and a commander's hatch on the turret deck. The main entrance to the passenger compartment is via two hinged doors at the rear; secondary access is provided by two hinged doors on the rear hull deck. It has two firing ports on either side and two at the rear. *Price:* \$50,000 (R/R) *RF:* none *Armament:* M2HB MG *Ammo:* as cargo *Tr Move:* 180/70 *Com Move:* 60/25 *Fuel Cap:* 250 liters *Fuel Cons:* 60 *Fuel Type:* D, A *Load:* 1.5 tons *Veh Wt:* 9.5 tons *Mnt:* 6 *Crew:* 3+8



## Cougar

The Cougar is an armored car, and, like the Grizzly, it is based on the MOWAG Piranha amphibious chassis. The vehicle has a driver's hatch located on the left front hull deck, and commander's and loader's hatches on the turret deck. Access to the Cougar is via two hinged doors which are at the rear of the vehicle. The armored car has two firing ports located on either side and two at the rear. *Price:* \$70,000 (R/R) *RF:* - 20 *Armament:* 76mm gun, MAG MG *Ammo:* 30 x 76mm *Tr Move:* 180/70 *Com Move:* 60/25 *Fuel Cap:* 250 liters *Fuel Cons:* 60 *Fuel Type:* D, A *Load:* 1 ton *Veh Wt:* 9.6 tons *Mnt:* 6 *Crew:* 3

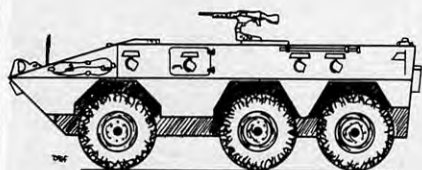


## EE 11 Urutu

This Brazilian-built 6x6 amphibious APC is marketed primarily in Latin America but is in service in other armies as well (Iraq, among others). It has a driver's hatch on the front hull deck and a commander's hatch on top of the turret. The rectangular hatches on the rear hull deck, a door on each side of the vehicle, and a pair of hinged doors in the rear allow passenger compartment access. *Price:* \$50,000 (R/R) *RF:* none *Armament:* MAG MG *Ammo:* as cargo *Tr Move:* 180/70 *Com Move:* 60/30 *Fuel Cap:* 360 liters *Fuel Cons:* 100 *Fuel Type:* D, A *Load:* 700 kg *Veh Wt:* 10 tons *Mnt:* 8 *Crew:* 3+6

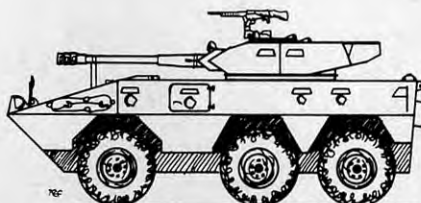


# TWILIGHT: 2000



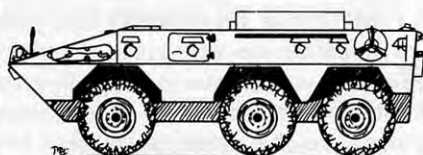
## Commando V-300 APC

A private venture by Cadillac Gage of Michigan, the series is a 6 × 6 amphibious chassis capable of many armaments. The APC variant has a driver's hatch on the right side, a large hatch on the upper rear deck, and a rear ramp. A second MAG MG can be fitted to a pintle mount on the rear deck. *Price:* \$50,000 (R/R) *RF:* none *Armament:* MAG MG (P) *Ammo:* as cargo *Tr Move:* 170/80 *Com Move:* 55/30 *Fuel Cap:* 265 liters *Fuel Cons:* 120 *Fuel Type:* D, A *Load:* 800 kg *Veh Wt:* 14.5 tons *Mnt:* 6 *Crew:* 3 + 8



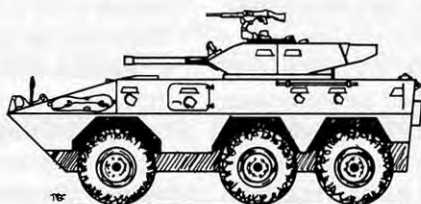
## Commando V-300 90mm Armored Car

The V-300 90mm armored car is as described previously, but a turret containing the British-made 90mm Cockerill gun (the same one that was used on the Cadillac Gage Stingray) has been installed, at the expense of the passenger seats. *Price:* \$60,000 (R/R) *RF:* -20 *Armament:* 90mm gun, MAG MG coaxial, MAG MG (C) *Ammo:* 40 × 90mm *Tr Move:* 170/80 *Com Move:* 55/30 *Fuel Cap:* 265 liters *Fuel Cons:* 120 *Fuel Type:* D, A *Load:* 800 kg *Veh Wt:* 14.5 tons *Mnt:* 6 *Crew:* 3



## Commando V-300 Mortar Carrier

The V-300 Mortar variant is as described above, except that the rear portion of the upper deck has been removed and replaced with a folding cover. An 81mm mortar and its attendant sighting fixtures and ammunition storage racks have been installed. *Price:* \$55,000 (R/R) *RF:* none *Armament:* 81mm mortar, MAG MG (P) *Ammo:* 142 × 81mm HE, 14 × 81mm WP *Tr Move:* 170/80 *Com Move:* 55/30 *Fuel Cap:* 265 liters *Fuel Cons:* 120 *Fuel Type:* D, A *Load:* 800 kg *Veh Wt:* 14.5 tons *Mnt:* 6 *Crew:* 4



## Commando V-300 76mm Armored Car

The V-300 76mm armored car is as described above, but a turret containing a 76mm gun similar to the D-56TM 76.2mm gun (described in *The RDF Sourcebook*) has been installed, also at the expense of the passenger compartment. *Price:* \$57,000 (R/R) *RF:* -20 *Armament:* 76mm gun, MAG mg coaxial, MAG MG (C) *Ammo:* 75 × 76mm *Tr Move:* 170/80 *Com Move:* 55/30 *Fuel Cap:* 265 liters *Fuel Cons:* 120 *Fuel Type:* D, A *Load:* 800 kg *Veh Wt:* 14.5 tons *Mnt:* 6 *Crew:* 3

## VEHICLE DAMAGE LOCATION CHARTS

### Grizzly APC

R: LH(15), G(20), HB(15) C,S,P,E,F  
L: LH(15), G(20), HB(15) D,R,S,P,E,F  
C&R: TS(10), TF(20), TB(15) X,W,G  
F: HS(20) D,R,C  
C: HS(20) P,G,S  
B: HS(20) F,E  
FD(15) D,R,C  
TD(15) X,W,G  
RD(15) P,S,F,E

### Cougar

R: LH(15), G(20), HB(15) C,S,P,E,F  
L: LH(15), G(20), HB(15) D,R,S,P,E,F  
R: TF(25), TB(15) C,A  
C: TF(25), TB(15) X,W,N,A  
L: TF(25), TB(15) L,A  
TS(10) C,G,W,A,X  
F: HS(15) D,R,C  
C: HS(15) P,G,S  
B: HS(15) F,E  
FD(15) D,R,C  
TD(15) X,W,C,G,N,S,A  
RD(15) P,S,F,E

### Lynx

R: LH(30), G(30), HB(10) E,F,A,P  
L: LH(30), G(30), HB(10) D,R,S,P  
C&L: TB, TB miss  
R: TS(10), TS(20), TB(10) W,N,G  
F: HS(10) D,E,F  
C: HS(10) S,C,G,A  
B: HS(10) S,P  
FD(10) D,E,F  
TD(10) W,N,G  
HD(10) P,S

### Commando V-300 Series

R: LH(20), G(30), HB(10) P,S,E,F  
L: LH(20), G(30), HB(10) D,R,C,S,E,F  
R: TF(35)TB(20) X,C  
C: TF(35)TB(20) W  
C: TF(35)TB(20) G,W,N  
TS(25) W,G,C  
F: HS(15) D,P,R  
C: HS(15) S,C,G,A  
B: HS(15) F,E,P  
FD(15) D,R,P  
TD(15) C,G,X,W,N  
BD(15) P,S,F,E

Abbreviations from the basic game. Ω



No. 39

US \$3.25

# CHALLENGE

*The Magazine of Science-Fiction Gaming*

**For MegaTraveller—**

Hinterworlds

by Rob Caswell and Karl Johnson

**For Twilight: 2000—**

Rifle River

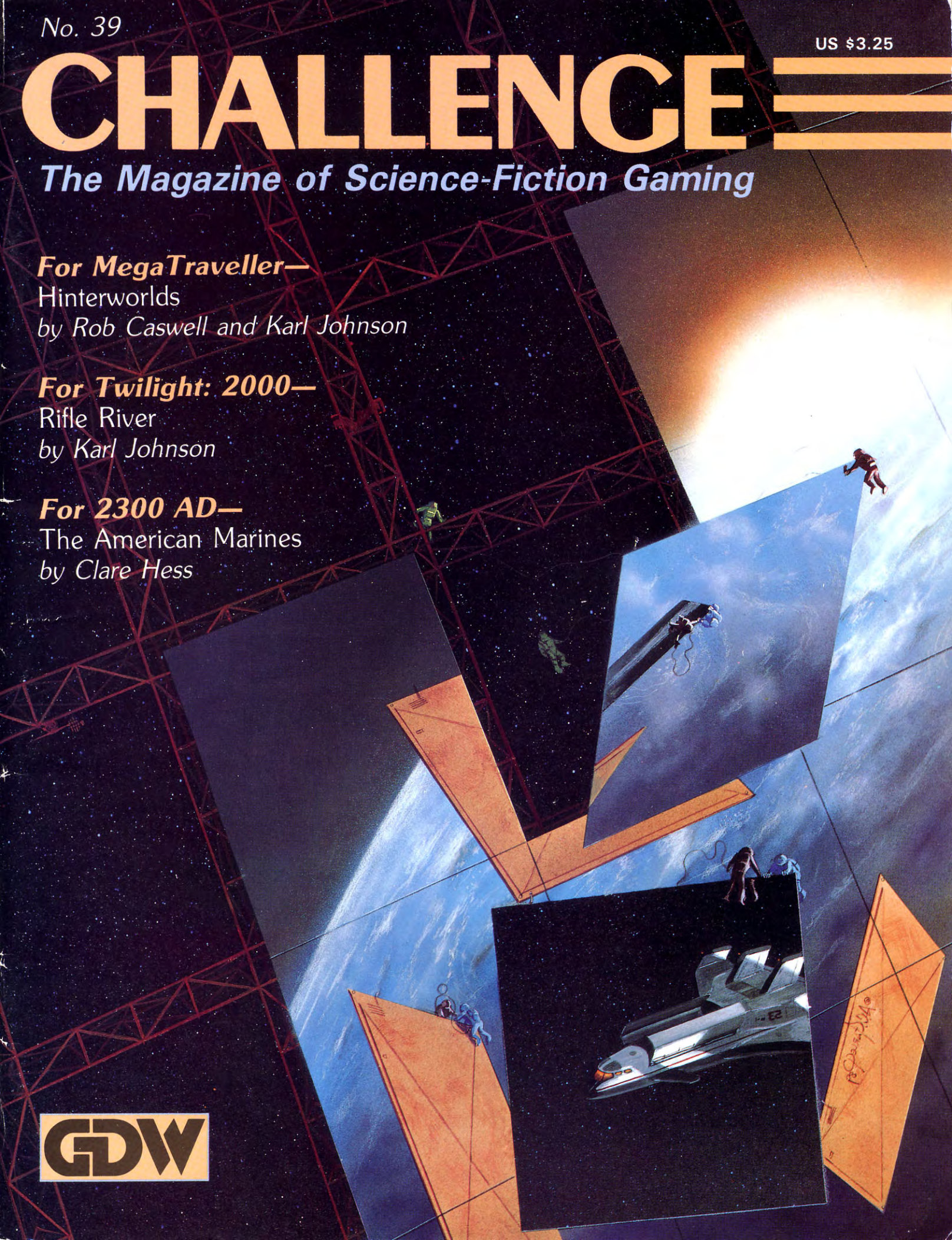
by Karl Johnson

**For 2300 AD—**

The American Marines

by Clare Hess

**GDW**





# Rifle River

Karl Johnson

The following adventure is for referees and players who have completed The Last Submarine module and remained in North America, or who were not involved in that operation and find themselves on the east coast. "Rifle River" is suitable for a group of any size (with some modifications) but is optimal for a group of four to six players with some strong ties to the military government of the United States. The adventure begins in early October 2001.

## BARBARIAN ATTACK

**W**e found him hiding under the passenger platform of the New Haven train station. He was thin as a rail and scared out of his wits.

"Sir, there were hundreds of them...thousands! We tried to withdraw, but they hit the lieutenant, and Sergeant Propitto got cut off. I tried to help him, but I couldn't...there was no way to...I just had to..."

This wasn't going anywhere productive. "Corporal! Report!"

He stopped as though I had slapped him. Then some sanity bled back into his eyes, replacing that hyperactive brightness that precedes hysteria.

Suddenly, he was all business. "Corporal Dusanenko, 78th Light Infantry, Special Operations Team Delta, sir. Sorry, sir....I've—it's been pretty rough, sir."

"I can believe it, son. Tell me what your mission was and what happened."

"Yes sir. We left Fort Dix on September 20, under Lieutenant Baptiste. He was like all of you, sir—a European vet." There was something between awe and fear in his voice.

"Go on, Dusanenko."

"Yes, sir. Well, we had been ordered to get to Hartford and retrieve the dies that we were supposed to find there."

My XO, McGruder, cut in: "Dies?"

"Yes, sir, dies for making M16s—you know, the Colt armory at Hartford. Milgov wanted the dies retrieved and shipped out west. Seems they've got enough manufacturing machinery working to be able to get back in the new parts and repair business."

"So what happened, corporal?"

He fought with a brief resurgence of hysteria before continuing in a carefully controlled fashion.

"Rye train station, two days ago. We were scouting for a bivouac site. I had been sent into town to see if there was anyone there we could barter with, maybe get some info from. Found the town deserted—not a soul. Lots of useful things left lying around. Like everybody had run away from a flood. Should've known something was wrong."

"Next thing I know, it sounds like World War IV back at the train station. Ran back as fast as I could. The lieutenant was already dead, sarge hit, trying to lay down cover fire, but they'd been caught on the tracks. Tried to get into a flank-ing position, but sarge saw me—waved me off. He knew, sir."

"Knew? Knew what?" Clifton asked from over my shoulder.

"Knew the rest of the team wasn't going to make it," I snapped. "Sorry for the interruption, Corporal Dusanenko. Who did this to your team?"

And then he started to shake.

His teeth chattered, and his hands shook so that he dropped his rifle.

"B-b-b-barbarians," he managed to stammer at me, his eyes losing focus. "L-l-like animals. In uniforms, leather, rags. S-skulls. Bones. Wearing it like j-jewelry. And guns—lots of M16s. Knew what they were doing. Finished the job with butcher knives. Then the big ones, they, they—my god, they..."

Dusanenko turned rapidly away and was convulsed by an attack of dry retching. He hadn't finished his sentence, but we all knew what he had been about to tell us.

McGruder turned to look at me in disbelief, then turned away again. He had gone white as a ghost. "I can't believe it," he muttered to no one in particular. "I just can't..."

But Dusanenko recovered and fixed him with a withering stare. "They did! And they liked it—liked it!"

## FOR THE REFEREE

The characters have encountered Corporal Thomas Dusanenko of Special Operations Team Delta, 78th Light Infantry—the last Milgov unit in the New England/Mid-Atlantic states area. After he has been calmed by the group, he will be able to fill in a few more details.

The group that attacked Team Delta apparently calls itself “The Gang of the Gun.” It is the first harbinger of what the tattered remnants of North America fear most—the emergence of cannibalism. Dusanenko heard rumors that such a gang was forming in the North Manhattan/Lower Bronx area over the past six months. Its holy symbol is simply the black silhouette of an M16 on a red field.

As he lay hiding throughout the dusk hours, he learned a few important facts. The gang has obviously grown to an astounding size for these lean times; it has in excess of 500 members, 300 of whom are “combat ready.” Perhaps 50 of these individuals are armed with M16s, another 50 with semiautomatic civilian versions (AR-15s), and the remainder with a potpourri of paramilitary weapons and a few high-powered hunting rifles. About half of the “noncombatants” are also armed with guns, which include everything from Ruger Mini-14s to bolt-action .22s. These weapons seem to be in poor repair, however, and the group also seems to be short on ammunition. Most sidearms are backup pieces carried by the best-equipped of the combatants—known as the Mothers of Merciless.

Judging from the snippets of conversation and the rituals that Dusanenko overheard, the gang grew steadily when the Mothers of Merciless began to make “full use” of the bodies of their defeated foes. The gang’s leader—a deserter from the 78th by the name of Clyde Morgan—has given this appalling practice a quasi-religious significance, resulting in a strange form of cohesion among the members of the gang. With this gruesome new unity, Morgan has been able to build the rabble-like old gang into the cult-like new Gang of the Gun. The litany is simple: The only law is power, and power is acquired through superior firepower. And the pervasive symbol of that firepower in North America is the M16.

Dusanenko also learned that the gang seems to be in the midst of a migration, or maybe a pilgrimage. The migration aspect seems to be directly due to a food shortage; those neighbors they hadn’t already defeated decided to leave the general area in a hurry. As a result, the gang had to leave its turf and travel in search of new foes—and, therefore, new “supplies.”

In addition to this eminently practical push, Morgan has given the gang an equally strong pull—the sacred Colt plant at Hartford, which he has built into a mecca for his followers. Dusanenko’s guess—borne out by the party’s map—is that Morgan intends to take the gang members along the Connecticut coast until they reach New Haven, at which point they’ll probably move northward along the New Haven & Hartford rail line. How Morgan hopes to renew M16 production is unknown to Dusanenko; the man is probably just thoroughly insane.

But Dusanenko does know this; the M16 dies are needed out west, where they could become an important factor in Milgov’s fight to protect and rebuild one of the few produc-

# Twilight: 2000

tive regions left in America. He was heading east not only because he was cut off from the route back to Fort Dix; he was also heading toward the only possible Milgov allies left in New England—the reclusive coast guard, rumored to still have a base somewhere south of Boston.

## A CIVILIZED DECISION

The characters will quickly realize that despite his shaken condition, Corporal Dusanenko is not about to give up his mission; in fact, he has become something of a fanatic regarding its completion.

Through Dusanenko, the referee should take advantage of the opportunity to impress upon the players that they have a moral, as well as a military, duty to assume responsibility for the mission of the late Team Delta. At least, they should feel a social duty to do something about the Hartford-bound Gang of the Gun. Given the crop failures of the past year and the approaching winter, the gang may flourish at the expense of those civilized enclaves that are still surviving. The gang will probably absorb the more depraved marauder bands as new members. Despite his borderline hysteria, Dusanenko can and will make a compelling case for the elimination of the Gang of the Gun.

Two options will immediately present themselves to the characters: Try to infiltrate the gang and remove its leadership, or try to locate the coast guard with the intent of jointly preparing a large and crippling ambush. Players should quickly see that they simply don’t have enough information to make the infiltration option work. And even if they were able to get in close enough, they would never survive the attempt; it would be a suicide mission.

Therefore, the only reasonable option is to locate the coast guard commander and appeal to him for aid.

## A WALK ALONG THE SHORE

To the best of Dusanenko’s knowledge, the coast guard is rumored to be operating in and around the Rhode Island area, so the group will have to head east. The most logical route is to follow either Interstate 95 or the Amtrak rail line, both of which run very close to the Connecticut coastline.

## EVENTS AND ENCOUNTERS

When the characters are in areas other than those detailed in the following section, these encounter charts should be used in determining any unusual occurrences that befall them as they travel. The referee should roll on this general encounter table once every four hours, unless specific rules dictate otherwise. The referee should make a note of any settlements encountered, indicating size and defenses; they may become critical for play purposes in the second half of this adventure.

**Optional:** The referee might want to use the encounter values



suggested in **Howling Wilderness** instead. The ones included in this adventure, however, are specially designed for coastal travel in fall 2001.

#### ENCOUNTER TABLE—GENERAL

| Die | Result             |
|-----|--------------------|
| 2-4 | Animal*            |
| 5   | Ruins              |
| 6   | Danger             |
| 7-8 | Marauders          |
| 9   | Refugees           |
| 10  | Abandoned vehicle  |
| 11  | Hunters/scavengers |
| 12  | Farmers/fishermen  |

\*For animals, use the Animal Encounters chart.

#### ANIMAL ENCOUNTERS

| Die  | Result            |
|------|-------------------|
| 2-4  | Dogs              |
| 5-8  | Small game/fowl   |
| 9-10 | Large game/grazer |
| 11   | Deer (1-3)        |
| 12   | Bear (black only) |

#### DESCRIPTIONS

The descriptions which follow apply to the Encounter Table—General.

**Ruins:** The characters come across the remains of a small community which has been ruined within the past two or three months. The New York-Boston corridor is lined with small, semisuburban communities. Many of these turned to fishing or farming after the period of famine that largely depopulated the area. However, the marauder bands from Fort Devens (former members of the 43rd MP Brigade) have preyed upon and savaged many of these humble villages. In addition, many of those who had staked their hopes on farming have been ruined by the unfavorable weather and have either become hunter/scavengers or marauders.

**Danger:** The characters encounter a hazardous situation. The nature of this situation must be determined by the referee and must be appropriate to the environment in which the characters are located. This could, therefore, be a collapsing roof in the ruins area, a rabid dog in the country, or a bridge that threatens to collapse while the characters are crossing a river.

**Marauders:** The characters encounter a band of  $2D6+1$  marauders. These NPCs are bandits who survive by pillage and murder. They will attempt to attack from ambush, and they prefer superior numbers. Marauder bands consist of a mix of Novice, Experienced, and Veteran NPCs.

Half of all such encounters will be with former members of the 43rd MP Brigade. If such a band is encountered, it will be a foraging/raiding party away from the main group. The main group will number between 15 and 40:  $(1D6+2) \times 5$ . They will be armed with military personal arms, and will perhaps possess one or two heavy weapons (either machineguns or mortars).

**Refugees:** These are the survivors from those towns which have recently become ruins (see above). They generally have few possessions and will flee any contact. However, offers of

food, medical supplies, or weapons might get them to stay and talk for awhile. If they have been victimized by a marauder band made up of former 43rd MP Brigade members, they will not stop to talk under any circumstances if the characters are in uniform. If a victimized refugee group is armed, a one-third chance exists that they will try to snipe at the group from long range. Refugee groups are comprised of Novice and Experienced NPCs.

**Abandoned Vehicle:** The group encounters an abandoned motor vehicle. It will have been stripped of almost all useful equipment. All man-portable items will certainly have been removed.

**Hunters/Scavengers:** The characters encounter  $1D6$  civilian hunters (local men and women armed with sporting rifles, shotguns, or bows). They will be suspicious of strangers, especially those who appear to be in uniform or part of a marauder gang. Offers to trade ammunition or food for information, however, will usually be cautiously accepted. These people will have permanent homes one-third of the time. They will not injure other people except in self-defense. The group consists of a mix of Novice, Experienced, and Veteran NPCs.

**Farmers/Fishermen:** The characters encounter  $1D6$  farmers or fishermen. If the characters have surprise, they may be able to get close enough to meet farmers who are working in the fields. Otherwise, the farmers' lookout will ring a gong upon spotting the party (assuming that the party is at least five in number and armed). The farmers will then run to a single house of stone or brick construction and prepare to defend it. Most of the communities are  $2D6 \times 5$  in number, although some larger ones exist. In the field, the characters will meet  $1D6$  farmers. Little or no food is for sale. The farmers will be armed with shotguns, hunting rifles, or paramilitary arms. Their farming situation is good, since they get a fair amount of coastal rain. However, they have heard horror stories from the interior.

In the case of a fishing community, the fishermen will be at the waterfront tending their boats and will be nearly impossible to surprise, since the boats are within 30 meters of the town and its lookout post (the highest point in town). The fishermen are a little less suspicious and will send a parley group to see what the characters want. They do have a little food to sell but for exorbitant prices. If the characters indicate that they are with Milgov, they may receive an offer to provide protection against the United Brotherhood of Former Marines who occasionally come by and extort some supplies.

#### THE CITIES

As the group begins its journey east, it will make fair time along the roads. Even so, the characters will only be able to make 70 percent of their listed on-road speed due to the terrible conditions of the road. Not only have the winters been severe, but the movement of heavy tracked vehicles to and from transatlantic shipping ports has churned the pavement into a tarry ruin.

However, the biggest delays they'll experience will be passing through (or, to be safer, around) the larger urban centers that dot the Connecticut coast. They'll run into most of these built-up areas in the first half of their journey. The worst are Bridgeport and New Haven, with lesser (but considerable) difficulties being offered by Norwalk, Fairfield, Stratford, and New London. In each of these areas, the streets are choked with

debris, and there is a one-third chance every hour for an encounter with a marauding gang. Additionally, any encounters with animals or farmers automatically become an encounter with a sizable pack of wild dogs, some of which may be rabid. Any encounter with hunters is actually an encounter with a group of well armed hunter/scavengers working for the UBF. If they can surprise the party, they may try to pressure them into giving up some equipment as a "highway tax." They'll run from superior firepower, but they're not afraid of a fairly even fight if there's a chance for good loot.

In general, it is safer to move around rather than through these ruined cities, but that involves trying to follow outdated local maps (if any are available) over a confused matrix of back roads. While this is safer, it is much more time-consuming (on the average, add four hours).

#### NEW HEARSAY AT OLD SAYBROOK

When the characters reach Old Saybrook, they will spot a group of six individuals ahead of them, on foot but making steady progress eastward. Closer inspection or binoculars will reveal a surprising fact; they're members of the Gang of the Gun.

If these six are captured or followed, the same thing will be discovered; their mission is to assess the condition of the bridge over the Connecticut River. If they are killed outright, the characters will have nothing more than a puzzle; why are Gang of the Gun members scouting a path this far south of Hartford?

However, if the group manages to capture one or all of the gang members, it is an ESY interrogation task to get them tangled up in their own clumsy lies, and thereby get the truth out of them by playing one against the other.

In fact, this team of gang members is trailblazing for the gang itself, which is intending to head north to Hartford by way of the Connecticut River. They, however, call it "Rifle River." Morgan has renamed it, since it flows past Hartford (Colt), Springfield (Springfield and Smith & Wesson), and nearby

# TWILIGHT: 2000

Chicopee Falls (Remington). Morgan and his "preacher," the Right Out Right Rev. Richard Q. Starkey, seem sure that enough boats are available nearby to make the river voyage—and besides, it's a religious pilgrimage. It's only fitting that the Rifle River be the "highway of their *hegira*," rather than the infinitely more mundane overland route. The characters will also learn from the prisoner(s) who the key people are in the gang, what Morgan looks for in recruits, and how the gang is organized. This provides the group members with enough information to allow them to consider an infiltration option as part of their eventual plan. (The characters can and will learn many more specific details from the prisoners later in this adventure.)

However, these six gang members are not about to surrender calmly. Half are Veteran NPCs armed with M16s; the other half are Experienced NPCs with AR-15s. They all have sidearms of one type or another, and the leader has two fragmentation grenades and a kevlar jacket. The Veterans will attempt to fight to the death, whereas the Experienced NPCs might surrender and are likely to do so if all the Veterans are eliminated. If there are more than six party members, increase the number of gang members accordingly.

#### MYSTIC MYSTERIES

As the characters pass through Mystic, near the Rhode Island border, it will be obvious that this once quaint, little, historic town is the current equivalent of a minor metropolis. With a population of almost 5000, Mystic supports a vigorous fishing industry, as well as some coastal trade. Much of this is due





to the contributions of the former employees of the Mystic Seaport and Marine Museum, who have kept the *Charles W. Morgan*, America's last wooden whaling ship, in operating condition. They have also managed to convert the other sailing craft in port into highly profitable fishing/merchant vessels, and they have an ambitious educational program for transmitting special maritime skills to an ever-increasing number of their young people. Not surprisingly, Mystic is particularly well defended, boasting several M60 machineguns and a pair of 81mm mortars, in addition to the more predictable selection of military, paramilitary, and sporting longarms. It maintains a low-power radio station for emergency broadcasts to its populace and for long-range contact with the rest of the world.

In Mystic, the characters will find a welcome change from the harsh realities of the road. Smiles come freely, trade is possible, and for a night at least, they may relax and enjoy a bit of civilization once again. Or so they think. The referee should urge the characters to visit the wharfside Mystic Inn, where they can enjoy a fine meal—along with a young-but-pleasing wine of local vintage—as long as they check their weapons at the door. Here, in the midst of what passes for paradise in the year 2001, one of the characters will overhear a somewhat tipsy gentleman at an adjacent table joking about “those United Brotherhood of Fishermen clods.” He will laughingly suggest that they have a lot of ambition but not much courage. Not enough, anyway, to take on Mystic and her mystical guardian angel.

An alert character will note that most patrons smile good-naturedly but tightly and do their best to quiet their inebriated neighbor. However, three men at the bar—travellers themselves—will take a keen interest in the man's words. And when the jolly Mysticite finally takes his leave of the inn, they will pay their tab hastily—in gold—and leave as well, without stopping to pick up any weapons.

If the characters rush out without reclaiming their weapons (which would take some time), they'll see the three men meet with a fourth, who passes out weapons. It will be an AVG:RCN task to avoid being seen and DIF:RCN to be able to identify the weapons (two mini-Uzis and two Ruger P-85 9mm automatic pistols). Once armed, the four men will overtake the vocal Mysticite and hustle him into an alley, where he will be silenced with a sharp jab to his fair-sized solar plexus.

If the characters do stop to get their weapons, they will just be able to catch up to the four men as they are apprehending the portly local. If the characters have a tremendous superiority in firepower, the strangers will use the local as a hostage and withdraw to the pier, where they will get into a small methanol-fueled powerboat. They'll dump their prisoner overboard once they're 100 meters from shore. The characters will have to rescue that fellow by swimming, since no other powerboats are available nearby. It will be an AVG:SWM task to get to him (cold water with a current) and an additional AVG:SWM task to rescue him. Additional rescuers will help the odds. Also, if one rescuer swims out to get him, it is an ESY:SWM task to keep him afloat long enough for someone to grab a dinghy, row out, and lend a hand.

If, however, the characters catch the four abductors by surprise and attack, they will engage in a considerable firefight. The four men are Veteran NPCs and will fight with uncommon determination and discipline. In the firefight, roll for every

missed shot that was aimed at a target within two meters of the local; there is a one-sixth chance that it will hit the fellow (caught in the crossfire).

In the wake of the encounter, the characters may learn the following things.

If they have the opportunity to search any of the four abductors, they will discover New America identity papers. They will not discover any mission orders, but they *will* find a map of the nearby town of Waterford (approximately eight miles to the west) and the surrounding area. A close inspection will reveal that the map includes a small symbol indicating the location of the three Millstone nuclear plants.

If the group members manage to rescue the hapless Mysticite, they will find him to be a grateful and loquacious ally. The mystical guardian angel to which he referred is Mystic's secret insurance policy—the cooperation of the coast guard. In fact, the guard loaned Mystic the M60s and mortars 18 months ago in exchange for the loan of the *Australia*, the historic schooner that had been part of the seaport exhibition. If the group expresses a keen interest in the coast guard, the local will confess he doesn't know where the main base is located, but he thinks he knows a way to put the group members in touch with someone who does. He tells them to be at the inn the next night.

#### ANOTHER CUP OF TEA?

When the group members are at the inn on the following night, they will have a long wait—made pleasant by several urns of complimentary tea. However, when one of the characters finally must excuse himself and use the facilities, an individual will emerge from one of the stalls. He will take the player prisoner at gunpoint.

A minute after that player has left the table, a pleasant-looking young man will saunter over to the group's table and inform the remaining members not to worry—their friend has been detained and is unharmed, and will remain that way, if the group has a good reason to be interested in the location of the coast guard base.

What transpires next is up to the characters. Basically, honesty is the best policy, since their contact, Sam Carlowe, has INT: 65 and will probably know a lie when he hears one. If, however, the characters are honest about their origin, their mission, and their plan, he will agree that they should have an opportunity to talk with the CO of the coast guard. Pursuant to that, he tells the group members that he'll set out with them tomorrow and guide them the rest of the way.

#### SWAB SANCTUARY

The characters have a little travel left ahead of them. Their newfound guide will remain silent as they continue west on Interstate 95, but will signal them to turn onto the Route 1/Jamestown bridge exit. At this point, the characters will seemingly switch back and forth over a confused tangle of two-lane roads, and at the end of the day, will find themselves approaching the Jamestown Bridge. As they drive further out onto the (suspiciously?) well maintained suspension bridge, an alert character will detect two jeeps emerging from a garage alongside the tollbooths they just passed. The spotting task is AVG:RCN. These jeeps swing onto the bridge behind them. A few seconds later, the characters at the front of the party

will note two similar vehicles ahead of them about two-thirds of the way over the span. At this point, Sam will turn toward the characters with a faintly apologetic smile and suggest that the characters prepare to check their weapons; they're about to enter the coast guard country.

The group has arrived at the Newport, Rhode Island coast guard enclave, which is centered in the compound that was once the domain of the Naval War College and Naval Officer Candidate School, among other important navy institutions. Ensign Sam Carlowe, who was encountered by the group while undercover in Mystic, Connecticut, has secured safe passage into the compound, where they have made their case before Rear Admiral Nils Holsgirder, the commandant of the coast guard.

Holsgirder, despite being a crusty and often cantankerous old bird, agrees with the group that the Gang of the Gun must be stopped, regardless of the M16 dies. Normal pillage and rapine notwithstanding, he feels that the deviant behavior of the Mothers of Merciless must be eliminated as quickly and finally as possible.

### THE COAST GUARD

The motto of the coast guard, "Semper Paratus," translates as "Always Ready." That motto—and the frame of mind that goes with it—has much to do with the coast guard's survival into and through the year 2001.

Several factors conspired to produce an unusually well equipped coast guard just prior to World War III. The key element was the intensified war the US government had begun to wage against extranational drug smugglers and suppliers. By 1990, it was realized that until educational and counter-motivational approaches could shift America's youth away from drugs and toward more productive interests, the immediate answer lay in cutting off the supply. Extraterritorial actions, while frequently very successful, created international incidents—an increasing trend, as the drug kingpins of South and Central America began to blend in with national governments in those regions. The next—and the last—bulwark available to the government was to stop the drugs before or at the border. This resulted in a beefed-up coast guard, which saw its responsibilities expand to include air intercept, tracking, and maritime patrol duties.

The onset of global war in 1995 saw the coast guard transferred to the command of the secretary of the navy, and when US forces became directly involved in the conflict, a full 98 percent of the coast guard's personnel, vessels, and planes were committed to wartime duty. At first, this duty was largely restricted to defensive operations in North America,

# TWILIGHT: 2000

but after the North Sea meat grinder of 1997, these coast guard vessels and crews were absorbed directly into the navy and began assuming an important role in foreign operations. Years passed, and the toll on these personnel and ships was high.

However, the coast guard did not cease to exist as a distinct entity in 1997. Instead, using the two percent of personnel remaining as a cadre, the guard inducted a large number of the coast guard auxiliary—a citizen's group that assists the guard—into a crash training program, mostly run by reactivated guard reservists.

At this time Nils Holsgirder was breveted to rear admiral and put in charge as commandant of the coast guard. Seeing the worsening food situation in the northeast and anticipating the inevitable decay of larger urban centers, Holsgirder wisely opted to shift the remaining coast guard assets into bases in smaller, more manageable areas. He also began converting his few remaining powered vessels into alcohol burners and reinstated sailed vessels into active duty.

After Washington and Annapolis were hit by nuclear strikes, the Naval Academy briefly relocated to Newport, Rhode Island, home of the Naval War College and OCS program. With its combat-ready resources already stretched thin, the navy assigned Holsgirder the duty of providing local security and defense for the new Naval Academy. Holsgirder welcomed the assignment; Newport was a perfect base of operations and very likely to last through the dark ages he saw on the horizon. He began shifting his assets out of bases on Cape Cod and Maine, and reorganizing them into a full-time fighting force at Newport.

Eventually, the Naval Academy relocated to Newport News, Virginia. Holsgirder took the opportunity to attempt to shift some of his upper-echelon training staff from the Coast Guard Academy at New London, Connecticut, to Newport, but the navy would not give him the go-ahead to move everything, wanting to keep the institution on the Connecticut coast as a support arm of the naval facilities at Groton.

When the food riots in New England broke out and the Groton/New London complexes were ruined, Holsgirder chose to adopt a very low profile, including a





faked "withdrawal" from Newport. He began to note the rise of Carlucci and the UBF, and correctly reasoned that if the coast guard was perceived as being strong enough to present a threat, then Carlucci would feel it necessary to eliminate it.

Consequently, Holsgirder put Newport under a travel "quarantine"; no one gets in or out without Holsgirder's express personal consent. Since Newport is, in fact, an island with a limited number of access points, this was not too difficult to achieve, particularly given the superior firepower at his disposal. As a result, Newport is something of a quiet mystery, with a rumor running that the natives kill any visitors on sight.

However, Governor Britt of the Rhode Island Isolationist community is aware of Holsgirder, and something of an unspoken arrangement exists between them. Britt leaves Newport in peace and facilitates a limited amount of trade with the Isolationist community, while Holsgirder's force is his insurance against Carlucci's ambition. Although not large enough to defeat Carlucci, Holsgirder's swabs could deal the UBF a severe, perhaps crippling, blow in a fight to the finish.

Holsgirder is also worried about attracting the attention of New America, which he fears as much or more than Carlucci—hence, his interest in the four New American agents encountered in Mystic, who seemed to feel it was important to learn as much as they could about the town's mystical guardian angel. The fewer clues they have, the better.

Holsgirder's long-term plan is basic and well considered. Using his older reservists, he's educating a new class of recruits, many of whom were orphaned by the events of the past four years. By providing expert rescue and security services, the new guard makes it possible for the sizable fleet at Newport to pursue more aggressive fishing practices and to range further than its competitors. Meanwhile, Holsgirder is trying to promote the growth of light industry, with an eye toward opening some limited maritime trade with the coastal communities to the south (i.e., away from the UBF stomping grounds). His guess is that Carlucci's regime—being built on internal terror and ruthlessness—will eventually destabilize and consume itself. If Holsgirder and Newport can grow quietly and steadily until then, they might be able to reintroduce some vestiges of civilization into the surrounding area.

## THE NEW COAST GUARD

The new coast guard is a mix of the old and the young. The officers and NCOs are all 40 or more years old; they are

reactivated reservists, former academy instructors, and coast guard auxiliary inductees. Most of them (about 200 strong) have seen limited combat and are either Experienced or Veteran NPCs. They serve as commanders, shore party leaders, teachers for new recruits, repair overseers, and foremen—a busy life.

The new swab class is mostly comprised of 16 to 19 year olds, many of whom were without family or friends when Holsgirder's new coast guard offered them an alternative to the "howling wilderness" that America is turning into. Much more than a pack of would-be professional soldiers, they are trained in those humane duties that have characterized the coast guard since its inception: search and rescue, emergency medical care, techniques for evacuation, and water safety instruction. They are either Novice or Experienced NPCs with a tremendous sense of esprit de corps. Almost 400 of these new swabs make up the rank and file of the new coast guard.

The townspeople of Newport (approximately 9000 of them) are mostly involved in fishing, light industry, and light farming. All people above the age of 13 are required to attend four hours of militia training every week and two full weeks of intensive training every year (usually during the winter). Enough longarms are available to arm about half these people with something more effective than a .22. Handguns are not prevalent.

The coast guard itself is armed with M16s and M60s. A few mortars are available, as are a number of M2HB .50 calibers. Body armor is somewhat rare, most of it being ballistic cloth vests, courtesy of commandeered police stores.

## COAST GUARD NAVAL ASSETS

Holsgirder wasn't left with much when the navy yanked almost every seaworthy vessel out from under him in 1997. However, the commandant is a tireless and resourceful worker, and the new flotilla is a direct product of his industry. The primary assets are as follows.

- 1 medium-endurance cutter, *Chilula*, WMEC-153.
- 1 small harbor tug, *Shackle*, WYTL-65609.\*
- 1 inland buoy tender, *Elderberry*, WLI-65401.\*
- 10 coastal utility craft.\*
- 1 sail training cutter, *Eagle*, WIX-327.
- 1 large schooner (auxiliary), *Australia*, WIX-999.\*
- 20 sailed sloops (auxiliary), various, various.
- 1 HH-52A Seaguard helicopter.\*

\*Not available for game purposes, so data is not given.

## SEMPER PARATUS

*Ever since Europe, I guess I haven't been very easily impressed. Dodging nukes, staying alive in farming cantonments—I guess it can jade even the most ingenuous individual—which I never was. But Holsgirder made an impression on me and the rest of my team. The sea salt had etched its way into his craggy features and high cheekbones. Behind those leathery promontories, two ice-blue eyes glittered, idling in neutral—right between mirth and lightning rage. This was a man you didn't mess with.*

*He heard our story through and fixed those ice-chips on me. "Okay, you've picked up a mission that wasn't yours. Damn patriotic, I guess. Maybe it was damn stupid. What*

*do you think?" I wasn't in the mood to dance. "Sir, all due respect to flag and country and all that, but I don't give a tinker's damn whether it seems patriotic. That gang is chewing its way up the coast—and chewing up anything and everything left of civilization along the way."*

*"Calm down, captain, calm down." His eyes went back to a dull burn; he was playing with me. "It's my general policy to wait for direct orders from the navy or Colorado Springs. If I were to lend a hand to every Milgov sad sack, I'd be history by now." I started to get up. "Sit down, captain. I'm not through. This time, captain—for the same reasons you did—I'm going to make an exception."*

## Chilula

*Cherokee*-class medium endurance cutter, WMEC-153.

**Builder:** Charleston Shipbuilding and Drydock Co., Charleston, SC.

**Commissioned:** April 5, 1945.

**Displacement:** 1,731 tons full load.

**Dimensions (ft):** 205 × 38.5 × 17.

**Main Machinery:** Diesel electric (converted to alcohol), four General Motors diesels, one shaft.

**Speed:** 8.1 knots.

**Range:** 1400 miles.

**Complement:** 72 (seven officers).

**Guns:** One USN three-inch (76mm), two M2HB MG (retrofitted).

**Radar:** Raytheon SPS 64, I band (navigation only).

The *Chilula* started out life as a steel-hulled navy tug, but was transferred to the coast guard as a cutter in 1969. She was scheduled to be decommissioned in 1990, but the increase in coast guard responsibilities caused a delay in plans. After some

# TWILIGHT: 2000

minor refitting, the *Chilula* was retained in the duty roster, mostly as a reserve and training vessel.

She should have been finally decommissioned in 1996, but the onset of the war did away with those plans. She was then the only tub left to Holsgirder that even vaguely resembled a fighting ship. To make matters worse, the navy didn't take the *Chilula* because it felt the cutter would eat up far too many maintenance hours that could be used to keep truly reliable ships up to snuff. Holsgirder has since lovingly seen to the *Chilula*'s rebirth, although she is still a something of a "maintenance hog."

## Eagle

Sail training cutter class, WIX-327.

**Builder:** Blohm & Voss, Hamburg, Germany.

**Launched:** 1936.

**USCG Commissioned:** July 1946.

**Displacement:** 1,784 tons.

**Dimensions (ft):** 295 (231 at waterline) × 39.1 × 17.

**Main Machinery:** Two V6s which have been converted to alcohol for electricity.

**Speed:** 18 knots.

**Range:** Unlimited.

**Complement:** 245.

**Guns:** Two M2HB HMG, two M60 MG (all retrofitted).

**Radar:** Raytheon SPS 64, I band.

The history of the *Eagle* is a story in itself. Originally a training ship for the German navy, this sail training cutter was taken over at Bremerhaven in the year 1946. Since that time, the *Eagle* has received excellent care and frequent overhauls, since she is the only sailed training vessel which is available to the coast guard.

Holsgirder has opted to forego the use of the MAN auxiliary diesel and the single shaft. His attitude is that the fewer engines he has to convert, maintain, and fuel, the better. And after all, this *Eagle* has big white wings of her own. While not appearing as part of the ship's armament, there are deck braces for mortars.

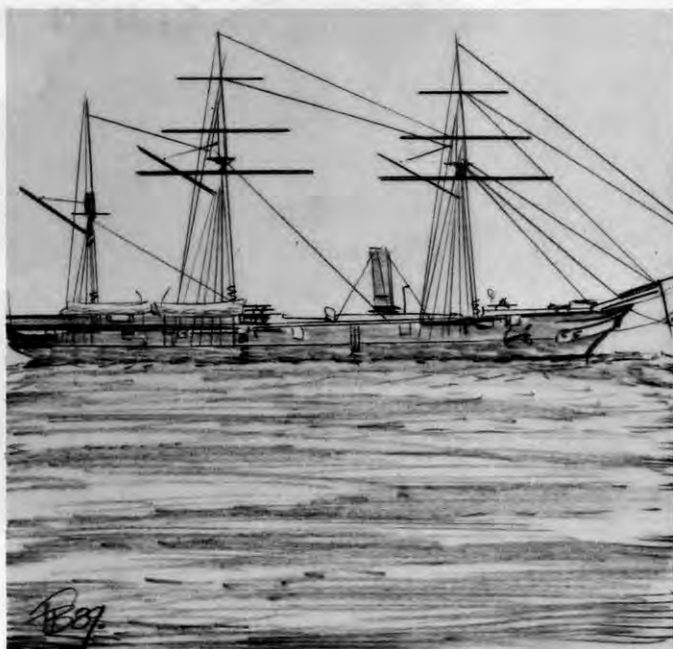
## Sailed Sloops

Five of these ships are available for the Gang of the Gun operation. The sailed sloops were originally sailed civilian pleasure craft, whose owners either died or disappeared. They vary widely, some being as large as 400 tons displacement, with others being as small as 40. Ship complement ranges from five to 40.

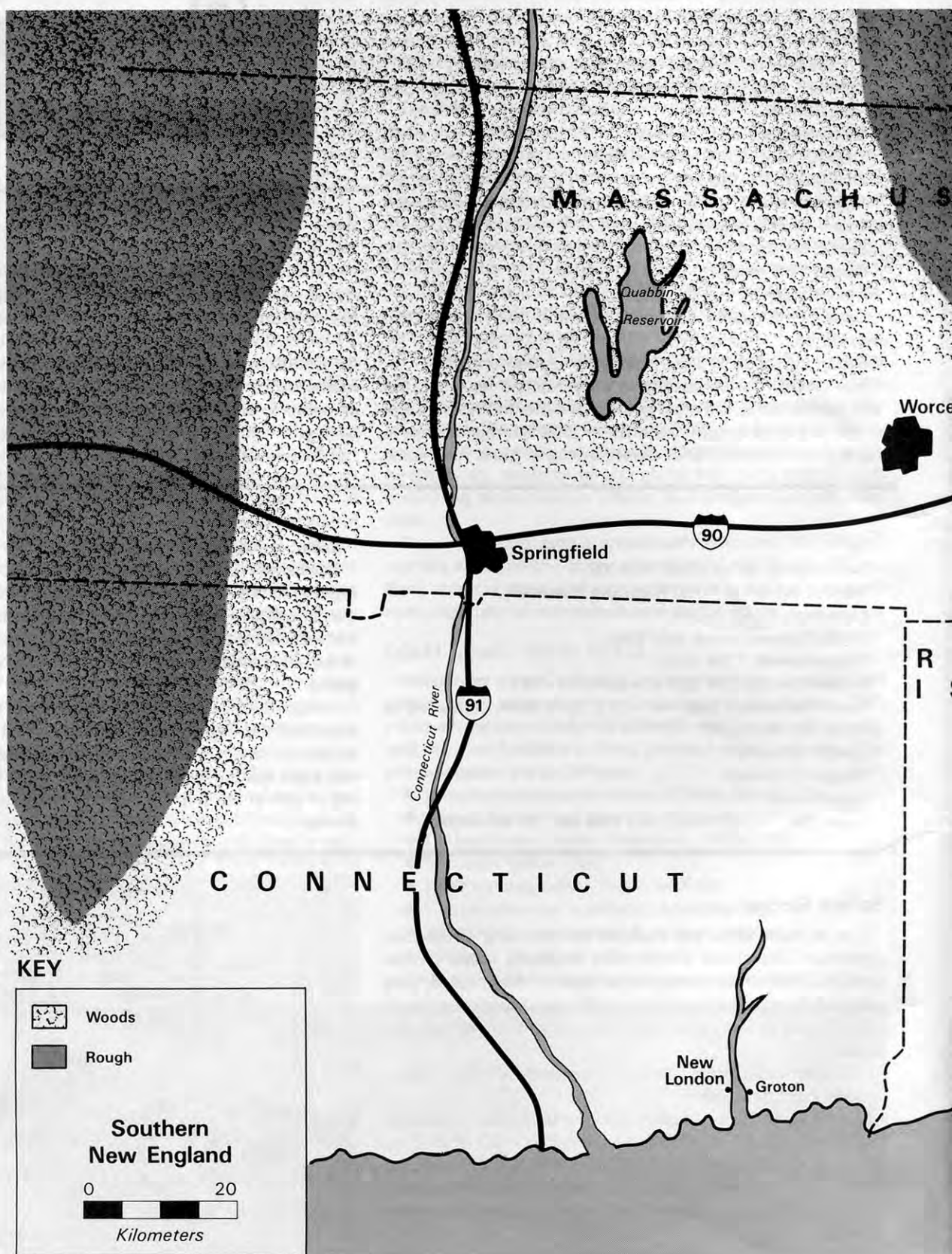
The other coast guard vessels can be assessed by consulting Jayne's *Fighting Ships*.

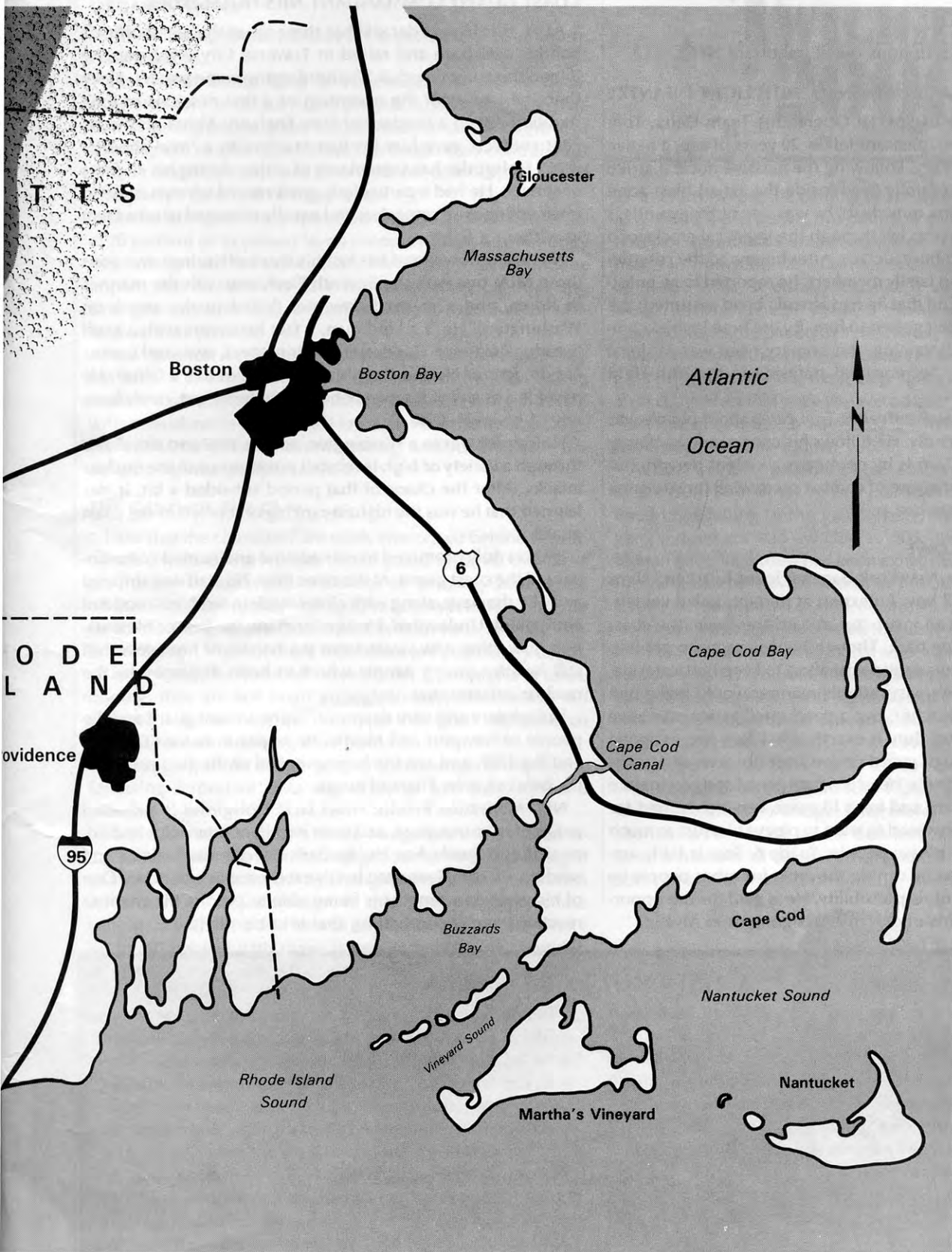
Basically, the tug and buoy tender are both smallish vessels, converted to alcohol, with a top speed of six knots and a complement of 10. The utility craft are models which are produced en masse by Monark boats and have been converted to alcohol; also, they are equivalent to a very small, high-speed cabin cruiser.

The helicopter has been retrofitted with M60 MG doorguns. Holsgirder's last avgas is stored in deep vaults, and under *no* circumstances short of an all-out attack on Newport itself would he let this bird get airborne. It's the ace up his sleeve, and he won't show it unless he has to.











## Personalities

The following descriptions detail important NPCs.

### CORPORAL THOMAS DUSANENKO, 78TH LIGHT INFANTRY

The sole survivor of Special Operations Team Delta, Tom Dusanenko is a calm, pleasant fellow 20 years of age, a native of Camden, New Jersey. Following the massive nuclear strike on Philadelphia (his family lived inside the actual blast zone but owned a business outside it), he was one of the countless homeless refugees who fell through the logistical cracks of a shattered American bureaucracy. After he saw to the resettlement of his surviving family members, he reported to an enlistment post only to find that he had already been recruited; the paperwork just hadn't gotten to him. By the time he had completed his (minimal) training, the primary need was for local security, and, thus, he remained stateside in the 78th Light Infantry.

**NPC Motivation Results:** *Heart 5:* Tom cares about people and is generally very friendly. He follows his conscience as closely as he can. *Club 2:* Tom is by no means a violent person, but he can handle the pressure of combat pretty well for someone of his modest experience.

### ENSIGN SAM CARLOWE

A native of Albany, New York, Sam has loved boats and ships since he was a small boy. An expert at piloting sailed vessels, he was assigned as an instructor aboard the *Eagle*, the coast guard's large training bark. Though he was eager to get into the war, Holsgirder made a special effort to keep him stateside, seeing that Carlowe's easy, affable manner would make him not only a natural teacher, but a good intelligence operative in a pinch. That latter duty is exactly what Sam was assigned to, becoming the coast guard undercover observer in Mystic.

**NPC Motivation Results:** *Heart 9:* Sam's genial and easy nature make others like him, and he is likewise very concerned for his fellow man. People tend to want to please him just as much as he likes to try to please people. *Spade 6:* Sam is fairly ambitious and feels that he can do the most for other people by being in a position of responsibility. He is glad for the opportunity to work on his undercover assignment in Mystic.

### COAST GUARD COMMANDANT NILS HOLSGIRDER

At 64, Nils Holsgirder still has three times the wit of officers half his age. Born and raised in Traverse City, Michigan, he joined the coast guard at 17, after forging some papers. Since then, he has—with the exception of a few missions of long duration—been a resident of New England. Although the recent conflicts gave him his first brush with a "real shootin' war," Holsgirder has seen plenty of action during his 47 years of service. He had a particularly good record when it came to intercepting drug smugglers and usually managed to take them in without a fight.

Nils is a widower and has lost his three offspring—two sons (both MIA, one with the Seventh Fleet, one with the marines in Korea) and a married daughter (killed in the attack on Washington). He is a kind man, a fact he covers with a gruff "seadog" exterior. But despite their respect, awe, and (on occasion) fear of Holsgirder, his men love him like a father. He never leaves any of his own behind—and better yet, rarely loses any of his own at all.

Holsgirder was in a Washington post in 1995 and circulated through a variety of high-level staff positions until the nuclear attacks. After the chaos of that period subsided a bit, it was learned that he was the highest-ranking officer left in the coast guard.

He was duly promoted to rear admiral and named commandant of the coast guard. At the same time, his staff was stripped away by the navy, along with all his modern (and less modern) equipment. Undaunted, Holsgirder made the best of his situation, inducting new swabs from the hordes of homeless, but still healthy, young people who had been displaced by the nuclear catastrophes.

Holsgirder cares very deeply for his new coast guard and the people of Newport and Mystic. He hopes to outlast Carlucci and the UBF, and see the beginnings of civilization return to his beloved New England coast.

**NPC Motivation Results:** *Heart Jack:* Holsgirder is a shrewd judge of human nature, and is an excellent counselor and administrator. *Spade Ace:* Holsgirder's interpersonal talents and wisdom are complemented by his excellence as a tactician. One of his greatest strengths is being able to predict his enemy's reactions and incorporating that into his plans.

## A 21ST-CENTURY BARBARIAN

*I almost felt sorry for the poor guy. Couldn't have been more than 18, shaking like a leaf, cold, hungry, desperate. But then I remembered what his gang had done to the rest of Tom Dusanenko's squad. And how the Mothers of Merciless had "finished" the job. I couldn't decide between spitting on him and shooting him.*

*Holsgirder leaned away from the kid and shook his head. "Lock him up," he muttered.*

*"I think we've got everything we're going to get out of this one."*

*As Clifton marched the kid out, Holsgirder pulled his .45 and hefted it contemplatively as he watched the young monster walk back to his cell.*

*"Tempting, isn't it?" I asked him. He gave me a long stare.*

*"Sure is. But he's just one. We've got to get the whole damn bunch of 'em. Can't let this spread. Like a disease. Worse. We'll have enough trouble this winter, without someone putting this crazy idea into starving people's heads. It's going to take one hell of an attack to break up this damn gang. We don't even know where to catch them."*

*I knew I'd regret saying it, but I did anyway. "Maybe we don't have to catch them. Maybe we can lead them right into a trap."*

*McGruder's eyes got big, and he swallowed. "You're crazy." Holsgirder just kept looking at me.*

*"You see," I confessed, "I've got a plan..."*

## ORGANIZATIONS

The following section details the organizations of southern New England.

**The United Brotherhood of Fishermen:** The UBF is headquartered on Nantucket Island (Massachusetts), and is a coalition of fishing and fortified communities under the control of a strongman named Carlucci and his thugs. They control most of the coastal communities from New London northward and effectively "own" all of Cape Cod.

**The Isolationists:** The population of Rhode Island (currently at 20 percent of its prewar level) presently forms a community which calls itself the Isolationists. Practicing what their name implies, the Isolationists have shut themselves off from outside governments and are attempting to become as self-sufficient as possible.

**New America:** A reactionary fifth column that has made a bid for control of North America in the wake of the devastating nuclear exchange, New America is a near-fascist organization with considerable resources. However, now that it has lost its leader, its cohesion is disintegrating, and its members are developing into petty warlords.

## THE GANG OF THE GUN

Now that the characters are safely ensconced behind the formidable walls of the Newport coast guard enclave, they have the luxury of time and resources to properly interrogate whatever prisoners they managed to take when they encountered the Gang of the Gun advance team near the Old Saybrook Bridge. None of these individuals are particularly bright, so even if they have the will to resist the discomforts of questioning, they are not smart enough to stay silent and/or tell consistent lies. In short, they will "spill their guts" without even meaning to—or knowing they have.

In bragging about the gang, they also manage to impart the following important data regarding its key members and policies.

The leader of the gang is Clyde Morgan, a street-urchin army enlistee who did his time and got out in 1992. He managed to avoid being reactivated by changing his name and address a number of times. However, in mid-1998, the paper chase caught up with him, and he was hauled off to Fort Dix, where he found himself with three stripes pinned to his shoulder. Despite his mediocre prior service record, he at least *had* a prior service record. He was duly made a training squad leader in the 78th Light Infantry.

His unit should have deployed overseas, but due to shipping losses, this never occurred. Instead, he was part of the disastrous trans-Manhattan "gold shipment" fiasco that almost destroyed the 78th. One of the betrayers of that operation, he took his cut and faded into the anonymity of the ruined Bronx. There, along with a number of ex-military and ex-security personnel, he built the core of a very unusual gang: a surgical strike team for hire. By remaining small, lethal, and apolitical, Morgan's group thrived while the other Manhattan power centers were busy chipping away at each others' already crumbling resources.

The winter of 2000-2001 largely finished off what was left of Manhattan and its power centers. Food reserves dwindled, and, except for a few isolated communities, the city had died out

# Twilight: 2000

as an entity before the coming of spring. Morgan's gang grew as a result. It was during this period of starvation and desperation that the Mothers of Merciless began changing their dietary habits in a most horrible fashion. Although it began as an act of desperation, it quickly became a symbol of the gang's deadliness and general "badness"; there was nothing that they didn't dare. Participation in a ritual feast became the initiation rite for new members of the Mothers of Merciless—the shared guilt of the act binding the group tightly together. It became an accepted fact that once you were a gang member, your hand was against all other men—since the hands of all other men were now certainly against you.

As 2001 wore on, plunder became more sparse for the Gang of the Gun. Poor crops ruined many communities, the weakened ones falling to the gang. Therefore, by September the gang's numbers had swollen to 500, and all nearby prey—human and otherwise—had been exhausted. Morgan knew that the gang had to move onward, or it would consume itself in a final vicious spasm of internecine violence.

Morgan's intelligence offered him only two reasonable alternatives. One was to head north into New York, up the Hudson River Valley. There, fertile lowlands and a high water table had allowed farms to yield significant (if unspectacular) crops, and the Adirondacks still offered good fishing and hunting opportunities. However, the means over the Hudson River to the prosperous west bank were either blocked (the George Washington Bridge), blown (the Tappan Zee Bridge), or held (the Bear Mountain Bridge). Therefore, he chose the second alternative—the route up the Connecticut coastline, which offered a number of smaller fishing communities with a tradition of fleeing instead of fighting. And, of course, that was





the path to Hartford and the Colt plant—home of the M16.

Currently, the gang is some 500 strong. Only 50 children (less than 12 years old) are in the gang. Not surprisingly, these young members are arguably the most ruthless and socially deviant of the bunch; they have made the true transition back to barbarity since they have never known anything significantly different.

Another special group within the gang is the 40-man detachment known as the Mothers of Merciless (and shorter appellations). These are some of Morgan's best fighters—Veteran and Elite NPCs—most of whom have either military or police backgrounds. A number were "strongmen" for organized crime outfits. All boast M16s, handguns, and either kevlar or ballistic cloth. They are Morgan's bodyguard and shock troops, and are loyal only to him and to the Right Out Right Rev. Richard Q. Starkey. They alone have opted for a new food source, an act which confers membership in this special inner sanctum of Morgan's most trusted warriors.

In addition to Morgan, a number of other important individuals guide the Gang of the Gun.

One of the most important of these is the Right Out Right Rev. Richard Q. Starkey. Starkey joined the gang less than a year ago, but has been an important factor in its growth and continued cohesiveness. A podium-thumping preacher-type, Starkey is capable of whipping the gang up into a fervor and of convincing its members that they alone represent the future of man. It is not only their fate, but their *duty* to see to it that the weak and unfit (i.e., those who are not of the gang) are removed from the face of the earth. It is he who elevated the M16 to the status of religious icon and who offers up renditions of some peculiarly revised psalms ("Thy barrel and thy sight, they comfort me. They maketh my foe lie down in green pastures," etc.). While he sounds—and seems—quite mad, Starkey is, after all, preaching to the choir. Whatever shreds of conscience still exist in the gang members, they welcome his constant and vehement assurance of the rightness of their ways.

Nearly as important as the gang "witch doctor," Starkey, is the mysterious Moms Turpin. She is something of a personnel screening expert and is detailed in the NPC section at the end of this adventure.

Two figures of lesser importance are Wiz Wedzarski and Doc Capo, chief "scientist" and chief "medico," respectively. They too are detailed in the NPC section.

The prisoners will express some confusion as to *why* Morgan and Starkey seem set on going to Hartford by way of the Rifle River. As best they can tell, part of the reason is that Rifle River has spiritual power since it flows past so many former firearm plants. But they also heard rumors that Starkey knows of a number of unsuspecting communities along the river which would make for easy plunder and perhaps a good winter camp. Also, they swear that Starkey receives "visions" in which the locations of undiscovered supplies are revealed to him. He had a "big" vision having to do with the Rifle River, and that seemed to decide the issue.

## THE PLAN

After considering the information gained in the interrogations, Holsgirder will point out that there's no practical way of defeating the gang in a land battle. He doesn't have the

capacity to move the necessary manpower, and even if he did, he couldn't accept those kinds of losses.

Let the players come up with ideas of their own. But in the final analysis, probably the only way that the entire gang can be destroyed or dispersed in a single conclusive engagement is as follows.

En route to its target destination (Rifle River), the gang is going to have to go over several bridges, most of which are in somewhat dubious states of repair, and all of which might contain traps or ambushes set by local townsfolk. If he could be sure *which* bridge they'd be going over at *what* time, and *where* Morgan and his Mothers of Merciless would be in the general group, Holsgirder believes that he could finish off the Gang of the Gun with the three-inch gun on the *Chilula* and the mortars. He could catch the gang in the middle of the span with a mixture of airburst fragmentation and white phosphorous rounds. If the command personnel are eliminated, the rest of the damage should be heavy enough to fragment the gang into smaller pieces, which probably won't last the winter.

But the problem is finding a way to coordinate the attack. Once again, the players should be allowed to toss around their ideas, although, again, there's probably only one reasonable solution: They'll have to infiltrate the Gang of the Gun. It's best if they come up with this solution themselves, so give them a little time; undercover work in the midst of a barbarian horde is going to be justly perceived as the last option.

With this much figured out, Corporal Dusanenko can offer some tactical insight that might be helpful, but he should only do so if the characters are having a difficult time arriving at a plan of action.

Since Morgan and his commanders seem uncertain of the bridge's conditions, and their advance team won't be returning, the gang doesn't have any advance reconnaissance. If the player characters were to be encountered heading west—masquerading as a band of mercenaries—they could claim to have found routes through "minefields" on or near the bridges to the east. Morgan might be interested in keeping them around on a trial basis—at least until he crosses the bridges safely.

Holsgirder can improve the plan by offering to mine the bridge they select for the ambush site. Of course, the characters will know in advance where the mines are. As far as Morgan will be able to tell, the infiltrators will be performing a valuable service.

While on the bridge, the team can use a five-kilometer pocket radio to communicate Morgan's exact location to the *Chilula*'s three-inch gunnery team. The mortars will be set up under cover on land. They will be pre-ranged and set to fire for effect. As a backup, Holsgirder can rig the bridge with demo charges, although he'd prefer not to blow it; it'll be a long time before anybody will be building bridges again.

The referee is advised to let the players do as much of this strategizing as possible; they're the focus of the adventure and should be allowed to behave as such. However, Holsgirder is a shrewd old bird and won't okay any plans that have obvious holes in them. He's also an experienced enough commander to know that the more complex a plan, the greater the chance for something to go wrong. If the players try to put forward anything much more intricate than the aforementioned operation, he's likely to put his foot down.

After some careful studying of maps and a best-guess estimate of where the Gang of the Gun can probably be met, Holsgirder will opt for the Rifle River crossing as his ambush point. The Old Saybrook Bridge is an easy target, and the Saybrook Point headland will allow him to keep the *Chilula* hidden until she comes out shooting.

The only problem anybody foresees with this site is that there are only two bridges across the Rifle River. One—the highway—is a good target with no opportunities for cover. The other is a railroad bridge; slower going for a horde of people to cross, but a more difficult target with too much cover. The group will have to make sure that it can get the gang to cross on the highway bridge. And whatever the gun and the mortars can't handle, the demolition charges will.

### BUT NOT A MEETING OF THE MINDS

The characters will be taken by a small, fast, coastal patrol boat down to Branford Point, a small beach community just a few miles east of New Haven and south of the coast, hugging Interstate 95. From there, they will begin a slow approach to New Haven on foot. Judging from the gang members' rate of travel, that's probably where they are right now.

Proceeding at a slow walk, the PCs will meet the gang in 2D6 hours. They will bump into a point patrol of three men (one Veteran, one Experienced, one Novice). The referee should feel free to let the characters' actions dictate the nature of this first, crucial meeting. In general, the gang members are somewhat trigger-happy, but if they are approached cautiously from a position of strength—and the characters' all-important M16s are visible—the group stands a good chance of making initial contact without any fireworks erupting. If shooting does occur, the van of the gang is less than one kilometer behind, and Morgan will send a scout team ahead while he prepares to move forward with a platoon-sized element.

If the characters manage to control the situation and arrange a parley, they will find Morgan a disturbingly glib host who smiles far too much. The somewhat wild-eyed Rev. Starkey will be at his side; the cagey and quiet Moms Turpin has a pair of glittering eyes almost lost as she lurks in nearby shadows. Morgan will express an interest in the group's recent route of travel and will betray an ill-concealed worry that the Rifle River bridge is mined. At this point, he'll start to ask the characters—in a most circumspect fashion—whether or not they encountered any of his men in their travels. He'll also start to feel out the player characters' attitudes regarding "alternate food sources."

It is important for the referee to begin to keep a very close eye on the player characters' reactions from this point on. They are dealing with inhuman monsters,



# TWILIGHT: 2000

and if they let their real feelings show, they're going to be in very deep trouble. They have some leeway, since Morgan now believes that his advance recon team has been lost and that he, therefore, needs the group—at least until they get over the bridge.

Morgan will make a fairly generous offer in ammunition and "normal" food in exchange for the characters' services as guides, since they've been over this land before. Then, depending on their suitability, he informs them that he might extend them an offer to join the gang itself. A number of the Mothers of Merciless who overhear this offer will begin to take an instant dislike to the characters, since it is obvious that new ex-military personnel would receive a high place within the gang—at their expense. Without much further ado, the gang sets off down the road with the characters at the front.

### ON THE ROAD AGAIN

At this point, the referee should begin referring back to the encounter notes he made when the characters travelled this way previously. Any communities that were encountered should be noted and positioned on the map. Morgan will ask the characters what lies ahead, with a particular interest in settlements. His interest is as obvious as it is abhorrent.

The characters now have a real dilemma ahead of them. Their objective is to get the gang to the bridge at the Connecticut River, but does that mean they have to stand by—or help—while the gang pillages several small communities along the way? This is a problem for the characters to solve. Trying to guide the gang around these settlements might work. However, if a settlement's cookfire is spotted and the community is

discovered anyway—and it lies right on the path the gang *would* have taken if not for the group's warning—then Morgan is going to become very suspicious of the player characters.

The gang moves approximately 10 miles a day, picking the surrounding land clean as it moves.

### TALES AROUND THE CAMPFIRE

On the first night with the gang, the characters may note a number of interesting occurrences.

First of all, the Mothers of Merciless conduct their very revolting nightly ritual in a



closed tent, right at mealtime. Rev. Starkey's voice can be heard droning in a half-hysterical pitch. Guards are posted at all entrances to the tent.

Moms Turpin will be seen holding court at a large campfire nearby, hearing the entreaties of women and newer gang members, some of them wounded. Though a matriarchal figure, she is anything but maternal; there is a detached arrogance in all her interactions. The response of her supplicants seems to be absolute terror.

On the second night, one of the characters will happen to overhear two perimeter guards talking about how Morgan was thinking about staying on the west side of the Rifle River—that he didn't want to cross a mined bridge. But Starkey nearly jumped out of his skin, setting up a hue and a cry about the easy targets on the eastern shore, and visions of plenty, and the voice of God telling him that they *had* to cross. Seems strange, comments the other guard, but Starkey's visions of where to find supplies have always been right thus far. No reason to start doubting it now.

On this same night, Moms Turpin will drop by the characters' campfire (along with six of her largest attendants) and "chat" with them. Moms Turpin has the equivalent of INT: 70, so the characters had better have their wits about them. Moms doesn't like the characters one bit. Their sudden fortuitous appearance strikes her as a little too fortuitous, and she has a hunch that the group members are not quite as hardhearted as they seem. She's hoping to trick them into revealing themselves before they get to the bridge—which she has a bad feeling about. While it would go against them in the long run if they were actually joining the gang, the characters *can* simply tell Moms to get lost; that won't get them anything other than a lethal look and her undying hatred (which they almost have already, anyhow). The trick with Moms is to say nothing and ignore her.

#### A BRIDGE TOO FAR

A note to the referee: The ambush at Rifle River can be resolved using the large-scale combat rules presented in **Ruins of Warsaw** and **Challenge** 25. While it won't seem like much of a fight at first, Morgan has one or two tricks up his sleeve if some of his people survive the first round of bombardment (so how good is that coast guard gunner anyway?). Packed for travel but easily accessible are two M2HB HMGs, a pair of M208s, and a case of smoke grenades. The *Chilula* is pretty much out of range, but if Morgan smokes the target zone and nearby area, the three-inch gunners are going to have a hard time hitting him (luck required) on subsequent shots. Also, the MGs and 208s just might be able to trade some shots with the coast guard shore mortars. A close assault on those positions after they have been softened up might not be so easily repulsed (see below).

It's all up to the referee; he could even decide that the detonators for the demolition charges on the bridge were faulty, if he wants to remove that "failsafe" option. On the other hand, however, the referee can just report the results to the players as they'd hear and see them. The only combat resolution necessary would be those situations in which the characters are directly involved.

When the PCs arrive at the Old Saybrook Bridge early on their fourth day with the gang, they'll discover that Morgan

has decided to send 10 gang members—including five of the Mothers of Merciless—along with them as they blaze a trail across the mined bridge. No matter how the group members protest (and they'd better not protest too much), they won't be able to change Morgan's mind on this.

The main part of the gang will follow about 300 meters behind the group and its escort. The bridge is about one kilometer long, so most of the gang will be on the bridge by the time the group gets to the east side. Or at least it should be.

At this point, the characters must devise a way to distract their escort long enough to call in to *Chilula* when Morgan and his entourage arrive at the agreed part of the bridge. The bombardment will commence *only* if such a signal is received, since Commandant Holsgrider will have no way of knowing if the PCs are even out of the line of fire, much less if their primary target—Morgan and the majority of the Mothers of Merciless—are in the target zone.

What the characters don't know (but might very well guess) is that the escort has orders concerning what to do with them once the bridge has been safely traversed. If the PCs have managed to impress Morgan with their combat abilities and seem like true recruits for the Gang of the Gun, the orders will simply be to keep an eye on them. But if Morgan has any doubts, the Mothers of Merciless will turn on the group with all barrels blazing. They will certainly do this once the bombardment begins. The five Mothers of Merciless are Veteran NPCs. Of the other five gang members, three are Experienced and two are Novice.

The characters will be able to keep Morgan in sight as they pick their way through the minefield and will have no trouble identifying the exact second he enters the target zone. Moms Turpin will be with him, but—oddly enough—Starkey will not. And perhaps a half-dozen of the Mothers of Merciless are gone as well.

Once the fight is in progress, the PCs will discover a few things, either from their own Recon rolls or via a radio link to spotters on the *Chilula*. Apparently, some of the gang's combat effectiveness remained behind. About 20 of the gang's rank and file will try to attack the coast guard mortar position. The referee can either resolve this combat in the conventional fashion or simply assume that after the initial surprise, the superior firepower of the coast guard will shatter that attack.

However, more worrisome, and most curious, is what Holsgrider's sharp old eyes will pick out through the mist of cordite and smoldering wreckage. Under the cover of the attack, another small team—perhaps the size of a squad—has crossed the river on the railroad bridge. As Holsgrider loses sight of that team, it seems to be heading due east. If it keeps going that way, it will get to Groton, Mystic, or Newport, eventually—or, if the team has a closer destination in mind, the ruined town of Waterford and the three Millstone nuclear reactors.

#### DRY CLIPS AT WATERFORD

If the PCs pursue the team that's pressing eastward, they'll find it led by none other than the Right Out Right Rev. Richard Q. Starkey. The force with him is comprised of his most ardent converts—who will all fight to the death. But they are not screaming fanatics. It turns out that the reverend and his troops are quite level-headed in a fight—extraordinarily professional.

Along with the reverend are six of the Mothers of Merciless (two Elite, four Veteran) and eight of the better-armed rank and file (four Veteran, four Experienced). They will give the group a stiff, to-the-finish fight, using every tactical trick in the book. The referee should feel free to pull out the stops for this fire-fight; Starkey is very smart and will try to catch the characters in crossfires, defilades, flanking maneuvers—whatever he has the time and terrain to arrange.

Starkey will have a small head start, but once he detects the pursuit (he is an Elite NPC with RCN: 65), and he expects pursuit, he'll try to get his force behind a terrain feature that obstructs the line of sight and set up an ambush. The characters will begin their pursuit at a distance of 700 yards; their actions will determine how fast they close the distance. The firefight will probably take place in or around the town of Old Lyme, which is approximately three kilometers from the Rifle River crossing.

If the firefight is going on too long, but the characters have not managed to close in, Starkey may decide to leave half his force with orders to hold the position for two or three hours, then keep up a running rearguard action. Meanwhile, the rest of his team will press on to his real objective: Waterford and the nuclear reactors.

One way or the other, Starkey will never reach his destination. Holsgirder will dispatch a team to lie in ambush at the next river crossing (East Lyme, about 10 miles further east). However, even if the characters know this, they will still be urged to either neutralize Starkey or pin him down until coast guard shore parties can arrive. If the characters haven't put two and two together by now, Holsgirder will voice suspicions that Starkey was probably a New America plant, and now that he knows about the potential of the coast guard, he can't be

# TWILIGHT: 2000

allowed to escape, even if he does abort his mission to the nuclear plants.

Whether Starkey is finally encountered alive or otherwise, some papers and maps will prove that he was, in fact, a New America plant.

Additionally, his miraculous "visions" of good supply opportunities for the Gang of the Gun turn out to have been pre-positioned caches for which he had maps.

## CONCLUSION

The players now have a choice between continuing play in America, or—assuming that they are interested in pursuing their fortunes back in Europe (without catching a ride on a submarine)—they now have a way to return.

Play in America—in this case the northeast—is full of possibilities. Not only is there land to recivilize and towns to rebuild, but Carlucci's UBF and the New America forces are still active in the area. Mystic and Newport may come under attack from these forces, or possibly new hordes of the starving, the desperate, and the dangerous. Holsgirder's dream of building a little oasis of civilization with the potential to grow is a noble one and could keep characters busy for a very long time indeed.

## RECONSTRUCTION OR RELOCATION

*It wasn't a pretty sight; bodies scattered across the entire length of the bridge. Smoke everywhere, mostly from the fires started by the willie-pete. They found Morgan; he was killed while trying to single-handedly set up one of the M2s, his precious Mothers of Merciless heaped around him. I was just glad it was over and that we were seeing the aftermath from the bridge of the Chilula. I've never been much of a sailor, but right now that old rustbucket felt like home sweet home.*

*"So where do you folks go from here?" Holsgirder growled in an off-handed tone.*

*I shrugged. "We've been a little too busy to think about that."*

*His smile was as sudden as it was unexpected.*

*"Well, it was work well done, captain. Wouldn't mind having a few extra bodies around with your kind of credentials.*

*"After all, I've agreed to help Dusanenko get his damned M16 dies out of Hartford.*

*"We'll need some skilled people for that job. And we could always use those same skills to help us make life ever more pleasant in Newport."*

*I had to smile back. "You're not a very subtle briber, sir."*

*"Never said I was."*

*"Well, I don't know...."*

*"Three square meals. Place of your own. Warm in the winter."*

*"Next you'll be promising me electricity, running water, indoor plumbing...."*

*"Give us time, captain, give us time. But of course, if you'd like, I could always help you get back to Europe. I'm told that in a few days a ship out of Newport News will be stopping over with us before heading across."*

*He had intended that offer as sarcasm, but saw that it wasn't quite flying the way he expected.*

*McGruder got a sort of dreamy look in his eyes.*

*"Never did link up with Hernandez after Warsaw, and I don't like leaving our own behind. Do you think she could still be alive?"*

*I turned back to Holsgirder and shrugged, grinning. "You've made us two interesting offers, admiral. We're going to have to think about it...."*



## Personalities

The following NPC descriptions may prove useful.

### CLYDE MORGAN

Clyde Morgan, leader of the Gang of the Gun, was born in the Red Hook section of Brooklyn, New York, in 1970. His father, a crack addict, died in a shoot-out when he was 16. Clyde was clever but didn't apply enough of his innate intelligence to classwork. However, he realized that the army offered a way out of his dismal existence—he joined at 19.

Clyde didn't like the army, and the army didn't like Clyde. A constant discipline case, Clyde rose to the ground rank of PFC before his time was up. He did acquire a strong liking for guns and the power they implied. He found work as a lookout for drug dealers and was able to capitalize on some connections in the military in order to work the occasional sale.

When war reared its ugly head, Clyde ducked his—deep into upper Manhattan and the Bronx. When the officials caught up to him (four name changes later), there wasn't enough transport left to get troops overseas. Instead, the newly formed 78th Light Infantry was assigned security duty in New York City.

Morgan was the key go-between in the deal that resulted in the loss of the Federal Reserve gold convoy featured in the adventure module **Armies of the Night**. However, he was smart enough to know that given his connections with the army and the New York underworld, it would be unwise to try to get a cut of the gold; that would get him a bullet in the back. Instead, Clyde took weapons, ammo, food, and supplies as his part of the deal. From this power base he built the original core of the Gang of the Gun. As food grew increasingly scarce in New York during the winter of 2000-2001, Morgan began to consider other sources of nourishment. Many of the insane who roamed the streets and sewers of the skeleton city already had made the gruesome transition. His decision made him something of a legend: He became the baddest of the bad. As the other New York gangs broke up, their members ran to him, believing his answer—absolute ruthlessness—would prevail.

Clyde savors his power, but trusts no one, not even his step-aunt—Moms Turpin. Though he seems invulnerable to remorse or pity, his barbaric dietary decision has unbalanced him, turning him into a pathological time bomb. The guilt he denies will consume him, if he does not meet an earlier demise.

**NPC Motivation Results:** *Spade Queen:* Clyde has only one motivation for any action he performs: self-aggrandizement. He is completely and utterly selfish. *Club 10:* Clyde is brutal and gets a sadistic thrill when engaged in destructive acts. He welcomes violence as a solution to any and all problems.

### THE RIGHT OUT RIGHT REV. RICHARD Q. STARKEY

Richard Quentin Starkey is the 27-year-old son of a preacher from Wheeling, West Virginia. His father's politics were as extreme as his fire-and-brimstone convictions. "Better Dead Than Red" was the motto of the Starkey household. Father and son both became involved in the New America movement.

Richard quickly showed his father's talents for eloquent histrionics, but also displayed two qualities that were uniquely his. First, he was astoundingly intelligent. Richard would have been a better student had he been in college at age 14; con-

ventional classwork left him bored. Second, Richard was capable of dramatic presentations and was also quite accomplished at bold-faced lying—often for ruthless purposes.

The leadership of New America saw a tremendous potential in Richard, who since his 20th birthday has been involved in one New America covert operation after another. If Clyde Morgan is fire, Richard Starkey is ice. He has killed not only frequently but also without a trace of emotion.

In fact, Starkey is a full-fledged sociopath, a fact he has been able to hide behind an intricate screen of assumed attitudes and beliefs. Like most sociopaths, he has the capacity to appear and behave with complete normalcy if he so chooses.

Late in 2000, Starkey was assigned to proceed to the New York area and build a New America cell "or locate other allies" who could be instrumental in finding and salvaging the components needed to repair the New America-controlled Yankee nuclear plant in Maine. Arriving in New York, Starkey discovered that the New America cells in southern New York had been wiped out; he was on his own. The reputation of the Mothers of Merciless intrigued him, particularly since they advertised their services as a free-lance group. Perhaps, therefore, they could be pushed or prodded into travelling.

Starkey's wild, visionary preacher performance led the group to three New York City New America caches, and from then on he was one of the most powerful members of the Gang of the Gun. His "visions" and careful manipulation of the gang's psychology was what set them out on this new quest in the first place—all so he could facilitate a rendezvous with four New America agents from Maine at the second Millstone reactor and salvage the necessary equipment.

**NPC Motivation Results:** *Spade Ace:* He has a mesmerizing

# TWILIGHT: 2000



charisma that he uses to snare people into doing his bidding. *Spade Queen*: Unfortunately, Starkey's use of that power is twisted. His devotion to the cause of New America is self-interested. He expects that in a nation rebuilt by New America he will have enough hero status to get away with whatever dire perversions he desires, as long as he is somewhat discreet. He even hopes to be the head of New America one day.

#### MOMS TURPIN

A former day-care fraud con artist, 54-year-old Mabel "Moms" Turpin is an overweight woman who has endured a difficult life. The nuclear horrors of 1997 were just the worst chapter in an already dismal book.

Moms is Clyde Morgan's step-aunt (his mother's second husband's sister) whom he knew briefly before entering military service. When the 78th was stationed in New York City, she went looking for him, in order to try to wheedle some extra food. It was during this period that Clyde realized that the woman was more than another empty mouth; she was potentially an invaluable asset.

Her talent is in reading people; she can smell out a guilty conscience like a hound dog. She is an expert at identifying and capitalizing upon an individual's insecurities, paranoia, addictions, etc. As such, she is Morgan's adviser when it comes to new personnel and problems within the gang. She can appear to be caring, but is completely self-interested and will stop at nothing to assure her own survival and protect her position.

**NPC Motivation Results:** *Diamond King*: To Moms Turpin, money is everything, and everything can be had for enough money. Her particular version of power-madness centers on possessions and creature comforts. *Spade King*: Moms is an ac-

complished liar and can feign emotions. She will frequently adopt the guise of "just a poor old woman that dear Clyde takes care of" with newcomers, trying to catch them off guard.

#### STEFAN "THE WIZ" WEDZARSKI

The Wiz is a second-generation Pole who used to teach chemistry and physics in the New York Public School system. He eventually fell into Morgan's hands, who discovered in Wedzarski a useful postholocaust chemist. Black and smokeless powder, refined alcohol production, homemade pharmaceuticals—the Wiz is a walking goldmine who is part of Morgan's constant entourage.

**NPC Motivation Results:** *Diamond Jack*: Wedzarski is a complete and utter coward. He'd have left the gang long ago if he had the nerve to try. *Diamond Three*: Wedzarski likes his creature comforts, which is another factor that has kept him from attempting to break away from the gang.

#### DOCTOR ALPHONSE DE CAMPONELLA, M.D.

Camponella entered the group under the sponsorship of one of the Mothers of Merciless who came from a crime background. Doc Capo is so named because he was responsible for discreetly handling wounds suffered by mobster chieftains (referred to as *capos*). He is the gang's medical officer, and along with the Wiz, is responsible for scrounging and/or creating whatever drugs are available to Morgan's people.

**NPC Motivation Results:** *Spade Jack*: Camponella is a haughty man of some learning; he is fond of the opera, fine coffee, and cigars. He sees himself as a surgeon among savages, doing what he must to survive. *Spade Five*: The doctor also likes to be in a position of importance—even among barbarians. Ω

**Zap 'em.**

**Blast 'em.**

**Fry 'em.**

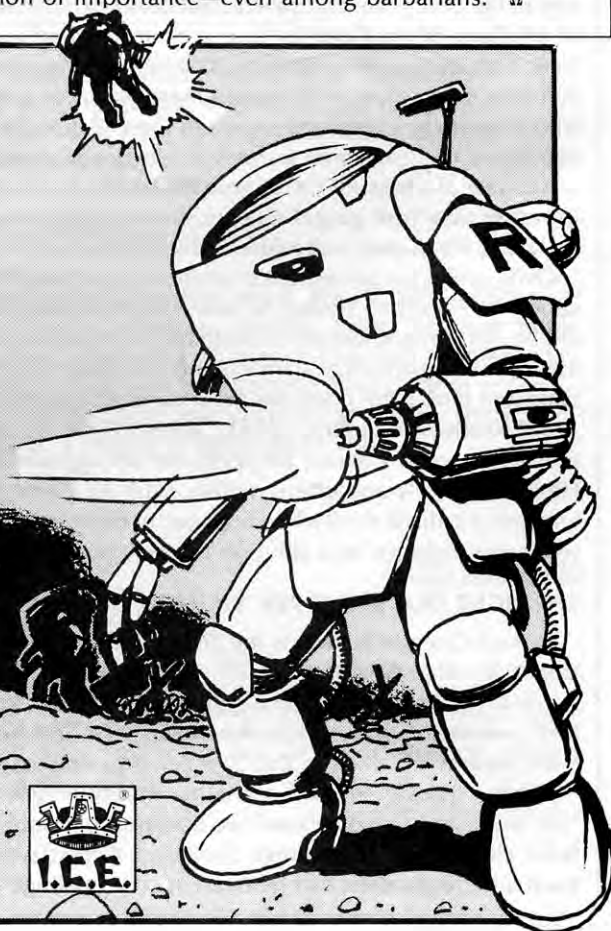
While the actual weapon technology may be millennia away—why wait to use it?

Set your sights on the third release in the Space Master™ Gaming Trilogy:

# Armored Assault™

Pilot Hovercraft, Powered Armor, and Aircraft over alien landscapes. Test your shooting skills and endurance as you battle for supremacy of distant planets. Vaporize an entire AFV compound if you like. You provide the fighting instinct. . . Armored Assault provides the fire power.

Available this Spring at your local hobby store.





US \$3.25

# CHALLENGE 40

*The Magazine of Science-Fiction Gaming*

*Special  
Equipment  
Issue*

2300

**TWILIGHT: 2000  
Heavy Weapons  
Sneak Preview**

*Loren K. Wiseman*

1989

**SPACE: 1889  
A Simple Conversion  
for Flying Vessels**

*Frank Chadwick*

1942

**MEGATRAVELLER  
3G Conversions  
for Megatraveller**

*Greg Porter*

1889

**STAR WARS  
Blaster Weapons  
of the Rebel Alliance**

*James B. King*

**GDW**

*Kob*  
489



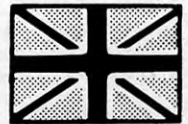
Loren K. Wiseman

# Heavy Weapons Guide: A Twilight: 2000 Preview

In response to tremendous consumer demand, we have decided to publish a **Heavy Weapons Guide** for **Twilight: 2000**.

As a service to our readers who want to take a look at the sourcebook before investing in it, we hereby provide the following samples.

Each description includes an illustration, a short commentary, game statistics, and a nationality symbol to help users group the weapons by nation.



## L16A1 81mm Mortar

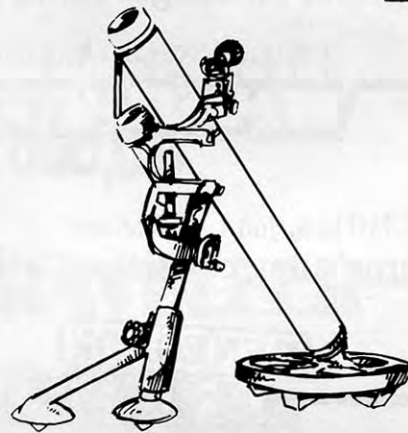
This weapon is the standard medium mortar for the British and Canadian armies, as well as several smaller nationalities.

**Weight:** 40 kg (bipod 15 kg, baseplate 10 kg, tube 15 kg)

**Price:** \$12,000 (C/S)

**Nation:** United Kingdom

| Type     | Rnd   | Rng | Dam  | Arm | KDR | Burst | IFR  |
|----------|-------|-----|------|-----|-----|-------|------|
| 81mm Mtr | HE    | —   | x25C | x10 | 5   | 30    | 4500 |
| ROF: 1   | WP    | —   | x15C | x10 | —   | 20    | 4500 |
| Mag: 0   | ILLUM | —   | —    | —   | —   | 1000  | 4500 |



## M38, M43 120mm Mortars

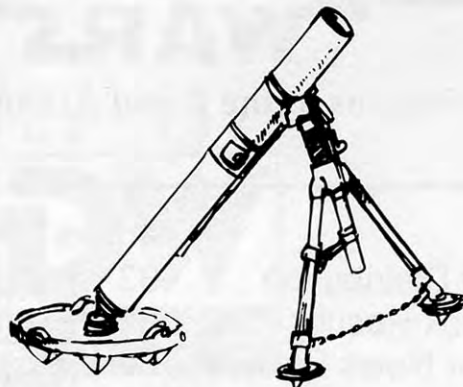
The M38 and M43 are similar designs, with the main differences being minor modifications to the M43's elevating and traversing gear.

**Weight:** 275 kg

**Price:** \$15,000 (C/C)

**Nation:** Warsaw Pact

| Type     | Rnd   | Rng | Dam  | Arm | KDR | Burst | IFR  |
|----------|-------|-----|------|-----|-----|-------|------|
| 20mm Mtr | HE    | —   | x35C | x10 | 10  | 45    | 5700 |
| ROF: 1   | WP    | —   | x15C | x10 | —   | 40    | 5700 |
| Mag: 0   | ILLUM | —   | —    | —   | —   | 1500  | 5700 |
|          | CHEM  | —   | x1C  | x10 | —   | 15    | 5700 |





### M43, M53 160mm Mortars

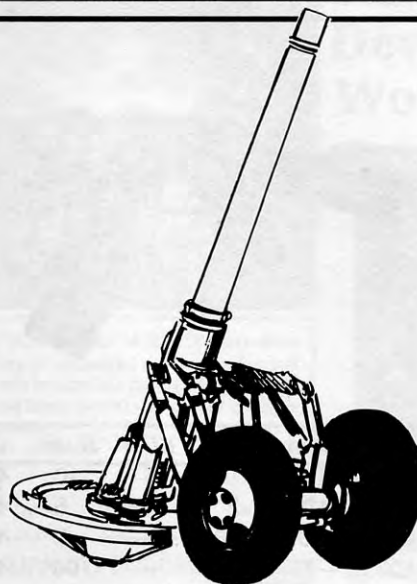
Although slightly more common than their heavier brethren, mortars of this large caliber are still rarely encountered. Like most mortars of this size, the M43 and M53 are breechloaders.

**Weight:** 1.3 tons

**Price:** \$30,000 (—/R)

**Nation:** Warsaw Pact

| Type      | Rnd  | Rng | Dam  | Arm | KDR | Burst | IFR  |
|-----------|------|-----|------|-----|-----|-------|------|
| 160mm Mtr | HE   | —   | x40C | x8  | 12  | 50    | 8000 |
| ROF: 1    | WP   | —   | x20C | x8  | —   | 45    | 8000 |
| Mag: 0    | CHEM | —   | x1C  | x8  | —   | 18    | 8000 |



### RPG-27

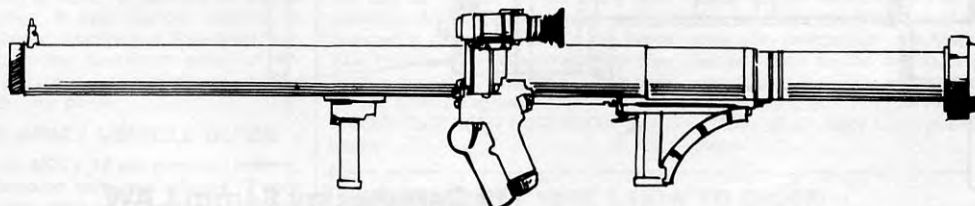
Traditionally, the Czech armament industry has preferred to manufacture its own variants of Warsaw Pact weapons for use by its soldiers.

**Weight:** 7.5 kg (loaded)

**Price:** \$1500 (—/R)

**Nation:** Czechoslovakia

| Type     | Rnd  | Rng | Dam  | Arm | KDR | Burst |
|----------|------|-----|------|-----|-----|-------|
| RPG-27   | HEAT | 100 | x20C | —   | 5   | 10    |
| ROF: 1   |      |     |      |     |     |       |
| Mag: (2) |      |     |      |     |     |       |



### M79

The Yugoslavian M79 (not to be confused with the American GL of the same designation) is patterned after the French LRAC 89.

**Weight:** 3.5 kg (unloaded)

**Price:** \$3500 (—/R)

| Type     | Rnd  | Rng | Dam  | Arm | KDR | Burst | IFR |
|----------|------|-----|------|-----|-----|-------|-----|
| 90mm RPG | HEAT | 150 | x18C | —   | 2.5 | 10    | 400 |
| ROF: 1   | HEDP | 250 | x15C | x2  | 5   | 20    | 400 |
| Mag: (2) | WP   | 250 | x15C | x10 | —   | 20    | 400 |





### AK-GL

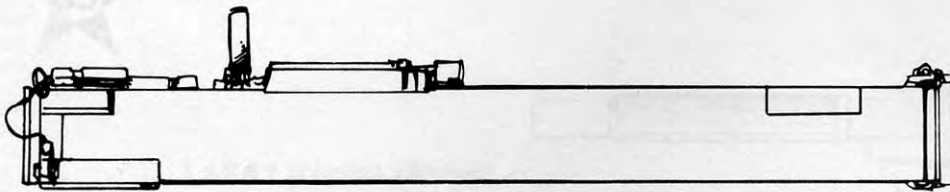
The advantages of a grenade launcher that can be attached to an assault rifle or used separately are obvious, although the Soviets took their time in developing theirs. The AK-GL was first used in the Afghan War in the mid- to late-1980s.

**Weight:** 1 kg

**Price:** \$700 (—/S)

**Nation:** Warsaw Pact

| Type    | Rnd   | Rng | Dam  | Arm | KDR | Burst | IFR |
|---------|-------|-----|------|-----|-----|-------|-----|
| 40mm GL | HE    | 100 | x10C | x10 | 5   | 10    | 400 |
| ROF: 1  | HEDP  | 100 | x10C | x2  | 2.5 | 5     | 400 |
| Mag: 1  | CHEM  | 100 | x1C  | x10 | —   | 5     | 400 |
|         | ILLUM | 100 | —    | —   | —   | 100   | 400 |



### M72 66mm Light Antitank Weapon

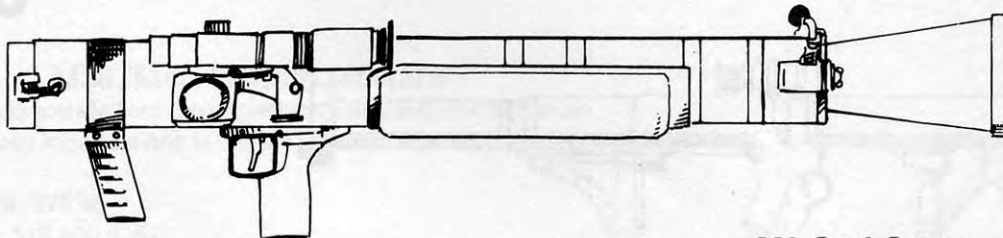
The M72 was introduced in the late 1960s and was the first disposable antitank rocket used by U.S. forces. Many were still to be found in warehouses at the start of the war and were issued to a few later formations.

**Weight:** 2 kg

**Price:** \$180 (S/R)

**Nation:** United States

| Type     | Rnd  | Rng | Dam  | Arm | KDR | Burst |
|----------|------|-----|------|-----|-----|-------|
| 66mm LAW | HEAT | 100 | x15C | —   | 2.5 | 5     |
| ROF: 1   |      |     |      |     |     |       |
| Mag: 0   |      |     |      |     |     |       |



### M3 Carl Gustav 84mm LAW

The M3 Carl Gustav 84mm is sold throughout the world by the Swedes, and the weapon is fairly common in many European and Third World armies.

**Weight:** 8 kg

**Price:** \$800 (C/S)

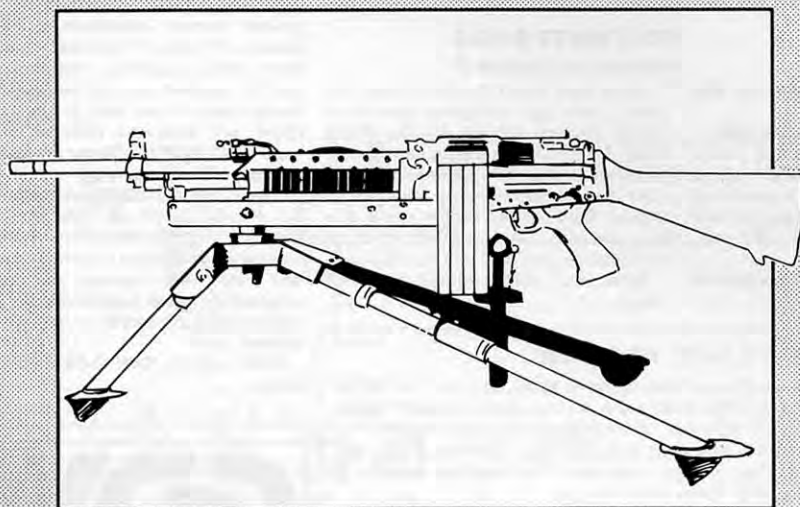
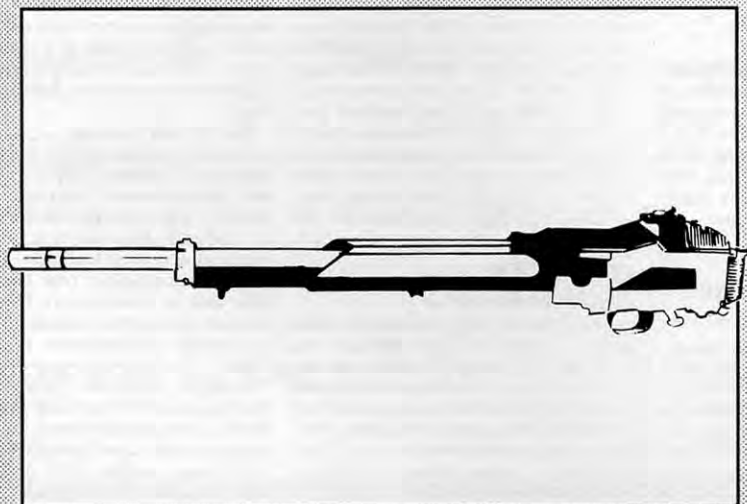
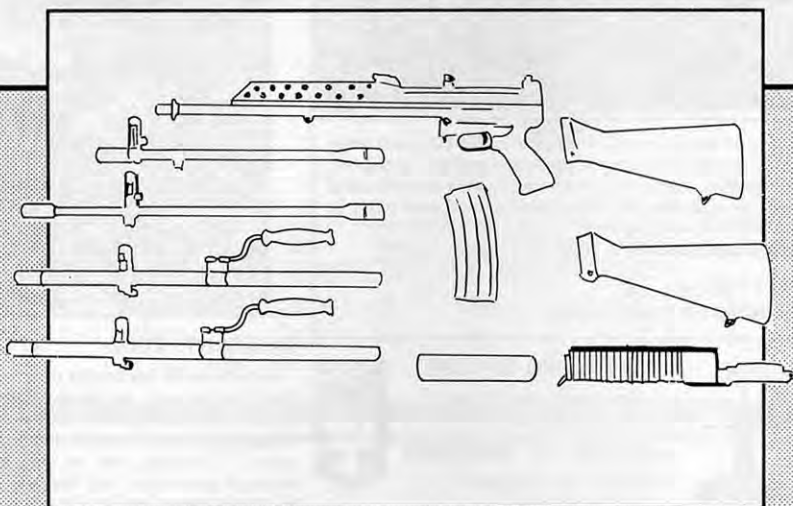
**Nation:** Sweden Ω

| Type   | Rnd  | Rng | Dam  | Arm | KDR | Burst |
|--------|------|-----|------|-----|-----|-------|
| LAW    | HEAT | 200 | x20C | —   | 2.5 | 5     |
| ROF: 1 | CHEM | 200 | x1C  | x10 | 0   | 2.5   |
| Mag: 0 | HEDP | 200 | x20C | x5  | 5   | 5     |



# The Stoner 63 Weapon System: The Guns that Never (Really) Were

*Loren K. Wiseman*



**T**he Stoner 63 Weapon System is a series of six 5.56mm NATO caliber weapons (a rifle, a carbine, two light machineguns, a heavy machinegun, and a coaxial machinegun) built around a common receiver. All six weapons use a number of interchangeable parts, so that any one of the six can be built up from a single basic set of parts. For example, the Stoner system's carbine could be made from the system's rifle by substituting a folding stock for the normal rifle stock, and exchanging the rifle barrel with the shorter carbine barrel. The light machinegun is a rifle with a bipod barrel and a slightly different action (to allow it to take rifle magazines or belts of ammunition). The coaxial machinegun has parts for mounting in a vehicle, and a firing solenoid in addition to a trigger. Eugene Stoner (a firearms designer of considerable repute) developed the system in the 1960s as a proposed weapon series for the U.S. Department of Defense.

The Michigan firm of Cadillac Gage produced a limited run of the light machinegun for evaluation by U.S. armed forces (it was called the XM207 by the army, and MK23 by the navy). The MK23 is most famous for its use by U.S. Navy SEAL teams in Vietnam, where it acquired a reputation for malfunctioning under adverse conditions (the weapon required meticulous cleaning to prevent misfires). Nevertheless, the MK23 also acquired a number of supporters due to its light weight.

After a few years, when it became obvious that the U.S. military was not interested in the Stoner 63 Weapons System, Cadillac Gage granted rights to Mauser-IWK, which soon thereafter transferred them to NWM in the Netherlands. The system was never formally adopted by any major military or police force. It is a maxim in the American defense industry that if you can't get Uncle Sam to buy it, nobody else will either. Other countries evidently feel that if the weapon isn't good enough for the U.S. armed forces, it isn't good enough for them either.

The notion of a whole series of weapons with interchangeable parts would have solved some logistical problems, and was attractive from that viewpoint. The fact that the Stoner 63 weapons all used the same cartridge also had its attractions. The 5.56mm cartridge was lighter than the 7.62mm currently used for light machineguns (such as the M60). The main criticism of the Stoner 63 system was that it required all weapons to use a common receiver, one designed for the rigorous use required of a heavy machinegun. This made the rifle and carbine heavier than they would otherwise have been. The ultimate reason for the failure of the system was that like most multipurpose weapon systems, it did a lot of things, but none of them very well.

In defense of the Stoner 63 System, with a little more developmental work (to eliminate the unreliability demonstrated by the MK23/XM207 in Vietnam), it might have been successful. After all, the West German firm of Heckler & Koch (whose weapons are known for their reliability) employs a very high degree of parts interchangeability in its weapons, and most of them use an action of essentially the same design. It is not too great a step from interrelated weapons such as the G3/HK-21/PSG1 to a system such as Eugene Stoner envisioned.

### TWILIGHT: 2000

#### WEAPON STATISTICS

Frankly, these weapons are really too scarce to have survived until 2000

in any significant quantity, but they are too interesting to be totally dismissed. Referees should exercise some discretion in the total number of weapons found—no more than one or two complete systems (which can be assembled into only one weapon at a time) should be allowed. For simplicity's sake, referees should assume it takes 15 minutes to convert from one weapon to another.

**Carbine:** This weapon has a short barrel and a folding stock, reducing its weight somewhat. The carbine version utilizes 10-shot magazines (using the standard game definition of one shot equals three actual rounds). *Wt:* 3.8 kg *Price:* \$1200 (R/—).

**Rifle:** This weapon has a longer barrel than the carbine, and a regular stock but uses the same magazines. *Wt:* 3.9 kg *Price:* \$1400 (R/—).

**LMG Bipod (Mk23/XM207):** This is the most common weapon of the system, and will accept either 33-shot belts or 10-shot magazines. *Wt:* 4.5 kg *Price:* \$1700 (S/—).

**LMG Tripod:** This weapon is slightly more robust than the bipod-mounted

# TWILIGHT: 2000

LMG. It can fire either belts or magazines. *Wt:* 4.8 kg *Price:* \$2000 (R/—).

**HMG:** This weapon accepts only belts, but has a slightly higher rate of fire than the lighter weapons. *Wt:* 5.4 kg *Price:* \$2400 (R/—).

**Coaxial MG:** This weapon is seldom found separate from the vehicle it is mounted in, and cannot be fired by hand, in any case. *Wt:* 5.4 kg *Price:* \$2500 (R/—).

**Complete System Package:** The full kit is very rare. It consists of enough parts to build any one of the six weapons in the system, but only one at a time (each kit contains only one receiver group). The availability rating reflects the extreme scarcity of the kit. *Wt:* 10 kg (including canvas case and six magazines) *Price:* \$6000 (—/—).  $\Omega$

WEAPON TABLE

| Type               | ROF | Mag   | Rng    | Dam | Arm | Notes   |
|--------------------|-----|-------|--------|-----|-----|---------|
| Carbine            | 4   | 10    | 40     | 2   | —   | W, 1/2T |
| Rifle              | 4   | 10    | 50     | 2   | —   | W, 1/2T |
| MK23/XM207 (bipod) | 4   | 10/33 | 60/80  | 2   | —   | 1/2W    |
| LMG (tripod)       | 4   | 0/33  | 70/90  | 2   | —   | 1/2W    |
| HMG                | 5   | 33    | 80/100 | 2   | —   | 1/2W    |
| Coaxial MG         | 5   | 33    | 110    | 2   | —   | —       |

We Ship **Worldwide** Everyday;  
Your Satisfaction is our Commitment!

THE  
**WEEKEND WARRIOR**

8116 VAN NOORD AVE., NO. HOLLYWOOD, CA 91605  
818-988-1441

Our inventory of out of print games and magazine back issues is larger than other companies' stock of current titles . . . which we have a full range of also!

*Come aboard...*

# VOYAGES

TO THE WORLDS OF SCIENCE FICTION GAMING

Ask for our quarterly magazine or  
subscribe by sending \$9.00 U.S. to:  
**StarLance Publications**  
50 Basin Drive, Mesa, WA 99343

... to the adventures of tomorrow.



US \$3.25

# CHALLENGE

41

*The Magazine of Science-Fiction Gaming*

**TWILIGHT: 2000**  
**The Village**

*D. Acre*

**SPACE: 1889**  
**The Puzzle  
of the Shard**

*Loren K. Wiseman*

**2300 AD**  
**Macrocombat**

*David Nilsen*

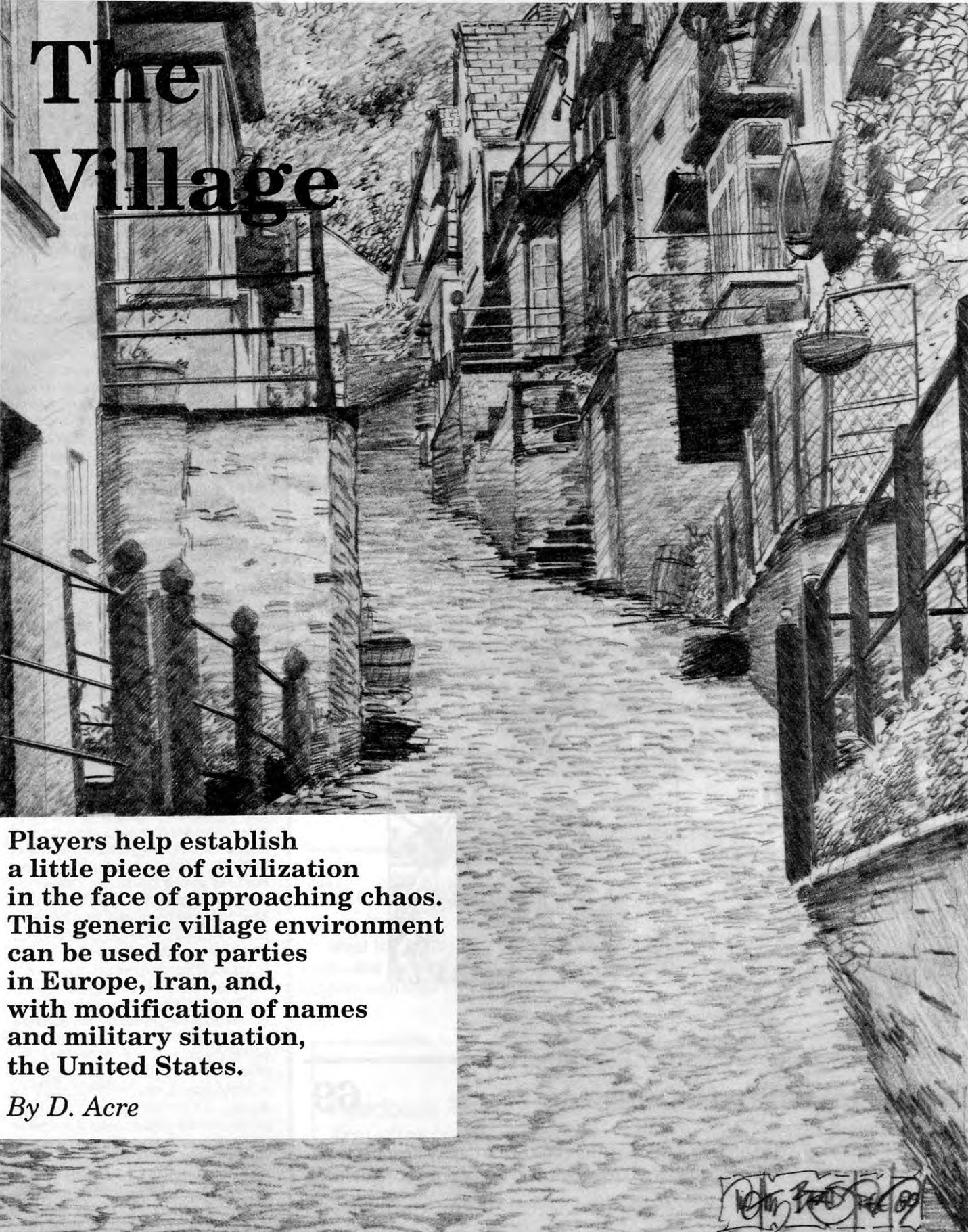
**STAR TREK**  
**Dragon's Flight**

*C. W. Hess*

**GDW**  
GAMES



# The Village



**Players help establish a little piece of civilization in the face of approaching chaos. This generic village environment can be used for parties in Europe, Iran, and, with modification of names and military situation, the United States.**

*By D. Acre*

10/11/00



**T**he player characters require a place to winter, or a firm base, or a safe place to allow members of their party to recover from injuries or wounds. Basically, the village can serve as a link between adventures or can be a starting point for new adventures.

### LOCATION

The village should not be located near a major road, nor should it be located in the middle of a forest or in the mountains. It may have a railway line nearby which has been abandoned since the nuclear phase of the war. The referee should create a map of the village based on the description in this article.

### THE ENCOUNTER

Members of the party are travelling along a trail near dusk when they see a young girl (15 to 17 years old) lying on the trail ahead of them. She is wearing a dress that looks like it has been torn by bushes; she is shoeless, and her feet are bleeding. When the characters stop to examine her, they can see that she has received a superficial bullet wound to her upper right arm. She is barely conscious due to exhaustion and loss of blood. As the characters bandage her, she will regain enough strength to tell them that they are in danger and ask them to take her to the village. It is important that the party stop, so if none of the player characters want to, an NPC should suggest it.

### THE STORY

The girl tells the party her name, Maria, and states that she was kidnapped by bandits while working in the fields near her village. She and 11 other villagers were seized before the village militia could intercede. They were taken to an old factory where they were imprisoned in a compound. Over the next two days, they were joined by other prisoners—villagers and refugees who surrendered to these well armed and numerous bandits. On the third day, 10 prisoners were taken from the compound, and a short while later, those left behind heard thumps quickly followed by a whistling noise and explosions. Then they heard machineguns firing. All this happened out of sight, but, needless to say, the remaining prisoners were terrified.

The next day, Maria was among the 10 prisoners selected. They were led to a field behind the factory and told that they would be free if they could reach the far end. Behind the prisoners were three men in a pit, grouped around a "cannon" (really a 120mm mortar). The gunners then raised a "shell" to the mouth of the cannon and told them to start. As the prisoners started to run, she heard a thunk, then a whistle, then she saw an explosion midway down the field. The explosion wasn't that big, but she saw a large cloud of smoke. The prisoners closest to the smoke started choking. She held her breath and ran to the woods to her left, clawed her way through some barbed wire, and ran away. She didn't notice that she had been shot until she was well away from the factory area.

# Twilight: 2000

### WHAT'S HAPPENING

Basically, someone is testing the effectiveness of poison gas. This research is being conducted under the auspices of a larger organization that does not want its enemies to know that it is capable of manufacturing such weapons. This organization could be tailored to fit the location of the campaign, so it could be DGB, CIA, New America, or the Margraf of Silesia, the point being that it is a covert operation. Due to the covert nature of the setup, the player characters will not find any indication of the sponsor—identification marks on the vehicles have been erased, and soldiers are wearing a wide variety of uniforms. For our purposes, the village is in Poland.

### THE FACTORY SETUP

If questioned, Maria can describe the location of the factory and other basic information. However, she is not a trained observer and will make some errors in the description. For

## Quest GAMES

P.O. BOX 4402

CLIFTON, NEW JERSEY 07012

(201) 365-4019

- DISCOUNTS ON NEW GAMES FROM: TSR, GDW, GAMES WORKSHOP, STEVE JACKSON, CHAOSIUM, COLUMBIA, FANTASY GAMES, FASA, HERO, IRON CROWN, LEADING EDGE, MAYFAIR, NOVA, PALLADIUM, TASK FORCE, AVALON HILL, VICTORY, WEST END AND MORE.
- WE HAVE OUT-OF-PRINT GAMES FROM: S.P.I., G.D.W., O.S.G., BATTLELINE, YOQUINTO, INTERNATIONAL TEAM, AVALON HILL, WEST END & MUCH MORE.
- SPORTS GAMES AND GENERAL INTEREST GAMES
- MAGAZINES FROM: THE DRAGON, DUNGEON, WHITE WOLF, GATEWAYS, SPACE GAMER, CHALLENGE, BATTLETECH, ANIMAG, BREAKOUT, WHITE DWARF & AUTO DUEL QUARTERLY NEW AND OUT-OF-PRINT.
- WE BUY GAME COLLECTIONS
- WE SPECIALIZE IN OVERSEAS SHIPMENTS
- FOR HISTORICAL GAMES ASK FOR A CATALOG FROM OUR AFFILIATE:

 **RECON CO.**

example, the armored car will be described as a tank and the mortar as a cannon, and she will not know the number of men in the weapons pits. She will also state that no bandits are bivouacked in the factory itself.

If the player characters decide to conduct a reconnaissance, they will determine the following information.

- Sentry dispositions:

- Three men in each PD position.

- One man in the turret of the BDRM 3.

- Two men at the door of the factory.

- One man walking between the various sentry posts and buildings.

- They estimate a total of 30 marauders.

- The off-duty marauders sleep in the two-story factory office building.

- The other buildings seem to be used for storage.

## ENCOUNTERING THE VILLAGE

If the players have not taken Maria to her village yet, they should now do so, as the defenses of the factory are too formidable for the average party to take out. As the characters approach the village, they will note that with the fields surrounding it, it has good fields of fire but is also quite exposed to incoming fire. They will also note that the village has escaped the ravages of war.

When the characters are about 50 meters from the village, they will be stopped by a sentry. He will ask them to state their business and will be wary of strangers. He is about 17 years old and armed with a double-barreled shotgun. When he sees Maria, he will become very animated and yell to the villagers that it is okay—they found Maria. He will escort the party in.

Upon reaching the village, the sentry will lead the party to the town hall and will instruct someone to get Lech and the doctor. He will aid the party in bringing Maria inside and making her comfortable, all the while asking her questions about her ordeal. Maria is very tired, and someone in the party should step in and tell him what they know. After a short wait, two men will enter, and any villagers who followed the party in will be told to leave. The older of the two men will tell the sentry to go back to the post.

The younger man will immediately check the extent of Maria's wounds and, if required, will rebandage them. He is the village doctor (in reality, a medic with a Med skill of 80%). The older man will introduce himself as Lech, the mayor of the village. He will question the players about their background and will ask them about their encounter with Maria.

If the players have not scouted out the factory, he will request that they do so. He will also ask their aid in freeing what villagers remain as prisoners. He will tell the party that the village can supply about 20 men to aid them, but they do not have heavy weapons. These men are his most experienced, and most have spent some time in the army. He has little to offer the players except the hospitality of the village. They would be able to stay on as part of the militia, and, if the harvest permits, he may be able to provide them with some

alcohol to fuel the vehicles in the spring. He would like to see the factory destroyed, as the village would not be safe if the marauders decided to use poison gas against them in retaliation for freeing the prisoners.

## THE PLAN AND ATTACK

The party should be able to approach and conduct a good reconnaissance of the objective if they have not already done so. Lech will ask to go with them and will discourage any other villagers from accompanying them. He will explain that he served in the airborne branch, and his Recon skill will allow him to move with the party without increasing the chance of it being detected. He will suggest that the main militia party carry any heavy weapons and meet them in a clearing in the woods about one kilometer from the factory.

The players can suggest a plan for the assault, and the referee should consider whether it is realistic. If it is too risky, Lech will suggest the following plan.

A party of 15 militia, led by Lech and equipped with two RPGs, will crawl to the edge of the woods to the east of the armored car. Once in position, they will take out the sentries in front of the factory, the armored car, and the PK post north of the factory. They will also position two snipers to cover the northern and eastern sides of the factory office. Once their objectives are destroyed, they will escort the prisoners to safety.

The player characters, augmented by five militia, will position themselves at the northwest corner of the gap, where they can fire on the mortar position, and the southern and western sides of the factory offices. They will also be responsible for taking out the PK post at the southwestern corner of the gap. The factory offices are about 70 meters from their position, well within rifle, grenade, RPG, RAW HE, RAW HEAT, M203, and machinegun range. The effect of such a barrage of explosives on the surprised occupants of the offices would be quite devastating. Of course, survivors will probably have to be cleaned out with grenades and bayonets, but the approach to the offices should not be too dangerous if the characters use the other buildings for cover.

This plan allows for maximum use of surprise and overwhelming fire power to demoralize and destroy the enemy. If the enemy is not expecting an attack, the plan should be rather successful. If, however, the reconnaissance party got involved in a firefight with the enemy, the marauders will be wary and have at least one party of 10 men sweeping the woods, and will post extra sentries and man the mortar pit.

## FORCES

Forces for the militia and marauders are as follows.

**Militia:** One Elite NPC (Lech) with one RPG and four rockets; four Veterans with one RPG and three rockets, two AK-74s, and one M16; eight Experienced with four Mausers and four AKMs; seven Green with three shotguns and four Mausers with 30 shots each. Each Veteran has one grenade, and Lech has two smoke grenades.

**Marauders:** 10 Veterans, 10 Experienced, 10 Green, all



armed with AK-74s. Each has two grenades. They also have a total of two PKs, one 120mm mortar, two RPGs, and a BRDM3, all well supplied with ammo. Those men not on duty are relaxing or sleeping in the factory office building.

### THE AFTERMATH

Once the attack is over, the wounded treated, and prisoners set free, Lech will interrogate any surviving marauders prior to ordering them killed. They will not be able to tell much except to say that they were hired by Captain Wojowski, and he's dead.

If any of the players object to the killing of the surviving marauders, Lech will ask them if they could think of a better way to ensure that whoever is behind this project won't be informed about the attack.

Lech will instruct his men to gather up all the equipment and weapons. This will be loaded on the captured trucks and transported to the village, which will take two trips. The booty consists of three military trucks, two PK machineguns, two RPG 16s, one 120mm mortar, 30 AK-74s, office supplies, 400 kilograms of domestic food, cooking supplies, 20 jerry cans, a small chemistry lab, various tool sets, a small machine shop, 10 belts of 30mm ammo, six cases of 5.45mm ammo, four cases of frag grenades, 250m of barbed wire, 60 120mm HE mortar bombs, 18 RPG HEAT rockets, a surgical kit, four doctors' medical kits, four 2km hand radios, 40 sets of webbing with sleeping bags and gas masks, clothing, a small still, and eight cases of 7.62mm bloc (belted).

The three unused buildings will contain most of this equipment as one was used for storage, one as a chemistry lab, and one as a maintenance garage. The weapons and webbing will come from the dead marauders, the wire from the woods, and the office supplies and sleeping bags from the factory offices.

The militia will also find 20 yellow painted mortar bombs in the lab, and Lech will insist that they be destroyed. This can be accomplished either by firing them into a vacant field, making sure the wind is blowing away from the firing point, or by digging a deep hole, placing the bombs and some explosives at the bottom, and, after covering the hole, setting off the explosives. This is an ESY:CBE task. The BRDM will also be cut off and used. If the damage was less extensive, the vehicle could be repaired. The referee should note that if the office building was set on fire during the battle, a certain amount of the equipment would be destroyed.



# Twilight: 2000

### ACCEPTANCE AND INTRODUCTION TO THE VILLAGE

If the attack was successful and the characters got along with Lech, they have established their usefulness to the village. Lech will honor his offer of food and shelter to the characters. He will give them a brief history of the village and offer them positions in the militia. With the weapons they have just captured and the leadership of the player characters, the security of the village will be significantly increased.

### RECENT HISTORY OF THE VILLAGE

Before the war, the village was a minor market for the farmers of the region. The district school, the district bureaucracy, and the local market were all located in the village. The shops catered to the farmers who lived within five to 10 kilometers of the village. Apart from the service-based industries, the only other major employer was a small food-processing plant, where local produce was canned, preserved, or, in the case of potatoes, bagged.

The town also contained a movie theater, a community hall, a church, and a small inn. The town didn't grow too fast due to its isolated location, but it was, to the locals at least, an important center of the area. When the war broke out, the community was allowed to continue to exist as it always had. The farmers continued to produce food, and the factory packaged it and loaded it on the trucks the government sent.

A few of the merchants received draft or call-up notices and went off to join their units, but the majority of the population was engaged in "protected" jobs and thus was relatively immune to callups. As the war progressed, the village received fewer and fewer messages from the government. Gasoline and fertilizer became scarce, and the farmers returned to the use of horses or oxen for plowing and transportation. The villagers whose jobs became redundant became a pool of labor for the fields.

The village was never occupied by any of the armies, but foraging parties for the various armies appeared periodically, and the village gave them what they demanded. About a year ago, a band of deserters came to town and took hostages. They ruled the village harshly, killing people without reason, attacking the women. Some farmers banded together to remove the deserters, but their attempt failed, and many villagers were killed in reprisal.

About a month after the deserters took over, Lech came home. He had been the manager of the factory before the war and had been called up. He served in the airborne forces, but after two years of constant combat and the virtual destruction of his unit, he decided to return home. His wife was one of the hostages, and a farmer told him of the situation in the village as he approached it. The first night he was back, during curfew, he somehow entered the community hall, killed seven deserters he found there, freed the hostages, and by daylight was stalking the remaining four deserters who fled to the woods. He returned by evening, carrying four extra weapons.

Lech will not go into detail about how he killed the deserters. He will state that "he dealt with them." If the player characters ask the villagers about the incident, they will state that he killed all the deserters silently, moving through the shadows and returning covered in the blood of the bandits. The villagers regard Lech's actions as almost supernatural, and the player characters will not find anyone who can give a better description of the action.

Lech sought out and held trials for any voluntary collaborators. If they were guilty, they were executed. He also organized the militia, formed a town council, rationalized the food production, and basically became the guiding force for the town.

## ROLE OF THE PLAYERS

Lech is getting very weary of the multitude of tasks he has taken on. He would like to spend more time on food production, as well as on the development of some light manufacturing in the town. He has plans to form some sort of mutual defense pacts with neighboring villages and towns, and maybe some sort of common market for dealing with merchants from outside the area.

He is also looking for some soldiers who could relieve him of the defensive tasks so that he could concentrate on the other equally important tasks that will ensure the village's long-term survival. It is for that reason that he will ask the highest ranking or most mature of the player characters to

become captain of the militia. He is not worried about a possible takeover by these soldiers as the militia is composed of villagers who would not turn on their own. He will, however, become wary if the player characters start recruiting a large number of outsiders into the militia. If he interprets this action as a possible bid to take over the town, he will intercede and exile the foreigners without their equipment. That is, however, a worst-case option. Lech will support the player characters and become a very reliable friend as long as they don't plot against the village.

## DEMOGRAPHICS

The population of the village is 188, divided into 61 households. An exact breakdown is found in the Occupation and Demographics by Household Table on page 10. This should allow the referee to provide more background to the players.

## THE ECONOMY

The primary occupation of the village is food production—grain, corn, and vegetables are grown. There is also a dairy industry, pork, and some sheep. Each farmer is responsible for a portion of the land outside the village and owns the produce from the land. The cattle and swine are kept in the village, and the care of the herds is the responsibility of the village government. In addition, each household has its own vegetable garden. Draft animals are mostly privately owned, but the village has a pool of oxen and horses that can be rented by the farmers for a nominal fee. The village stores the food over the winter, recording how much each farmer contributed. If there is a surplus, the village acts as a broker in trade with merchants.

The village council is responsible for providing medical care, day care, and schooling for the children, as well as for paying for the standing militia, the factory workers, and the small council bureaucracy. For these services, the village charges a tax of 20 percent of all grain produced and 40 percent of the products from the herds (milk, cheese, pork, beef, and wool). In this way, food production is maximized by allowing good farmers to become relatively wealthy, while ensuring that basic services are available to all.

The only other businesses in the town are the inn/bar, the mechanic, the vet, the blacksmith, and the merchant/broker. All these are privately run and pay taxes to the village. The one exception is the broker, who conducts all the negotiations for the town with visiting merchants and receives a percentage of the goods to stock his store. This monopoly in dealing with outsiders allows the village to get better prices as the visiting merchant can deal with no one else and, thus, cannot undercut the price of the village goods.

## VILLAGE INDUSTRIES

The town doctor and his assistants provide free medical care to all inhabitants to the extent of their ability and pharmaceutical supplies.

As about 25 percent of the population is under 14 years old, the village pays the wages of the various teachers and



day-care workers who look after the children while the parents are at work. These teachers are either prewar teachers or the best qualified villagers.

The old factory is the site of the village industries, which includes a mill, a large still to make methanol, cheese-production facilities, meat preparation (smoking, salting), and the conversion of animal and human wastes to fertilizer. In addition, saltpeter is collected from the waste and used to make gunpowder.

The standing militia is a force of 20 villagers who form the core of the village's defense. While the farmers go armed into the fields and assist in sentry duties at night, the standing militia patrols the area, mans the heavy weapons, supervises the armory, escorts wood-gathering parties, and acts as the police force. As the standing militia members are free of the food-production duties, they are able to be trained year-round, as opposed to the farmers, who can be trained only during the winter. The militia headquarters is located in the basement of the town hall.

## PERSONALITIES

The following are important NPC personality descriptions.

### Lech Stravinski

Born in a major city, Lech is not a native of the village. In fact, he only came to the village 10 years ago, upon completion of his management degree. He started as the assistant manager of the factory but was quickly promoted after proving to be an excellent organizer and planner. He increased production through the use of incentives and by reducing labor strife. He also involved himself in municipal affairs and, despite being a "foreigner," became one of the village's most influential citizens.



Due to his prior military service (he had been an officer in the special forces before getting his degree), he was called back to the army upon the outbreak of the war. He will not speak of his service during the war, but he saw much action. In 1999 he realized that the war was over, with no government to direct the military. Thus, he disbanded his unit and left for home.

After killing the deserters who had taken over village, he found himself de facto mayor of the village and reorganized it in order to improve its chances of survival. He has many plans to diversify the economy of the village, to make alliances with other villages, and to implement other plans that would improve the chances of the village surviving the approaching dark ages.

What he doesn't have is the time to carry out his plans unless effective and qualified subordinates can be found.

Lech is an Elite NPC and always carries a hidden Skor-

# Twilight: 2000

pion SMG in a shoulder holster. He also has a silencer for it, which he keeps at his home. Lech is an excellent leader who is motivated by the desire to ensure the survival of the village.

### Victor Kowalski

Victor is the innkeeper of the Plowman's Rest. He is a large man, around 45 years old, and has been in charge of the inn since his father died almost 20 years ago. Due to his virtual monopoly on nightlife in the village, he is one of the best-informed people in the village.

Victor has two small stills in a shed behind the inn where he produces vodka and whiskey. He also brews small amounts of dark beer. His wife does all the cooking for the patrons, and his children help in serving food, cleaning the rooms, and tending the bar when Victor is otherwise occupied.

Victor is one of Lech's greatest supporters due to his agreement with Lech's goals, as well as the fact that Victor had his leg broken for refusing to serve the deserters when they controlled the town. Victor still walks with a limp from that experience.

Victor is an Experienced NPC who is loyal to Lech and his goals.

### Adam Karovitch

Adam is the village storekeeper, probably the wealthiest man in the village. He is about 55 years old and can always be found in his shop. A shrewd bargainer, he negotiates in the name of the village with all outsiders. Due to his monopoly of access to the produce of the village, he does extremely well in his negotiations. He is able to stock his store from his portion of the profit made, as well as from the proceeds of negotiations for goods not considered essential for the survival of the village (and thus not supervised by the council).



Adam also profits from kickbacks provided by the outside merchants in exchange for better deals. The council is not aware of this as the kickbacks and reduction in profit are not that large. Adam resents that the most useful trade items (food, alcohol, ammo) are so strictly controlled and is attempt-

## Occupation and Demographics By Household

| <i>H</i> | <i>Adults<br/>(M/F)</i> | <i>Children<br/>(M/F)</i> | <i>Occupation</i>                      | <i>H</i> | <i>Adults<br/>(M/F)</i> | <i>Children<br/>(M/F)</i> | <i>Occupation</i>                       |
|----------|-------------------------|---------------------------|--|----------|-------------------------|---------------------------|---|
| 1        | 21/21                   | —                         | Militia, childcare                     | 33       | 55, 22/48               | 13/—                      | Farmer, farmer, militia                 |
| 2        | 23/20                   | —                         | Militia, childcare                     | 34       | 36, 76/36               | 16/2                      | Farmer, farmer                          |
| 3        | 32/28                   | —                         | Factory, factory                       | 35       | 56/46, 27               | 7/—                       | Farmer, farmer, militia                 |
| 4        | 24/22                   | —                         | Militia, factory                       | 36       | 57/55                   | 14/23                     | Farmer, farmer, militia                 |
| 5        | 27/25                   | —                         | Militia, factory                       | 37       | 35/43                   | 7, 10/—                   | Mayor (L. Stravinski),<br>childcare     |
| 6        | 37/30                   | —                         | Blacksmith, teacher                    | 38       | 55, 57/—                | —/23, 27                  | Merchant (A. Karovitch),<br>assistants  |
| 7        | 57/56                   | —                         | Mechanic, teacher                      | 39       | 49/48                   | 13/26                     | Farmer, farmer, nurse                   |
| 8        | 63/61                   | —                         | Armorer, childcare                     | 40       | 43/46                   | —/17, 10                  | Farmer, farmer                          |
| 9        | 61/56                   | —                         | Farmer, farmer                         | 41       | 52/47                   | 14/21                     | Farmer, farmer, militia                 |
| 10       | 64/65                   | —                         | Factory, childcare                     | 42       | 42/45                   | —/5, 10                   | Farmer, farmer                          |
| 11       | 66/65                   | —                         | Clerk, librarian                       | 43       | 51/47, 21               | 9/12                      | Farmer, farmer, herdsman                |
| 12       | 70/65                   | —                         | Farmer, farmer                         | 44       | 37/35                   | 3, 5/8                    | Farmer, farmer                          |
| 13       | 72/67                   | —                         | Farmer, farmer                         | 45       | 42/38                   | —/17, 11, 19              | Farmer, farmer, militia                 |
| 14       | 73/69                   | —                         | Farmer, farmer                         | 46       | 36/35                   | 7, 2/5                    | Farmer, farmer                          |
| 15       | 78/75                   | —                         | Farmer                                 | 47       | 52/42                   | 17, 10/13                 | Farmer, herdsman                        |
| 16       | 27/24                   | —                         | Militia, factory                       | 48       | 45/43                   | 20, 12/14, 22             | Farmer, farmer, militia,<br>herdsman    |
| 17       | 26/25                   | —                         | Militia, factory                       | 49       | 42/39                   | 22, 2/4, 12               | Farmer, farmer, militia                 |
| 18       | 29/24                   | —                         | Militia, factory                       | 50       | 43/—                    | —/18                      | Veterinarian,<br>assistant veterinarian |
| 19       | 33/30                   | —                         | Farmer, farmer                         | 51       | —/46                    | —/14                      | Teacher                                 |
| 20       | 35/33, 78               | 15/—                      | Militia, childcare                     | 52       | —/36                    | —/8                       | Town clerk                              |
| 21       | 31/23                   | 4/—                       | Farmer, farmer                         | 53       | —/39                    | 17/12                     | Farmer, farmer                          |
| 22       | 37/34                   | 17/—                      | Farmer, farmer, militia                | 54       | —/42                    | 13, 18/13                 | Farmer, farmer                          |
| 23       | 37/36                   | —/10                      | Militia, herdsman                      | 55       | 20/—                    | —                         | Militia                                 |
| 24       | 55/35                   | —/14                      | Farmer, farmer                         | 56       | 24/—                    | —                         | Herdsman                                |
| 25       | 46/34                   | 10/—                      | Farmer, farmer                         | 57       | 33/—                    | —                         | Doctor (C. Harris)                      |
| 26       | 42/39, 79               | —/17                      | Farmer, farmer, factory                | 58       | 32/—                    | —                         | Priest                                  |
| 27       | 40/37                   | 10/—                      | Farmer, farmer                         | 59       | —/26                    | —                         | Nurse                                   |
| 28       | 27/26                   | 2, 5/—                    | Farmer, farmer                         | 60       | 27/—                    | —                         | Herdsman                                |
| 29       | 35/34                   | 16/4                      | Farmer, farmer                         | 61       | 29/—                    | —                         | Militia                                 |
| 30       | 42/38                   | 7, 12/—                   | Farmer, farmer                         |          |                         |                           |   |
| 31       | 57, 22/49               | 14/18                     | Farmer, farmer, militia                |          |                         |                           |   |
| 32       | 43, 19/37               | 19/12                     | Innkeeper (V. Kowalski),<br>assistants |          |                         |                           |   |

### Notes

Each household refers to a primary family grouping: father, mother, and children. Some households have a grandparent, and some have only one parent, while others are nonfamily, such as a child living on his own. The numbers refer to the age—those to the right of the slash are males, and those to the left are females. The occupation column states the occupation of the adults in the order they are listed. All children under 17 are considered to be in school, and most seniors (over 65) act in an advisory role to the farmers, providing advice on crop rotation, fertilization, etc.

*H*: Household number.



ing to find some way of increasing his access to them.

Adam does not think the situation outside the village is as bleak as Lech does and feels that the restrictions on trade, the rationalizing and taxes, and the emphasis on defense are reducing the potential for profits. At town meetings he frequently argues against Lech's proposals, to little avail.

Adam feels he would be a better leader than Lech, and while he will not actively oppose Lech, he may be willing to provide covert support to those people who would. Adam would attempt to become mayor should anything happen to Lech and could become a real problem to Lech's successor.

Adam is motivated by greed and lust for power. He is an Experienced NPC who keeps a double-barreled shotgun beneath the store counter.

### Christopher Harris

Chris Harris was working on a Ph.D. in chemistry at Harvard when the Soviets invaded China. He immediately joined the army and requested employment as a medic in the special forces. Upon finishing his training, he was posted to Germany, where he was in combat almost continuously from the start of the NATO intervention. In 1999, his A team was supporting a partisan group in Latvia when it received orders to delay a Soviet division that was approaching the front. This mission was beyond the capacities of the partisans, but they were promised support and reinforcement once engaged. The reinforcements never arrived, and the A team and the partisans were destroyed by the Soviets in a series of glorious but futile engagements. Chris was the surviving American, and when he made the final report requesting aid and describing the situation, he was told that he was recommended for a DSC and that further orders would be forthcoming.

Angered by the lack of support, the impossibility of the tasks, and the attempts to "buy him with a \*\*\*\* medal," he destroyed his radio, gathered his equipment, and "walked." Where he went and what he did during the next months is a bit hazy. He describes this period as "when he was mad" and suffering from severe battle stress. He somehow overcame the trauma and wandered into the village about a month after Lech took over.

Chris is now the town doctor and spends his free time writing a manual of emergency medicine which he intends to distribute to other villages that lack doctors to allow them to treat their ill and wounded. His chemistry knowledge is extremely valuable, for he is including chapters on the manufacture and administration of various drugs. Chris also spends some time researching herbal cures and alternative uses for folk remedies.

Chris does not involve himself in village politics. He is only

interested in curing the sick and working on his manual. He is well liked by everyone in the village and enjoys his present occupation. Despite his obvious potential as a warrior, he refuses to act in a military capacity, claiming that he is interested in saving lives, not taking them. He may accompany any military expeditions but only as a medic. Although armed with an M16 with an M203 attached, he will only use it to protect the wounded in his care.

Chris is an Elite NPC, motivated only by the desire to care for those in need of medical assistance.

### PLACES OF INTEREST

The village has a number of buildings that stand out above the rest. These are described below.

**The Town Hall:** The town hall is the second most important building in the village (after the factory). This two-story brick building is where the village records are kept, where



the village council meets, and where the doctor maintains his clinic, as well as the headquarters for the militia.

**The Village Armory:** The village armory is located in the basement and contains the ammunition and heavy weapons of the militia.

In addition, the farmers bring their personal weapons (hunting rifles, shotguns, and .22s they carry into the fields) for periodic inspection, and repair or replacement.

The militia carry personal weapons with them but store any additional weapons there. Currently, the armory contains a set of gunsmith tools, eight Mausers, five double-barreled shotguns, four .22-caliber rifles, two M16s, three G3s, one HK69, two RPG-16s, two ADMs, 15 frag grenades, six smoke grenades, three antitank grenades, 60 homemade frag grenades, one claymore mine, two cases of 8mm Mauser ammo, four cases of 12-gauge ammo, two cases of .22-caliber ammo, 120 shots of 5.56mm, 300 shots of 7.62mm NATO, four 40mm HE grenades, eight rockets, five cases of 7.62mm Bloc, one case of 7.65mm ammo (for Skorpion), one case of .45-caliber ammo, 30 shots of 9mmP ammo, two rifle grenades, and one RAW HEAT.

### MISSION GUIDELINES

The players have a multitude of possible missions to accomplish. More specifically, Lech will provide them with objectives, and the players will plan and execute the mission.

The overall objective is the survival of the village, which can be broken down into specific tasks.

**Training the Militia:** This would be in the form of using instruction skills and the scheduling of priorities, in terms of skills to be taught, as well as a rotation of personnel through the courses while continuing to protect the village. Remember, if everyone is on course, who will be on sentry duty?

**Obtaining Weapons by Trade, or by Raiding Marauders or Military Camps:** This requires the player characters to search for weapons and to find out whether the present owners will trade for them and what they want in trade. The players may find it easier to steal the weapons, but they had better cover their tracks afterward. Another source may be by policing the battlefield after an engagement. In this way the village will increase its supply of arms and reduce the number of potential enemies. Weapons are also valuable trading items—thus, the village is always interested in obtaining more.

**Planning the Defense of the Village:** This task is manifold. The player characters should list the emplacements of the defensive stores, their nature (e.g., bunker with field of fire covering...) and the priority of their construction. Remember, it takes time to build these positions, and players must determine what is to be built first.

If the village is under attack, the permanent militia will be augmented by the rest of the villagers who are armed. Position must be constructed for these people as well. As a rule of thumb, the time to build or emplace defensive aids is listed in the Defensive Aids Table.

### DEFENSIVE AIDS TABLE

| <i>Task</i>                                  | <i>Man Hours</i> |
|--|------------------|
| Two-man slit trench                          | 6                |
| Two-man slit trench with overhead cover      | 10               |
| Permanent trench additions (revetting, etc.) | 8                |
| Digging 100m of communication trench         | 150              |
| Revetting 100m of communication trench       | 150              |
| Emplacing mine                               | 5                |
| Emplacing 100m of barbed wire                | 6                |
| Constructing bunker                          | 50               |

Revetting refers to reinforcing the sides of the trench with sandbags, corrugated iron, or timber. It is required for the construction to be permanent. The timings are in man hours. Thus, two people can work on a given task at a time (six people working on one trench would get in each other's way). In addition, only one person should be used to emplace a given mine. The village can supply approximately 100 hours a day to build defenses. This does not include any time the militia uses, but if all 20 permanent militia are building defenses, who is being trained or is on sentry duty?

Another task is to rehearse defensive drills: Who occupies what trench? What is the warning system? Where do the non-combatants go, and who guards them? Are there assembly points for reserves? Who is responsible for what? This is important, for if the village suddenly came under attack, the defense would not be conducted in accordance with the player characters' wishes unless they had developed standard operating procedures and drills. Most of the villagers would run about awaiting orders, or hide in their cellars, or rush to the scene of the firing, possibly responding to a diversion.

**Ensuring the Security of the Area:** The players should realize that the only way to allow the farmers to work unhampered is to locate, identify, and deal with threats as far away from the village as possible. Thus, the players should establish observation posts on key defiles. In addition, they should conduct patrols on a regular basis in order to locate anyone who may have slipped through. Remember, any band of marauders big enough to threaten the village is likely to approach on the main roads or at least through clear terrain, due to the need to save fuel, the difficulty of moving heavy weapons through woods or across rivers, and the ease of command and control.

If such a security zone is to be effective, some means of reliable communications must be set up. This may mean a search for radios or the laying of cable for field phones.

**Mutual Defense With Other Communities:** Lech feels that the security of the village can be improved through defensive alliances with other villages. In this way, the arc of observation and responsibility can be reduced for each village, and the various militias can combine to support each other in the face of large threats. To the player characters, this means they will have to scout out the nearby villages, determine who is in control and what sort of a benefit or threat the other villages pose, and provide an escort to the repre-



sentative sent by Lech. It could also mean overthrowing the existing group in control, especially if it is a gang of marauders which is ruling through terror. Lech will determine what action is to be taken based on the information the players gain.

In general, he will attempt to overthrow any government that is not of benefit to the majority of the villagers. If a nearby community contains a group of deserters or soldiers who defend the village in exchange for food and fuel, and do not interfere in the lives of the inhabitants, Lech is likely to negotiate with them. If they have taken hostages and behave as criminals, Lech will want to overthrow them and install a local council.

**Escorting Wood-Gathering, Hunting, Trading, and Diplomatic Parties:** This sort of mission is self explanatory and relatively common.

**Scrounging:** If the village requires replacements for broken machinery, drugs to combat an epidemic, or other items that cannot be manufactured in the village, Lech will ask the player characters to mount an expedition to obtain them. He may have an idea of where these items may be found and, if required, may provide the player characters with money to buy, or a person with the expertise in scrounging, that particular item.

# TWILIGHT: 2000

## CONCLUSION

The village provides an environment for players to help establish a little piece of civilization in the face of the approaching chaos. Many adventures are player generated, for they have a lot of work to do to improve the security of the village. The normal encounter tables may keep the players busy, but if things slow down, the referee can always send them off to trade or scrounge. The village also provides a place for the players to rest, to winter, or to be reinforced. It allows the players to plan ahead and offers depth to adventures that focus around battles and mere survival.

The village should provide a basis for many exciting games. The key, of course, is the village's ability to rationalize and place events in a context of doing something good for a group of people who require help. Ω

Still not sure what the Ides of March means to you?

Is your favorite team trying to hold on to last place with a vengeance?

Tired of hearing that nachoes and soft drinks don't constitute a balanced diet?



## Now's your chance to cut loose!!!

Space Combat is a game of pure tactical combat...  
but in a rather unique environment.

You'll be fighting in a 2D or 3D contest zone aboard living creatures. **Space Combat** is almost all combat, with some room for diplomacy. Offensive actions include the creature's Psychic Screams to mentally disrupt others, launching Inverse Mines that will implode near your enemy, freeing Spores to destroy internals, and Virally Infecting your opponent in the hopes of taking over their alien. The 2D version includes a special graphic printout of your ending position to aid you in planning.

**Space Combat** was designed to be easy to learn, but difficult to master. Every game starts with ten players, and as each is eliminated, the chances of the game ending will increase. Turnsheets are custom made on a laser printer to aid you in filling out your next turn. The games run about 12-16 turns. Cost is \$3.00 per turn. A rulebook (required before you can join) is only \$1.00.

**SPECIAL OFFER:** Send for a rulebook now! Mention that you saw this ad and you'll receive the rules for free. Enter a game by June 1st, 1989 and play for only \$1.50 a turn in our special Gamma version of the game.

Mail to: TWIN ENGINE GAMING; Dept. 209; 3254 Maple Leaf Ct.; San Jose, CA 95121





US \$3.25

# CHALLENGE

42

*The Magazine of Science-Fiction Gaming*

**TWILIGHT: 2000**  
**A Rock in**  
**Troubled Waters**

*Adam Giebel*

**MEGATRAVELLER**  
**From Peace to War**

*Jeffrey Groteboer*

**SPACE: 1889**  
**The Biology**  
**of Liftwood**

*Marcus L. Rowland*

**WARHAMMER 40,000**  
**The Inquisitor Viest**

*Cliff Holmes*

**GDW**  
GAMES





# A Rock In Troubled Waters

**T**he coastal settlements around south Jersey's shores form a region of small communities that has managed to survive the war relatively intact. It is one of the more stable and lucrative areas held by Milgov. This article provides a detailed reference of the area, centering on the Intracoastal Waterway—the most

reliable local avenue in the year 2001—used by slow-moving military and civilian traffic. It is also designed to tie the **Going Home** module with any adventure set in the northeastern United States. "A Rock In Troubled Waters" (set in early 2001) details the territory and notable clusters of civilization from the Delaware Canal and Cape Henlopen in Delaware, north and east across Pennsylvania and New Jersey to Perth Amboy. This includes Philadelphia, Trenton, Wilmington, Cape May Naval Base, Fort Dix, and Tom's River Naval

Station. Also covered are the specifications on several "brown water navy" vessels, as well as the state government and militia system for New Jersey (as organized by Milgov).

The deserted coasts of South Jersey have been a haven of smugglers, pirates and back-water political intrigue since long before the days of the American Revolution.

## ADVENTURES

The primary design criteria for this article was to provide an endless choice of activities for adventurers. Options will be dictated depending on the characters' standing with Milgov. Those in government service or hiring themselves out as mercenaries can consider the following paths:

- Join a Milgov mission into western Pennsylvania to counter a rumored Civgov operation (*Referee*: This is detailed in **Allegheny Uprising**).
- Weed out Civgov spies in New Jersey or help solidify Milgov's hold on the area. This could entail amphibious operations against marauders or salvage missions into the ruins.
- For those in Civgov service, the following are possible.
- Spy on operations in New Jersey and Pennsylvania without interfering at this time.
- Try to unite the refugee camps against the New Jersey or Pennsylvania governments.

## CONDITIONS IN SOUTH JERSEY

The deserted coasts of South Jersey have been a haven of smugglers, pirates, and back-water political intrigue since long before the days of the American Revolution. In the year 2001, nothing much has changed. Marauders ran across the state, raiding farms, and attacking merchant convoys and passing ships.



The predominate terrain feature of south Jersey is flat, fertile land which becomes sandy toward the coast. The area has been supporting agriculture since it was first settled in the mid-1600s. The great forest of the colonial times has vanished, replaced by the light woods of today, but a large pine forest thrives in the sandy soil of the eastern part of the state and gives the area its name—the Pine Barrens.

The state is susceptible to the whims of the weather. The Atlantic coastal islands are constantly shifting, and gales and hurricanes have destroyed more than a quarter of the dwellings in the last three years. The lowlands along the bay are regularly flooded during the rainy season; the forests threaten to burn during the dry season.

Although it has dissipated, radiation from the west was a problem for a couple of years after the nuclear strikes. The nuclear attacks around Philadelphia and New York (plus disease, starvation and chaos) killed millions. Many more fled the state, and New Jersey was seriously depopulated. The survivors are relatively prosperous by **Twilight: 2000** standards—they farm enough to eat well and even export a bit. Dietary protein comes from fish and chicken. Goats, sheep, cattle and horses are raised primarily for government consumption. Salvage and re-manufacturing are thriving cottage industries, and pay the taxes in the Milgov protected areas.

### CAPE MAY AND CMNB

The town of Cape May is built on a tip of land extending into the Delaware Bay. The north side of the community is

# Twilight: 2000

separated from the mainland by a canal 120 meters wide. Currently this canal serves as the main defense line for Cape May. Watchtowers were built every 200 meters and are manned around the clock. Scrap chainlink fencing, barbed wire and an abatis protect the entire length of the south side. Mobile patrols randomly pace the length at night.

Cape May was a prewar resort community catering to an older crowd. It was also home to a coast guard station and a small fleet of fishing and pleasure boats. Early in the war the coast guard was brought under military command and, after Philadelphia was destroyed, Cape May was reclassified as a naval base (CMNB). The base is on the south side of the canal, at its eastern end. It now serves as the center for the area's naval operations.

Cape May has a small runway for light fixed-wing and rotary-wing aircraft, fuel and ammunition bunkers, barracks, docks and a fairly well equipped, though small, military shipyard.

The town extends south and west of the base. The civilian

## Rumors

The referee may sprinkle these rumors into the campaign, fostering paranoia and confusion among players.

**A.** Philly and the area around it for 20 clicks are completely deserted. Nobody at all!

**B.** Salvagers have found a half-sunken supertanker full of high-octane fuel.

**C.** Cannibals from the ruins of Philly have moved into the area. They're the ones responsible for all the disappearances. Milgov ain't even doing anything about them.

**D.** Satan worshipers are holding black masses deep in the barrens. They're grabbing folks to sacrifice to the Jersey Devil.

The following rumors would be heard in the vicinity of Fort Dix.

**E.** From a 78th Division infantry private: The 78th's artillery train is in Civgov's hands somewhere in upstate New York.

**F.** In a refugee camp cantina: Salvagers have found several tanks of oil (several thousand tons) southwest of Philly.

**G.** Common knowledge, of course: Civgov has spies in the 78th.

**H.** The last mission to New York radioed that the city was full of cannibals. HQ hasn't heard from 'em since.

**I.** The base hospital has diagnosed typhoid in one of the refugee camps.

**J.** The veterans of Europe have a plague.

**K.** A monster in the barrens wiped out a farming community.

**L.** Massachusetts, Maine, New Hampshire and Vermont have seceded from the United States. Part of southern New Brunswick has joined them, and they're holding negotiations with the French for official recognition as an autonomous nation.

The following rumors would be heard south of Fort Dix.

**M.** Soviet submarines have been sighted real close to the shore, and the survivor from one farm says Russian sailors shot everyone.

**N.** A Soviet submarine group has been landing raiding parties for food. They sank a fishing trawler that discovered them last week.

**O.** Fishing boats going into the Atlantic have been disappearing like mad.

**P.** Someone found a saboteur trying to destroy the planes at the county airport. Supposedly he's from Civgov in Maryland.

**Q.** People are dying from contaminated fish caught in the Delaware.

**R.** A thousand convicts who escaped from Leesburg have control of a big part of the interior. They're building up to take the cape.



docks and shipyard are north, opposite the naval base. At the western end of the canal are the ferry slips and offices—now an auxiliary base for the patrol boats.

The naval fleet at Cape May consists of the USS *Hyman Rickover*, USS *Bigelow* (DD 942), USS *Confidence* (WMEC 619), four inshore patrol craft (PCF), one oceangoing tug, two Cape May/Lewes ferries, two LCM 6 (expedient monitors), two LCM 6 (expedient ATC), eight patrol boats Riverine (expedient, four with sail/motor, four with motor), one 10,000-ton tanker, immobile. In addition, a small civilian fishing fleet uses the harbor: 14 large fishing vessels, motorized (over 50 tons); 21 large fishing vessels, sail (converted pleasure craft); 85 small fishing vessels, sail (under 15 tons).

### CAPE MAY TO SALEM

Following are some points of interest.

**Town Bank and North Cape May:** Bay-side resort communities now populated by approximately 2000 farmers and fishermen.

**Cape May County Airport:** Now a government installation, with the hangars, fortified control tower, and four runways (the longest is 5000 feet) constantly patrolled. Navigation aids and control equipment have been scrounged from every other field in south Jersey. This field is maintained as a relay station to New England and is one of the few airbases in the country operating. Fuel and spare parts are scarce, so flights are restricted to a minimum, and the fuel bunkers are guarded.

**Maurice River:** The river is navigable (draft is three meters to Port Elizabeth, shallowing one meter per three kilometers upstream, to a depth of .5 meters). The mouth is 150 meters wide, narrowing to about 50 meters after four kilometers.

**Port Norris:** This is a healthy cluster of buildings acting as a community center and seat of government for the 1600 farmers and their dependents in the area. The population resides within a 10-kilometer radius of the town, between the bay and the Maurice River.

**Mauricetown Bridge:** The bridge has a clearance of 3.6 meters. The nearby town is occupied by 200 farmers and their families.

**Leesburg and State Prison:** This is one of the pockets of safety operated by what remains of the New Jersey state government—a Milgov program of “local autonomy” intended to add some prestige and legitimacy to local rule. Beyond a five-kilometer radius, it’s everyone for himself. A 100-man militia company is quartered within the walls. The local populace is to use the prison as a fort when threatened.

After the nuclear exchange, inmates seized control of the prison. Some left to scatter across the countryside to sow horror and chaos. An armed group of convicts held the prison (and some 50 hostages) until mid-April 1998 when a raiding force of militia and state police eliminated them.

**Port Elizabeth:** The 150 people inhabiting Port Elizabeth make their living raising and selling horses. They live in a cluster of buildings near Route 47.

**Millville and Union Lake:** This is a community of 500 lake fishermen and farmers; the town also has a village glassblower and a blacksmith. They conduct a tenuous trade with Cape May. This is the last known community in the interior to have contact with the government.

**Cohansey River, Fairton, and Bridgeton:** The Cohansey River runs inland to Bridgeton and has an average depth of two meters and an average width of 200 meters. Fairton is the present location of a south Jersey New America cell that was overrun by marauders in 1998. All of their papers and communication gear was destroyed in the fire that consumed

their fortified farm. The survivors moved south and settled in an abandoned trailer park near the town. The idea was to somehow link up with or contact another New America cell, so they moved into a community hoping to get word of the eventual New America uprising. They number 35 men and women, are well armed, and act friendly to visiting government forces, even providing guides upon occasion. One hundred twenty farmers, herdsman, and their families live in and around Fairton. Bridgeton supports another 300, who live in

Although  
the weather  
has wiped out many  
buildings, society's  
dregs have managed to  
survive in the ruins,  
living in a  
twisted parody  
of civilized society.

a fortified cluster of buildings on the south edge of town. Trade and traffic with the outside world are conducted via the river, as caravans along Route 49 to the cape disappear before they reach Millville. Although the government patrols are aware of the situation, they can do little. The feeling in Bridgeton is that the folks in Millville might have something to do with the lost caravans.

**Stow Creek Lodge:** A marauder hangout in a sprawling old cluster of farmhouses and outbuildings. The marauders are 23 convicts from Leesburg. Most are Novices poorly armed with stolen and makeshift weapons. They hold 14 women and three children captive. They force the captives to do some farming and keep house for them. Three small sailboats are used for local raiding. The marauders fooled a militia patrol that visited last year into believing that they were honest locals and refugee farmers. Another 200 people live in single-family units around the area—they want little to do with outsiders.

**Wreck of the *Amco Arabia*:** This is what remains of a supertanker abandoned in late 1997. It is burnt out and falling apart—pieces sporadically wash ashore after storms.

**Bayside:** This is a small fortified camp of salvagers operating as far north into the nuked areas as possible. Seventy men and women live in the camp. Usually two teams of 25 each are out working, and one team guards the base, which is an industrial park protected by a ditch and a berm with a firing step. Five farms were attacked and burned out two months ago by marauders from the interior.

**Salem:** Abandoned and stripped of nearly everything salvageable, Salem's ruins house less than 100 refugees.

## CAPE MAY TO PERTH AMBOY

The descriptions included below cover the coast north of Cape May.

**Inland Waterway:** The drawbridges are permanently down and, due to silting, are passable only by boats less than nine meters high with a draft less than 2.5 meters.

**Wildwoods:** A popular prewar resort community damaged by the last hurricane. The south end is now inhabited by 500 fishermen and their families.

**Great Egg Harbor:** Fifty families of fishermen reside around this bay. The stripped wreck of the Beesley's Point power plant dominates this area. The Great Egg Harbor River is navigable up to Lake Lenape, averaging a width of 175 meters (but punctuated with mud flats) and a depth of 1.5 meters. The Tuckahoe River flows into the bay from the west. It is narrow (less than 50 meters) and shallow (one to 1.25 meters) but navigable by smaller vessels up to Tuckahoe/Route 50.

The banks of both rivers are one meter or less in height and heavily forested. The areas around both of these rivers are ideal for cultivation but are fallow due to marauders. The government has plans to move a unit of state militia into the area, to be followed by settlers.

**Lake Lenape:** Cut off from Great Egg navigation by the downed Route 50 bridge, this lake has many fish and fowl.

**May's Landing:** This community is abandoned but full of untapped salvage.

**Atlantic City:** The gambling capital of the east which drew hundreds of thousands of tourists and millions of dollars of revenue a year to the state before the war is now officially abandoned. In the rubble lobby of one of the casinos is a vault rumored to contain hundreds of thousands of dollars in gems and jewelry. However, the vault door is closed, and nobody knows how to open it.

Although the weather has wiped out many smaller buildings and the first floor lobbies of the casinos, society's dregs have somehow managed to survive in the ruins, living in a twisted parody of civilized society. Four hundred of society's misfits now call Atlantic City home. They are escaped criminals, army deserters, marauders, and other low lifes who scavenge, raid the mainland for food, and fight among themselves.

Milgov has mounted a couple of operations against these inhabitants, but both failed because all the inhabitants scrambled into the tangle of high rises to hide. In frustration, the captain of the *Bigelow* shelled three casinos, reducing one to a heap of rubble with a lucky shot and eliminating over 100 inhabitants. The raids decreased in frequency for a month afterward.

Two groups now vie for control of this lonely island. One is lead by a Columbian drug smuggler nicknamed "the Indian"; the other is a group of counter-culture types known as "those punks." Each group numbers about 50; the rest are neutral bystanders. So far conflict between the groups has been minimal, as pressing concerns (like eating) have required everyone's attention. The Indian plans to end this situation soon.

# TWILIGHT: 2000

**Great Bay:** This is another small island of civilization, populated by a few fishermen and their families.

**Mullica River:** This 200-meter-wide, two-meter-deep river is navigable as far west as the community of Batso. This town of 250 in the heart of the Pine Barrens is a former mock colonial tourist attraction, and a few of the inhabitants still wear their costumes.

**Barneget Light:** The lighthouse is inoperable (the automatic machinery broke down years ago), and the island is deserted after several Milgov attempts to refit the light failed.

**Forked River/State Game Farm:** The southernmost community of the Fort Dix Protected Area. The 45 families who live here harvest wild game from the Pine Barrens.

**Tom's River Station:** This is the community surrounding the Tom's River Naval Station. Some 100,000 citizens occupy the old communities around Beechwood.

The Naval Station provides limited berthing, fuel and maintenance, and contains the remnants of the Earle Naval Ammunition Depot. The docks and buildings are protected by fortifications.

**Long Branch:** This is the northernmost community visited on a regular basis by Milgov and naval forces. A dozen families live clustered near the center of the town.

## INLAND

This region includes the area north of Fort Dix, west to the New Jersey turnpike, to the edge of the Perth Amboy zone. The communities in this area would like more protection.





## FORT DIX

This is the economic and military center of New Jersey. Fort Dix and McGuire AFB are home to the 78th Infantry Division (light) and its attached militia and support units. Pemberton, Brown's Mills and several refugee camps provide an economic base, supplying Milgov with food and manpower in exchange for protection.

Currently, 250,000 residents and refugees reside in a 15-kilometer radius around the Fort. This excludes the community of Tom's River.

Fort Dix was a typical prewar military base—a group of generic buildings, home to the army's Cooks and Bakers School, as well as a training ground for drivers. In 1998, the engineers took the precaution of building a ditch and a berm with a firing step around the main camp. This protective measure is just over half a kilometer long.

After the 78th was reformed, sandbagged observation towers were installed every 150 meters along the berm, with bunkers evenly spaced between them. The ditch was filled with sharpened stakes, and the top of the berm was strung with barbed wire.

Fort Dix is also home to the state armory, a large collection of small arms without which the New Jersey State Militia would never exist. After the New Jersey National Guard left for Europe, state armories were bare. Though the legal framework and manpower were available to raise a state militia, there were no weapons to issue. The prize cache was 4000 Garand drill rifles removed from Annapolis when the school was abandoned in September of 1997, and sent to New Jersey for safe keeping.

The weapons were reactivated and became standard issue in the militia. Additional weapons were obtained from gun stores, a large civilian weapons parts company, and the inventory of a local importer/manufacturer of Uzi submachine-guns.

The end result was a pile of hardware, ammunition and parts that would give teeth to the state tiger (and turn into a quartermaster's nightmare).

## MARCUS HOOK TO CAPE HENLOPEN

This section describes the area along the Delaware River and the Atlantic coast of Delaware.

**Marcus Hook:** The refineries here were the targets of a nuclear strike, and the city and environs are a complete and utter wasteland.

**Wilmington:** Bracketed by nuclear strikes, the residents of this town panicked and headed northwest on routes 100 and 202. As the winter took its toll and no more warheads dropped from the sky, some people returned. Eight thousand souls now make their livelihood salvaging all manner of heavy machinery, raw materials and luxury goods.

**Delaware Memorial Bridge:** This bridge is still standing but is structurally unsound.

**Delaware City:** The refineries here were nuked, and they and the surrounding area were destroyed.

**Delaware Farms:** These are scattered along the east coast of the state, usually within 20 kilometers of the shoreline. About 100 are in operation, between Wilmington and Cape Henlopen. Nearly identical, these farms are fortified and house three to five families (10-50 people). Between these islets of civilization are marauders, usually small groups of a dozen or so.

**Dover:** Formerly the state capital of Delaware, Dover now has a population of 3900 gathered in one walled-in neighborhood. They are cautiously friendly with anyone who isn't obviously hostile and will trade salvage for food with outsiders.

**Dover AFB:** The base had been operating at a reduced level, the aircraft and support elements dispersed to other facilities, when it was hit by nonnuclear cruise missiles. The control buildings and hangers have been destroyed.

**Cape Henlopen:** The site of the Delaware-side docks of the Cape May/Lewes ferry, frequently visited in good weather by New Jersey merchant vessels.

The prime targets  
were the refineries  
in the south,  
but the firestorm  
from the strikes  
spread over the  
whole city.

## CONDITIONS IN NORTHERN DELAWARE AND SOUTHEASTERN PENNSYLVANIA

Before the war this was a fertile and populous plain, home to high-tech industries and horse-drawn Amish buggies, oil refineries and cornfields. The nuclear attacks created an unofficial "forbidden zone" along the Delaware as far north as Trenton. Beyond that, the area is a basket of misery and starvation, hemmed in on one side by the Alleghenies, nuke craters and a wide river on the other.

**Philadelphia:** The only major city in Pennsylvania to be nuked. The destruction was horrible, but even with huge expanses flattened or burnt, major sections in the north of the city are still standing. They are too large to describe with any detail; therefore, only the more important aspects are outlined.

The prime targets were the refineries in the south, but the firestorm from the strikes spread over the whole city. Salvage is more abundant in the north, primarily in the industrial neighborhoods along the Delaware north of the fallen Benjamin Franklin Bridge. However, this has not been tapped by the Jersey salvage crews, as the area is isolated by two fallen bridges, long stretches of residual contamination, and legends of missing salvage teams.

Signs of life are limited to a few crows and buzzards. Of humans, there is no sign except an occasional scavenger. Scattered individuals do inhabit the northern half of the city, although most suffer from the same "dement" symptoms as described in **Armies of the Night**. Of the 15,000 hiding in the ruins, only 200 are "normal," and they are extremely wary

of the prowling human animals. The dements are solitary types, with any groups numbering less than a dozen. Luckily, they have not exhibited any sign of organization.

**Huntington Valley:** A northwestern suburb of Philadelphia, now virtually abandoned except for an occasional refugee escaping the city.

**The Camps:** After the first nuclear attacks on the United States, over 6.5 million refugees from western New Jersey, the Delaware cities, Philadelphia, and New York flooded the southeastern section of Pennsylvania. They settled into a dozen refugee camps, located near the larger towns. As the area started to slip into anarchy, fighting between the various camps broke out, fueled by rumors of hidden caches of food. The fighting quickly degenerated into what resembled medieval warfare, with mobs armed with crude weapons hacking each other to pieces. The combat, unchecked diseases, starvation, and exposure reduced their numbers to less than three million and left the countryside decorated with unburied skeletons.

Six main camps remain in the suburbs of the towns of Lancaster, Lebanon, Reading, Pottstown, Allentown, and Easton (where they can be close to arable land). Including the original inhabitants, they now number a few thousand each. They all have militias, though they are haphazardly armed, trained, and led. They cannot agree, even among themselves, upon any course of action. Sanitary conditions are abysmal, but shelter is relatively easy to find—many undamaged buildings are available.

Other refugees eke out a meager existence north of these camps, toward the foothills of the Poconos. Their camps seldom contain more than 1500 souls. The land to the east of the camps is deserted. Only brave or crazy people venture toward the ruins of Philadelphia for any reason.

## SOUTH JERSEY INTERIOR

This section describes the section of the southern half of the state more than 20 or 30 kilometers inland.

**Vineland:** This is now a ghost town populated with a small group of salvagers who live in a fortified complex near the town's center.

**West Jersey Communities:** The built-up area, from Paulsboro north to Palmyra and as far east at Berlin, suffered severely during the nuclear attacks. Uncontrolled fires helped to destroy 85 percent of all structures in this area.

**Pine Barrens:** From Route 30 north to Fort Dix extends a lonely pine forest that, in spite of three years of unchecked plagues of diseases, insects, and fires, stands relatively intact. In the late '80s, the area underwent the ravages of condominium developers, threatening to destroy the ecological balance. Building was checked in 1992 by a group of locals backed by the Green Earth Society. After the nukes, nature quickly reclaimed her turf.

Dense growths of pine and heavy underbrush thrive in sandy soil, making off-road movement difficult and reducing visibility all year round. In the warmer months, mosquitoes, ticks, and snakes make it unhealthy for man, but game—deer, fowl, and wild pigs—fare somewhat better (especially

# TWILIGHT: 2000

small animals and birds). Quicksand, lightning fires, and unsociable, superstitious hermits dissuade casual travellers.

There is one other local hazard—the legendary “Jersey Devil.” Attributed as the child of Mrs. Leeds of Leeds Point, this creature was allegedly sired by the devil early in the 1700s and has roamed the barrens ever since. Man-sized, with cloven hoofs, bat's wings, horns, and a tail, it is reputed to wear a tuxedo (according to some reports). Disappearances of sheep, fowl, and laundry are habitually attributed to it. The creature eventually became not much more than a tourist attraction. But, as frequently happens in mankind's darker moments, the Jersey Devil has recently returned with a vengeance. In the 21st century, his appetite has expanded to include people. Maybe humanity feels better blaming something supernatural for events beyond its control.

Worse than legends are the people. Away from the coastal areas, there is no civilization. Fifty thousand people live in the interior, on farms of three families or less, or in wandering groups of less than 50 marauder/refugees. The vast majority of these people are antisocial, extremely xenophobic, and just plumb crazy. Roads are usually narrow, twisted, and blocked by wrecks. This makes overland travel through the area lethal and practical only for heavily armed convoys.

**Trenton:** Formerly the state capital, this city was destroyed by refugees from Philadelphia rioting with locals in the year or so after the nuclear exchange. A great deal of salvage lies untapped, too far away to safely reach at this time. Less than 500 starving refugees live in the ruins.

## NEW JERSEY STATE GOVERNMENT

The current government is loyal to the Military Government of the United States for several reasons. Governor Charles R. Samson, the prewar district attorney of Gloucester County, was a Vietnam vet sympathizer and former veteran himself. After the attacks, Samson worked feverishly to bring some order to the southern counties, desperately cajoling refugees and locals to cooperate. He became acting governor by public consent. When the government and the military parted ways in 1999, Samson declared for Milgov, which, in his estimate, would wind up the winner in the end. Besides, all of his state's vital river and ocean traffic were under the guns of the navy.

The temporary capital is at Cape May courthouse, while a “branch office” exists near Pemberton, outside Fort Dix.

## MILGOV FORCES IN THE AREA

The following is a list of federal and state units in the area. Though these units are not up to prewar quality, they are more than sufficient to maintain Milgov's toehold in south Jersey.



**Milgov Command, Cape May:** Responsible for the command and coordination of all Milgov activities in New Jersey and northern Delaware. This unit numbers 50 officers, specialists, and communications experts.

**Naval Command, Cape May:** Identical in size and mission to Milgov Command, but dedicated to naval operations. This unit's commander is subordinate to Milgov Command, and both units usually work in close cooperation.

**237th Maintenance Detachment:** A service and support detachment staffed with a mismatch of survivors of sunken ships, retired naval veterans, civilian experts recruited from the refugee crowds, and a handful of young seamen. This unit handles all technical support, except for aviation (armorers, electricians, machinists, etc.). Current unit strength is 200 enlisted and officers—10 percent are Veteran, 55 percent Experienced, and 35 percent Novice. They are issued M16s but carry them only on alert.

**1325th Naval Aviation Support Group:** Thirty rotary-wing technicians and support personnel in the Cape May Naval Base.

**828th Air Support Group, Cape May County Air Base:** Twenty-five air force aviation mechanics are based here.

**23rd Air Security Group, CMCAB:** A 50-man detachment guarding the airbase. They are Experienced and armed with 45 M16s, four M60s, 10 M203s, and two M2 .50 calibers.

**1st/612th, 78th ID:** A 50-man rifle company providing security for the naval base. They have two M203s, four M60s, and two 60mm mortars, in addition to M16s.

**Red Dragons:** A mercenary group of 100 Chinese-American refugees (formerly a Philadelphia street gang), trained by a cadre of ex-military types. This group is fiercely loyal to the commander of the Naval Command at Cape May and is currently used as an amphibious strike force. They are armed with Uzis, M16s, shotguns, and an M60. Twenty-two percent are Elite, 35 percent Veteran, and 43 percent Experienced.

**3rd Regiment, New Jersey State Militia:** Under New Jersey law, all males between the ages of 17 and 45 are liable for service in the state reserve militia, in the event that the governor declares an emergency. The New Jersey State Militia will under no circumstances venture outside the state.

Three regiments were raised and armed in early 1998 to assist hard-pressed law enforcement units in local crisis control. Another three were raised in early 1999. Cadre for these units were the survivors of the New Jersey Volunteer Militia, a well equipped prewar organization of conservative survivalists and gun store commandos numbering 1000.

Regiments are authorized a present level of 630 men, organized in three battalions of 205 and a regimental headquarter of 15. Each battalion has four 50-man companies and a battalion headquarter, and is armed primarily with M1 Garand rifles, though some members carry shotguns or hunting rifles. Additionally, each battalion is issued two 60mm mortars and 15 M79 grenade launchers. Most units have ac-

quired extra firepower by various means.

Two companies of the regiment are based at Fort Leesburg, two at Cape May courthouse and one battalion at the CMCAB; the remainder are on picket duty along the Cape May canal.

The average degree of experience is as follows: two percent Elite, 15 percent Veteran, 26 percent Experienced, and 57 percent Novice. When defending their homes, they make up in tenacity what they lack in training.

**1st Cavalry Squadron, NJSM:** Seventy-five horse-mounted troopers armed with FN-FALs, four M79s, and two M60s. They also carry a miscellaneous collection of sabers

looted from a local museum. This unit was initially formed around a cadre of a half-dozen civil war reenactment enthusiasts, and some of the troopers use their reenactment uniforms and equipment. They currently operate north of the canal, sometimes deep into the interior on recon missions. Twenty percent are Elite, 20 percent Veteran, 40 percent Experienced, and 20 percent Novice.

**2nd Cavalry Squadron, NJSM:** Fifty troopers carried by 10 armored bank trucks. These vehicles have an armor value of 8, and all

have other characteristics of a two and a half ton truck. Each car has a radio and an M79, in addition to the passengers' small arms. They are responsible for road patrol in and around Cape May, north of the canal.

**B and C Flights, 112th Naval Aviation Squadron:** Flight B consists of three 0-2 Cessna twin engine spotter planes, each rigged with a 7.62 machinegun. Flight C contains two Bell 47G helicopters (ex-cropdusters). There is enough fuel to occasionally turn over the engines and to fly extremely critical support missions. This unit is based at Cape May Naval Base.

**Piseck Commando:** This unit consists of 18 ex-SWAT teammembers from the Philadelphia and New Jersey state police. They are currently deployed as an amphibious commando and are well armed with light military weapons. Named for Peter Piseck, the unit's commander, they report to the naval commander at Cape May.

**301st Independent Battery:** This unit is currently providing fire support for Cape May Naval Base, staffed with 80 ex-military "graybeards" culled from the refugees. In addition to small arms, the unit has three M202 howitzers and six 120mm mortars salvaged from national guard and army reserve armories.

**1st Regiment, NJSM:** This regiment is assigned to security duty north of the Fort Dix/Tom's River area. Its 300 soldiers patrol as far north as New Brunswick-Perth Amboy.

**2nd Regiment, NJSM:** Recently deployed for security duty north of the Cape May courthouse, the 400 soldiers of this unit are currently quartered in the Wildwoods, awaiting orders to move out.

Ship operators from the Philadelphia Ship Preservation Guild had cast off late Thanksgiving Day in an effort to escape the inevitable destruction of their city and save the ship.

**3rd Squadron, NJSM:** This unit was formed from remnants of the state police and local law enforcement units, mounted on cross-country motorcycles and used for reconnaissance and peace keeping. It presently musters 240 effectives.

**4th Regiment, NJSM:** The 275 members of this regiment are assigned to garrison duty and training at Fort Dix.

**5th Regiment, NJSM:** The 370 members of this regiment are assigned to garrison duty and training at Fort Dix.

**6th Regiment, NJSM:** The 350 members of this regiment are assigned to Fort Dix and are presently patrolling the region north of that area.

**78th Infantry Division:** These are the survivors of the New York fiasco, reorganized in March 1999. This unit has been building its strength, stores, and morale since its crushing defeat. Their headquarters has been promised reinforcements from the USAEUR returnees, but so far only a few hundred have shown up.

The division now has three rifle battalions of 275 men, an artillery battery (60 men), a headquarters and signals unit (45 men), and an engineer battalion (70 men). M16s are issued to every member of the division. Support weapons include three recently received 105mm howitzers, eight 4.2" mortars, 30 60mm mortars, 30 M60s, and 65 M203s. The engineer unit has a bulldozer, a half-dozen dump trucks, and a small warehouse full of scrounged construction equipment and supplies. Currently, one rifle battalion is dispersed across New Jersey—one company at Cape May, two on reconnaissance in northern Jersey, and two with the headquarters company at Tom's River Naval Base. The other two rotate security details for the important installations at Fort Dix. One company from each of the Dix-based battalions is training and outfitting as a mechanized reaction force.

**Naval Command, Tom's River Naval Station:** This unit is a 30-man command, intelligence, and communication group based at Tom's River.

**304th Naval Support Group:** This is a 25-man maintenance unit based at Tom's River. They are indifferently armed with a random assemblage of civilian and military weapons.

**HQ and A Flight, 112th Naval Aviation Squadron:** Based at CMCAB, this unit includes two P-3 Orions and two 0-2s. Fuel limitations prohibit the larger planes from flying at all.

## NEW SHIP DESCRIPTIONS

**USS Hyman Rickover:** Formerly the barkentine *Gazela* of Philadelphia, this sailing ship was taken under navy cus-

# Twilight: 2000

tody 10 kilometers off the Delaware bay on December 3, 1997. A group of the ship operators from the Philadelphia Ship Preservation Guild had cast off late Thanksgiving Day in an effort to escape the inevitable destruction of their city and save the ship.

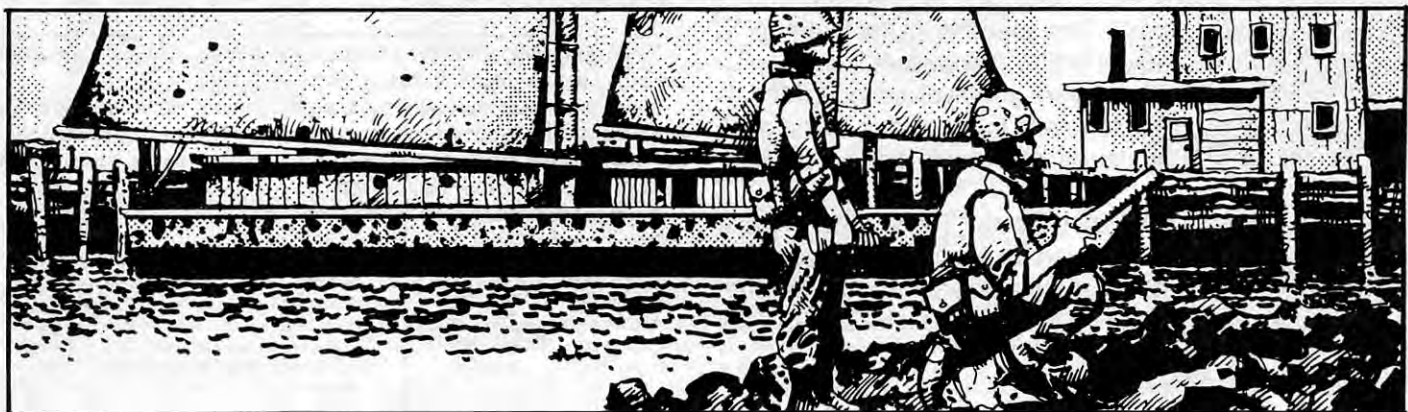
A navy "custody crew" was put aboard, and the ship sailed to Norfolk. For the next three months, *Gazela* acted as an auxiliary packet ferrying supplies, personnel, and messages between scattered military forces and the dozen or so naval vessels hiding along the Chesapeake. When Norfolk was declared operational again, *Gazela* put in for minor maintenance and, after some paper juggling, was officially commissioned *Hyman Rickover*.

This name was suggested by the new master, Commander Beckly (formerly a nuclear sub commander). A sailing ship named after the father of the nuclear submarine force is a typical example of the man's odd sense of humor.

*Rickover* received her armament and a speckled, rather than camouflaged, coat of black and gray paint on her hull. In deference to the originally civilian members of her crew (now "drafted"), the sailing ship was berthed at Cape May Naval Base and operates between there and Norfolk.

By way of background, *Rickover* began life in 1883 as the Portuguese topsail schooner *Gazela Primeiro*. By the time she had entered the Philadelphian's hands, *Gazela* had been rerigged as a barkentine and received an auxiliary diesel engine, two generators, and an engine to power her windlass (which can still be manually operated). A sophisticated short-wave radio was installed in 1989. She has a draft of 5.4 meters, sparred length of 177 meters and width of 10 meters; her beam is 27 meters; and her tallest mast is 93.4 meters.

The navy found an ancient 3"/54-caliber pedestal-mounted deck gun for her. It is placed over the centerline between her fore and mainmast. It has a limited field of fire—a 60-degree broadside. She also received four pintle mounts (two .50 M2





HMG amidships, and one fore- and one aft-mounted Mk19 AGL), and two 81mm mortars, also mounted amidships. Personal weapons for the crew were also issued.

The ship requires a crew of five to operate under power, a dozen under sail. Permanent crew is 28, with room for 15 passengers and three tons of small, crated cargo. For more information on handling procedures, refer to **Gateway to the Spanish Main**.

*Rickover* is currently employed as a patrol vessel against Soviet vessels (though no one has ever seen one), marauders, and smugglers. Her area of operations extends north to Tom's River along the Jersey coast, up the Delaware to Marcus Hook and the mouth of the Delaware Bay. She is occasionally used as a mother ship for smaller patrol boats operating along the rivers and creeks of south Jersey, as well as a fast message packet to Norfolk.

The greatest advantage of *Rickover* is her economical ability to travel without petroleum. Her diesel, long since converted to alcohol, is handy for shallow-water cruising, the sails for longer open-sea journeys.

Service on *Rickover* is an enviable position. The captain has managed to assemble an excellent team of sailors, fighters, and scroungers. Morale is high, and food is plenty in spite of the continual danger.

**USS *Bigelow* (Forest Sherman/Hull-Class):** Seven of this class of warship were mothballed at Philadelphia. Work began early in January 1997 to bring them into service. Only by working overtime with a greatly swollen work force were five of them combat-ready by Thanksgiving, 1998. Two were destroyed in port; two others were subsequently lost at sea, presumably to enemy submarines. Of the surviving three, two are based at Norfolk (*Mamley* DD 940 and *Blandy* DD 943) and one (*Bigelow*) at Cape May. They rarely put to sea, due to a lack of fuel. Their last mission was escorting the *TF34* convoy in for the final third of the journey to Norfolk.

This vessel is unique in that it mounts three 5"/54-caliber guns (one forward, two aft), and two twin 76mm Mk75s— heavy armament unheard of in the more modern ships, but extremely useful in providing fire support for ground units. The 5" guns are equivalent, in all respects except ammunition interchangeability, to 125mms; the 76mms to 75mm automatics. Displacement is 3000 tons; draft is 7.44 meters; ship's complement is 292. Top speed is 33 knots; range at cruising speed of 20 knots is 6000 kilometers.

**Referee's Note:** If the players are involved in **Armies of the Night** and signal for someone to come pick up the gold, this vessel will be dispatched, along with the *Piseck Com-mando*.

**USS *Confidence* (Reliance-Class):** This ship was a coast guard cutter originally designed for search and rescue missions. The bridge has 360-degree visibility, and the weather deck aft of the bridge is suitable for use as a helicopter flight

deck. Ships up to 10,000 tons can be taken under tow. Armament includes two 40mm GLs and a foredeck-mounted Mk75 turret fitted in the early '90s.

The *Confidence* is temporarily berthed at Cape May, taking on high-tech salvage from the teams operating further up the Delaware. When its supply of trade goods (weapons, ammunition, canned food, etc.) is exhausted, it will return to Norfolk.

Displacement is 950 tons; draft is 3.2 meters; ship's complement is 61. Top speed is 16 knots; range at cruising speed of 14 knots is 9200 kilometers. Armor value is 60 for the hull, 45 for the deck structures.

**Inshore Patrol Craft:** These small craft are modified off-shore drilling support vessels, mounting twin .50s in a pulpit atop the pilot house and a 40mm AGL on a pedestal mount on the aft deck. Displacement is 22.5 tons; draft is 1.1 meter; and the ship's complement is 6. The top speed is 28 knots, and range at cruising speed is 120 kilometers. The armor value is 10. A swift boat can carry either 24 passengers or three tons of cargo.

**Monitors:** These are a variation on a Vietnam-era modification. LCM6s drawn from the amphibious base at Norfolk received boiler plate armor and whatever weaponry was handy. This usually consisted of a forward turret, a midship weapons "bucket," an armored deckhouse/bridge, and an aft turret. Forward turret armament was usually two 20mm Vulcans scrounged from wrecked fighters, a 20mm or 25mm autocannon, and a 40mm AGL. Bucket armament was an 81mm mortar and two 7.62mm MGs, rear turrets carrying twin .50s, or a 40mm GL and a 5.56mm minigun. Crew size was usually 10 men. Overall armor value is 15; top speed is eight knots; and displacement is 24.5 tons.

**Armored Troop Carriers:** These are similar to the monitor, but are designed to transport troops and supplies. They retain the original landing ramp and cargo bay (which has an armored roof), but lack the forward turret and midship weapons bucket of the monitors. They can move 20 troops or eight tons of cargo. Otherwise, all statistics are the same as the monitors'.

Since no specific adventure situations are detailed, no maps of the areas described are included with this article.

An ordinary road atlas will provide a good general overview of the areas for referees. If more detailed maps are required, they can be obtained from the United States Geological Survey or from the tourism bureaus of each state (a minimal fee may be involved).

For additional information on the prices and availability of USGS maps, write to:

The United States Geological Survey  
Department of the Interior  
Washington, DC 20242. □

Service on  
*Rickover* is an  
enviable position.  
The captain has  
managed to  
assemble an  
excellent team of  
sailors, fighters, and  
scroungers.



Now 96 Pages!

# CHALLENGE

# 43

US \$3.25

The Magazine of Science-Fiction Gaming

## MEGATRAVELLER Trouble in Paradise

*Wesley Kawata  
and Michelle Sturgeon*

## TWILIGHT: 2000 Sheltie Holiday

*Loren K. Wiseman*

## SPACE: 1889 Secrets of the Ancients

*Lester W. Smith*

## STAR WARS On the Dark Side

*Marcus L. Rowland*

**GDW**  
GAMES

Janzetta - © 1975



*When I was a kid, we had a sheltie—a Shetland sheepdog. They are cute little dogs that look sort of like miniature col-lies, except ours was black and white instead of Lassie-colored.*

*I always wondered why they were so small (ditto for the ponies), until I saw the island they came from, and then I understood. The Shetland Islands have a heck of a wind most of the time, and anything more than two feet tall would get blown clear to Shanghai. Of course, I'm more than two feet tall—but I had my M16/203 to hold me down. I don't know how the sheep manage.*

*Shetland sheep look just like regular sheep—not that regular sheep are any thrill. Sheep are not cute, fluffy bundles of white wool with blue ribbons around their necks like in the kids' books. They are grayish-brown and greasy, and they smell terrible. It's the lanolin or something—I don't remember my wool sweaters smelling like that. The only thing that smells worse than a wet sheep is a leg of mutton being boiled. I got to know both odors real well.*



# Sheltie Holiday

Loren K. Wiseman

**T**his adventure takes the PCs to an out-of-the-way corner of the globe and serves as an adventure supplement for the *Survivors' Guide to the United Kingdom*. The characters are sent to the Shetland (or Zetland) Islands on a mission for the British government and run aground during a storm, losing their boat and much of their equipment. The group members must complete their mission, secure transport, and make their way back to their rendezvous point over 100 kilometers to the south. This adventure requires one character with Small Boat Handling (SBH) skill.



*Triller  
Kreath  
Logo*





## JAMES J. WARREN



James J. Warren (who prefers to be called "Red" for inexplicable reasons—he is not red-haired) is one of a wave of oil workers who came to the North Sea when jobs in the American oil industry went into the doldrums in the 1980s. When the American market picked up, Red had "taken a shine to them li'l horsey critters" and stayed on with Jet-Texas/UK, Ltd.—Anglo-American petroleum industry trouble-

shooters specializing in the problems peculiar to North Shore oil platforms. Warren had only two years of junior college, but he has an affinity with machinery that boggles the mind. A member of the grease-under-the-fingernails school of engineering, Red can coax performance out of machines most people would have long ago sold for scrap.

Warren was evacuated when the oil platforms were abandoned (shortly after the strategic nuclear strikes on industrial targets began) in late-1997. He survived long enough to come to the attention of the British government, which sought anyone with oil industry experience. Red proved to be a godsend to the North Sea oil reclamation projects, and only his insistence that he alone could guide a party to the Shetlands for spare parts persuaded a reluctant government to let him go.

Red carries a .38 Special revolver, but he is not a very good shot and prefers to "let the professionals do the fighting." He will use his weapon only as a last resort. Red has friends among the islanders, something the group will need to accomplish its mission.

Red has skill levels as specified for Novice NPCs on page 16 of the *Referee's Manual*, except for the following skills: MEC 100, MTL 60, and ELC 80. He speaks no other languages but English, at LNG 100.

**NPC Motivation Results:** *Heart Four:* Warren is a very amiable, friendly man—so much so that one of his old buddies once said, "Red's so friendly he doesn't repair things. They get to like him so well they start working again as a personal favor!" *Spade Jack:* Pomposity, which in Warren's case has been changed by his extreme amiability into a tendency toward loudmouthed boastfulness—a harmless but extremely irritating characteristic. Were it not for the fact that he has a talent for machinery that few can equal, someone would undoubtedly have shot him long ago just to get him to shut up. He is a Novice NPC.

**Referee's Note:** The PCs should be told in no uncertain terms that Red is the most valuable asset the British government is risking for the present expedition. To return without Warren is to fail, for all practical purposes.

## OVERVIEW OF THE ADVENTURE

The characters are on a mission for what's left of the British government. The North Sea oil platforms represent one of the key factors in Britain's recovery from the war. The British government has made it a policy to try to reopen as many platforms as possible and is expending many assets to keep the trickle of oil flowing. An important part of this continuing project is locating spare parts for the wellheads. Recently, evidence of a small store of previously undiscovered replacement parts has turned up. The British government believes these parts are somewhere on the Shetland Islands and has sent a group to secure them.

The Shetlands are fairly remote (by the standards of 2000), and they have not been visited by government representatives (or anyone else, for that matter) for quite some time. British restoration efforts have not gotten to the more northern of the oil platforms—those nearer to Scotland are considered better candidates for reopening.

Boats are scarce, and their use is carefully controlled for optimum utility. The government cannot afford to divert one of the normal platform resupply boats, so it has chosen instead to provide the characters with a small fiberglass sailboat (a civilian pleasure craft in its previous life) and a guide who claims to know where the parts are located (James "Red" Warren, an American oil worker from Texas who was one of the last evacuated from the northernmost offshore platforms). The party members will be transported by a British resupply boat to a point east of the Orkneys (see map). From there they are expected to be able to make their way to the Shetlands.

The adventure begins when a storm drives the boat aground on Mainland (the largest of the Shetlands), forcing a slight change in the characters' plans. Now, in addition to locating the spares, they must secure a boat to transport them in and must make their way to a prearranged rendezvous point in one week's time.

Details of the boat are not presented here. Each character will be allowed to bring along up to 30 kilograms of gear (no vehicles), and each will be provided with a week's supply of food and water.

The shipwreck is a good chance to strip the group of mortars and other heavy weapons (they won't be needed and would only make the mission too easy, in any case).

## BACKGROUND

In the world of 2000, oil is scarce. Oil was the lifeblood of modern warfare and the single key component to everyone's warmaking capability. Oil facilities, therefore, became prime targets, and the petroleum industry was disrupted on a worldwide scale. Few oil fields are operating, and even fewer refineries are in working condition. When the nukes began flying and it became obvious that refinery facilities were on the top of the target lists, no oil workers in their right minds stayed on the job. Anything connected with oil shut down due to lack of workers. Facilities not subject to nuclear strikes or conventional military attacks were fought over by numerous rivals (former national governments, marauders, "new" national governments, and tin-pot local dictators). Those lucky enough to avoid the ravages of war suffered from the forces of nature: Workers don't tend to shut things up properly when

fleeing for their lives. Dirt, wind, rain, and rust finished the job started by plutonium and plastique. By 2000, most oil facilities were scrap metal.

The deep-water platforms of the North Sea were no exception, but the need for oil was so great that the British government (or what was left of it—in 2000, government control covered only the area south of the Thames and east of the Isle of Wight) was willing to risk much in order to reopen some of the wells.

Restoring function to an abandoned well is not a simple task. Reopening one that's 50 meters underwater and more

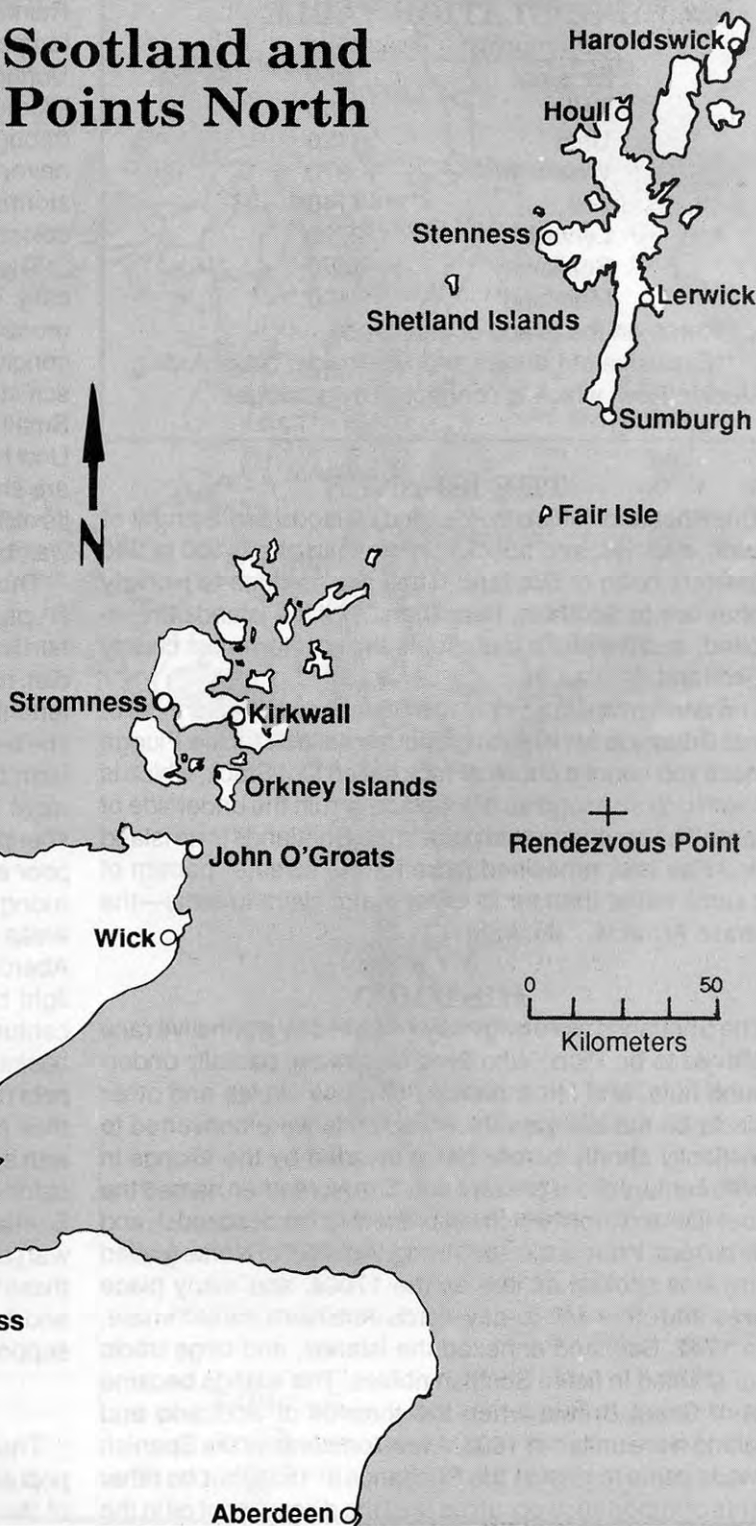
than 100 kilometers from shore is difficult. Knowledgeable technicians must be found, persuaded to cooperate, fed,

sheltered, and protected. Damaged or severely corroded equipment must be repaired or replaced (assuming you can find the spares). The biggest problem is finding people with the skills and technical know-how to do the job.

# TWILIGHT: 2000



## Scotland and Points North





## POPULATION DATA

Population hasn't officially been counted since the war, so the PCs are not aware of this data. It is presented to indicate the relative sizes of various communities to referees who might want to set other adventures on these islands. About a third of the populations given will be of appropriate age and condition to be fighters, but these will act only in defense of their homes. For the purposes of the table, each island counts as a single community, except for Mainland, which has two towns.

### POPULATION TABLE

| <i>Community</i> | <i>Population</i> |
|------------------|-------------------|
| Bressay          | 250               |
| Fetlar           | 80                |
| Unst             | 1120              |
| Whalsay          | 970               |
| Yell             | 1140              |
| Lerwick*         | 2720              |
| Scalloway*       | 1870              |
| Mainland**       | 400               |

\*Towns on the island of Mainland.

\*\*Exclusive of Lerwick and Scalloway, but including Muckle Row, which is connected by a bridge.

## THE ISLANDS

The Shetland (officially, Zetland) Islands are a chain of islands, skerries, and specks on the map about 100 to 200 kilometers north of Scotland. They are as close to Norway as they are to Scotland. Less than 20 of the islands are inhabited, and the chain represents the northernmost county in Scotland.

The northernmost point in the Shetlands (indeed, in all of Great Britain) is an island/lighthouse called Muckle Flugga (unless you count a chunk of rock called Out Stack, which is not so much an island as it is a place to ruin the underside of a boat). The southernmost point in the Shetlands is an island called Fair Isle, renowned more for the sweater pattern of the same name than for its other major claim to fame—the Spanish Armada.

## HISTORY

The Shetlands were originally inhabited by a primitive race (believed to be Picts) who lived in sunken, partially underground huts, and left a number of stone circles and other artifacts on the islands. The inhabitants were converted to Christianity shortly before being invaded by the Vikings in the 8th century of the present era. The Norsemen named the place Hjalaland (from which the present name descends), and their cultural influence is still strong. A dialect of Norse (called Norn) was spoken as late as the 1700s, and many place names and other day-to-day words from Norn are still in use.

In 1742, Scotland annexed the islands, and large tracts were granted in fief to Scottish nobles. The islands became part of Great Britain when the thrones of Scotland and England were united in 1603. A few remnants of the Spanish Armada came to grief in the Shetlands in 1588, but no other events of importance occurred until the discovery of oil in the

North Sea brought a giant influx of money and jobs (and outsiders) in the late 20th century.

The Shetlands were physically untouched by the war except for the Soviet Spetsnaz raid on the giant oil terminal at Sullom. Recently, however, a group of Soviets has landed on the islands. The actions and intentions of this group are described later in this article.

## CLIMATE, GEOGRAPHY, DEMOGRAPHY

The Gulf Stream current and other factors combine to ameliorate the extreme northern latitude of the Shetlands. Rainfall and climate are similar to those in northern Scotland: temperate, with no dry season and with long, cool summers. During storms, the cold arctic winds can gust as high as 160 kilometers per hour, but the winds are continuous and strong throughout the year. Due to the islands' northerly latitude, it never gets completely dark in the summer, and summer storms can give sky, sea, and land an eerie, almost unearthly coloration.

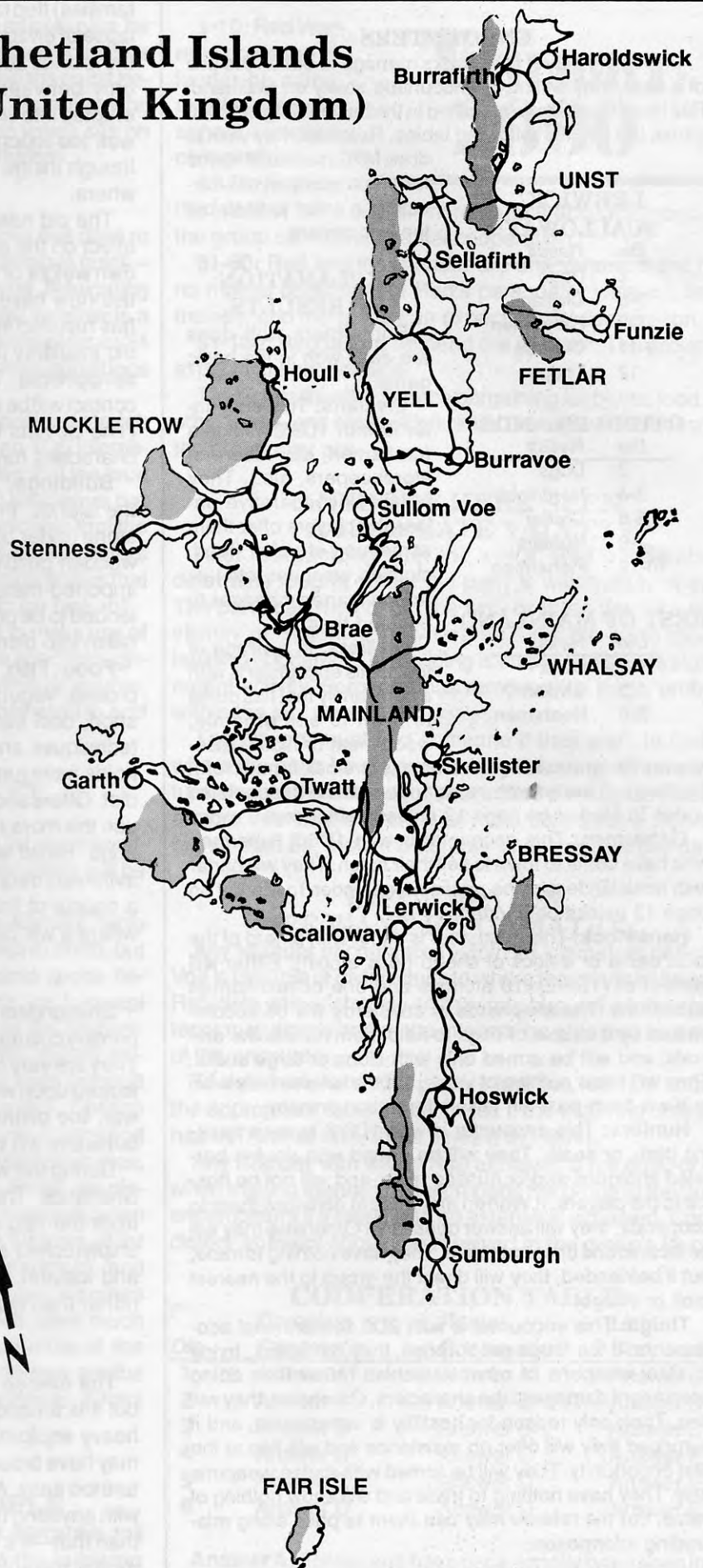
The Shetlands are identical to northern Scotland geologically. The eastern face of Mainland (the largest island in the group) consists of various types of sandstone, marls and conglomerates, while the west is made up of metamorphic schists and gneisses with occasional igneous intrusions. Small deposits of peat are exploited for fuel. The island of Unst had talc in economically exploitable quantities (the mines are shut down now), and several islands have small deposits of iron ore in quantities too small to bother with before the war, but now used in a primitive local ironmongery.

The soil of most of the islands is rocky and poorly suited to crops, and the islanders (past and present) often turn to herding and fishing to supplement their income (and their diet, nowadays). The primary units of agriculture are the small tenant farms, or crofts, located in valleys or other low spots sheltered from the wind. Each croft has a small cluster of farm buildings surrounded by a bit of arable land (seldom more than a few acres), and each also shares a common sheep pasture (scattald) with others of its kind. The soil is poor except in certain areas, and the climate is not suited to a long growing season. Sheep and cattle do fairly well in most areas. The local cattle have been successfully crossbred with Aberdeen Angus for generations, yielding both milk and a light but good-quality beef. From the middle of the 20th century until the outbreak of the war, the islanders did good business breeding the tubby local ponies for sale as children's pets (the famed Shetland ponies). Nowadays they are put to their original purpose on the farm. Practically every crofter with access to the sea keeps a small boat to make occasional catches of the local whitefish. The economic centers of the Shetlands are the towns of Lerwick (the capital before the war) and Scalloway. Pier facilities for the fishing boats make these two towns the main harbors of the islands' fishing boats, and their close proximity to the islands' best agricultural lands supports a small crofter's market in each town.

## CONDITIONS

The conventional war had little direct effect on the islands' populace. When the strategic nuclear exchange began, most of the nonnative population (primarily oil workers and their

# Shetland Islands (United Kingdom)



## Key

-  Village
-  Road
-  Rough

0 25

Kilometers

(Island names  
are in all caps.)



## ENCOUNTERS

Unless the player characters manage to obtain the use of a boat, they will have encounters solely on Mainland. Roll for encounters as specified in the basic **Twilight: 2000** game, but use the following tables. Referees may wish to

draw NPC motivation cards for some non-player characters in order to flesh out the encounters.

### LERWICK/ SCALLOWAY

| Die  | Result    |
|------|-----------|
| 2    | Dogs      |
| 3-5  | Civilian  |
| 6-8  | Fishermen |
| 9-11 | Crofters  |
| 12   | Thugs     |

### EXPLANATION OF RESULTS

Encounters with dogs are dealt with in the basic game.

**Civilians:** This encounter is with 1D6/2 villagers (craftsmen, day laborers, storekeepers, etc.). They will be uncooperative unless the players offer them something of value (food, clothing, weapons, etc.), or unless Warren manages to befriend them.

**Crofters:** In a village or town, this encounter is with a farm family that has come to town to sell produce, wool, meat or hides. Else-

### OTHER ISLANDS

| Die   | Result     |
|-------|------------|
| 2     | Dogs       |
| 3-4   | Herd/flock |
| 5-6   | Crofter    |
| 7-9   | Hunters    |
| 10-12 | Fishermen  |

### REST OF MAINLAND

| Die | Result   |
|-----|----------|
| 2   | Dogs     |
| 3   | Civilian |
| 5-6 | Herdsman |

where, the group has come across a small farm (croft). Crofters will barter with nonislanders at the prices noted under To Market on page 13 unless befriended.

**Fishermen:** This encounter is with 1D6/2 fishermen who have come to town to sell their catch. They will barter with nonislanders at the prices noted under To Market on page 13 unless befriended.

**Herd/Flock:** This encounter is either with a herd of the local cattle or a flock of sheep (toss a coin). Either will consist of (1D6/2)×10 animals and one or two human attendants. The shepherds or cowherds will be accompanied by a couple of dogs to help them handle the animals, and will be armed only with clubs or large sticks. They will know nothing of value, but the referee may wish to have them pass on false information anyway.

**Hunters:** This encounter is with 1D6/2 hunters seeking birds or seals. They will be armed with double-barreled shotguns and/or hunting rifles, and will not be hostile to the players. If Warren manages to convince them to cooperate, they will answer questions. Otherwise they will be laconic and uncooperative. They have nothing to trade, but if befriended, they will direct the group to the nearest croft or village.

**Thugs:** This encounter is with 2D6 semicriminal adolescents. If the thugs get surprise, they will attack, trying to steal weapons or other valuables rather than doing permanent damage to the characters. Otherwise, they will flee. Their only reason for hostility is xenophobia, and if surprised they will offer no resistance and will flee at the first opportunity. They will be armed with melee weapons only. They have nothing to trade and will know nothing of value, but the referee may use them to pass along misleading information.

families) fled for ostensibly safer regions. The chaos and collapse of civilization in the aftermath of the nuclear strikes left the islands largely cut off from the outside world. The dichotomy between native islanders and "newcomers" never erupted into violence, but the harsh life of the postwar islands was too much for most of the remaining nonnatives, even though things are somewhat better here than they are elsewhere.

The old rule of "no work equals no food" is very much in effect on the islands. Everyone and everything must pull its own weight or perish, and life on the islands has few amenities (few have much in the way of free time anyway). This has resulted in a very closely knit society, and the islanders' old insularity (no pun intended) has grown into a full-blown xenophobia. This is why some form of prewar personal contact will be necessary to gain the cooperation of the locals. (The Soviets have this in the form of Ian Fraser, and the characters have it in Red Warren.)

**Buildings:** Trees are (and always have been) scarce on the islands. Preoil and postwar buildings are both made of stone (older buildings tend to be built without mortar). Most wooden buildings were built during the oil boom and used imported materials. Anything connected with the oil boom tended to be prefabricated, and many of these buildings have fallen into disrepair, making them dangerous to enter.

**Food:** Fish, beef, and mutton form the primary sources of protein. Vegetables are grown in sheltered spots during the short, cool summer season. Agriculture is by preindustrial techniques and is also fairly labor intensive. Some households have turned to hunting in an effort to supplement their diet. Otters and seals follow the fish, and swarms of sea birds use the more remote uninhabited islands as breeding rookeries. Small whales called caaing whales (*Globicephalus svineval*) frequent the waters on occasion, and sometimes a couple of fishing boats will manage to drive one ashore, where it will provide meat and lamp oil for several families.

## INHABITANTS

Shetlanders are a mixture of Norse and Scottish, but the primary cultural features are Scandinavian rather than Gaelic. They are very closely knit, and before the war, strangers were looked upon with suspicion, if not outright distrust. Since the war, the distrust has become an active xenophobia, and outsiders will be met with suspicion and low-level hostility.

During the war, a number of foreigners were cut off in the Shetlands. These included some wounded Soviet soldiers from the raid on Sullom Voe, a few crashed airmen and shipwrecked sailors, and some fishing boats from Norway and Iceland. They have chosen to base themselves here rather than risk the long voyage home.

## SHIPWRECKED

The referee need not make a big thing of the shipwreck, but it is a handy excuse to strip the group members of any heavy equipment (mortars, portable generators, etc.) they may have brought along that will make the upcoming adventure too easy. Allow the player characters to get ashore safely with anything they can carry up to their normal load (no more than that—it's difficult to swim while carrying a 60-kilogram mortar baseplate). Even with only small arms, the group is

better armed than anybody else on the islands (except for the Soviets, of course). The group can be wrecked anywhere at the referee's choice, of course, but a spot on the coast between Tolob and Hoswick is recommended. Referees who want to complicate the adventure can put the wreck site on one of the other islands, such as Unst or Whalsay.

## TEMPUS FUGIT

From the date of the wreck, the players have five days to accomplish their mission and sail to their rendezvous point—their pickup ship cannot wait if they are not there. Navigating a small boat to a specific point during average weather is a task (AVG:SBH). Repeat the task each 100 kilometers or 24 hours, whichever comes first. Adverse weather conditions make the task one level more difficult.

Success indicates the boat crosses the specified stretch of water without moving off course more than 1D6 kilometers per task roll (cumulative). Failure indicates that the boat will miss its intended destination by 1D6×10 kilometers per task roll (cumulative). Catastrophic failure indicates that the boat will miss its intended destination by 1D6×50 kilometers per task roll (cumulative). Outstanding success indicates that the boat did not drift off course for that particular task roll.

This rule is provided for referees who want to make use of it in other situations. Weather is assumed to be good throughout this adventure after the initial storm (unless, of course, the referee wishes otherwise). The referee may want to end the adventure after the players set sail.

## TO MARKET, TO MARKET, TO BUY A FAT PIG

Most items on the basic game's equipment list are unavailable or extremely rare on the island. The characters will be able to buy food, but little else.

Use the equipment list, the Equipment Availability Table and the Western availability rating from *Twilight: 2000*, but shift everything one column to the right (scarce goods become rare and rare goods become unavailable, etc.), except for firearms and ammunition. Military firearms are unavailable (everyone who has one is unwilling to sell). Military ammunition is rare and is available only for small arms (assault rifles, pistols, submachineguns and shotguns). Civilian weapons and ammunition are rare. No motorized transport is available for sale, but bicycles and carts (pulled by ponies, half normal capacity) can be had for a price. Boats are discussed later. All prices are ×4 for nonislanders (unless Warren manages to befriend the seller, in which case they are ×3 for partial cooperation and ×2 for complete cooperation), and payment must be in barter, as outlined in the rules (islanders will except gold only if befriended—it doesn't have much practical use in the Shetlands). For the purposes of the Equipment Availability Table, Lerwick and Scalloway are the only towns in the Shetlands; all others are villages. Crofts are not communities and will sell only food.

## MAKING FRIENDS AND INFLUENCING PEOPLE

If Red is involved in an encounter, make a percentile roll for each individual islander and implement the following results.

**1-10:** Red Warren knows the islander by name, and the group can expect complete cooperation.

**11-50:** Red and the islander have one or more mutual acquaintances, and the group can expect partial cooperation.

**51-60:** Red and the islander are unacquainted and have no mutual contacts, but Red's personality wins out nevertheless, and the group can expect partial cooperation.

**61-100:** Red fails to befriend the islander. The group can expect little cooperation.

These results will influence bargaining for boats, food, and other items, and also will influence the answers to questions the group may ask.

## ANYBODY HERE SEEN A 12cm GATE VALVE?

After reorganizing after the wreck, Red will be able to determine roughly where the party is within an hour or so. The party can then begin the two- or three-day hike to the vicinity of Sullom Voe, where he says the parts storage building is located. The building is empty and shows signs of recent activity. Someone has removed the parts, probably within the last week.

The players must find someone if they want to find out where the parts have gone. During this stage of the adventure, double the number of encounters per day to represent a more intensive search. If any characters have RCN skill higher than 80, triple the number of encounters per day.

## INFORMATION, WE WANT INFORMATION

Any islander encountered within 20 kilometers of Sullom Voe is capable of giving clues to where the goods have gone. Referees who wish to do so may role play out each encounter or may simply impart the information obtained as a result of the encounter.

To determine what the players find out, roll 1D6 once on the appropriate table below (twice if the inquiring character has INT skill at 60+, three times if INT 80+).

Any islander with whom Red achieved a roll of 50 or less when making friends will accompany the group to the Soviet encampment if a result with an asterisk is achieved. Contradictory answers should be resolved in the group's favor.

## COOPERATION TABLE

| Die | Complete Cooperation | Partial Cooperation | Little Cooperation |
|-----|----------------------|---------------------|--------------------|
| 1   | Answer A*            | Answer A            | Answer C           |
| 2   | Answer A*            | Answer B            | Answer D           |
| 3   | Answer B*            | Answer B            | Answer D           |
| 4   | Answer B             | Answer C            | Answer E           |
| 5   | Answer C             | Answer C            | Answer E           |
| 6   | Answer D             | Answer D            | Answer E           |

**Answer A:** Foreigners have occasionally been seen in the area. They've been mucking about at night in the vicinity of

# Twilight: 2000





### IAN A. FRASER

Ian Alistair Fraser is a lowland Scot who emigrated to the Shetlands with the oil boom and elected to stay when the war broke out. A short, stout barrel of a man, Fraser is quite powerful. He is one of those men whose beard is so dense it looks as though his face has been tattooed no matter how closely he shaves, and this only adds to his brutish appearance. Fraser is descended from a long line of border reavers, and he looks it to a T. If looks were personality, Fraser would be a two-bit hoodlum in Glasgow. This is not the case, however. Fraser is a college-educated engineer and is the first one of his family to "attend university," as he puts it. During his stay in college, he became a socialist, but sought a career in the oil industry because it interested him.

Fraser was an engineering supervisor on an oil platform until the nuclear strikes began and the platforms were evacuated. As middle level management, he was one of the last officials to leave the rig, and as such was stranded in the Shetlands when the war began. Perhaps because he did not look like an executive, Fraser found himself accepted by the locals and managed to survive fairly well.

When the GRU operatives landed on the island last year, Fraser (serendipitously) was one of the first people they ran into. He has been the primary connection between the Soviets and the natives since that time.

**NPC Motivation Results:** *Spade Seven:* Power. Fraser desperately wants to be in a position of real responsibility and views the planned Soviet takeover of the North Sea oil wells as a means to this end. *Club Queen:* Fraser is extremely stubborn and refuses to change his mind once he has made a decision.

the storage shed, and they leave by a small boat in the morning. They sail eastward, toward the south point of Yell. I heard tell a Scot named Fraser took in a bunch of foreigners a year or so ago, and they live on a croft west of Burra-voe.

**Answer B:** Foreigners have occasionally been seen in the area. They've been mucking about at night in the vicinity of the storage shed, and they leave by a small boat in the morning. They sail eastward, toward the south point of Yell. I heard tell a Scot named Fraser took in a bunch of foreigners a year or so ago. He lives on Yell, I think.

**Answer C:** Foreigners have occasionally been seen in the area. They've been mucking about at night in the vicinity of the storage shed, and they leave by a small boat in the morning.

**Answer D:** Foreigners have occasionally been seen in the area.

**Answer E:** "Ay dinna ken" ("I don't know").

Questioning islanders outside of the 20-kilometer radius will yield no useful information ("Ay dinna ken"), but the referee is free to substitute suitable tall tales, if desired.

**On Yell:** Complete cooperation from islanders on Yell will gain result A\* above. Partial cooperation will get result B; otherwise, the players will be told, "Ay dinna ken."

### IS THERE A SAILOR IN THE HOUSE?

Assuming they acquire the parts, the characters will need a boat capable of carrying 3.5 tons of cargo in addition to themselves and their gear. Boats of that size are not readily available on the island, and the group will need to bargain with one of the fishing crews in Lerwick or Scalloway. Red Warren will be able to give the group a good estimate of the size of the cargo to be carried, so it is possible for the players to acquire the boat before going north (in which case their journey will take only one day). The referee should allow the players to think of this themselves rather than suggest it to them. On any given encounter with fishermen, the players may attempt to negotiate a boat rental. If the group befriends the fishing boat's crew (consisting of three to five people, sometimes related), the crew will agree to take the group and the parts to the rendezvous point for a fee of 1D6x\$1000, payable in barter (use the basic game price list values for items offered in this case). Such bargaining encounters are more interesting if NPC motivations are drawn, and the exchange is role played.

### THE SOVIETS ON SHETLAND

In late 2000, General Oleg Vasilovich Koslov of the GRU (of Operation Polar Bear fame) hatched a scheme to secure control of the North Sea oil rigs for the Soviet Union. A preliminary party was sent to establish a base on the Shetlands, and succeeded only because it happened to make contact with a local sympathizer, Ian A. Fraser. When Operation Polar Bear exploded into being, however, it was given priority over all other GRU operations, and the ship and soldiers originally intended to carry out the operation were sent to Spitsbergen instead (see **Boomer** for more details). The soldiers in the Shetlands were told (by radio) to continue local operations and await the conclusion of Polar Bear.

Thanks to Fraser, the Soviets were able to secure a small,

abandoned croft as a base of operations, and a small fishing boat for transportation. From this base, they removed the spares from the storage facility near Sullom Voe and transferred them to their croft on the island of Yell, west of the village of Burra.

In addition to Fraser, the croft shelters a few civilians recruited by him and the Soviets. The referee should see that these are roughly equal in number and armament to the characters' group (i.e., if the players have eight Elite characters, the Soviets should have eight Elite NPCs, etc.).

### FIREFIGHT

All of this eventually leads to a confrontation between the Soviets and the characters' group (and whatever local allies they may have). The referee may adjudicate this situation by

using the basic rules or by adapting **Last Battle** according to the scenario creation rules therein.

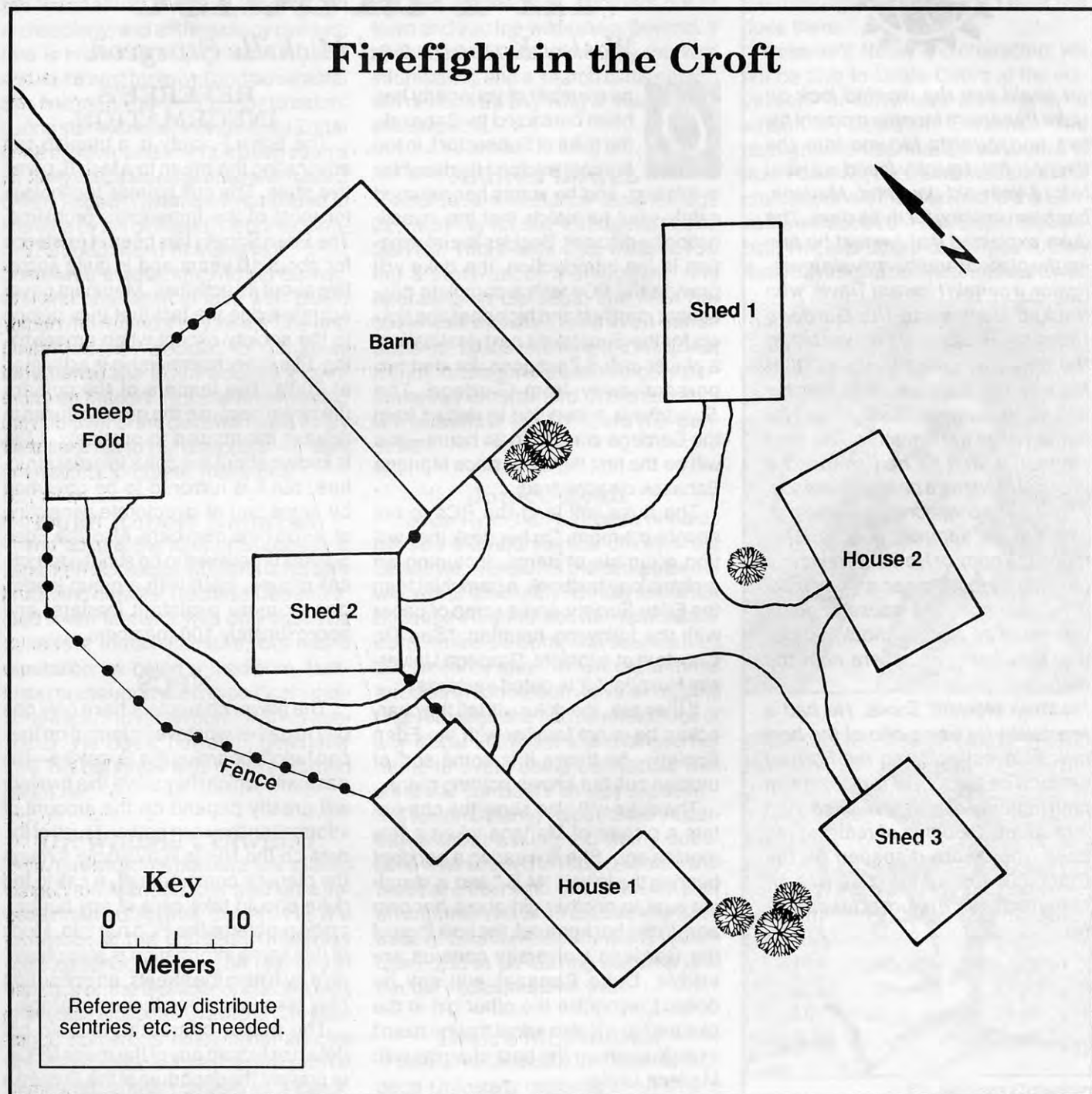
# TWILIGHT: 2000

### REWARDS

If the players return without Warren, they are considered to have failed and will not be paid.

If they return with Warren and the parts, they will be paid \$5000 in gold or equipment per surviving character. If they return with any Soviets who have been captured as proof of the Soviet plan for the oil rigs, they will receive a bonus of \$1000 per person. Ω

## Firefight in the Croft





Now 96 Pages!

# CHALLENGE 44

*The Magazine of Science-Fiction Gaming*

US \$3.25



**TWILIGHT: 2000**

**Crossburn**

Roman J. Andron

**MEGATRAVELLER**

**Operation Flashfire**

Wesley Kawato and

Julia Martin

**SHADOWRUN**

**Squeeze Play**

Michael A. Stackpole

**GDW**  
GAMES



# Crossburn

*I used to like small towns. Now, I can't. You see, I went home after coming back from Europe—or tried to. My hometown was deserted, the folks' farm shot full of holes. I found a few graves out back—I didn't want to find out who they belonged to.*

*Each town I've been to since has offered nothing but fear and hatred. An army convoy disappeared somewhere around here—I'm not sure I want to find out what happened to it.*

*I've seen what's happened to small towns. Small towns have changed for the worse. I can't like them anymore. I can't call them home. My home is gone.*

**T**he team is to locate a CivGov army supply convoy that disappeared in the Iron Triangle region of Georgia. If the convoy is located, the supplies are to be recovered, if possible. If substantial resistance is offered by any belligerents, the team is to return to base for debriefing so that a stronger recovery team can be sent. (Substantial resistance is defined as meeting any hostiles with more than two functional tanks.)

If no resistance is met, but the supplies cannot be brought back, the supplies are to be hidden and secured with traps and mines. The team is then to return to base for debriefing so that a better-equipped recovery team can be sent.

Characters are allowed to use whatever weapons they own, and command will provide five Claymores and 60 rounds (20 shots) of rifle ammunition for each character on the recon/initial-recovery team. Command cannot provide any vehicles or spare any fuel until the supplies are recovered.

**Background:** Characters are assumed to be infantry affiliated with or under the command of elements of the 108th Light Infantry Division stationed in Fort Benning, Georgia. In recent weeks, marauder pressure on the 108th has increased through raids on food-producing regions. This has served to aggravate an already bleak situation since the drought has meant that the fields are dust dry and many farmers did not even bother with planting. They simply packed up and left for Florida, where rumors say the crops are better. The result is that many towns and farms have become deserted, and many fields are covered only with the stubble of last year's crop.

Military convoys have ensured that food pressures among military personnel have not become acute. Every few days, two 2½-ton trucks escorted by two HMMWVs roll into Fort Benning carrying food, ordnance, and a meager amount of spare parts. These convoys are important to the Fort Benning enclave for several reasons. First, the surrounding area does not produce sufficient food to adequately feed the 1000 soldiers and dependents living there. Second, although Fort Benning has a full gunsmithing and ammunition recycling program, the ordnance, ammunition, and spare parts the convoys bring help replace those lost to deterioration and

attrition. The convoys are what keep Fort Benning at its current level of military effectiveness.

Several small convoys actually run on a weekly rotation all through the Iron Triangle, and their travel through the area is a common event. Having these convoys captured by marauders is also quite common, and the Fort Benning enclave always responds by sending out a small squad in a clandestine action to recover the convoy and neutralize the marauders. Since the marauder forces tend to be small and disorganized, the squad-sized unit has always proven to be the most efficient and effective response. Every convoy so captured has been recovered by these "snoop and scoop" operations.

This time, it is the characters' turn to snoop and scoop. A military convoy carrying food, small arms, and diesel engine parts disappeared last night just outside Richland. No radio messages were picked up, and Fort Benning has no idea what happened to it. It is the characters' job to make the convoy reappear, whatever it takes.

**Known Belligerents:** From past patrols, the following intelligence has been collected and is common knowledge to the personnel and dependents at Fort Benning.

In Richland, two groups appear to be causing problems. The first is made up of ex-military personnel who have been raiding the countryside, demanding minimal tolls from farmers in exchange for use of the roads. Militia groups have been unable to neutralize them. This group is believed to be well armed and well trained, and is hostile toward CivGov.

Near Friendship to the southeast is a group of bikers who parade in the tradition of Hell's Angels. They are armed with military weapons. Their motorcycles make them a highly mobile force which has been causing havoc over at least 150 kilometers. Reports place their number anywhere from 10 to 15 riders, with as many dependents. They have avoided striking at military targets, but are known to have killed at least 15 civilians in the past month.

Finally, in the area between Louvale, Brooklyn, and Richland, a series of raids recently started. Six silent and thorough raids have taken place over the last month against

*Roman J. Andron*



farms. In every case, the residents were found shot to death, and the farms were stripped of useful materials. The raiders seem to prefer portable items—like weapons, jerry cans, spare parts, and food—but larger items like trucks have also been taken. The death toll is 22 confirmed victims.

All these groups have increased marauder activities in the past two months. This has led many Benning personnel to believe that the area around Fort Benning is no longer under military control.

CivGov is hurting in Georgia. Patrols have been cut back, and the area has become much more dangerous because of the diminished military presence. The Benning personnel are apprehensive, and rumors are ripe that the 108th intends to move to the Georgia coastal islands very soon.

## Referee's Information

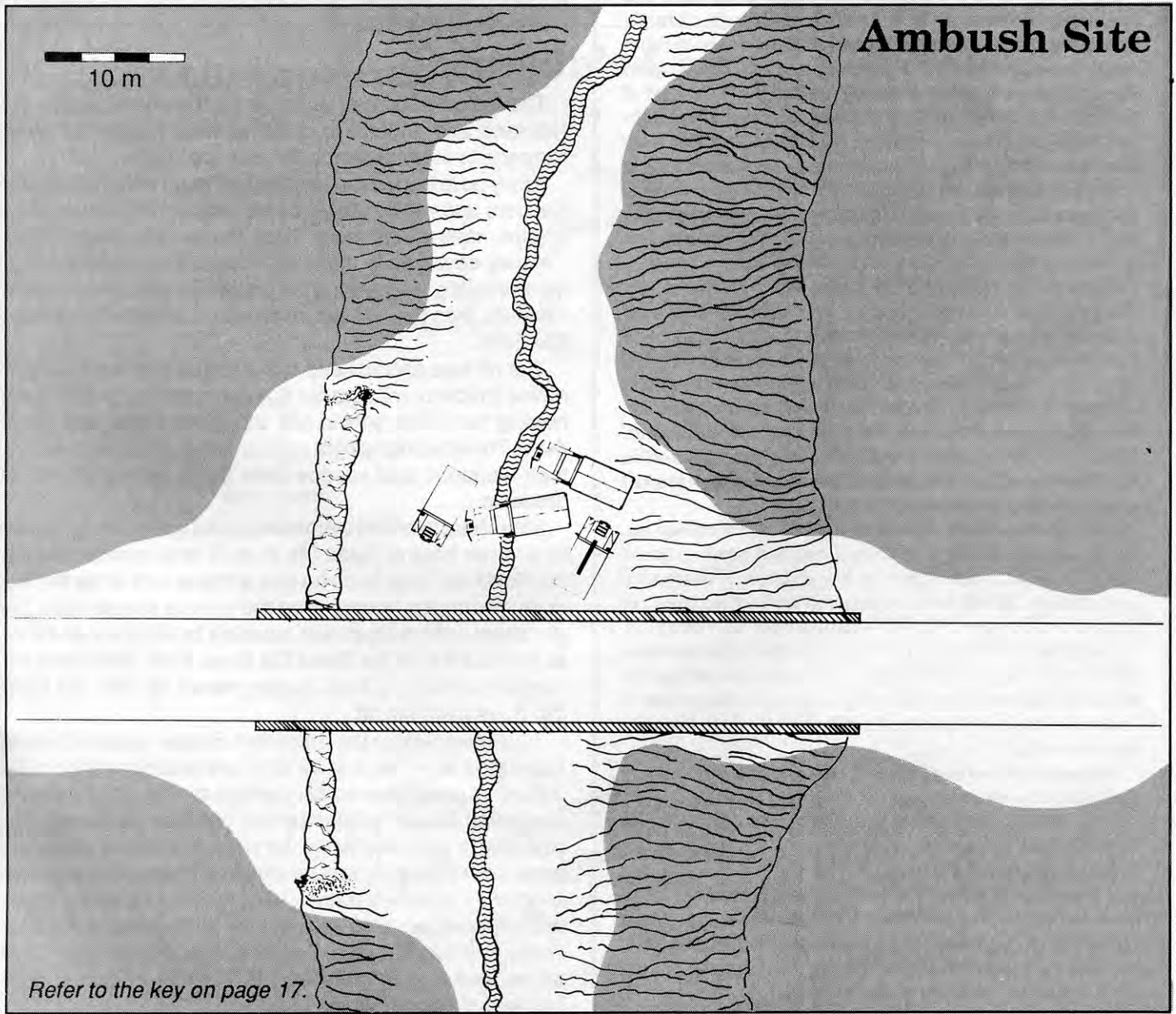
The convoy was travelling from Americus to Richland, where it would make a turn onto U.S. 280 and travel up that road to the army outpost at Cussetta to offload. The convoy was listed as overdue last night, and the characters were

issued their snoop and scoop orders early this morning. They will start out from Cussetta, and attempt to locate and secure the convoy and its cargo.

The convoy was ambushed about 10 kilometers from Richland on the Preston-Richland road by a well organized group—the same commandos who launched the mysterious raids between Louvale, Richland and Renfro. Group members call themselves the Widowmakers, and they form a well practiced paramilitary/survivalist group.

Characters searching for the convoy will find that no one along its planned route has seen the military convoy. If PCs ask about a civilian convoy, it is up to the referee's discretion whether anyone on or near the Brooklyn/Richland road saw such a convoy, but remember that the Widowmakers passed by early in the morning, and almost everyone would have been sleeping then.

# Twilight: 2000





## Zeke Sanders

Zeke Sanders is the leader of the militia of Richland and the leader of the local New America cell. He is currently attempting to keep the fragile peace in Richland despite rising racial tensions, drought pressures, and marauder raids. Sanders knows that the only way to assure the survival of the residents of Richland is to prevent anarchy and to establish relief programs. However, he knows that the New American background of the militia is a major liability in controlling tension. He treads a fine line in his command, always careful to be equally firm and just with all racial groups. So far, he has been successful in preventing anarchy and widespread violence. However, tensions continue to rise.

Sanders has recently come under a new pressure—his daughter has been kidnapped. All clues indicate that Johnson's group of ex-military troops is the culprit (see page 12). His daughter, 20-year-old Celeste, has been threatened with death unless Sanders "stops his oppression of the black brothers of Richland." Rumor has it that Johnson has extended an offer of protection to the black people of Richland. Because of the kidnapping and the "normal" pressures of his job, Sanders has become short-tempered and is likely to snap at anyone who annoys him.

Sanders has heard reports that a convoy of civilian vehicles passed through Richland headed north, toward Brooklyn, on the night following the ambush. If characters press further, he will become angered and will not give out any more information. His anger comes from his concern for his daughter's safety, as he does not want her killed because some army troops botch a rescue. Sanders will not ask for any army help for the same reason. He is planning a raid of Johnson's camp for tomorrow night and intends to use only his own militia.

He does not know anything about the Widowmakers except that they have been raiding in and around Richland.

**NPC Motivation Results:** *Heart Ace: Justice.* Sanders has forced himself to become especially concerned with the fair and just treatment of all people in the Richland area. He knows that if injustice is done to anyone, or even perceived to be done to anyone, the entire area will erupt in a war. *Heart Queen: Love,* expressed here as concern for his daughter, Celeste, his only living relative. His love for his daughter may blind him in his response to her supposed kidnappers.

## THE CONVOY

The vehicles sit in a heap in the Kinchafoonee creekbed, where it passes under the road. One truck shows signs of burns and lies on its side. An open-topped HMMWV is also burned, while a TOW HMMWV carrier and another truck are unburned. A trickle of water, the remains of the creek, flows under the vehicles, pooling only where the burned truck interrupts its path. Any fires have long since burned out.

Most of the brush between the road and the creek has been compressed and crushed by vehicles, showing exactly where the convoy was pushed into the creek by the Widowmakers.

The convoy's 12 crewmembers' bodies are in the back of one of the trucks. All are stripped of their uniforms and weapons. The HMMWV TOW carrier has its hood open and the motor stripped of useful parts. Its right front fender and wheel have been crumpled, as if by a collision. The TOW mount is still on and loaded. The truck which holds the bodies is likewise stripped, while the other has its crew compartment burned. The only clue as to the direction the marauders went is a section of grass that has been torn up by spinning offroad tires. One of the marauder vehicles floored its accelerator and spun its wheels as it was pulling onto the road. The tracks point toward Richland.

## VISITING RICHLAND

The logical course of action is for the characters to visit Richland and attempt to discover what happened. What happens to them depends on their approach.

If they go to the authorities, they will meet with militia leader Sanders and will be put off by his temper. He will not share any information with them. They should also meet Zeigler.

If they do not go to the authorities or if they choose to do some investigating among the population after meeting with Sanders, then they will get involved in a brawl with the Good Ole Boys.

The referee should keep this a melee and not a firefight. Melee attackers will surprise the characters by grabbing and holding them from behind and letting other attackers punch them. The ensuing fistfight as characters struggle to recover their weapons and escape from these bullies should be dramatic.

If the characters find themselves in danger of being lynched by a larger force of Good Ole Boys (it is recommended that the Good Ole Boys force be one and one-half times the size of the characters' force), then the referee should have Zeigler show up to rescue them, possibly by firing his gun in the air and scaring off the Good Ole Boys. If the characters can handle themselves, then Zeigler shows up after the Good Ole Boys have run off.

Zeigler explains to the characters Sander's concern for his kidnapped daughter, and he attempts to convince them that Johnson's group of ex-military people are the same ones who kidnapped Sander's daughter and hijacked the convoy. The best way to solve problems, he says, is to attack Johnson's camp in an attempt to rescue the girl and recover the convoy supplies. Zeigler will have a hard time taking no for an answer when it comes to ensuring the girl's safety. If the characters adamantly refuse, Zeigler storms off in a rage. Characters who stay in the area will find that rumors support Zeigler's claims.



## JOHNSON'S CAMP

If characters go along with Zeigler to attack the camp, they will find that he is a meticulous planner who brings his own highly detailed recon data to a planning session. Only when he is satisfied that the plan will work will he agree to go ahead.

The camp is an old farm with a house, barn, and two empty granaries, surrounded on the south side by woods. Johnson's command center is located in the house, as are some bunks for others in his unit.

The barn has been made into a strongpoint, with two layers of sandbags placed behind the walls and holes cut into the roof and walls. The granaries are empty but are ringed with a noncontinuous trench intended to provide protection for a squad caught in the open during a raid. All this data is provided by Zeigler's recon. If the raid is successful, the characters will find out from Johnson or from his diaries that Johnson saw where the Widowmakers' convoy turned off.

If the PCs are captured, they will be kept locked in one of the granaries while Johnson and his surviving squad members leave the area.

The team's weapons will be left behind by Johnson, minus any ammunition they had when they were captured (John-

son's group members are on foot and are unlikely to carry more than they need with them).

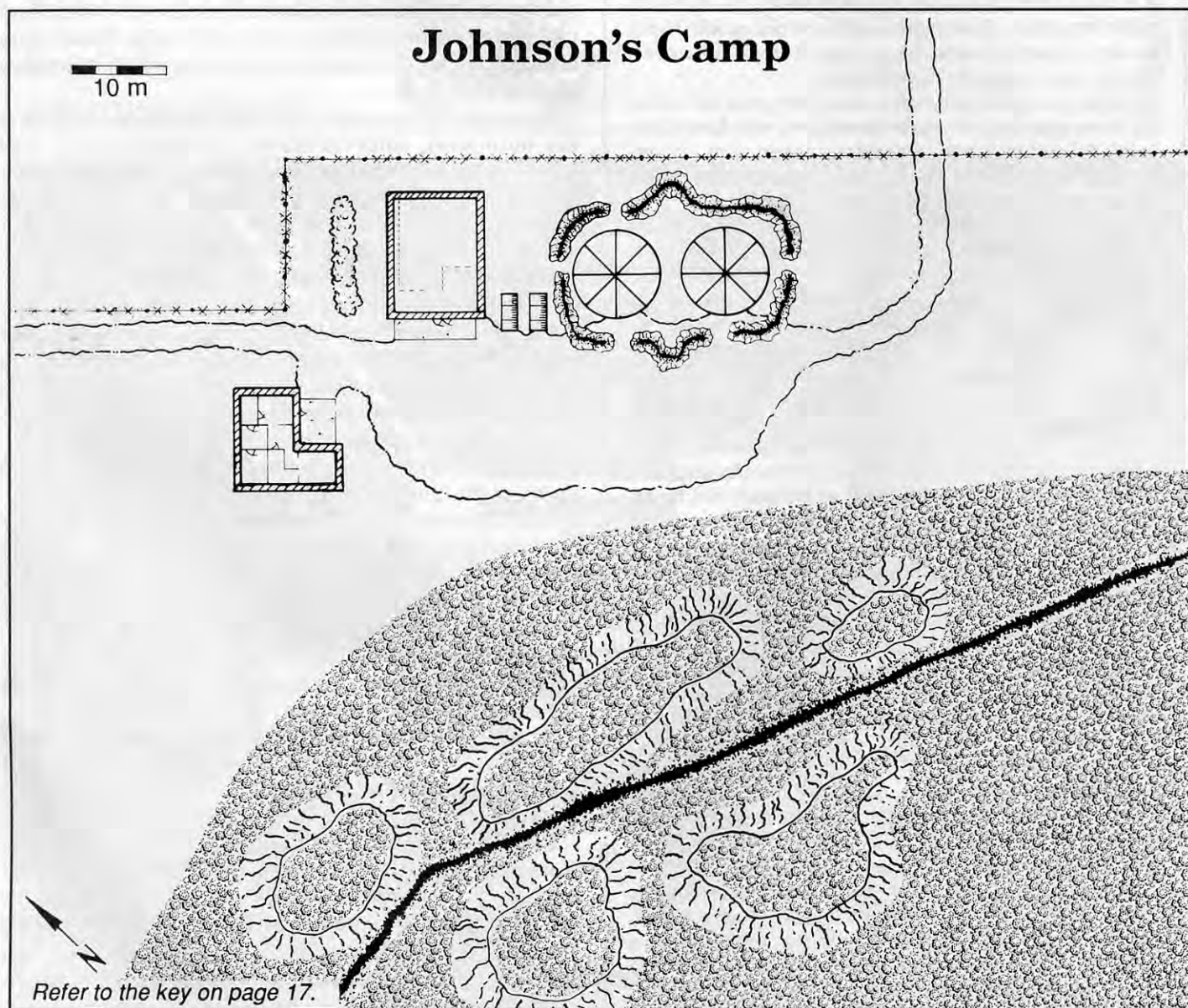
# TWILIGHT: 2000

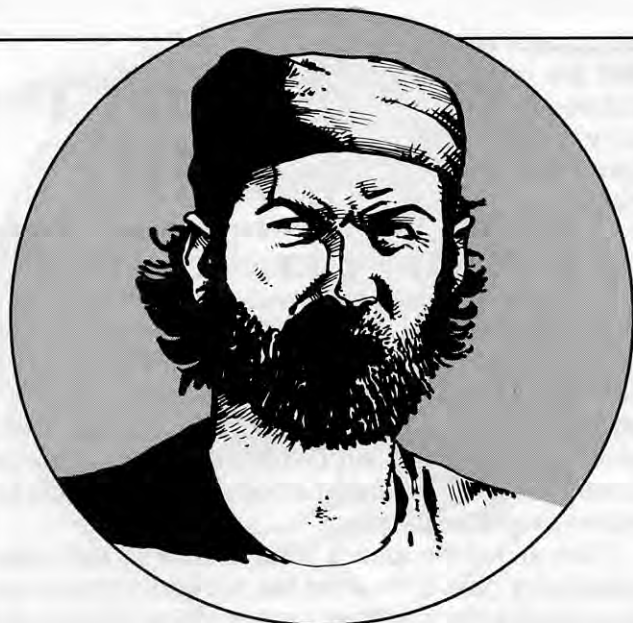
## WIDOWMAKERS' CAMP

The road designated by Johnson winds its way through hills and woods for approximately five kilometers. All the way, the seven farms show no signs of recent vehicle travel on their roads or weed-covered fields. The farm buildings, if examined, turn out to be empty, except for garbage and rusting derelict vehicles already stripped of all useful parts. Their fences are in disrepair—with the barbed wire coiling where it has broken away from the posts.

At the end of the road is another farm behind a closed barbed-wire gate. If the wind has not blown more than 40 kph since the hijacking, then a set of vehicle tracks is visible in the soft dirt behind the gate.

**The Farm:** The farm buildings sit on a flat area beside hilly, dust-brown pastures. A dirt track leads to the building, pass-





## Jack Zeigler

Zeigler is the Elite NPC under Sanders' command and is his second in command. Zeigler comes to the Richland militia from the U.S. Army Rangers and brings with him a wealth of combat experience from Europe. However, Zeigler also brings his racist beliefs.

Zeigler is a third-generation racist who grew up believing in the idea of America for Americans, with Americans being defined as white, protestant, conservative, nonimmigrants. Anyone else was not American, in his mind, and did not deserve to live in the United States.

Now, Zeigler has been asked to put his beliefs behind him and treat everyone with respect and justice regardless of race, religion, place of origin, or political beliefs. At first, he bristled at the orders like everyone else in the militia, but now he sees the wisdom behind them. Still, as he puts it, "Just because I've got to treat them with respect doesn't mean I've got to like them."

A lifetime of prejudice is not erased with a single order, no matter how important.

His beliefs manifest themselves as genuine discomfort when dealing with what he considers "non-Americans." He has considered these people as beneath him for so long that he does not know how to speak to them on an equal level. He is concerned that one of his remarks may be considered racist and thus destroy the fragile peace in Richland.

Like Sanders, he does care about what happens to Celeste, and he has no love for Johnson's group. He will not hesitate to ask for the characters' assistance in rescuing her as he knows what a trained group of soldiers can do. He also believes that Johnson's group was the one that hijacked the convoy, but he is careful of his comments, remembering the need for justice in Richland.

Zeigler knows that the Widowmakers are based somewhere around Brooklyn, but he does not believe they hijacked the convoy. The raid, he explains, took place outside of their usual operations area.

**NPC Motivation Results:** *Heart Queen:* Love. Zeigler loves Celeste and would willingly sacrifice himself for her. *Spade 6:* Power. Jack Zeigler's racism is manifested as a belief that he is better than those he hates and that he should have power over them.

ing over a Texas gate spanning a dried canal. The buildings include a farmhouse and a Quonset on the east edge, and a chicken coop, several granaries and a corral on the west edge. All of the buildings have had holes cut in them and have been reinforced with sandbags behind their walls.

A derelict 1980s passenger car minus its doors and windows sits rusting to the east of the farm buildings, while a water tower/guard tower stands to the west of the granaries. Hedges and stands of trees camouflage two sprouting vegetable gardens. There are redoubts and trenches at each corner. Two dugouts hold a small amount of brackish water on the north edge of the farm.

The farm has an elaborate tunnel system, with a main bunker located under the chicken coop. The main bunker consists of three rooms: a command center and two storage rooms. Another large storage room exists beneath the Quonset, which serves as a motor pool. Finally, basements beneath the house and granaries serve as barracks. Connecting tunnels come up under every building and under the derelict automobile. All rooms have concrete walls and were intended to be fallout shelters as evidenced by the air filtration systems located in each room. The tunnels are dirt, shored up with timbers and plywood, and airtight metal doors can seal off each room from a tunnel with locks. These doors are an inch thick, and can only be opened with considerable effort or explosives.

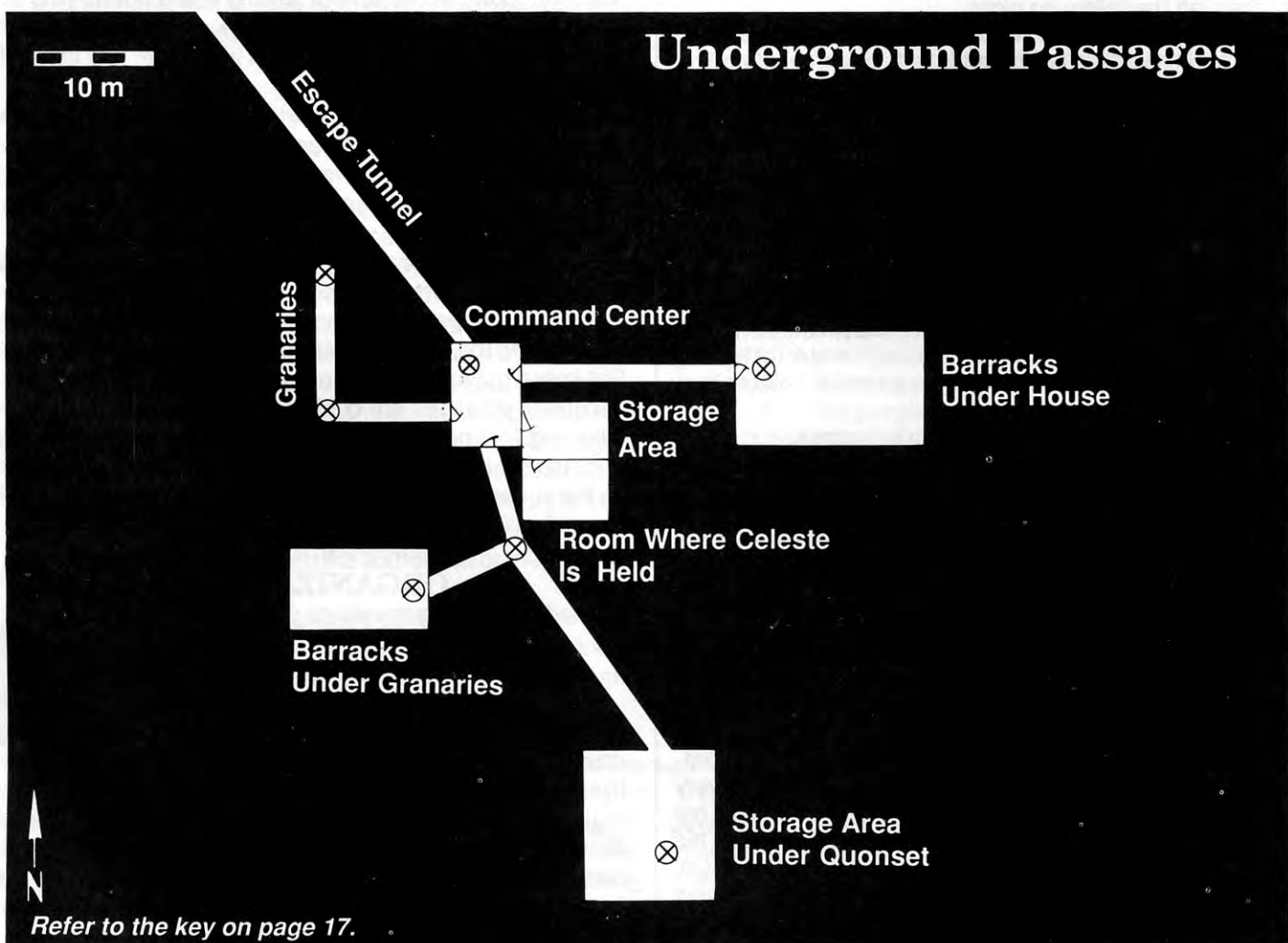
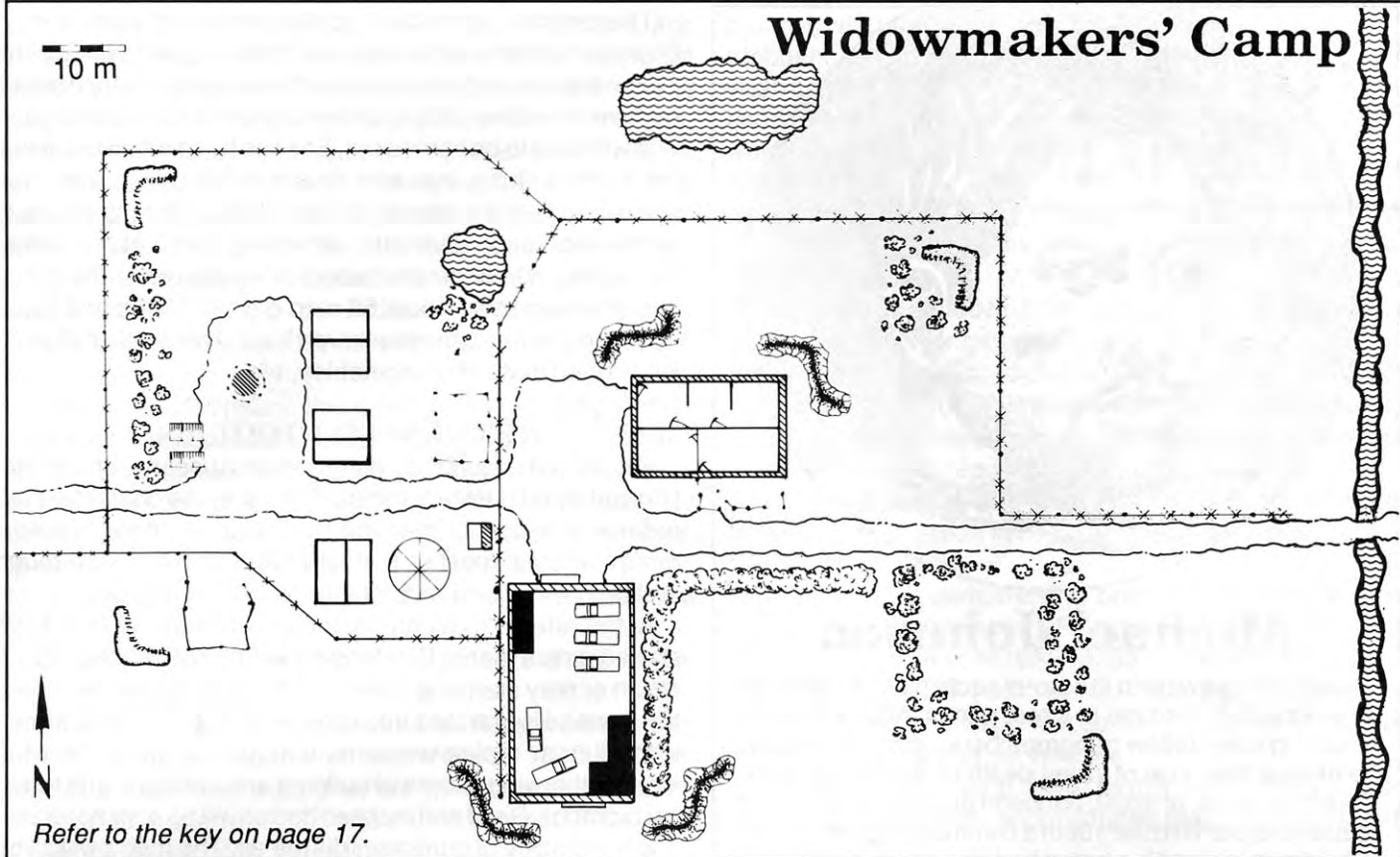
An escape tunnel spans 750 meters to a copse of trees in the northwest, where it almost connects with a well camouflaged pit. Explosive charges in the roof can seal off the tunnel from the farm and blow through the wall of dirt that separates the pit and the tunnel. Backup explosives are located there if anything goes wrong with the main charges.

**Marauders:** The placement of marauders depends on whether the characters are spotted as they approach. If they remain unseen, then one MG team will be in the tower, armed with an M60 and a Mk-19 grenade launcher, and one squad will be scattered, with a sentry at each corner redoubt or trench and the squad commander in the main bunker. Other squads are offloading the convoy cargo, currently located in the Quonset. Two soldiers are assigned to guarding Celeste Sanders in one of the bunker storage rooms.

This changes if an alarm is sounded. The sentries will locate the threat and relay the data to the command bunker. The commander will then send squads through the tunnels to the buildings and trenches nearest the attackers. These squads will attempt to pin down the attackers while the grenadier in the water tower shoots grenades into their midst. If the attackers prove too strong, the commander and surviving troops will attempt to escape through the escape tunnel. Referees who want the Widowmakers as recurring villains in their Georgia campaign should have the characters chase the survivors down the escape tunnel only to have the ceiling blown down to separate the characters and their enemies.

**Supplies:** All of the convoy supplies are located in the storage area under the Quonset. This area can be reached through a four meter by four meter trapdoor connecting the two areas. A block and tackle should make recovery of the items easier. Five pickup trucks and a jeep are located in the Quonset, along with a wide array of scavenged and purchased spare automotive parts.







## Michael Johnson

Johnson grew up in the worst section of Chicago and spent much of his time in street gangs. After a drive-by shooting killed fellow gangmembers, Johnson decided to escape the cycle of street death by joining the army. Over the winter of 2000, Johnson and others in his unit became upset with the 108th's commanding officers. By Christmas, he and his group had decided to desert, and they left the following night.

Johnson has no love for the 108th. He will be abrasive toward anyone not in his unit, often shooting first and asking questions later. Even if characters manage to speak with him, they will find that he refuses to cooperate in any military venture and that he shares information very cautiously.

Johnson's experience in street gangs has taught him the benefits of avoiding authorities and the proper use of terror. His time with the army taught him squad-level tactics and made him proficient in his use of firepower. This experience makes him a dangerous opponent.

The fact that Johnson is a black man in the heart of a white supremacist revival has made him fear for his life, and this fear has made him even more volatile than before.

One curious aspect of Johnson is that he keeps a very detailed set of diaries in which he notes everything that has happened. He noted the passage of the Widowmakers' convoy in the early morning hours following the night of attack and saw that they turned west on a dirt road approximately two kilometers south of Brooklyn. Referees may use this to give a clue to characters if Johnson is killed.

**NPC Motivation Results:** *Spade 5: Power.* This motivation manifests itself as a desire for Johnson to control his own destiny. By being a marauder and a deserter, Johnson has this control. But now the political environment of the Stewart and Webster counties has proceeded far beyond his control, and he is getting very nervous. *Heart 2: Fellowship.* Johnson's fellowship is not friendliness, but a desire to belong to a group. This motivation is what led him into the street gangs. Now, he is extremely loyal to his own group and will always make the best decision for them.

The supply rooms next to the command bunker hold Celeste Sanders. She has not been treated well by the Widowmakers and is currently suffering from a minor disease (recovery number 200) and malnutrition (2 levels of fatigue). She will have to be carried out. She lies handcuffed to a metal cot, and her stringy hair and the dirt on her skin indicate that she has not washed for days. These supply rooms also hold ammunition and chemicals, as well as some of the home-made Claymores the characters encountered at the hijack site. There are also about 50 man-days of MREs and about 200 man-days of other preserved foods (hardtack, salt pork, jerky, dried fruits and vegetables, etc.)

## RETURN TO RICHLAND

Zeigler will escort the characters to Cussetta, an aid station can help Celeste Sanders. After this, the characters are ordered to escort Zeigler and Celeste to Richland to establish a military outpost so that other convoys passing through Richland will not be as prone to marauder attacks.

At the referee's discretion, the Good Ole Boys may have started a race war in Richland on the day of the characters' return or may start one later on. If this is the case, the entire town will be separated into groups of 1D6+3 rioters armed with rifles or melee weapons who will be wandering the streets, throwing stones at building and vehicles, and torching buildings. Dead and maimed bodies will be commonplace, and the crackle of gunfire will fill the air. The militia will all be hunkered down in the school sniping at the rioters who attempt to take the building. Their ammunition will run out on the second day if characters do not intervene, and they will be slaughtered by a mob.

The Good Ole Boys will prowl the town for the first three days. They will suffer five casualties when their targets shoot back. Then they will seek refuge in the countryside, holing up in a nearby farm. Three more will die in the escape from town.

The war will last for six days, at which time food pressures will force the rioters to devote more time to surviving than killing. Fully 45 percent of the population of Richland will be killed during the war. Characters who visit after this time will find mass graves being dug for the piles of corpses. Incidences of diseases like cholera will increase in the weeks following. No one has assumed authority, nor is anyone likely to for the next few months. People will begin leaving the town as the summer wears on, so that by winter, the only people present in Richland are transients.

## ORGANIZATIONS

The following organizations play a part in this adventure.

### New America

The militia at Richland was part of the New America cell assigned to take over Fort Benning and the surrounding countryside. Its orders came directly from high-level operatives subverting the command of the 108th Infantry. But early in the year, the militia broke away from the NA cell. Zeke Sanders, the militia leader, saw that the standard NA policies of slave-labor and racial hierarchy would only tear his home apart. He would be left to preside over a town of corpses.



# TWILIGHT: 2000

Zeke Sanders and his men are natives of Richland, and they care a great deal about the town. They are also as racist as the rest of NA, but they know that to survive, they have to keep a fragile peace by forgetting their racism. To this end, Sanders has ordered that racially motivated violence is not to be tolerated. This has upset the Good Ole Boys and the black population, each of which views the pronouncement as an order which allows the other group to oppress them. So far, however, the pronouncement has worked. Racial tension is high in Richland, but incidents have been kept to a minimum. Sanders and his militia ensure that everyone is treated fairly.

Sanders and his militia, however, are not afraid to proclaim their New America membership. To them, being part of NA is the patriotic gesture of ensuring the supremacy of "Americans" over foreigners. Sanders keeps his New America banner hanging on the wall behind his desk, despite his break in contact. As far as the militia is concerned, they are still New Americans, and they are building a New America—just a bit slower than before.

**Group Composition:** The group consists of the following.

- Sanders (Veteran NPC with an M16A2) in command.
- Four squads, each with one Veteran NPC (with an M16EZ), two Experienced NPCs (with one pump-action shotgun and one M16EZ), and seven Novice NPCs (with three .30-06 BA rifles, four M16EZ).
- One squad with an Elite NPC (with an M16A2) replacing the command Veteran NPC. Otherwise identical to above squads.

Vehicles include three civilian pickup trucks and one jeep. The group is based out of an old elementary school in Richland. The school has been fortified with sandbags.

## Johnson's Group

Johnson's group of marauders operates between Brooklyn and Richland. It is composed of ex-military people who broke with the 108th Light Infantry because of the growing influence of New America on the division's command ranks. The group split with the 108th in late October 2000 and stole enough supplies to last through most of the winter. Upon coming out of the cold but dry winter, Johnson's group set up camp in an old farmhouse and started raiding the farmers in the region.

The group began preying randomly on the traffic along the Richland-Brooklyn highway. Victims who willingly surrendered or who survived their own attempts at resistance were warned not to cooperate with the authorities or their families would be killed.

The group has decided to move out of the area and head to Savannah, where they will have more targets for raiding and may be accepted as the legitimate government of a small town or suburb.

The group has nothing to do with the convoy hijacking or with the kidnapping of Celeste Sanders, but it has heard the rumors and is eager to leave the area before the militia or other groups get any ideas which would involve the expenditure of large quantities of ammunition. The group does have useful intelligence related to the convoy ambush—members spotted a convoy of civilian vehicles and a HMMWV rolling on the Richland-Brooklyn highway just before sunrise on the

morning after the ambush. The civilian convoy was headed north, toward Brooklyn, but turned west on a dirt path before reaching town. Johnson's group did not follow the convoy any farther.

**Group Composition:** Johnson's group is composed of a mix of several ethnic groups, including black, Semitic, Slavic, Amerindian, Hispanic, and Oriental. These are essentially the groups targeted by New America's racism, but there are also northern European descendants in the group who are there because of friendships and unit loyalties.

● One command squad composed of: Johnson (Veteran, M16A and 9mm pistol) in command, and two aides (Veteran NPCs with M16A2s).

● Two squads composed of one Veteran NPC (with an M16A2), five Experienced NPCs (with M16A2s), one Experienced NPC (with an M16A2/M203 grenade launcher), one Experienced NPC (with an M16A2 and M202 rocket launcher), and one Experienced NPC (with an M249 mini SAW). The group has no vehicles.

The group is located in an old farmhouse just off the Richland-Brooklyn highway approximately three kilometers north of Richland.

## Good Ole Boys

The third group in the political triangle of racial tension in the Richland area is the Good Ole Boys. These people are not organized like Johnson's group or NA. They are a collection of friends who share racist beliefs. The Good Ole Boys can best be characterized as a loose association of bullies convinced of their own superiority. The Good Ole Boys are represented by Billy Finnegan, a 25-year-old farmer who spends much of his time generally espousing racist commentary and enlarging the chips on his friends' shoulders. The others in the group are also young.

Before the war, the Good Ole Boys were bored teenagers who enjoyed "blowing off steam" and "teaching people lessons." Often, the people taught these lessons were minorities whom the Good Ole Boys believed to be "uppity." The Good Ole Boys were also often firearms fanatics who amassed collections of civilian and military-style firearms.

Currently, the Good Ole Boys believe that the black community has "forgotten its place" and has been demanding too much of the militia. They also believe that the militia is as bad as traitors for not "controlling" the blacks and for allowing the blacks to "subjugate" the whites. Their anger at the situation has been building for a long time, and they are likely to launch an expedition against several black families within the next week, even if it means fighting the militia to do so.

The Good Ole Boys will not be willing to help any military personnel, as they view the military in the same way as they view the town militia.

In fact, if at least one of the characters is black, the Good Ole Boys will do their best to start a brawl with the characters. If the Good Ole Boys lose the brawl, then the survivors



## Caryn Butler

Caryn Butler grew up in New York reading authors of strategy and politics, like Sun Tzu, Miyamoto Musashi, Clausewitz, and Machiavelli. She graduated with honors from Harvard Business School with an MBA, then accepted a position with a Columbus financial house in 1994. Her knowledge of strategy served her well, and she was rumored to have maneuvered three superiors into resigning. During the war, she linked up with the Widowmakers and became their leader when the previous one died. Butler has watched the decay of civil authority and believes this is a perfect opportunity to carve out a holding in Georgia. The Widowmakers have been laboring to this end since Christmas.

Butler leads the Widowmakers with strong discipline and pride in the idea that they are helping to rebuild a part of Georgia. She also appeals to their greed by stating that the group in power will be assured a good position in the new government when order is restored. Through this combination, the Widowmakers have become a highly motivated force. Butler is a woman who lusts after power. She knows that, as leader of a holding, she will have obtained a very high position indeed.

Butler is also a woman who enjoys taking risks. She views them as a challenge to her planning abilities. Referees may want the characters to meet her in Richland during the course of their investigation. She might join their party, then slip away in the middle of the night to send an assassination squad or to prepare defenses against the characters' weapons. Butler's appearance can be described as striking. Her business background has taught her the value of appearance, and she always looks well groomed despite the anarchy around her.

**NPC Motivation Results:** *Club Ace:* War leader. Butler's business training and her study of historical strategists and military philosophers have made her a very effective planner and strategist. This is the natural outgrowth of her belief that all life is conflict, and by becoming skilled at conflict, she has become better able to deal with life. *Spade 10:* Power. Butler desires power over other people. Her view that life is conflict stresses that the better people in life are the ones who can control this conflict and who can thus control others. This need for power is very strong, and Butler tends to examine each problem by asking which decision will give her the most power in the long term.

will lay low until the next nightfall before launching a lynching raid against three black families.

**Group Composition:** The group has no formal organization. The 24 members of the group will, for fire combat purposes, break into three groups of eight. The group members are listed as Experienced NPCs for skill levels and attributes, but they are not skilled in military tactics. If they are drawn into a firefight, they will be very clumsy in maneuvering. Also, although the group is called the Good Ole Boys, at least five female combatants are on the roster.

**Weapons:** Two M16A1s, four Ruger Mini-14s, three AR-15s, one Galil, three HK-93s, one HK-94 9mm carbine, three Remington 870 pump shotguns, one LAW-12 semiautomatic shotgun, one Valmet M78 (Finnish AKM clone), one FAL, one .30-06 bolt-action rifle, and three Steyr AUG-SAs.

In addition to the above, the Good Ole Boys have the usual assortment of alcohol Molotov incendiaries, dynamite, and other melee weapons. Also, every member has a revolver, either a .38 or a .357 Magnum.

Vehicles include 15 pickup trucks and three off-road motorcycles. The Good Ole Boys have no fixed base but can be found at either the individual members' farms or at one of the bars in Richland.

## Widowmakers

The Widowmakers are a well organized survivalist group that has set up operations near Fort Benning. Many of the members worked in Columbus and Cussetta before the war. Fearing that Fort Benning would be a nuclear target, they established a fallout shelter on an old farm about five kilometers west of Brooklyn. Seeing political decay all around them, the Widowmakers were torn between attempting to assert themselves as a power in Stewart county or laying low and hoping the troubles would pass over them. The decision was made for them in late 2000 when their pro-isolationist leader was killed in a fall in the Quonset. Leadership was then passed to Caryn Butler, who initiated a plan to destabilize the local government in Richland through racial tensions. Her plan was to start a campaign of terrorism and to ensure that some other group got blamed. Since the winter of 2000, food pressures compounded by the drought have forced the Widowmakers to do more and more raiding. Also, in order to paralyze the Richland militia and raise racial tensions even higher, the Widowmakers kidnapped Celeste Sanders, the militia commander's daughter, and ensured that Johnson's group was blamed for it.

The recent strike at a military convoy will place even more pressure on the militia and will bring pressure on army troops based in Fort Benning. It will also mean food pressures on the Widowmakers will be eased for the next month or so.

**Group Composition:** The group is composed as follows.

- One command squad led by Caryn Butler (an Elite NPC with an M16A2), with two aides (Experienced NPCs with M16A2s).

- Two squads with one Veteran NPC (with an M16A2), three Experienced NPCs (with M16A2s), and one Novice NPC (with a .30-06 bolt-action).

- Two squads with one Veteran NPC (with a G3), three Experienced NPCs (with two G3s and one SPAS-12 shotgun), and one Novice NPC (with an M40 sniper rifle).



- Two machinegun teams with one Veteran NPC (with a G3) and one Novice NPC (with an M40 sniper rifle) armed with an M60 GPMG. Also armed with a Mk-19 grenade launcher if on duty in the water tower.

- One machinegun team with two Veteran NPCs (with G3s) armed with an M60 GPMG. Also armed with a Mk-19 grenade launcher if on duty in the water tower.

The group has five civilian  $\frac{3}{4}$ -ton trucks, as well as one jeep. All commanders are in contact with voice-activated radio headsets.

## TOURIST'S GUIDE TO STEWART AND WEBSTER COUNTIES

This adventure is set in northwestern Georgia in the late spring or early summer of 2001. It is past planting season for the farmers, and roughly 60 percent have chosen to leave Georgia rather than risk a crop on the persistent drought. No rain has fallen yet this year, nor is it likely to fall. Bare fields cover the area.

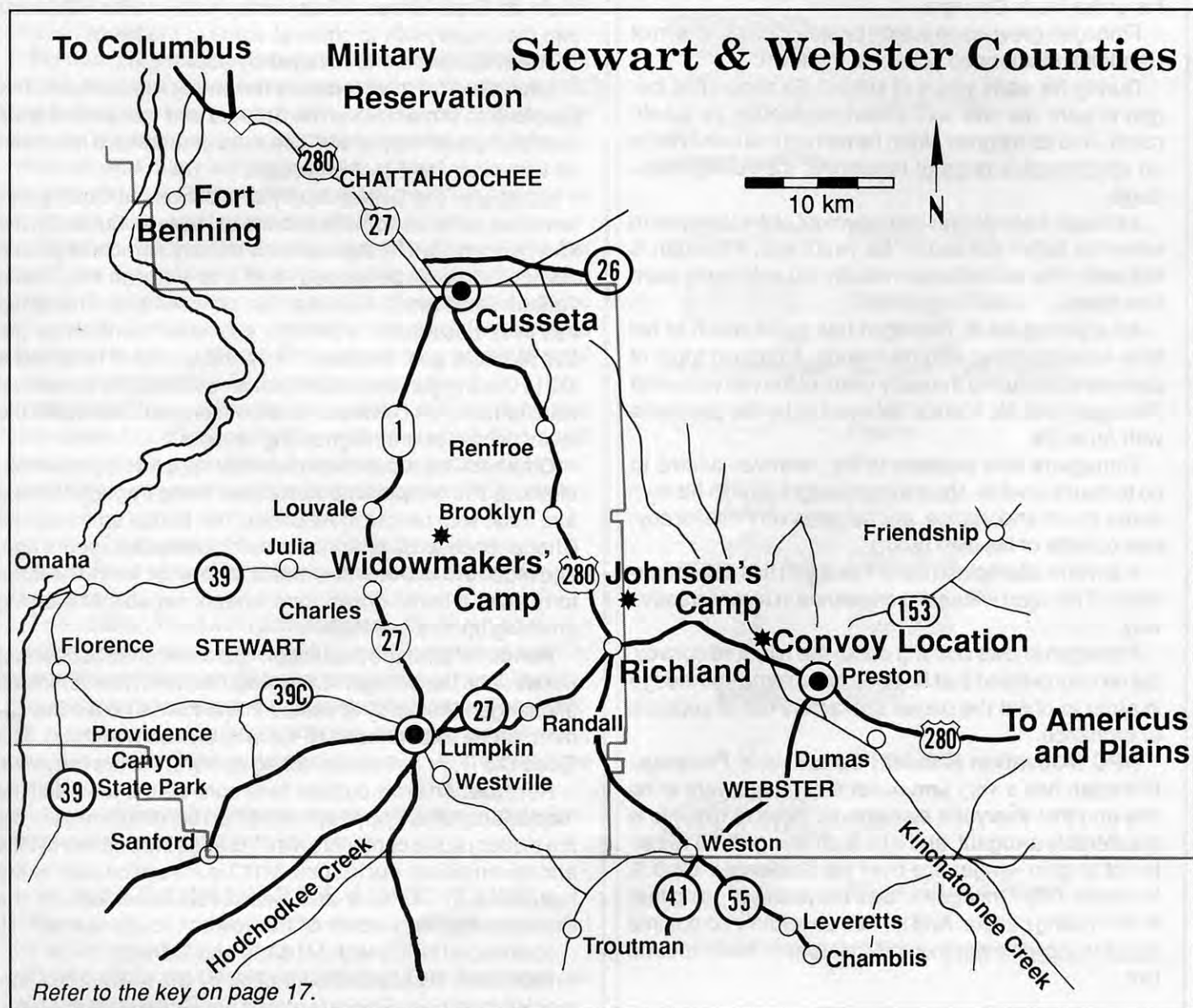
Already weeds are taking over the farmland in some areas, while others are covered only with powdery soil. Deserted farmhouses have weathered curtains that flap through

the broken windows. The interiors of these buildings are filthy with the leavings of transients and refugees who used them for shelter in the past months.

In most cases, the transients are nowhere to be seen—they have become adept at hiding from people.

## Weather

At this time of year, the weather in Georgia is hot and dry, with high temperatures between 24° and 30°C. Low temperatures are between 12° and 18°C. Note that there will not be any precipitation during the course of this adventure, and temperatures will remain roughly constant. This will result in many streams and ponds drying up. Rivers and lakes will be far below their usual water levels. Referees should assign a 65-percent chance of streams and ponds being dry or only muddy during this time of year. Rivers and lakes will always have water.





## Billy Finnegan

Billy Finnegan is now 25 years old, and he has spent his entire life in Georgia.

Finnegan grew up on a farm beside the small town of Randall and attended school in the town.

During his early years of school, Finnegan first began to earn his now well-known reputation as a hell-raiser. And as he grew older, he refined this behavior to an art through a reign of terror over the younger students.

Although he took over management of the family farm when his father passed on six years ago, Finnegan is still wild—the added responsibility did nothing to calm him down.

As a young adult, Finnegan has spent much of his time in bars talking with his friends. A popular topic of conversation during the early years of the war was what Finnegan and his friends believed to be the problems with America.

Finnegan's sole purpose in life, however, seems to be to cause trouble. He is a man caught up with his own sense of self-importance, and he cares very little for anyone outside of his own group.

If anyone attempts to deny Finnegan this self-importance, Finnegan will seek vengeance in a very creative way.

Finnegan knows nothing about the hijacked convoy, but he may pretend that he does have some knowledge in order to cheat the player characters out of supplies or ordnance.

**NPC Motivation Results:** *Spade Jack:* Pompous. Finnegan has a very firm belief that he answers to no one and that everyone else should listen to him. He is insufferably arrogant, and if he is challenged, he will attempt to gain vengeance over his challenger. *Club 9:* Violence. Billy Finnegan knows the power of using fear in controlling people. And he has absolutely no qualms about using violence to instill that fear in those around him.

## Stewart County Settlements

The referee should feel free to alter these descriptions as necessary.

**Brooklyn:** The presence of the army less than 15 kilometers away has ensured order in this town. The town's militia (five Experienced NPCs with M16EZs) has been throwing its weight around in recent months and has started demanding tolls from nonmilitary people travelling through town.

**Charles:** Deserted and in disrepair because of scavengers.

**Cussetta:** The 108th established a strongpoint here manned by 300 troops and two M3 Devers CFVs. Numerous merchants flock here, hoping to trade with the concentration of troops. Cussetta has something of a boomtown atmosphere, but the unspoken knowledge held by everyone is that the boom is likely to bust—and soon.

**Florence:** This small town on the banks of the Chattahoochee River has been taken over by a crazed evangelist who has been "purifying" the town of sinners through executions. The populace is terrified, and many are fleeing in the night, leaving everything behind. The preacher has recently been sending patrols of his firearm-toting "apostles" (treat them as Experienced NPCs armed with civilian weapons) into the countryside to strike at some of the farms.

**Julia:** Deserted and ravaged by scavengers.

**Louvale:** This town is rapidly becoming a ghost town. The people who remain tell of the drought and marauder bands destroying their way of life. The area around here has been hit especially hard by the drought.

**Lumpkin:** The former county seat of Stewart County, this town has suffered from the exodus of farmers. Currently, the town is controlled by a group of ex-military personnel (seven Novice, three Experienced, and one Veteran NPC, with various small arms) based at the old town hall. The group has in its possession a LAV-25, but no ammunition for the 25mm chain gun. Instead, the members have mounted a M214 Gatling gun at the commander's hatch. The personnel want to move on by winter, so they have not mistreated the townspeople or the neighboring farmers.

**Omaha:** This small town currently supports a population of about 150 people who make their living through farming and trade with people in Alabama. The bridge spanning the Chattahoochee River to Alabama collapsed two years ago, and much of the cross-river traffic is done by ferry. The large ferry uses a horse-drawn rope system capable of carrying anything up to a 6x6 truck.

**Randall:** Randall's population has diminished because of the war and the drought. Otherwise, the town has remained unchanged. Authority is vested in the town's police department (three Experienced NPCs with civilian weapons). The Good Ole Boys have been acting up here, but are tolerated.

**Renfro:** An army outpost here controls the town and the road to Cussetta. The post is a fortified building (formerly the fire station) in the center of town. Vehicles include two M113s and seven pickup trucks. One M113 is always beside the fire hall, while the other is at a permanent roadblock on the Cussetta highway north of the town. Troops number 15 (Experienced NPCs with M16A2s and M249s).

**Richland:** Richland is controlled by the town militia, former NA members. Racial tensions are very high in this farm-



ing community, and marauder attacks have not made the situation better. A small market exists here, selling ammunition, food, clothing, and other basic items.

**Sanford:** Deserted. Much of the community was wiped out in an army sweep to eliminate marauders operating out of Sanford and the former Providence Canyon State Park. Burned buildings now make uncomfortable homes for transients and refugees on the parched farmlands.

**Troutman:** Troutman is deserted. It is, however, home to a group of marauder cavalry troops (seven Novice NPCs, and 10 Experienced NPCs, with various civilian and military small arms, mounted) who have been launching raids into the neighboring towns in the adjoining two counties.

**Westville:** Since the bridges over the Hodchodkee and Pataula Creeks were destroyed by marauders in the previous autumn, Westville has withered and is now a ghost town. With no trade able to easily come in and with the drought, life in Westville became unbearable, and the citizens simply left.

## Webster County Settlements

The referee should feel free to alter these descriptions as necessary.

**Chambliss:** Deserted. Marauder raids have forced the citizens to leave.

**Dumas:** This small town has remained isolated from trade and marauders because it is not located on any main roads. The farming community has continued in its way of life despite the war. The drought is placing pressure on farmers to leave, however, and many will soon start to make the exodus.

**Leveretts:** Like Chambliss, Leveretts was devastated by marauder raids and is now deserted.

**Preston:** Preston used to be a small trading center, but fires have devastated this town and the surrounding countryside. Georgia is bone-dry from the droughts and has no effective firefighting force outside of the army. Preston was destroyed in a fire last year. Only weeds have begun to grow back among the charred buildings and trees.

**Weston:** This community has a small militia (15 Novice and seven Experienced NPCs, with various civilian small arms) which has protected it against marauders. It is currently facing a threat from the marauder cavalry in Troutman.

## Sumpter County Settlements

The referee should feel free to alter these descriptions as necessary.

**Friendship:** The town has had its population replaced with ruffians. There are now about 20 bikers (Experienced NPCs, with various military small arms) and an equal number of dependents camped out in the deserted buildings. These bikers have been making raids in the Webster and Stewart counties, using their motorcycles to give them immense mobility.

They also have in their possession two homemade fast-attack vehicles armed with M249s.

## CONCLUDING THE ADVENTURE

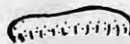
The adventure ends when the characters have recovered the stolen supplies.

But how they get the supplies back to Fort Benning is another adventure. Ω

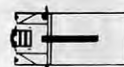
## Key



Trench



Redoubt



HMMWV TOW Carrier



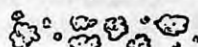
Civilian Pickup Truck



HMMWV Open-Topped Truck



Military Cargo Truck



Hedge



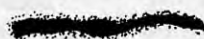
Contour



Heavy Woods



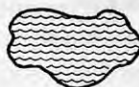
Light Woods



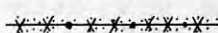
Depressed Stream (Dry)



Stream (Wet)



Standing Water



Barbed-Wire Fence



Fence



Root Cellar



Granaries



Fuel Tank



Shelf



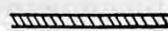
Trap Door



Cliff



Water/Guard Tower



Exterior Wall of Major Building

# FALLING FRAGMENTS

**By 1995  
a person  
scanning  
the skies  
at temperate  
latitudes  
could observe  
a dozen or more  
bright satellites  
skimming  
silently by  
each day.  
By 2000,  
they began  
to fall.**

*David S. F. Portree*

**T**he first decade of the 21st century will continue a trend toward unusually strong and erratic solar behavior, leading to the heating and expansion of Earth's upper atmosphere. Satellites which were expected to remain in space for decades will be pulled from their orbits to burn up. Some will be large enough to survive at least partially intact—the period from 2000 to 2010 will be marked by scattered rains of satellite debris. Most of the largest satellites were connected with Soviet-manned spaceflight. They included the *Mir* space station complex, a damaged *Buran* shuttle, the long-abandoned *Salyut 7-Cosmos 1686* space station, and the free-flying *Kvant 3* materials science module.

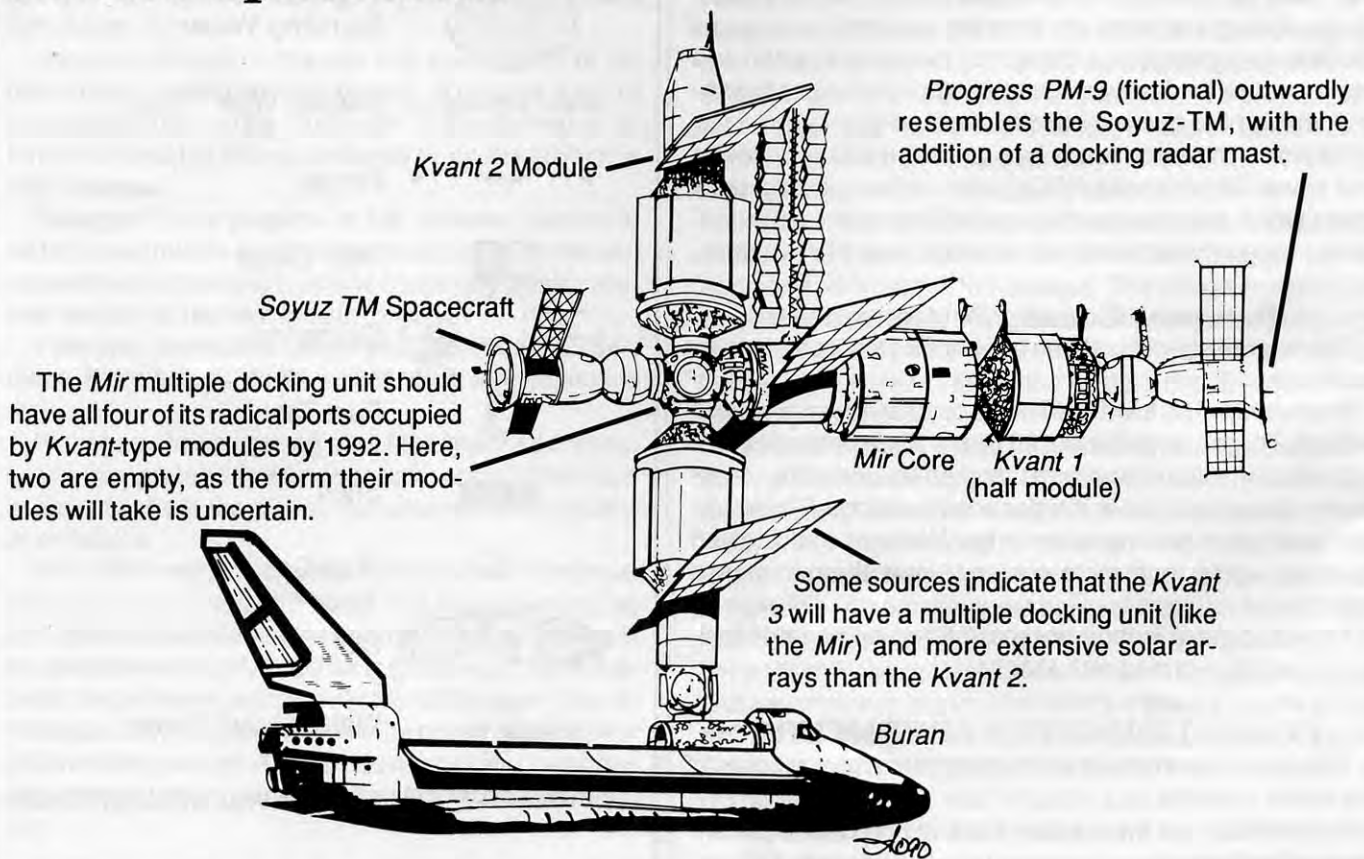
## MIR COMPLEX

In May 2005, the *Mir* space station complex will reenter the Earth's atmo-

sphere. During *Mir*'s last days, the best forecasters (all seven of them left alive) can say only that it will come down somewhere in Europe.

The *Mir* complex was abandoned in 1999 after the nuking of Baikonur Cosmodrome, the Soviet Union's manned spaceflight center. The six cosmonauts working aboard *Mir* could expect neither fresh supplies nor relief, so they closed down systems and fled the complex. Three cosmonauts returned successfully to Earth in the descent module of the *Soyuz TM-22* spacecraft which had been docked at the front docking port of the space station. The remaining three cobbled together makeshift couches in the descent module of the *Progress PM-9* cargo craft attached to the rear port. The *Progress PM* descent module was designed to carry only manufactured products from the station, not crews. American radars tracked it to

## Soviet Spacecraft





a landing in mountainous Tibet, but the fate of the cosmonauts is unknown.

When abandoned, *Mir* massed about 150 tons. It comprised the *Mir* "core" module and a *Kvant* "half-module," to which were attached three 20-ton *Kvant* modules. Solar batteries (panels) sprouted from the station at unlikely angles. Many had been added over the years to keep available sufficient amperage to run experiments as the original panels decayed.

Throughout World War III *Mir* remained intact, despite the presence of ASAT weapons. ASATs were not used because the Americans feared *Mir*'s destruction would fill near-Earth space with thousands of pieces of debris, further hastening through debris collisions the collapse of the already faltering American surveillance, weather, and navigation satellite networks.

## DAMAGED BURAN SHUTTLE

The *Buran* shuttle was intercepted shortly after final orbital insertion by an American ASAT and crippled. It will reenter over north Africa during September 2004.

The *Buran* space shuttle launched unmanned the day before Baikonur was destroyed slowly flashes at Earth-bound observers as it tumbles across dawn or dusk skies. The *Buran*'s objectives were unknown, but it may have been launched to rescue the cosmonauts aboard *Mir*, to recover the *Kvant 3* materials (usable in Soviet military hardware on the ground), or simply to get it clear of Baikonur, which was a tempting target for a nuclear strike. *Buran* constituted the pinnacle of Soviet spaceflight achievement, and featured components which, if they could survive the war, could be used as examples to help rebuild Soviet technology.

Rumors were rife that both *Mir* and the *Buran* carried radioactives, chemical or biological toxins, and even conventional and nuclear explosives. The nature and seriousness of the threats (if any) the derelict spacecraft posed depended on the teller—the rumors were probably hysteria-induced phantoms. The alleged seriousness of the threats grew to frightful proportions as the rumors were passed around, and became wholly outrageous as reentry of the spacecraft approached.

## KVANT 3 MATERIALS SCIENCE MODULE

Hysterical rumors will run rife as the various orbiting crafts' times of impact near. Most rumors will be at least a little ludicrous; however, in the case of biological toxins, they will turn out to have basis in fact. The *Kvant 3* materials science module, first docked in 1990, was detached from *Mir* in 1998 to make way for a secret module set for a 1999 launch. *Kvant 3* was to have been recovered by the automated *Buran*. It was then to have landed at a remote shuttle landing strip in Siberia, which was normally on stand-by for launch aborts.

The secret module would have taken its place on *Mir*. It was designed to produce highly toxic viral bioagents which could be made in quantity only in weightlessness. Research into a new generation of destructive bioagents began with the deterioration of international relations in the mid-1990s. At the same time, the "civilian" *Mir* station had become increasingly devoted to military research.

In preparation for the arrival of the bioagent module, *Mir*'s staff had been boosted to six, even though this meant three of those onboard could have no emergency escape spacecraft (*Soyuz TM-22* was strictly a three-seater). *Perestroika*-related cutbacks had bit deeply into the Soviet-manned program, so the 10-seater *Buran* shuttle was not yet up to being kept on station at *Mir* to provide an escape route. *Buran* had been designed to service *Mir*'s planned successor, *Mir 2*, a large space station which could have housed 50 cosmonauts. However, economic pressures slowed the big station's development. And as international relations deteriorated in the late 1990s, it was cancelled.

The bioagent module was delayed when its rendezvous radar system failed a test, so the unmanned *Progress PM-9* was launched to the station with supplies and experimental apparatus to begin interim bioagent production as a stop-gap measure. Its descent module was meant to return to Earth the first sealed containers of reactive viral bioagents. Then Baikonur was nuked, destroying the bioagent module atop its Proton launch vehicle just hours before its planned launch.

With three cosmonauts aboard the cargo descent module of *Progress PM-*

# Twilight: 2000

9, there could have been no room for the results of the stop-gap bioagent production; the containers were just too bulky. It can be assumed that all the containers remained aboard *Mir* for possible later recovery.

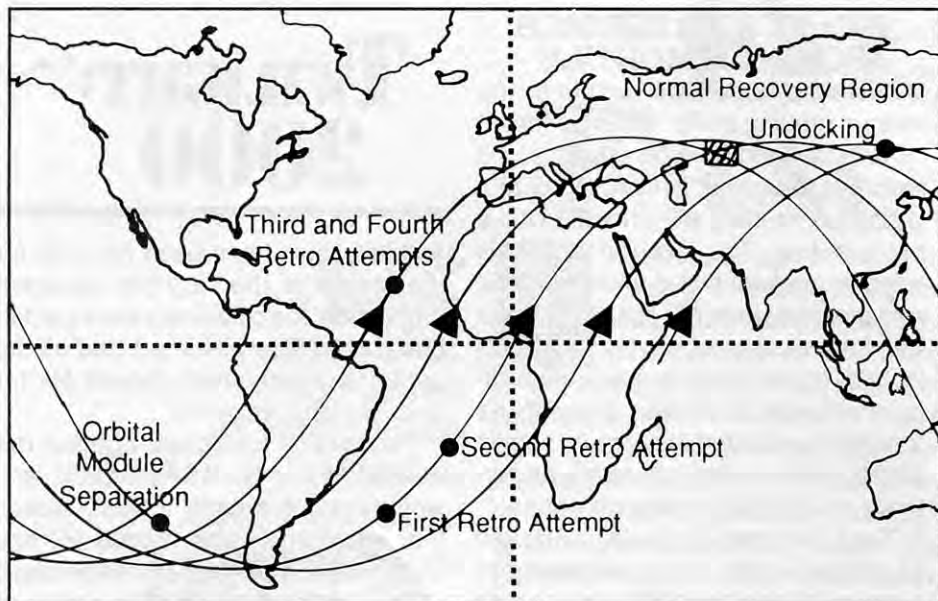
They were hardened against the eventuality of an ASAT attack, and would survive reentry. It was rumored that microorganisms aboard *Mir* had mutated into monstrous forms because of the unusually high solar radiation levels in Earth orbit. Although slimy octopoid beings emerging from the wreckage of the station are right out, it could well be expected that mutations indeed occurred in the sealed bioagent containers, perhaps producing forms even more virulent than those originally manufactured. Alternatively, mutations could have rendered them harmless. Referees should choose the scenario which will make for the most interesting campaign effect.

## AMERICAN HARDWARE

Not all large hardware in orbit was Soviet. The American Hubble Space Telescope, an unmanned observatory launched in 1990, fell from orbit in 2004. Fragments of its large mirror landed in the Yucatan; they were collected and kept for decades in local shrines. Some were carved into mythic figures or crucifixes.

The first elements of the American *Freedom* space station, placed in orbit on two shuttle flights in 1997, were destroyed by a Soviet ASAT in 1999. They reentered piecemeal between 2001 and 2007. For decades afterward, any meteor shower became known in North America as "the fires of freedom" in a blurring of the original meaning.

The Americans' shuttle fleet was grounded following the destruction of *Atlantis* in 1998, so no manned space station elements ever reached orbit. *Atlantis* suffered a main engine explosion within seconds of liftoff, and so was forced to ditch in the Atlantic Ocean. Predictably, newspaper headlines spoke of "The Sinking of Atlantis."



## Fall Prediction

This diagram shows some *Mir* ground tracks and demonstrates where the *Mir* could fall. Basically, the fall prediction is anywhere from about 55 degrees north latitude to 55 degrees south latitude.

On STS-89, in the last shuttle flight, *Columbia* placed a half-built replacement KH-18 surveillance satellite into orbit. The shuttle was then forced to make an emergency landing which stranded it in Banjul, Gambia, after colliding with a debris chunk. *Columbia* thereby survived the nuclear strike on Kennedy Space Center which claimed its sister shuttles, *Endeavor* and *Discovery*.

### ADVENTURE SUGGESTIONS

These adventure suggestions can be filled out to suit individual campaigns by the referee, and locales can be changed, if necessary.

- People are going to panic when these things fall—they did when *Skylab* came down in 1979. Despite the fact that the likelihood of anyone being hurt by a chunk of space debris is miniscule, PCs may find hysteria interfering with their activities. For example, they may be unable to secure transportation out of an area because the populace is fleeing the dreaded doom from space. PCs might even get caught up in a police sweep for looters, or might have their vehicle hijacked or commandeered by panic-stricken refugees.

Alternatively, PCs may be able to exploit hysteria by sowing rumors, adding credibility to their claims by posing as a team to observe the impact. Such rumors could paralyze local authority by setting off a mass exodus. Whether or not the impact is actually expected in the area is beside the point.

When the impact point becomes

known, recovery teams will be dispatched. They will represent many different governments and agencies, and none will have cause to love the others. Firefights will break out between the PCs and bands of NPCs, all determined (in the case of the *Kvant 3* materials science module) to seize bioagent containers for their own purposes.

At the discretion of the referee, PCs may encounter a Russian NPC who was aboard *Mir* and returned to Earth aboard *Soyuz TM-22*. His heart will have been damaged by his sudden return to Earth without proper conditioning, and he may be restricted to a wheel or sedan chair. He will have information of use to the PCs, provided they can capture him alive and convince him that they seek only to destroy the bioagents. While in space, he viewed Earth as a whole and thus experienced a change of consciousness. He now sees humanity as one race (he says).

- Another adventure could send the PCs to Tibet to make certain that no bioagent materials had come to Earth with the *Progress PM-9* descent module. This might involve seeking small, make-shift containers of bioagents which could have been stowed in small recesses in the capsule.

PCs might also seek a missing, hardened, purpose-built container following the discovery amid the *Mir* wreckage of the mummified body of one of the three cosmonauts thought to have fled *Mir* in the *Progress PM-9* descent module. The container could have taken the cosmonaut's place in the capsule. The PCs could meet cosmonaut NPCs who

fled *Mir* to land in Tibet, perhaps in Chinese or Tibetan custody. The PCs could be accompanied in their Tibetan adventure by the chairbound NPC mentioned earlier.

- The ceramics, plastics, alloys, and superconductors aboard the *Kvant 3* module would be a windfall for any war-ravaged industrial powers which could get their hands on them. A race to salvage the module's remains after its fall (in 2006, in the Bahamas) is suggested.

An interesting twist would be to have fragments come down in shallow coastal waters or in a shallow lake. PCs with aquatic skills would be called upon for their expertise.

- An offbeat adventure would be provided by an effort to ship *Columbia* back to America. *Columbia* was forced to land in Gambia, a tiny west African state where no facilities existed to prepare it for a return to Kennedy Space Center atop a 747. Plans to recover *Discovery* and use it as a symbolic rallying point for the resurgent civilian government of the United States will involve getting it onto the deck of a ship for an ocean crossing. The PCs could be opposed by Gambian officials, New American hold-outs, and a treacherous ship captain eager to sell *Columbia*'s technology to the highest bidder. An astronaut NPC (a survivor of *Columbia*'s last crew) who has gone native and acquired a bitter hatred for advanced technology is suggested.

GDW's module **Satellite Down** will help in capturing the flavor of adventures featuring falling space hardware. Ω



# CHALLENGE 45

The Magazine of Science-Fiction Gaming

US \$3.50

The NEW  
Twilight: 2000™

Loren K. Wiseman

MEGATRAVELLER®  
Snowblind  
Dennis Myers

SPACE: 1889™  
Mercury  
David Portree


PARANOIA™  
O.U.C.H.  
Merle Rasmussen

**GDW**  
GAMES









“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 bellicose?

“How could we have forgotten that Hitler was elected?”

*Janosz Skrivkin*  
*Chancellor of Croatia*  
1999



# TWILIGHT II: THE ADVENTURE CONTINUES

*Loren K. Wiseman*



**Twilight: 2000** is being revised. By the time you read this article, the game should be through the printing process and shipping to the stores. What's different about the second edition? Here are the highlights.

When we first published **Twilight: 2000** in 1984, we suggested that a general European war (with global effects) might come not from a Soviet invasion

of Europe, but rather from Soviet pre-occupation elsewhere coupled with sudden German reunification. While the prospect of German reunification appeared to be a fantasy at the time, events both in Germany and Moscow have made that scenario look considerably less far-fetched today.

As a result, the chronological background to the war has required surprisingly little alteration to make it compatible with the current world situation, and the game scenario has, if anything, become even more reasonable than before.

## TIMELINE

The following timeline summarizes the main events in **Twilight: 2000** from 1989-1996.

### 1989

The year the Cold War ended. All across Europe, communist governments topple in response to pro-democracy demonstrations. The Soviet Union's new policy of encouraging political pluralism in Europe makes the end of bureaucratic Communism a certainty. The Berlin wall is torn down in spots, and German reunification is now spoken of openly—the question is no longer “if” but rather “when.”

Riots in the Soviet republic of Azerbaijan (over alleged repression of Armenians) require intervention by Soviet troops, and the republic of Panama is invaded by the United States.

### 1990

The long-awaited (and long-feared, in some circles) reunification of Germany occurs as a result of de facto plebiscite elections. The newly united Germany renounces any territorial claims outside of its post-WWII boundaries but asserts continued interest in the welfare of ethnic Germans living outside of Germany.

Soviet troops begin to withdraw from Czechoslovakia, but the governments of Poland and Hungary (concerned over the specter of a reunified Germany) request continued Soviet troop presence and reaffirm their commitment to the Warsaw Pact.

### 1991

Ethnic and religious violence in the Central Asian republics of the Soviet

Union escalates, and the Soviet Union increases its troop withdrawal schedule in order to use the forces inside its own borders.

Germany opts for continued membership in NATO, but at a greatly reduced level of commitment, and turns its attentions to bringing the eastern portion of the country up to the standard of living of the west.

### 1992

In March, NATO, the Warsaw Pact, and German foreign ministers agree to the Rhineland Compromise, providing for token NATO forces to remain in the Rhineland for a period of five years. Civil war in Albania results in the fall of the Communist government.

### 1993

In China, underground pro-democracy organizations begin demonstrating in many of China's larger cities. While these remain relatively peaceful for a while, they soon erupt into violence, forcing military intervention. Within a year, many regions are effectively ruled by military commanders, modern versions of China's traditional warlords.

### 1994

In China, the central government is increasingly dominated by hard-line nationalists, who are supported by north Chinese warlords. New demands for border adjustments are made against the Soviet Union, and it is felt that given the Soviet internal problems, this might be the time to press for them internationally.

As Europe shows signs of increasing instability, Germany begins quietly increasing its force structure.

### 1995

After a period of increasing tension and escalating border incidents, full-scale war erupts between the Soviet Union and the People's Republic of China. The Red Army enjoys rapid initial success, and tank columns roar deep into the northern Chinese industrial heartland.

However, the Chinese surpass the expectations of most military analysts. While the Soviets continue to make impressive gains, their losses mount, and the tempo of advance slows, then grinds to a halt.

Elsewhere in the world, tensions mount.

### 1996

Soviet forces launch a spring offensive against the Chinese. But despite good initial gains, the drive soon stalls, with further horrendous casualties.

Poland sends an additional division to the Far East, but a wave of demonstrations in western Poland by ethnic Germans is violently suppressed by riot police, resulting in several deaths and numerous injuries. Germany protests and moves several divisions closer to the border.

In June, a small group of senior officers of the German Army, as well as at least one German cabinet minister, open secret talks with the leadership of several German ethnic organizations in eastern Poland. These talks are accompanied by increasingly violent antigovernment demonstrations in Poland by ethnic Germans.

In mid-July there are frequent exchanges of fire and several border incidents between units of the Polish and German armies. On July 27 elements of the German III Corps cross the frontier in retaliation for what they described as a full-scale attack by the Poles.

Claiming that its actions were justified by the military provocations of Poland and that it faces dismemberment as a state, Germany turns to its NATO partners for assistance. Some (like the United States, Canada, and the United Kingdom) join in, while others (like France, Greece, and Italy) refuse.

A minor border incident between Hungary and Romania erupts into war, and Hungary invades Romania accompanied by its allies—Bulgaria and the USSR.

Jugoslavia rallies to the aid of Romania, followed by Turkey. NATO responds shortly thereafter.

The years 1997-2000 proceed much the same as before.

## CHARACTER GENERATION

The new character generation rules in the **Twilight: 2000** second edition incorporate fewer random elements and a greater level of player choice. Characters can enter any career they wish to, provided that they have the required attribute level or other prerequisites (such as Education). Skills and attri-



butes are now 1-10 instead of 1-100, and the six attributes have been reshuffled. Fitness has been eliminated, Charisma added, and Stature replaced with Constitution.

Also, a much wider range of characters is now possible, although the new system is easier to work with than the original. We have expanded the military career paths to include navy, air force, and marines, and the possible armies now include every major power in Europe (and quite a few minor ones).

In keeping with a more detailed coverage of other armies in character generation, we have also expanded the equipment listing so that at least a fair sampling of vehicles and weapons is available for every army covered. Whether you intend to actually run a Yugoslavian soldier as a player character or not, it's handy knowing what weapons and vehicles he is likely to have at his disposal in case you want to run a campaign there instead of in Poland.

Not all vehicles or weapons are covered, even for the major powers, but the selection is considerably expanded over the original game, and we have taken the opportunity to upgrade the ratings based on new information that wasn't available six years ago.

## THE REFEREE

The referee is the largely unsung hero of roleplaying games, and much of the additional material in this edition of the rules is intended to make his job easier. What we've tried to do with the second edition is expand the rules framework and the environmental framework for referees without miring them in a morass of trivia. We have tried to strike the best balance between well presented general system rules and referee freedom in tailoring the specific encounters and campaigns to the tastes of his players.

With convenience and utility in mind, we decided upon a system of vehicle and weapon cards for the second edition.

These cards are printed (two to a page) in the basic rules, and are designed to be photocopied, clipped out, and arranged to create custom weapon and vehicle displays. Referees will have all the information they need at their fingertips.



## COMBAT

Three major changes have been made in the revised combat system. Two (recoil and the new automatic fire rules) deal with fire combat, while the other is the new initiative and turn sequence rules.

### Fire Combat

The new fire combat rules introduce two radical changes from the first edition **Twilight** combat rules: the resolution of each bullet fired and the concept of recoil.

**Shots vs. Rounds:** Having each game "shot" represent the effects of three bullets fired in the original game caused more confusion than any other single feature of the rules. Our original motive in lumping everything together was to simultaneously minimize die rolling, especially for automatic fire, and keep bookkeeping of ammunition under control. Both of these are laudable goals, but the result was a nonstandard gaming approach, and many people became confused (especially since we only defined a shot once, in a parenthetical phrase in the middle of a rule).

**Recoil:** The other major change is the inclusion of recoil as the principal limitation on rate of fire. A character's ability to control a particular weapon depends on his Strength and the weapon's recoil rating. Stronger characters can fire more rounds in a given turn without affecting their accuracy.

In the revised combat system, recoil is a function not only of the power of the cartridge fired, but also of the weight of the weapon, which makes heavy-framed weapons easier to control than light-framed weapons firing a comparable bullet. Because of this, you have results such as the Beretta 9mm Parabellum, with a loaded weight of about 1.2 kilograms, being more controllable than the Makarov, with a loaded weight of .8 kilograms, even though it fires a more powerful cartridge. The adoption of a three-round burst governor on the M16A2 is also handy in giving the firer a little more control over his rifle.

One final dividend of recoil was that it enabled us to dispense with the rather arbitrary categories of weapons as a means of limiting fire during movement. This is now solely a function of recoil and

the character's ability to control his weapon.

The chance of hitting a target with individual shots is dependant primarily on three things: marksmanship, range, and recoil. Which skill is used as the marksmanship rating depends on the weapon being fired. The appropriate skill level is the D10 chance of hitting a target with an aimed shot at medium range. This number is known as the base hit number.

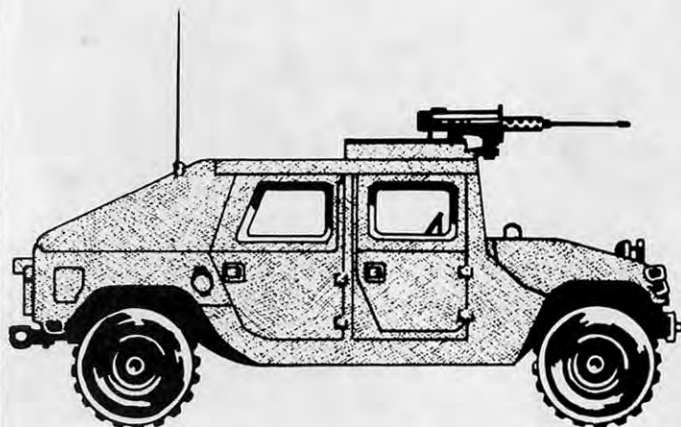
If more than one shot is fired in a phase, only the first shot counts as aimed; all subsequent shots are considered quick shots. All quick shots are conducted with the base hit number halved.

The base hit number at close range is twice the appropriate marksmanship skill. At medium range it is the unmodified marksmanship skill; at long range it is half the marksmanship skill; and at extreme range it is one-quarter of the marksmanship skill. Recoil modifies this die roll depending on how many rounds are being fired and how well the character can control the weapon in question.

**Automatic Fire:** The new rules on

## HMMWV (Hum-Vee)

The above letters stand for high-mobility, multipurpose wheeled vehicle. The HMMWV is a four-wheel-drive, off-road vehicle designed as a light scout, utility, and cargo vehicle. It has replaced the jeep in U.S. service. It has a weapons mount (C) above the commander's seat; however, no weapon is provided.



**Tr Mov:** 200/60  
**Com Mov:** 50/15  
**Fuel Cap:** 90  
**Fuel Cons:** 30

### Combat Statistics

**Config:** Stnd    **HF:** 1  
**Susp:** W(2)    **HS:** 1  
                    **HR:** 1

**Price:** \$20,000 (C/S)

**Fuel Type:** D, G, A

**Load:** 1.25 tons

**Veh Wt:** 2 tons

**Crew:** 2+4

**Mnt:** 2

**Night Vision:** Headlights



automatic fire are a result of a realization that single shots are to auto fire as man-to-man defense is to zone defense. That is, automatic fire isn't just more of the same—it is fundamentally different. A rifleman attempting to hit a target with single shots does so by trying to hit the target with each of one or more aimed shots. On the other hand, a submachinegunner, or rifleman with an assault rifle on full automatic, tries to hit a target by saturating its general area with bullets, under the assumption that something is bound to hit. Marksmanship doesn't much enter into it.

Whenever a character fires a weapon on its automatic fire setting, he fires one or more bursts of rounds (depending on the individual weapon). Each time a burst is fired, roll a number of D6 equal to the number of rounds in the burst. Each 6 rolled is a hit. The actual number of dice rolled per burst, however, may be reduced by either range and/or recoil, as well as movement (target or firer) and other factors.

Automatic fire weapons have a danger zone, so that more than one target can be hit during a given phase (sometimes unintentionally) by spraying bullets into a general area.

## Sequence and Initiative

Coolness under fire has been replaced by initiative ratings and a new phase sequencing system. Each 30-second turn retains the old division into five-second phases, but they are now numbered, and characters take actions according to their initiative. Characters with high initiatives can take actions in many phases; those with low initiatives can act only in a limited number of phases. Since things are no longer simultaneous, an opportunity fire rule was necessary. Otherwise, low-initiative characters would be unable to fire at a high-initiative character ducking from cover to cover.

**Melee Combat:** Body combat has become unarmed melee combat. Melee combat has become armed melee combat. Other than this and adaptation to the new attribute/skill system, melee combat has not changed radically.

## EXPLOSIONS

The principal difference in explosions is that concussion has been substituted for knock-down radius. It is still possible

to be knocked down, but it is also now possible to be blown apart by a large explosion.

Fragmentation has been changed a bit, mostly to bring it in line with the new small arms damage and penetration procedures.

## PERSONNEL DAMAGE

In the original system, the damage caused by a weapon declined drastically with range. Since armor penetration was proportional to damage, this was necessary to model the decrease in penetration over range. This is no longer necessary since penetration has been decoupled from damage, at least for most heavy weapons.

The wound effects rule has changed very little aside from a simplified wound system for NPCs. In retrospect, it was a mistake to require the referee to roll up the number of hits an NPC can take when the NPCs come in groups of 10 or more. A person is a person, after all, and a great deal of detail lavished on spear-carrier NPCs just slows up the game for the players.

## VEHICLE DAMAGE

The vehicle damage system has been streamlined in keeping with the new fire combat rules.

The new system still has a detailed tally of interior components damaged, but now there are fewer die rolls and fewer charts to page through. The aim here was to keep the detailed flavor of the original system while making the mechanics far more streamlined and accessible. One important statistical change has been the armor ratings. In the original edition each armor point was the equivalent of 1mm of steel, while now

# TWILIGHT: 2000

each point is equivalent to 5mm of steel. This accounts for some of the changes in armor values of the vehicles, while others are from new data which has been released in the six years since the original publication of the game.

As mentioned earlier, all game data relevant to a vehicle is now contained on a single vehicle card.

This article has only scratched the surface of the revisions to the game. We'll be illustrating the game to a greater degree than previously, including both color and black & white illustrations. Everything will be organized for ease of use, with major charts printed near the relevant rule in the text as well as in a master chart section. New character generation worksheets, record forms, and other referee aids will be included (for photocopying).

All in all, we think you'll like what we've done to the game. We're quite proud of it. Ω

## ENLIST NOW! FOR A NEW STYLE OF ADVENTURE!

How many times have you played a wargame, read a history book, or seen a war movie and said to yourself,

"What was it like to go over the top at the Somme, move through the hedgerows of Normandy against the dreaded Waffen SS, or go on a search-and-destroy mission in Vietnam?"

Well, here is your chance to find out! The 20th Century Tactical Studies Group WANTS YOU to participate in WWI/WWII/Vietnam reenacting. This enjoyable hobby of recreating the pivotal battles of this century, with the actual use of original uniforms, weapons and vehicles of the periods.

- ☐ 1 year membership \$15.00
- ☐ 2 year membership \$25.00
- ☐ 3 year membership \$35.00
- ☐ Lifetime \$300.00

NOTE: Membership includes subscription to BREAKTHROUGH magazine, membership card, patch, and rules.

20th Century Tactical Studies Group  
P.O. Box 945

Cape Girardeau, MO 63702-0945  
(314) 651-4876 (evenings)

BECOME A PART OF ONE OF THE FASTEST GROWING  
HOBBIES IN AMERICA!

# BAGS

## Body Armor Generation System

Jason English

One of the most striking aspects of **Twilight: 2000** (or any other postholocaust roleplaying game) is the collapse of industry as we know it. As local supplies of construction and manufacturing materials diminish, other sources must be tapped. Ready sources of material exist in the ruins of dead and destroyed cities, as rubble and assorted junk may be pressed into use as building materials.

One result of this shift in industrial materials would be seen in the equipment used by communities to outfit its local defense forces, particularly in the field of body armor. Although steel helmets and Kevlar vests are rather common with armed troops, groups with little in the way of money or resources may not be able to get ahold of them. But an optional system will allow referees to create different types of make-shift armor. The ratings included here are for use with the original **Twilight: 2000** combat system armor ratings, not those of the upcoming revision.

### THE BAGS SYSTEM

The BAGS system requires six steps to create body armor.

- 1: Roll 1D6 for material used.
- 2: Roll 1D6 for coverage.
- 3: Roll 1D6 for rigidity.
- 4: Determine armor class.
- 5: Determine weight.
- 6: Determine price.

### MATERIAL

Die roll results are as follows.

**1-2: Natural Materials.** This includes hides, leathers, and even pieces of wood fashioned into some sort of protective garment.

**3-4: Metals.** These are the most common materials used in body armor, ranging from bronze to high-grade steel.

**5-6: Plastics/Ceramics.** These are the most sophisticated (and most rare) materials available. Plastics and ceramics are not only used as armor, but are also used as construction materials and (with certain high-grade plastics) weapons parts.

### COVERAGE

Die roll results are as follows.

**1-2: Head (Helmet).** This may offer coverage as a regular helmet (as explained on page 23 of the first edition **Twilight: 2000 Player's Manual**) or give complete protection to all parts of the head (like a medieval enclosed helm).

**3-4: Chest/Abdomen (Vest).** A standard armor vest offers protection of these areas of the body.

**5-6: Full Body.** This type of coverage protects all parts of the body, except the head (a helmet is often worn with a full-body armor suit). This type includes medieval suits of armor, as well as high-tech suits made from ceramics.

### RIGIDITY

Die roll results are as follows.

**1-2: Flexible.** This refers to armor that is woven (such as some forms of Kevlar) or is naturally flexible (like soft leather).

**3-4: Rigid.** Rigid armor is formed in hard plates, such as medieval suits of armor or the steel plates used in flak jackets.

**5-6: Semirigid.** This type of armor is a cross between flexible and rigid armor, which combines the ease of movement found in flexible armor with the natural strength of rigid armor.

### ARMOR CLASS

The armor class of a particular piece of body armor depends on the materials used in it. Armor made from natural materials ranges from 1-3 (1D6+2). Armor made from metal ranges from 1-6 (1D6). Armor made from plastics/ceramics ranges from 2-12 (2D6).

### WEIGHT

Like armor class, weight depends on the materials used in the construction of a piece of body armor. Weight also depends on the coverage of the piece of armor and its particular armor class (AC).

**Natural Materials:** Helmets weigh .2xAC kilograms where AC is their armor class (as determined above). Vests weigh .7xAC kilograms. Full-body armor weighs 2xAC kilograms.

**Metals:** Helmets weigh .8xAC kilograms. Vests weigh 2xAC kilograms. Full-body armor weighs 6xAC kilograms.

**Plastic/Ceramic Materials:** Helmets weigh .1xAC kilograms. Vests weigh 1xAC kilograms. Full-body armor weighs 3xAC kilograms.

### PRICE

Price is only really important when the players are trying to buy or sell a piece of armor created from this system. Price is dependent on the same factors as weight.

**Natural Materials:** Helmets are priced at \$(ACx5). Vests are priced at \$(ACx15). Full-body armor is priced at \$(ACx25).

**Metals:** Helmets are priced at \$(ACx10). Vests are priced at \$(ACx50). Full-body armor is priced at \$(ACx100).

**Plastic/Ceramic Materials:** Helmets are priced at \$(ACx20). Vests are priced at \$(ACx100). Full-body armor is priced at \$(ACx250).

### NOMENCLATURE

If you want to name the armor types you create with this system, the new name should reflect what the armor is made of. For instance, appropriate names for natural armors are boiled leather or quilted deerskin. Similarly, metal armors could be named bronze, iron, steel plate, cupronickel, titanium alloy, etc.

Plastics and ceramics are a little different. Since different plastics are inherently composed of different materials, the referee (or anyone else using the system) can have a ball making up names for these materials.

Here are some suggestions: carbon-composite armor (CCA) armorplast, ceramisteel, and polymer monofilament system (or PMS).  $\Omega$



Special Horror Issue

# CHALLENGE 46

The Magazine of Science-Fiction Gaming

US \$3.50

MEGATRAVELLER

**Just Like Magic**

*Charles E. Gannon*

TWILIGHT: 2000

**Attack of the  
Mud Men**

*Loren K. Wiseman*

SHADOWRUN

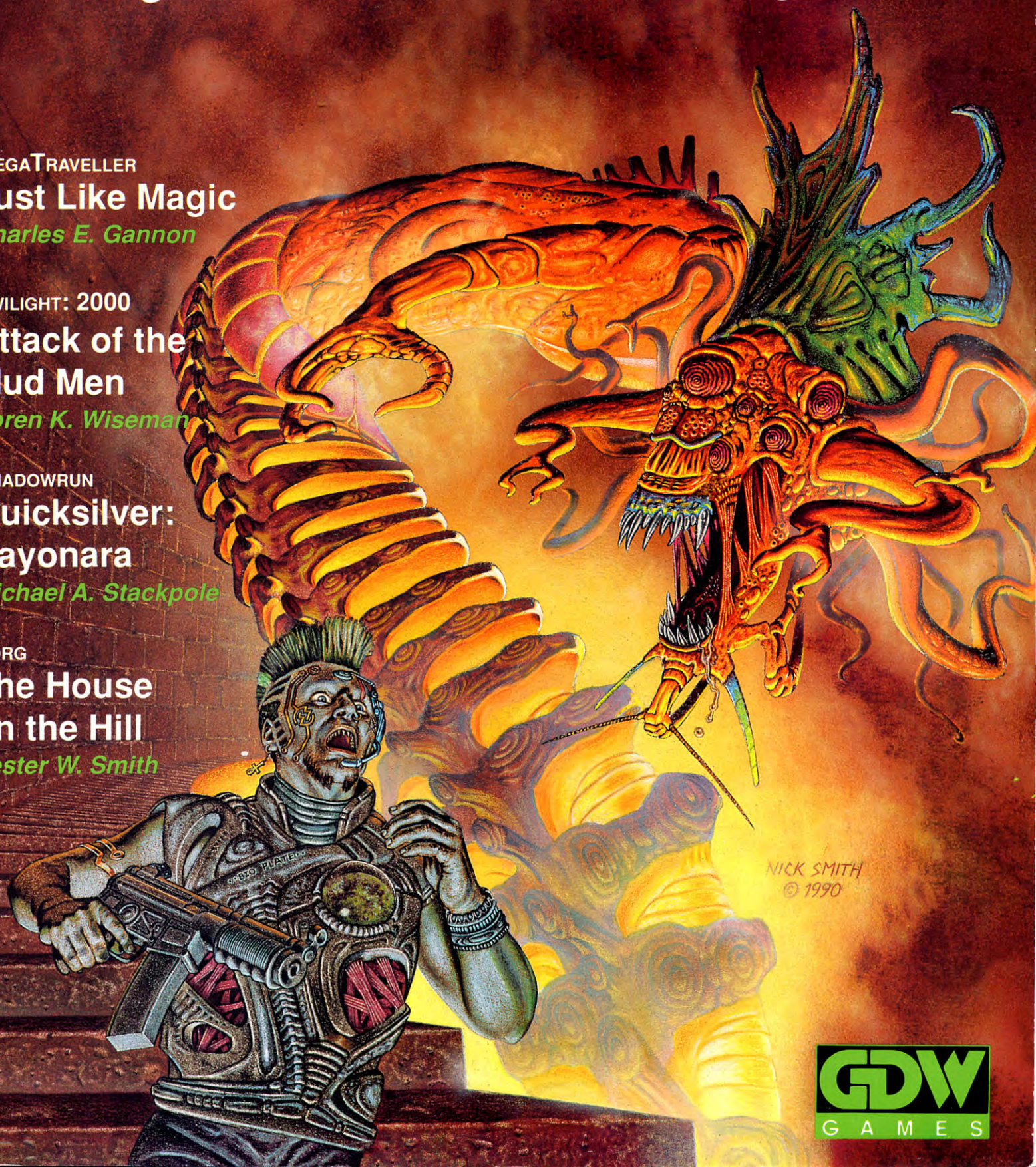
**Quicksilver:  
Sayonara**

*Michael A. Stackpole*

TORG

**The House  
on the Hill**

*Lester W. Smith*

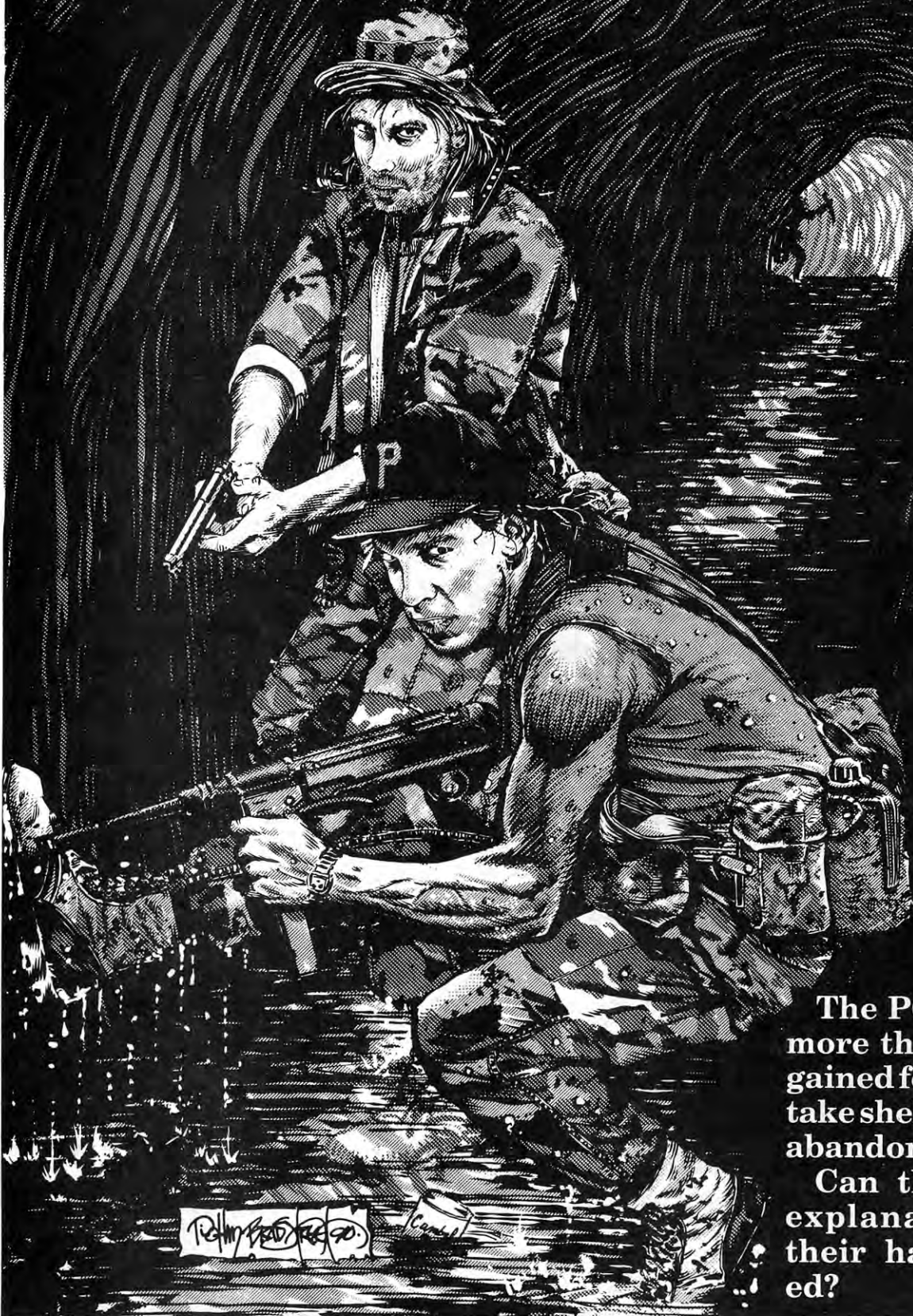


**GDW**  
GAMES



# Attack of the Mud Men

*Loren K. Wiseman*



The PCs are in for more than they bargained for when they take shelter in an old, abandoned house.

Can they find an explanation, or is their haven haunted?



*I thought it was never going to stop raining—Anderson said we should lay to and start building an ark. It had finally let up, and the streams were starting to go down a bit, when we got to the city. We were all soaked to the skin.*

*I didn't see a sign, so I don't know which city it was. Not that I care much anymore. One abandoned mountain of rubble looks pretty much like all the others these days.*

*We spent a couple of hours scoping things out and looking for a dry place to sleep. It was that time of year when the clouds are constantly in the sky, and you never know when the rain'll start again. Like as not it'll be what my grandma used to call a "toad-drowner," one of those drenching downpours that seem to explode from the sky.*

*The house was one of those old brownstone-like buildings that seem to be everywhere in the older residential sections of every city I ever went through—not much on any one floor, but they're several floors high. Me and Jersey drew the short straws, and we had to scope the place out to see if it was safe.*

*I did the upper floors. The walls and roof were in pretty good shape, and while the windows were mostly gone, the place still had shutters and doors. Ground floor was a mess, but the rest of the floors were dry.*

*Jersey checked out the basement. He said that it was full of mud and the only way into it was from inside the house. I wish that smog-brain had been paying attention—it would have saved us all some trouble.*

M

any people have become mentally unbalanced by the trauma of the war, and the few of them who survive have reverted to a primitive existence of foraging, scavenging, and theft. Primitives might be viewed only as a nuisance but can represent a real threat. This encounter is an expansion of a situation presented in the **Twilight: 2000** second edition, and also covers how to administer underground/extensive interior adventure situations in subways, mines, caves, railway and highway tunnels, and the like.

## APPROACH

The characters have taken up temporary shelter in an urban area infested by primitives (perhaps after encountering the primitives earlier in the day and frightening them off). After inspecting the building, they determine that it is safe enough to inhabit for a night or two, and they take a few precautions (post a couple of sentries, etc.). Unfortunately, the characters have overlooked the importance of a cistern in the basement—unbeknownst to them, it connects to an old storm drain catchment basin, which leads to a sewer and into a labyrinth of underground tunnels, subbasements, drains, and sewers.

## MAP DESCRIPTION

The map shows a building being used by the characters as a temporary shelter.

The walls are in good shape. The windows are without glass, but those on the bottom floor are fitted with bars (this was obviously done before the war), and those on upper floors still have intact shutters (evidently added after the war, judging from their workmanship).

The building is old, with a wooden floor (partially collapsed in some places) and a basement. Transients have obviously passed through several times, and anything of value has long since been hauled away (the heavier plumbing fixtures will still be in place, but the water supply was cut off some time ago). The basement is filled with mud and debris, along with the usual collection of household junk. It has been flooded for days and has only recently drained, so everything is covered with a thick coating of mud, and pools of water are everywhere. If the characters wish to inspect the basement carefully, they should be allowed to do so, with the referee emphasizing the smelly, slimy, disgusting aspects of the site. Locating the cistern's manhole is a task, Average: Observation.

**Cistern:** A cistern is a catch basin for rainwater, used in older buildings before city plumbing systems brought a reliable supply of water. In some places where the city water supply was hard, cisterns continued to be used as a source of soft water for laundry and other washing purposes. In any case, the cistern in this building has not been used in years, although the access manhole has remained in place. If the PCs move the manhole cover and shine a light into the cistern, they will find it full of water to within a foot or two of the basement floor. Only if the PCs remain watching several minutes will they see that the water level is gradually dropping.

It is best not to draw undue attention to the cistern, and no greater amount of descriptive detail should be lavished on it than on other aspects of the basement.

**Underworld:** The maps of the underground tunnels are presented in segments which the referee should photocopy and lay out as the characters move through them. When they enter one section, the area behind them (out of their range of vision) should be taken up. In this way, the PCs will never have a good idea exactly where they are. The referee may select underground sections at random or lay them out in advance. The referee should make a note whenever a map section indicates that the PCs have travelled up or down another level, and should keep track of how far beneath the surface the characters are (some map sections can only be used below a certain level). When the characters find themselves at level 0, they have successfully made it back to the street and have "won" the encounter.

## REFEREEING THE ATTACK

After nightfall, when most of the characters are asleep, the group of primitives will

# TWILIGHT: 2000

infiltrate the building through the cistern. The water level underground has been dropping for hours, and many of the underground tunnels in the neighborhood are now free of most water.

The primitives will be more interested in stealing things than in killing, and thus will not risk attacking the sentries except in self-defense. They will do their best to sneak from room to room, picking up food, weapons, loose clothing, and other items.

**Upping the Ante:** The intention is to give the players a good reason to have to venture into the mazes after the primitives when the primitives themselves or their handiwork is discovered. One possibility is for the primitives to steal some vital equipment or a package of medical supplies. Another alternative is to have the primitives kidnap a member of the group and haul him bodily into the tunnels (for a purpose best left to the imagination). This ploy is not well suited to all situations, however, especially if there is no convenient NPC to be the victim (PCs should not be used as kidnap victims as the player involved would have very little to do).

**After Them!:** When the PCs have followed the primitives into the underground, they should be led on a merry chase, then allowed to recover their property or their friend. The group, now in all likelihood hopelessly lost in the labyrinth of tunnels beneath the streets, can be led through a harrowing adventure finding their way back to the surface.

## PRIMITIVES

The referee will need to play the part of the primitives during the jaunt through the underworld. Depending on how nasty the referee wants this scenario to be (it can provide comic relief or a frightening interlude), the nature of the primitives should vary from eccentric to deranged.

They should outnumber the party by one or two individuals, and consist of Novice or Experienced NPCs led by a single Veteran. All should be armed with melee weapons (clubs, knives, etc.) unless they have managed to steal more potent weapons from the PCs. They will be covered with mud and slime, and will present a wild, bestial appearance which should be emphasized by the referee to heighten the tension of the encounter.

## INTO THE UNDERWORLD

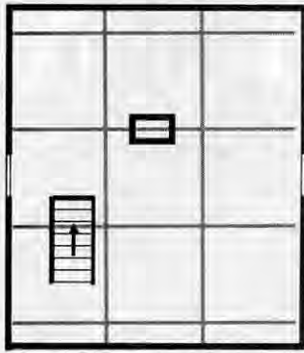
The maps with this article show the cistern, its connection with the sewers, and a variety of map sections intended to be assembled according to the referee's decisions. All sections

# Sewer/Tunnel Complex

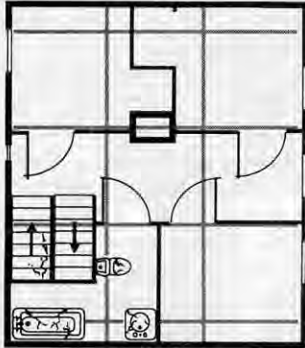
Copy and assemble the sections of map to form a sewer/tunnel complex of the desired extent. *Referees are granted permission to photocopy this page for private use.*

The Down and Up markers are intended to be cut out and placed in any location desired.

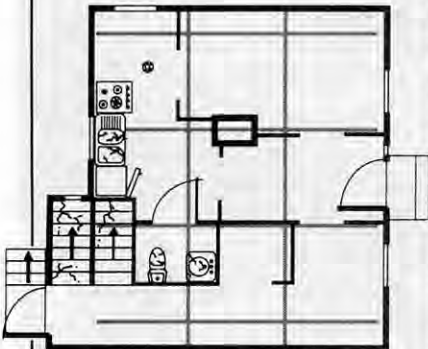
The cistern access man-hole is indicated by a dark circle in the basement. Referees should cover up this notice before copying this page to avoid tipping off the players to its location.



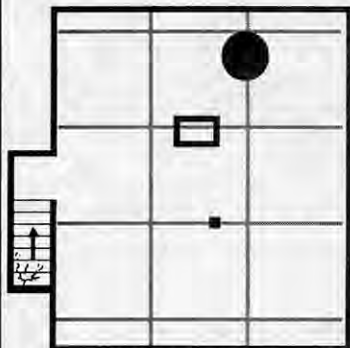
**Attic**



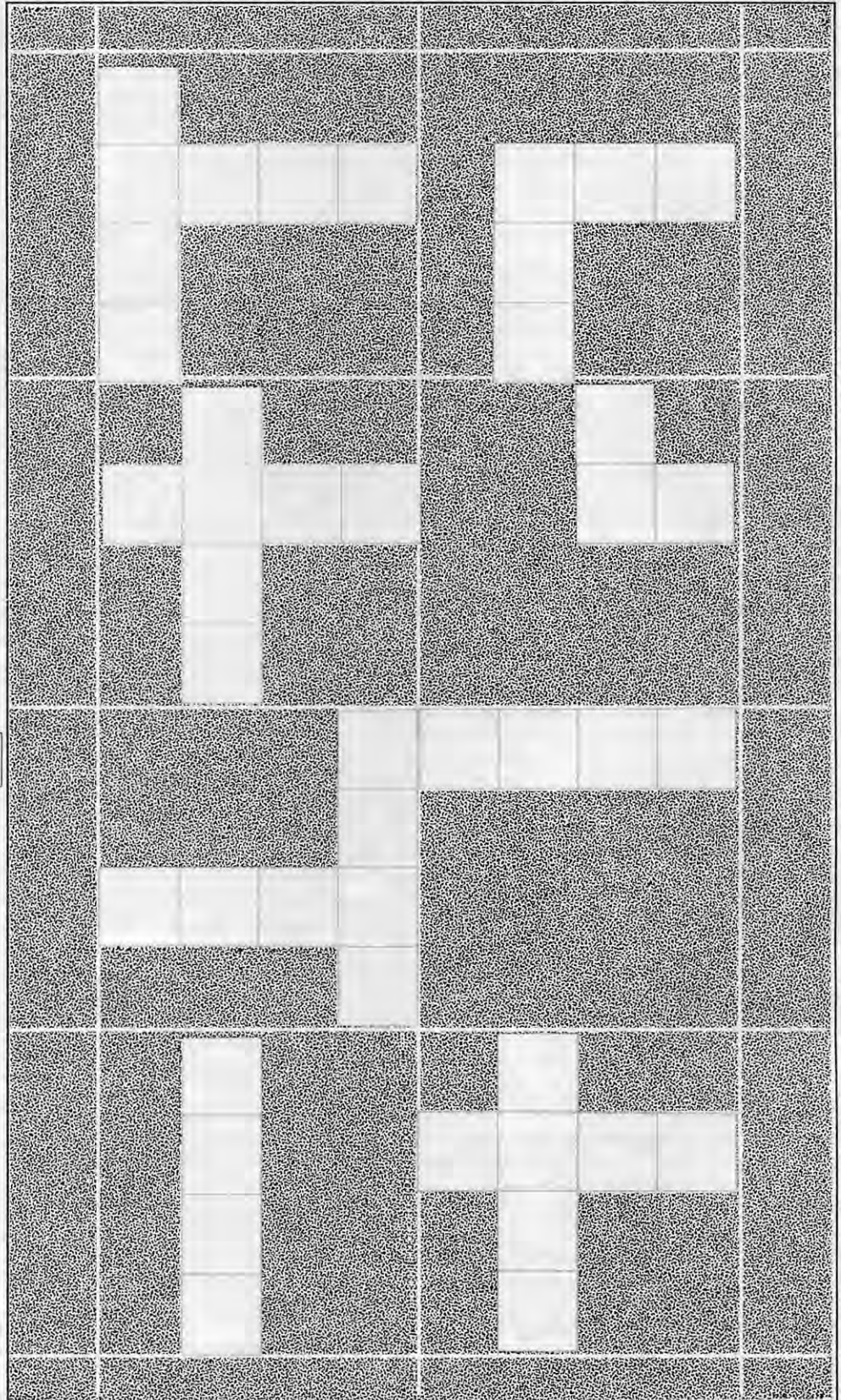
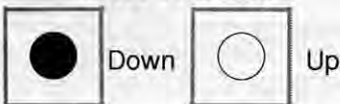
**Second Floor**



**First Floor**



**Basement**





are at least two meters wide, and they will never be filled with water (although they should all have some water in them, the depth varying from a few inches to a meter or so). The referee may use encounters with bats, rats, bugs, or other animals to add to the atmosphere of imminent peril.

Surfaces inside the tunnels can be concrete, masonry, cast iron, or stone. Any or all of these can be covered with mud, water, slime (and other undesirable substances)—or be completely dry.

**Illumination:** It is pitch dark underground, except for the first few meters of tunnels leading to the outside (lit by sunlight unless the PCs enter—or exit—after sundown). Additional illumination may be provided by lamps, torches, candles, or flashlights. Characters without light cannot see and will have to feel their way along very slowly 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). Flashlights also throw very strong light along a narrow cone, but cast very poor light in other directions, illuminating an area five grid squares long and one wide. Torches and candles provide good illumination for a radius of four squares and two squares, respectively. Matches and cigarette lighters provide weak light for one square in each direction for only a short time (even lighters eventually become too hot to hold). There is a 50-50 chance that any given character has a cigarette lighter. Every player character can have a small supply of matches (each MRE contains a book of water-resistant ones).

If the players do not have flashlights or some other light source, they can make torches from readily available materials before going into the catacombs. A torch will burn for about 30 minutes, and takes about five minutes to make.

Referees should 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 can look like a dog ready to leap, and a shadow or pile of rocks can look like a crouching man).

**Sounds:** The referee should also take advantage of the auditory aspects of being underground. Is that scrabbling sound the characters hear a rat running away, or some unspeakable horror sneaking up on them? Noises made by rats, dripping water, or echoes of the PCs' own voices 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 auditory hallucinations are as possible as visual ones. For instance, if a person is listening intently and expects to hear footsteps, he may interpret a faint sound (such as distant dripping water) as footsteps.

**Time and Movement:** When underground, the referee should use the five-

second combat phase as the basis of time. Players may 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 trip over something (imagine closing your eyes and sprinting through an unknown building). A player character can feel his way cautiously along in total darkness at the rate of about one to two meters per phase. 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 phase. With a flashlight, a slightly faster speed could be maintained. Speed should be halved on wet surfaces, quartered on muddy or slimy ones.

**Navigation:** The PCs will probably want an accurate map of the labyrinthian tunnels as they explore them. Unless they are willing to carefully measure every step and record it, they should not be given one. Part of the tense atmosphere of this scenario is derived from the PCs not knowing exactly where they are, and this should be reinforced by the referee.

## COMBAT

Armed and unarmed attacks are conducted according to the standard rules. Fire combat requires one or two special considerations.

**Underground Fire Combat:** The referee should limit the players to small arms and hand grenades underground. Any firearms used underground have a chance of hitting something by ricochet (except shotguns—the pellets do 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, perhaps causing stun damage without the prior necessity of a head wound).

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

**Explosions:** In the

# TWILIGHT: 2000

catacombs can cause a tunnel collapse. Basically, any explosion more powerful than small arms fire (including grenades—except for nonexplosive types such as chemical or smoke) set off in the tunnels may cause a cave-in (roll a 1 on a D10). A cave-in covers an area for three meters on either side of the explosion with rubble. It may totally block the tunnel (1D10 for 3 or less); otherwise, the tunnel is only partially blocked (i.e. characters may crawl through). Escaping a cave-in is a task—Average: Agility. Failure means the character takes 6D6 damage points to a random hit location (reroll on a result of "head"). The referee may wish to assign the hit location based on a character's position and location when the cave-in occurs. Catastrophic failure means the character is killed (or is critically wounded, if the referee is feeling merciful). If a character is killed in a cave-in, his equipment is considered crushed beyond use.

**Other:** Other facets of underground combat may come up (the spread of gas from a grenade, for example) that are too complex for consideration here. Such things must be adjudicated by the referee as circumstances dictate. Ω



## PAPER MAYHEM

"The Informative Play-By-Mail Magazine"

Having a hard time getting enough players together for your favorite role playing or boardgame? Eliminate this problem by joining the world of play-by-mail gaming.



Subscribe to PAPER MAYHEM and discover the world of play-by-mail (PBM) gaming. Virtually every facet of PBM gaming is covered by PAPER MAYHEM. Fantasy, science fiction, historical and sports. Each bimonthly issue brings you the latest on PBM games.

PAPER MAYHEM has been publishing news about PBM games and companies since 1983. We have improved and expanded to keep up with this ever popular activity of PBM gaming.

So why delay and miss out on all the fun? Read PAPER MAYHEM and take advantage of PBM gaming.

SEND SUBSCRIPTIONS TO: PAPER MAYHEM

(Dept CH)

1518 Adams St., Ottawa, IL  
61350-4770

U.S. SUBSCRIPTIONS: 1 year \$20.25 2 years \$35.10 Sample \$4.50  
FOREIGN SUBSCRIPTIONS: 1 year to Canada \$26.25, 1 year to Europe \$41.10, 1 year to Australia \$47.40.  
All subscriptions to PAPER MAYHEM are to be paid in US funds and drawn from US banks. Foreign subscriptions are asked to use International Money Orders in US funds.



US \$3.50

# CHALLENGE 47

The Magazine of Science-Fiction Gaming

MEGATRAVELLER®

Two Small Steps

Charles E. Gannon

SHADOWRUN™

Digital Grace

Michael A. Stackpole

TWILIGHT: 2000™

Albania

Adam Geibel

CADILLACS & DINOSAURS™

The Horror Below

Frank Chadwick

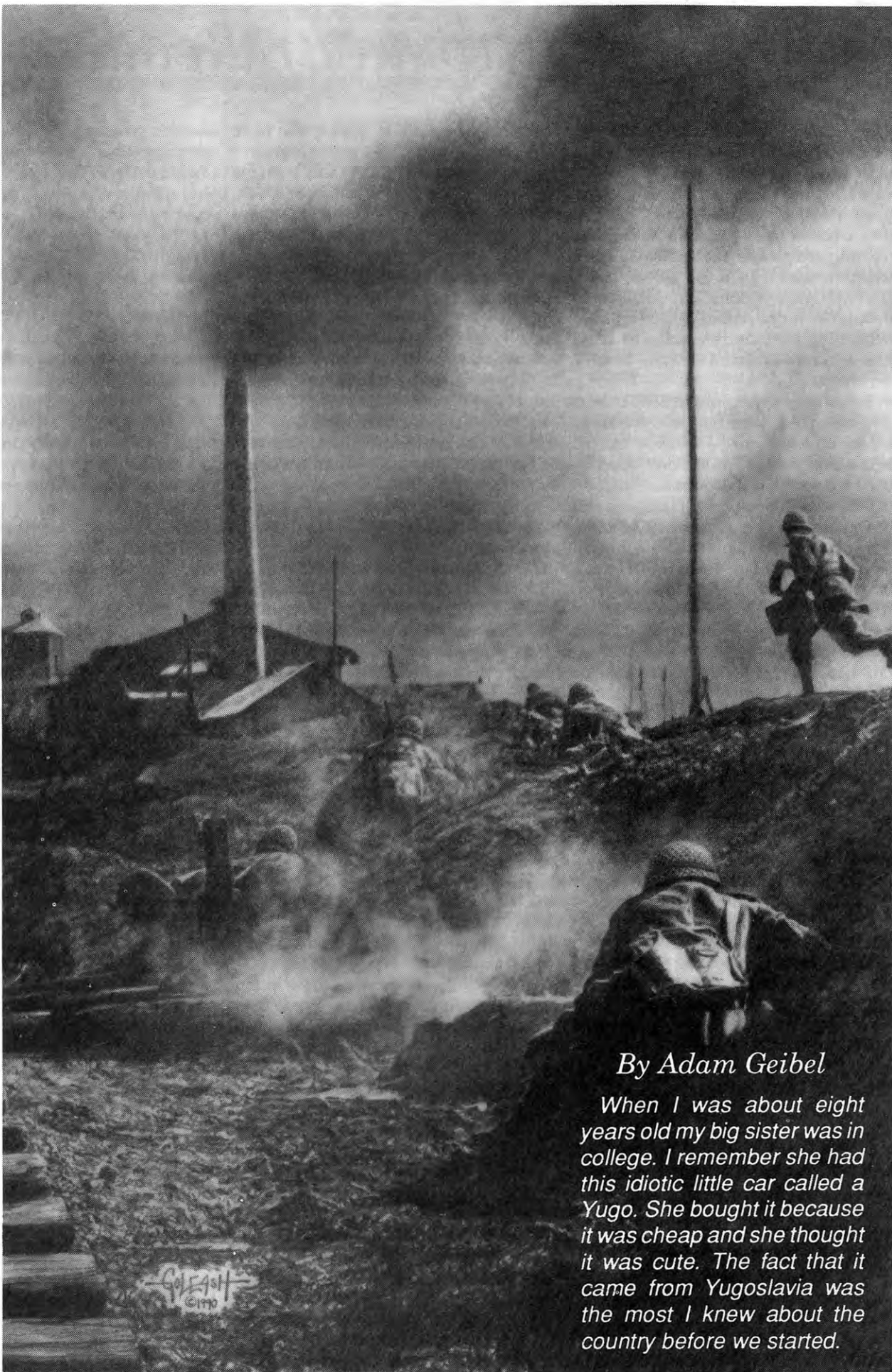


MARK SCHULTZ  
©1989





# OUR FRIEND ALBANIA



*By Adam Geibel*

*When I was about eight years old my big sister was in college. I remember she had this idiotic little car called a Yugo. She bought it because it was cheap and she thought it was cute. The fact that it came from Yugoslavia was the most I knew about the country before we started.*

**T**he Balkans has been a place of intrigue and shadowy operations throughout the 20th century. The Balkans War of 1912, WWI and WWII saw the area overrun with one army after another, only to be pestered by partisans. It is not a kind land for armies—the Turks, the Austro-Hungarians, the Germans and Italians have all suffered defeat in this land.

The shooting had hardly stopped in 1945 when another fight started—in Greece and Albania the communists vied for control, aided by the Soviets and Yugoslavians. The west won in Greece and lost in Albania. Forty years passed with relative quiet, and then the Twilight War erupted. The mountains had outlasted the armies once again.

Yugoslavia has a history of difficult assimilation of its various ethnic groups. With the collapse of the central government, feuding based on heritage became a popular hobby again. The Montenegrans hate the Serbs, who hate the Croats, and everybody hates the Albanians.

## ALBANIA

Tucked into the Balkan coast just east of the straits of Otranto is the small nation of Albania, known to its natives as *Shqipëri* (Eagles' Country). Roughly crescent-shaped, with high mountains ringing coastal lowlands, Albania's prewar borders encompassed 28,748 square kilometers; it was over 300 kilometers long (north to south) and 100 kilometers wide. Nearly 70% of that land was mountainous, the rest verdant and acceptably fertile.

These mountains have traditionally offered the Albanians protection from their neighbors and enemies, as well as yielding rich deposits of coal, chromium, copper, iron and nickel. They can be delineated into three distinct, yet interlinking, ranges: the Northern Albanian Alps on the border with Yugoslavia, the central uplands (with Mt. Korab, at 2751 meters, Albania's highest peak) and the southern highlands bordering Greece.

The coastal plain offers arable land, and is shaped very much like a hand with its palm along the Adriatic and fingers following rivers back into the mountains. Much of the center of the coastal plain is marshy and, until the 1960s, underdeveloped.

Albania sits on a climate borderline. The southern segment hosts pleasant, subtropical Mediterranean temperatures, with citrus, figs, olives and even bananas growing where there is sufficient irrigation (July runs 27° C and dry; January averages 10° C with intermittent rain). The central coastal region offers a typical continental range in temperatures that is suitable for rice (July averages 25° C and is dry; January runs about 8° C and has changeable weather, usually

rainy). This coastal region, as far north as Split, is also touched by seasonal winds—the warm sirocco and bora in the winter and a cool, mountain mistral in the summer. The central regions and foothills boast grazing livestock and the occasional vineyard.

The mountains, however, can be much crueler even though they are so close. The climate is described as having a continental character. From the mountains around Sarajevo, down through Kosovo and along the border to Korçë, temperatures range from mild to brutal (July roughly averages 21.5° C and dry, and January holds at around -5° C with heavy precipitation and winds).

## THE ALBANIAN PEOPLE

A fiercely independent people, the Albanians were strongly molded by 500 years of Turkish occupation. The Muslim heritage left behind could not be suppressed by even the staunchest communist indoctrination and started to surface again in the late 1980s. The population numbered some 3,686,000 citizens in 1995, one-third of whom resided in urban areas. At that time, the nation boasted some 60 towns and villages, most with running water, electricity and sanitation systems.

## RECENT HISTORY

Albania has long been the most backward country of the European community. After liberating it from Italian occupation in 1944, the communists consolidated their hold on the country, intending to industrialize their weakened nation and enter the 20th century.

Albania's lack of sociability included other communist nations as well. Her leaders rejected the ideology and the domineering attempts at subversion by the Yugoslavians (in 1948) and the Soviets (in 1961) in a vain pursuit of "true communism." For years, Red China was Albania's only friend. Even that relationship cooled after Mao's death, leaving the small country to flounder through the rest of the 1970s and 1980s until the 1990s brought the winds of reform.

## REFEREE'S NOTES

For those interested in fleshing out their campaigns in Albania, be prepared for a bit of disappointment. Beyond the contents of the *Encyclopedia Britannica*, there isn't much fresh information. Albania has not been particularly tourist oriented—a force which motivates most of the other nations behind the Iron Curtain. Most useful reference material was published back in the mid-1960s, and current information is practically nonexistent.

Points of interest include cities and geographic areas.

**Berat:** An anonymous mountain town, Berat's wartime population losses were

# TWILIGHT: 2000

somewhat made up by the pitifully small numbers of refugees from Stalin. The current population is less than 1200.

**Burrei:** Burrei is a moderate-sized town that acts as processing center for the surrounding valley. The total population of the valley is 4750. To the northwest was once Lake Uzei. A wartime bombing raid damaged the dam, lowered the lake's level and washed out the road that parlayed the Fan River to the Adriatic. Other than the hardtop road from Peshkopi, the only other route out of town is a dirt road that leads over the mountains to the south.

**Cerrik:** Cerrik is a filthy little burg devoted to a refinery built by the Russians in the mid-1950s. Located along the heavy-duty highway to Durres, the refinery had a pipeline connecting it to the old fields near Stalin. NATO air units destroyed the refinery (and most of the Albanian Air Force, which was defending the complex) a few days after Albania entered the war.

**Durres/Erzen River Mouth:** Durres' lineage dates to the Roman Empire, when the town was the western terminus of the legions' highway to the east. Sitting on the Adriatic south of the Erzen River mouth, it was the largest and most important of the prewar ports. The area was rich with industrial and military targets, thus obtaining the dubious honor of being one of the few towns in Albania to be bombed with both conventional and tactical nuclear weapons during the war. The city sits on a knuckle of land at the southern end of a well irrigated, 30-kilometer-long triangular coastal plain, and has the potential for becoming a major agricultural breadbasket. To the north is the Erzen, while between the river and the city is a wide expanse of marshes.

The coastal highway is the only major road in and out of town (it is actually a spur route several kilometers from the main highway). To the south this route squeezes between a finger of the Kraab Mountains and the sea. The northern route passes over the Erzen at the only bridge, located in the village of Shijak, then up and over another spur of the Kraab. There it ties in with the highway to Tirane at the village of Vorre.

During the attacks, the surviving population fled into the mountains. Now about 10,000 Albanians live in and around Durres. The majority of the civilian population is involved in farming or scavenging. Durres was also the site of a spur line of the nation's railroad that serviced this basin and the



local civilian industries. It and the industries were the prime targets of a low-yield cruise missile. The city hosted a handful of civilian industries: a saw mill, flour mill, fish processing plant, tobacco factory and cement factory. The old harbor was surrounded by a dozen different warehouses, each holding some aspect of the civilian fishing fleets support organization, such as parts fabrication, hull and engine repair, carpentry, etc.

**Elbasan:** This city on the banks of the Shkumbia River was the administrative center for the mining district. Mines, some hundreds of years old, provided iron, lead, coal, coke, copper, gold, pyrites and the components of cement in abundance. Here was the huge Victory iron and steel complex, with smelters, foundries, and all manner of auxiliary industries around Elbasan. A cement factory supported local construction. Two coal-fired power plants were in operation, one dedicated just to the mining and processing operations. A total of 50,000 citizens lived and worked in the area.

NATO had sparse assets by the time Elbasan became a viable target, so only the power plants received detailed attention, while the vast Victory complex was only lightly damaged by misguided ordnance. With their power source heavily damaged, the plants and mines ground to a halt. Casualties from the bombings were relatively light, but disease and malnutrition took its toll, especially among the very young and old. By the year 2000, only 15,000 Albanians live within a 30-kilometer radius of Elbasan. While most of them are local skilled workers from the Elbasan industries, most now work as farmers in the sparse local fields.

**Fier:** This town sits on the coastal highway just south of the Seman River bridge. To the south is a ridge of the Mallakaster mountain range. To the north, as far as the southern banks of the River Shkumbia, is a plain of flat marshland. This stretch of land was developed as an agricultural project for growing rice (with small sections devoted to cotton), and was originally supervised by the Chinese. In the mid-1960s, a coal-fired, 400,000-kilowatt power plant was built to provide electricity for this operation. It was damaged and put out of operation four weeks after Albania entered the war. Without the local power grid, cultivation was more difficult, but not impossible. Even in the year 2001, paddies and fields extend from either side of the coastal highway.

Including the town of Lushje and five villages, Fier region's total population hovers around 35,000. Many live outside the villages in this basically peaceful area, with extended families clustered into small farming cooperatives. These, like the isolated settlements in the mountains, are usu-

ally dominated by a *kulla*, an Albanian fortified house similar to the American colonial blockhouse. One fear of the locals is that pirates, from Italy, the Aegean, or anywhere, will eventually discover the fertility of this region and start raiding. To date they have been lucky, but at least half of the local militia is kept patrolling the coast.

**Gjirokaster:** This town sits astride the Drino River Valley and is located about 15 kilometers from the Greek border. An arms museum in Ali Pasha's former fortress was emptied by the locals, and some of the operational antiques now stand guard along the Greek border. The old fortress now houses some 400 militiamen. Five thousand Albanians live in and around the town, their efforts making Gjirokaster self-sufficient in daily needs. The town's control extends down to the village of Gjorucat, now abandoned save for 50 militiamen. Beyond, at least as far as across the border to Vrosina (on the verdant upper valley of the Thyamis River), is a no-man's-land which is barren of human life.

**Himare:** The subtropical coastal area from the Vlorë Bay to the Greek border, known as the Ionian Riviera, is nearly isolated from the rest of the country and fairly apolitical. Its pastures, forests, hydroelectric plants and mining made it one of the more economically strong regions of Albania, and it suffered accordingly, as it was closer to the NATO airbases and an easier target to bomb. The mines and power plants are gone now, but the pastures and vineyards still produce a decent crop. The other communities strung out along this coast (the fishing villages of Dherm and Porte Palerma) and linked by the coastal highway will trade with anyone—even Greeks. All three have strong militias—some of 200 men.

**Korçë:** Korçë is another ancient city at the center of a primarily agricultural region which is sprinkled with small industries. On the border with Greece, the H-shaped Korçë Valley touches the southern end of Lakes Perspa and Ohrid. Korçë is the cantonment of the Albanian II Infantry Brigade.

**Kosovo:** Kosovo, some 60 kilometers due north, is on the other side of the Sar Planina, a towering spur of the Dinarics. This range is treacherous and, with some peaks well over 3000 meters high, frequently dusted with snow year round. The road that did traverse this range before the war (ending in Zur) is now little more than a gravel goat track. On the Albanian side of Route 26, just across the border, is the town of Lin. From here a four-lane gravel road heads south to the Korçë Valley.

**Kukes:** Just inside the border with Kosovo, this town straddles one of the few major east-west roads and the Drin River. Before the war, the Drin had been dammed in two places. The closer of the two had

formed a lake whose western edge reached all the way to Kukes. Both dams were destroyed by Yugoslavian commandos, and the lakes no longer exist. The subsequent flood caused extensive damage along the length of the river. The highway which goes through the town is roughly repaired in over a dozen places and is treacherous during the winter months.

The town is a collection of 200 or so stone houses around a downtown area of Soviet-style government and utilities buildings. The 1500 residents survive on sheep and fish; during the winter they are isolated from the lowlands. Another 300 Albanians live in single-family huts scattered on the mountainsides along the Drin between Kukes and the lowlands. Kukes is garrisoned by a small band of part-time militia.

**Lake Ohrid:** Geologists claim this is one of the deepest lakes in the world. It is over 30 kilometers long and half as wide. The water's temperature stays agreeable all year long. The lake is famed for its crystal-clear water and was internationally renowned for its fish. These fish now provide an important food supply for the area, and the surplus is exported to the east.

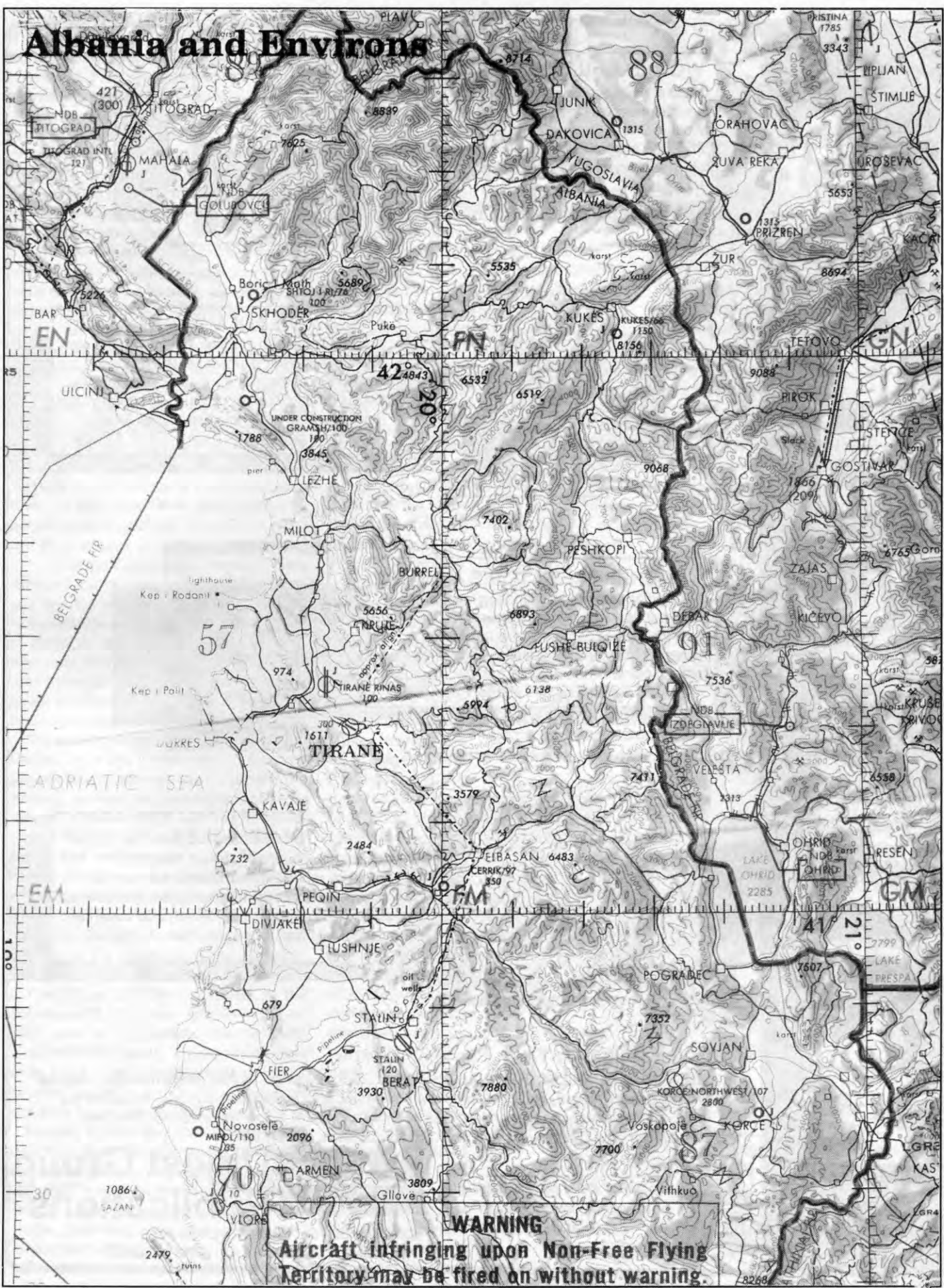
**Milo:** A little over 10 kilometers from the coast, on the Fan River, is the former industrial town of Milo. It boasts a small steel mill and a dozen ancillary and supporting factories that were only lightly damaged during the war. However, shortages of everything prevent any sort of decent production levels. Most of the skilled workers' time is spent keeping the machines from falling apart rather than manufacturing or repairing anything else.

The town was further damaged by the destruction of the Burrei Dam and the subsequent flooding. However, it is still intact enough to act as the region's administrative center, with regional authority extending inland to Reshan and Burrei, and along the coast from the Drin River to the Fan River. The locals have formed two militia brigades that spend most of their time engaged in reconstruction work or guarding warehouses and silos.

**Ohrid:** Inhabited since the 3rd century BC, Ohrid was a scenic and historic pearl of all Macedonia. This small Yugoslavian city (prewar population 32,000) was overrun by Albanian forces after fierce fighting, and the native Greeks and Serbs were driven out. A detachment of soldiers from the Albanian I Infantry Brigade are in cantonment here (along with a few hundred irregular militia and partisans), primarily to protect the northwestern territory from the Greeks.

Ohrid makes its living from the usual industries associated with livestock and fishing, lumbering and some local small-scale mining. All of the surplus is traded to Elbasan for manufactured or salvaged

# Albania and Environs





goods. Though there are strong picket posts of Albanian troops around Ohrid, the city has no walls or large fortifications, as it is too spread out. Five settlements are clustered around the north end of the lake, each hosting some 500 to 1000 residents. These settlements are of both old and new construction, including one group that occupies the old Ohrid Airport. Two villages of equal size (Velvesta to the northeast and Botun to the northwest) are now heavily fortified and defended by local citizens. The town of Botun is also connected to Ohrid by a double-track railroad. Though no engines remain, some rolling stock has been converted into horse-drawn vehicles to form a trolley of sorts to run along the line.

Ohrid is something of a crossroads. Yugoslavia's Highway 26 heads east from Ohrid to Bitola. However, the rest of Macedonia lies on the other side of the Stogovo and Demir Hisar mountain ranges. Highway 26 also starts its westward trek through Albania, to the Adriatic Coastal Highway here. The route continues east, down the Shkumbin River, past Elbasan to the village of Rogozhine. From Ohrid north runs the Yugoslavian border highway, used primarily by the Yugoslavian Army and heavy transport trucks before the war. This two-lane hardtop was heavily contested when Albanian forces invaded and is in deplorable condition, barely suitable for ox carts. It continues past Velvesta up along the Crni Drim River/Lake chain to the Radika Valley, where it turns east and crosses the Bistra mountain range to Gostivar.

The small town of Debar and half a dozen villages lie in the Radika Valley. Bits and pieces of useful salvage can be found in the remains, as well as marauders, scattered diehards who refused to become refugees, and the occasional Greek Communist Army patrol. The valley ends at the village of Hanovi (which is due east of Peshkopi), where the hardtop road turns east and a gravel road heads up into the mountains to the north. Debar now serves as the cantonment for the remainder of the I Brigade.

**Patos:** Halfway between Fier and Stalin is the village of Patos, located in the mountains 15 kilometers southeast of Fier. Patos was home to oilfields like the Stalin fields, including wells, a pipeline, storage tanks, and a small hydroelectric power plant. All were targets of conventional air strikes and were largely destroyed.

**Permet:** A small way station on the back road to Kosovo, this community sits above a two-lane hardtop that runs to the border village of Perat, then heads north to Korçë. Less than 500 people live in this mountain village, producing fine goat cheese and hand-hewn building stones.

**Peshkopi:** Peshkopi is another border town near Yugoslavia. The route to the town

is basically impassable in the winter to anything but the lightest traffic. Two parallel gravel roads, in poor repair, run north-south on either bank of the upper Drin and connect Kukes to Peshkopi. They continue east, over the mountains, to Burrei and are impassable to vehicles from late November to February. A macadam road runs south around the mountain range, then east past Burrei down the Mati Valley to Rubik. This road is passable to vehicles half of the time during the winter months.

A sleepy mountain town, Peshkopi is notable for being the coordination center for the Upper Drin River Terracing Project. In the mid-1980s, silt was dredged from the Drin lakes and trucked upriver to build a 30-kilometer stretch of arable land. The area currently produces a quarter of its prewar output in wool, mutton and grains. Peshkopi has a permanent population of 3500 and over 800 small buildings, with a smattering of light home industries. The majority of the inhabitants are shepherds and farmers, though a few merchants conduct limited trade with the Greeks. Five villages lie between the town and Kukes, with a total combined population of 2300. Local part-time militias are the only defense.

**Rubik:** A farming community of 1200 clustered around an administrative center, this unfortified town offers the usual services and industries associated with agriculture.

**Sazan Island:** Sazan Island was a major

Albanian naval base that was the target of repeated NATO strikes during the early stages of the Balkans war. It boasted Russian-built underground submarine pens and complexes, an airfield and a heliport, and also extensive coastal and anti-aircraft batteries. Current radiation levels (in the neighborhood of 200 to 1000 rads) make the island an extremely unattractive place to go souvenir hunting.

**Shkodër/Shkodër Valley:** An ancient city on the southern shores of Lake Scutari and straddling the Buene River, Shkodër survived the war with only minor damage inflicted on the small local industries and

# TWILIGHT: 2000

the Lehze Airfield to the south. Apart from some downed bridges and the damage around Shkodër, the only other loss in the area was a natural gas-fired, 200,000-kilowatt power plant at Va i Dejes, destroyed by NATO air raids and the Drin River flood.

Shkodër is a lucrative center of merchant activity, drawing agricultural goods, dried fish, lumber and some ore from the surrounding area. The river is navigable from the town to the sea, but the ruins of several bridges prevent passage to Lake Scutari. Apart from 30 small coastal sailboats (all under 75 tons) only five large (250- to 400-ton) merchant steamers are available to the city. These are all coal-fired and rigged with at least one sail mast.

The town serves as cantonment for the III Artillery Regiment of the Albanian Army, which, despite its name, is now mostly infantry (it has only four 122mm howitzers remaining and little ammunition for them). Shkodër also serves as a center for anti-American partisan activities directed against the Civgov 76th ID at Titograd.

The town dominates a fertile, river-laced

## The Fun Of Role Playing

### Important moments in history

499,998 BC-Ten minutes after the first humans come out into the open, Kharll the mutant Bobcat devours five of them.

124,999 BC-Humans invent the Axe.

124,998 BC-Tides turn in human's favor and cat skin coats are all the rage.



© SIE '90

Appoint Games



valley and sits astride the easiest road to southwestern Yugoslavia. The current population of the valley and surrounding foothills numbers roughly 25,000, two-thirds of whom live in and around Shkodër proper—making it one of the larger towns on the 21st-century Ionian coast. The inhabitants are refugees from the mountains, from the fighting in the south and even as far away as Kosovo, attracted by the relatively benevolent climate of the Shkodër garrison commander. The valley also boasts a dozen villages, the town of Lezhe and the former Yugoslavian town of Ulcinj. Lezhe sits on the southern edge of the Shkodër Valley, close to the mouth of the Drin River.

**Sirande:** Sirande is a coastal fishing village across the strait from the Greek island of Corfu. The Albanian coastal highway ends here, and two secondary dirt roads continue to the border. Beyond is wilderness.

**Stalin:** Stalin is another filthy collection of Eastern Bloc concrete monstrosities housing the workers to the local coke plant, as well as those assigned to the oil wells in the upper Seman River Valley. Formerly, the Cerrik pipeline began in Stalin. A small hydroelectric plant was located at the dam 12 kilometers northwest of the town and a major airport/airfield was 10 kilometers to Stalin's south. All three were NATO targets, and all were destroyed. Fires burned for months afterward, and the local casualty rate ran close to 70%. The town is now unpopulated, but scavengers still comb the rubble for useful equipment and material.

**Tirane:** The capital of Albania straddles the Arzen River, 25 kilometers from the coast, at the head of a finger-shaped valley that runs from the south bank of the Drin up into the alps. The city is surrounded on three sides by these alps and has retained a Mediterranean flavor of architecture similar to that found in 1930s Italy. It even has an "old city" of stucco and red tile. The vista of wide boulevards and stately buildings was later marred by the post-WWII construction of Iron Curtain "cereal box" monstrosities.

Albania's most pressing prewar economic problem was developing the transportation system necessary to move its raw materials and goods to other markets. Tirane was the transportation hub of the nation, with a single-track, standard-gauge railroad (built in 1948) that ran from Tirane north to Milo, then south through Durres all the way to Fier. A spur line ran east up the Shkumbin River Valley to Librazhd. As the line ran through the three choice target areas in Albania, the majority of rolling stock and engines were obliterated during the war. Those remaining are slowly rusting in Librazhd, unable to move on the shattered lines.

Thanks to increased lumber harvesting and mineral exploitation, there were 3400 kilometers of paved roads and another 2000

kilometers of unimproved roads in Albania by 1995. Tirane was the crossroads of the nation, its main artery being a north-south, four-lane hardtop running from the Yugoslavian border (out of Titograd) through the capital to Sarande on the Ionian Riviera. The primary east-west highway also passes through Tirane, connecting Durres on the coast to Lin, the border checkpoint town in the Ohrid area of the Yugoslavian border. The east-west road and most of the bridges remain in excellent shape (for 2001), though their primary traffic is horse-drawn. (Vehicles have always been scarce in Albania, even before the war. Until the economic revitalization, the country had no capacity for producing its own and little more for spare parts fabrication.) Potholes and shoulder weeds aside, the only bottlenecks are at the Durres Tunnel and the Seman Bridge.

Although severely damaged by conventional air strikes in 1997-98 (directed at the transportation lines and destroying a third of the city), Tirane now serves as the center of what is left of the Albanian government, which actually controls little beyond the valley around the city. The city garrison consists of 800 militia (serving part-time) and the 500 men and three T-55s of the prewar tank brigade.

**Upper Erzen River:** To the south of Tirane is the Kraab Mountain chain, dividing southern and northern Albania. Though not particularly high (less than 500 meters), the terrain is difficult, even on foot. The Erzen River flows west to the sea on the north side of the chain. This river is crossable when frozen and fordable in the late summer.

**Vlorë Bay Area:** Located on Albania's coast at the confluence of the Adriatic and Ionian seas, this bay is surrounded on three sides by high mountains. Toward the north, the mountains veer away from the sea, and a coastal plain spreads out to the Vjose River. Sazan Island, the city of Vlorë, and the port town of Skala are the only points of interest in the area. Tucked into Narta Bay (itself a part of Vlorë Bay) is the port complex of Skala and Vlorë. The two communities have grown so that they are now indistinguishably linked, and they are a mixture of a military camp and farmers' market. In addition to the garrison, about 15,000 Albanians live in and around the Vlorë area (a radius of 20 kilometers). Vlorë's is the cantonment of the Albanian III Infantry Brigade.

## Montenegro

Montenegro, in happier times, could have been a fairy-tale kingdom, with pleasant weather nearly year-round, castles by the seaside and lazy Mediterranean villas spread out on either side of them. Further inland lie isolated villages and picturesque mountains, and not much else. In Latin and the native tongue, the country's name

translates to "black mountain," in reference to Mount Lovcen and the surrounding stark mountains. Apart from the coastal strip and a sprinkling of valleys and lakes, the land is not black, but is basalt gray and as desolate as the moon.

Montenegro lies on the southern edge of Yugoslavia's Adriatic coast, where the Dinaric Alps parallel the sea. The alps rise from the narrow coastal plain and continue for over 300 kilometers inland, finally dropping to form the Sava River Valley, though Montenegro extends only some 150 kilometers to the Cetina branch of the Drina.

The alpine spine's center, while studded with mountains and ridges, could be considered a plateau and is sprinkled with small verdant valleys. Parts of Montenegro's interior were declared a national park, centered on what was the Dumitor mountain range in the southern Dinarics. The Dumitor marks the division of Montenegro's waters—those to the west flow into the Adriatic; those to the east into the Danube.

The area is also dotted with karstic formations, many of the smaller ones never appearing on any maps. These geological oddities are caused by Venetian deforestation which took place three to four centuries ago. Rainwater runoff erodes the permeable limestone substrata, and the covering layer forms bowls, sinkholes (*dolines*) or even large fields (*poljes*). *Dolines* and *poljes* collect fertile soil and have long supported farming communities. The fields often have rivers that disappear at one end and reappear at the other. Heavy rains at the end of winter can cause flooding and small lakes to appear around these karstic watercourses. These formations also form long and complicated underground caves as spectacular as anything in fantasy literature. During the Twilight War, locals used them to escape bombings and invasions, much as the WWII Yugoslavian partisans squirreled away munitions and other supplies to resist the Germans.

Before the war, Montenegro had been busy fighting its heritage of poverty and backwardness. The Beograd government had sunk funds into roads, fertilization and reforestation projects, factories and tourist sites. With the coming of the war, however, Montenegro has once again turned inward to concentrate on the business of survival.

The old Dalmatian coast (typical of the whole Adriatic coast) sports cypress, olive and pine trees on its mountain slopes. Typical European deciduous trees can also be found in the area, but the percentage of forest composed of pine trees increases as one travels inland. Olives, figs, grapes and grains thrive throughout the area, while grazing pastures supported sheep, goats, and horses before the war. Most domesticated farm animals were also prevalent before the



war, as were pigs in the non-Islamic areas. Montenegrans are an ethnic derivation of the Slavs. Montenegro has enjoyed self-determination for more than a dozen centuries, even during the period when the Turkish hordes had conquered all its neighbors, thanks to its difficult location and headstrong people. Few refugees from elsewhere made it into the Montenegrin area due to the mountains and severed coastal roads. Concentrations of ethnic Croats can be found just north of Split, while a handful of Serbs from the Danube plain can be found in Montenegro's interior.

## Dinaric Alps

Travel from the Danube plain to the Adriatic, except along established roads, is difficult in the summer months and impossible after the snow starts falling. Roads of any sort through the mountains were formerly few—improved roads, even fewer. Multilane hardtop highways were the rarest and were a key ingredient to a successful Soviet domination of Yugoslavia. However, such mountain avenues were also easily defended. They were mined, demolished and fought over with incredible intensity by both sides during the war, and most are currently in atrocious shape. Complete passage by vehicle from point to point is usually impossible, and by mule or foot it is difficult.

In addition to collapsed tunnels and bridges, the remote sections are often clogged with the rusting wrecks of old battles. Many are untouched or forgotten, or their location is too difficult to reach. Those that still sport valuable salvage will surely attract marauders.

Another common sight on these roads are skeletons. Hundreds upon hundreds of refugees died here in the first months of the war. Their remains now carelessly litter the shoulders and drainage ditches.

The marauders that infest these alps usually travel in small groups (from three to 60 members), are indifferently armed, and are usually not too experienced, bright or healthy. They can, however, be dangerous to those who let their guard down. II Corps last estimated as many as 1000 separate groups of marauders. They can be (but are usually not) of mixed ethnic and social origin; all are motivated by greed.

**Balkan Road Nomenclatures:** The only autobahns are hundreds of kilometers away, on the other side of the alps. A Montenegrin highway is usually a four-lane asphalt or concrete avenue with gravel shoulders. Routes are two-lane hardtops with gravel shoulders. Secondary roads are two-lane gravel affairs or single-lane hardtop with gravel shoulders. Unimproved roads are hard-packed dirt.

## Kosovo

Life in Kosovo has not changed much since the beginning of the war. Kosovo was

always considered a wilderness by the rest of Yugoslavia and one of the most backward regions of Europe. Even as the rest of Yugoslavia became a smokestack economy, industry in Kosovo was almost nonexistent, and mines remained unproductive despite federal programs to exploit local natural resources. The regional unemployment level peaked at 30% in 1990.

The prewar population of autonomous Kosovo was two million ethnic Albanians. It had the highest growth rate in Europe, at 3% annually. Another 150,000 Serbians lived a tenuous existence in the region, the object of Albanian ethnic violence.

The catastrophe of the Third World War changed little. Home heating often was and still is by wood stove, and donkeys have always provided the bulk of personal transportation. By the year 2000, entry in Kosovo was difficult—impossible if someone actively wanted to keep you out. Three improved roads toiled over the Dinarics into Kosovo Field from Montenegro; another three hard-packed trails and Highway 25 entered from Albania. By the end of the century, all of these except Highway 25 were in extremely bad shape. Upper Kosovo could only be reached from Kosovo Field by Highway 25 and an improved road from Pec.

**Bar:** This town sits on the Aegean side of the Dinaric Alps' southern tail. The only remaining populated settlement in the area, Bar hosts some 3000 residents, mostly fishermen, shipbuilders and their families. Neighboring Novi Bar, a communications and commerce hub bombed heavily during the war, now resembles the ruins of Stari Bar (a nearby mountain town destroyed by the Turks 125 years earlier). Novi Bar had been a major port in southern Yugoslavia, as well as the Adriatic end of the Bar-Beograd Railway, a 25-year project completed in 1976. The line wound through 476 kilometers of mountains, with 254 tunnels and over 234 bridges. It has been cut in scores of places since the war began and is passable for short distances only.

Directly west, on the other side of the alps, is Lake Scutari. The road over the alps has been cut in several places by natural and man-made efforts, as has

# TWILIGHT: 2000

the highway north to Kotor Bay. The road to the south is infested with Albanian partisans.

**Cetinje:** This small town, set on a verdant plateau in the mountains overlooking Kotor Bay, is once again the capital of Montenegro. Largely undamaged by the war, this settlement serves as a collection hub for agricultural produce from inland and for fish from the coast. It also lacks the usual filth associated with surviving towns of the postwar era. Except for the blockhouses at either end of the town, Cetinje does not sport the fortifications and mobs of armed troops which sprawl everywhere else. While Cetinje is an open town, outsiders will be noticed, politely questioned by the militia, and subjected to a moderate degree of scrutiny and interrogation.

**Kotor:** Kotor was a sprawling development with a core old city crowded against the Adriatic by the Dinarics. Unlike Dubrovnik, it has the protection of a large natural bay, which has made it an attractive and safe haven for shipping since the time of the ancient Greeks. Ruled by the Venetians until the beginning of the 19th century, then held by the Austrians until Yugoslavian

## The Essence of Role Playing

Rapport Games is proud to present:



The Role Playing Game!

Once, long ago, monsters roamed among men. The occasional conflict was to be expected. Then, they all disappeared. The knowledge of monsters degenerated to myths...

Now they are back. But this time the humans are slightly better armed.



Skill Combinatics!  
85 different and unique skills!  
66 different weapons, and rules  
for making even more!

self-rule, the city was again occupied by the Italians and Germans during WWII.

During the Third World War the local naval base and airfield were destroyed by the Italians. Later, Italian forces landed here as part of an effort to link up with Soviet forces approaching from the east. Much of the town was comprised of ancient buildings, already weakened by a 1979 earthquake, and they crumbled when token resistance to the Italian task force was crushed.

Most of the population of 8000 perished in the sudden attack. Currently, the only life in the area of the town is a small garrison in Fort St. John, overlooking the bay. This work perches 260 meters above the bay, with walls 20 meters high and 10 meters thick. The garrison is armed with Italian small arms, acquired when the Italian units retreated to this area and dissolved. Other momentos of the collapse are the hulks of Italian vehicles on the roadsides and several vessels sunk in the harbor, visible from the bay's heights.

Further out toward the straits where the fishing is better, there is an Italian merchantman capsized on the north side of the channel. Laying in only five fathoms of water, its hull acts as an artificial island. The locals have already cut holes in the plating and salvaged what they can.

The seven or eight villages around the bay have all been damaged and looted by the visiting Italians, yet they are still occupied. Each now hosts between 200 and 500 residents who farm small local plots.

**Mahala:** This is a village south of Highway 2 in the Scutari Lake Valley that was unfortunately too close to the Titograd Airport/Airbase. This installation, as well as Mahala, was incinerated with air/fuel munitions by the Italian Air Force early in the war. Bits and pieces of salvage can still be picked up from these ruins, provided one is wary of dogs and the occasional marauder.

**Niksic:** The town of Niksic is linked to Trebinje by Highway 6. It boasted an industrial suburb that processed the ores mined from Montenegro's mountains. Its power plant attracted Italian and Albanian air raids that damaged other sections of the town. The current population of 1600 civilians is busy salvaging machines and parts from the factories. In the heyday of the salvage efforts, hundreds of tons of goods were stored here before being shipped to the coast.

**Ostrog:** A village flattened in the war, Ostrog attracts no attention from the unsavory elements that pass through the area. However, hidden and protected by switchback roads that teeter over deep ravines is an old monastery cut into the overhanging mountainside. It is now occupied by four families, who survive by remaining unseen. They loot Ostrog's remains at night, farm small gardens, and tend a handful of domesticated animals.

**Pluzine:** Pluzine is a small village just off Highway 18 (the Sarajevo-Titograd Road) near the southern end of Lake Bioc. Due to the poor condition of the road and general lack of inhabitants in the area, this stretch is infrequently traveled and is perfect for a band of marauders. Twenty of them call this village home and live in relative splendor on what they loot from ruins along the highway. Typical of the bands that plague the mountains like gnats, these people are vicious but less than competent. Some were former soldiers, but most are displaced unfortunate. The marauders are heavily armed with a bizarre collection of small arms. Each walks around festooned with pistols, grenades, crossbows and a pair of rifles or light machineguns. This habit had caused some casualties in the past, through accidents and duels. Duels are outlawed within the group, but accidents still happen. These marauders have 30 horses, mules and donkeys, as well as three civilian trucks converted to run on alcohol. They also have five stills, half a dozen captives from a merchant caravan they ambushed some time ago, and a nice 50/500km radio.

**Sveti Stefan:** A tiny island town in Budva Bay linked to the mainland by a narrow causeway, Sveti Stefan was originally a fishing village converted to a luxury "hotel community" in 1960. Throughout the war it was held in turn by the Yugoslavian Army, refugees, Italians and Albanians. The last two groups, who had been using the island and adjacent mainland Milocer Hotel as a hospital and rear area headquarters, were massacred last year by marauders. History has come full circle now, and Sveti Stefan is once again a home to fishermen. Some 300 live on the island, along with their families. Each night their two dozen sailboats are anchored in the bay, just off the causeway's sandy beaches. The Milocer Hotel is still used as a rest area and hospital by the Yugoslavian II Corps. It is now guarded only by a militia unit, as attack overland from the south is next to impossible. Though still picturesque from a distance with its orange tile roofs and old gray stone, Sveti Stefan now exists in a medievalesque squalor of chimney smoke, trash and stench.

**Titograd/Lake Scutari Valley:** The city of Titograd lies on the north side of the marshy Lake Scutari plain. Ninety percent of the old town, then known as Podgorica, was destroyed during WWII. More recently, Titograd held no worthwhile targets for air attacks and was overrun by the Albanians too quickly to be really damaged. The subsequent fighting between Americans and the Albanians also caused some damage, but the worst destruction was caused by the civilian population panicking when the Albanians invaded. The town's citadel is now the headquarters of the US 76th ID.

Perhaps 5000 souls—farmers, fishermen and their families—live in the valley where the Moraca River flows into Lake Scutari. Clustered in small farms of three or four families each, they raise grain and vegetables or harvest fish from the lake. They are apolitical and are merely trying to survive these hard times. Patrols of the 76th make frequent appearances to counter Albanian partisan raids from Shkodër.

Many small caves are located in the three major karstic formations, and untold minor ones lie along the road to Shkodër. These often house refugees or cave-dwelling animals.

**Tivat:** Located just inside the mouth of Kotor Bay, Tivat was only lightly damaged during the war despite its shipyard and small naval harbor. A pottery industry and a number of skilled boat builders bring fisherman from along the coast to trade for the locally manufactured goods and trade goods from inland. Ω

DMAA maps in 1:1,000,000 and 1:500,000 scale were used in this article—Sheets ONC F-2, F-3 and G-3 in 1:1,000,000 and TPC F-2 B & C, F-3 A & D, and G-3 A-D. For more detail, ask for a catalog and price list of government maps from the following. For civilian users of Defense Mapping Agency Aerospace Center products: NOAA Dsst Branch (N/CG33), National Ocean Service, Riverdale, MD 20737. For Defense Mapping Agency-type maps: DMA Office of Distribution Services, Washington, D.C. 20315-0010, or US Army Topographical Command, Washington, D.C. 20315.

SCI-FI FREE-STYLE ROLE-PLAY BY BETTER GAMES

## BATTLE BORN



### ERA TEN CAMPAIGN SYSTEM

|                             |        |
|-----------------------------|--------|
| Battle Born RPG             | \$4.95 |
| Designing Sci-Fi Scenarios  | \$4.95 |
| Encounters Sci-Fi Scenarios | \$5.95 |

BETTER GAMES, ad code CH  
PO Box 11424 Burbank, CA 91510  
Ca Res add 6 1/2 % sales tax

Fantasy Products as well, write for catalog.

DEALER INQUIRES WELCOME

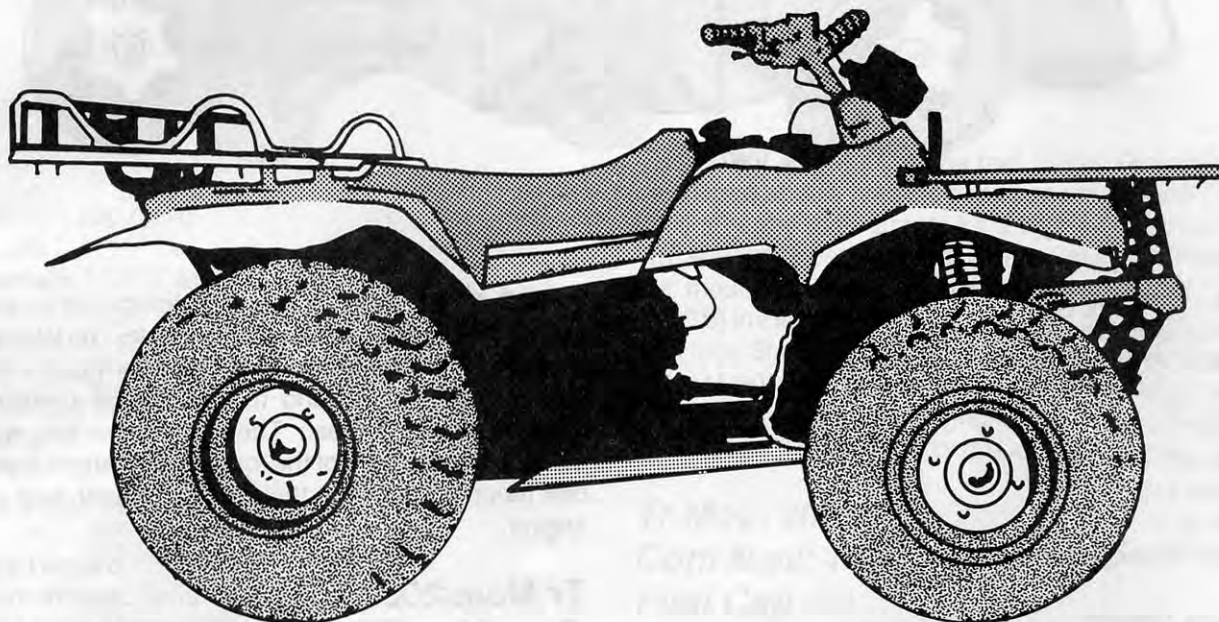


# USED CAR LOT

*Jason English*

This article details three American vehicles that could be encountered (or used) in **Twilight: 2000**. In any event, these vehicles offer a **Twilight: 2000** adventuring party a way to add a little more flavor to their encounters (and perhaps might inspire them to come up with their own vehicles as well).

## Quad Runner



Price: \$10,000 (R)  
 Armament: None  
 Fuel Type: G, A  
 Load: 50 kg  
 Veh Wt: 250 kg  
 Crew: 1  
 Mnt: 2  
 Night Vision: Headlights

### Damage Record

Crewmembers: Driver ☐  
 Sight/Vision: Night vision equipment ☐  
 Radio: ☐  
 Weapon (If Any): ☐  
 Engine: ☐  
 Fuel (% Consumed or Destroyed): ☐☐☐☐☐☐☐☐☐☐  
 Suspension: Minor damage ☐ Immobilized ☐

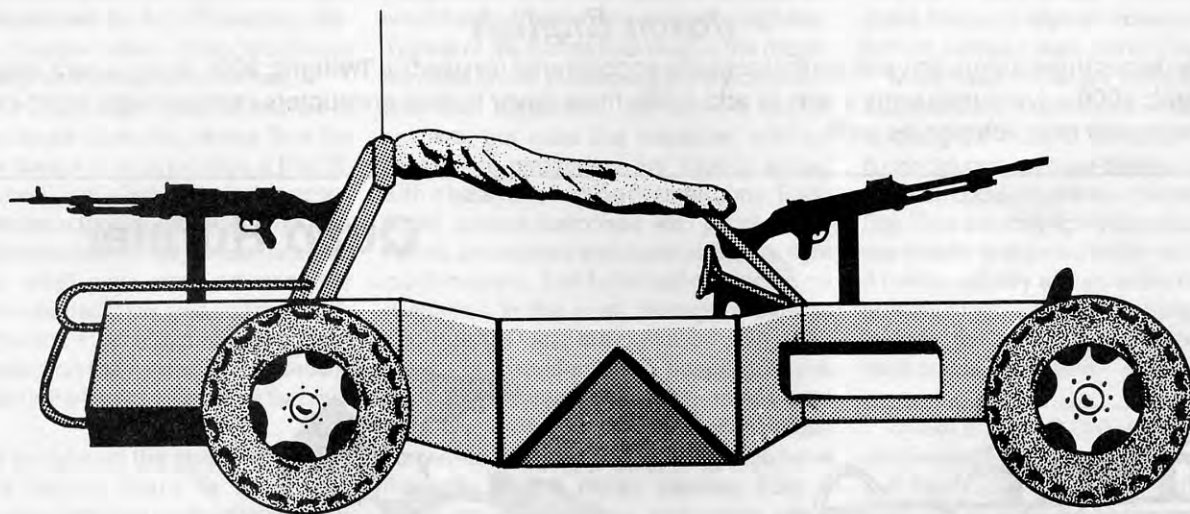
**Quad Runner:** One of a variety of 4x4 all-terrain vehicles that were immensely popular in the civilian market before the war. They are now used by military and civilian units for off-road scouting and patrol duties. They are only found in North America; therefore, only one availability code is given.

**Tr Mov:** 170/100  
**Com Mov:** 60/35  
**Fuel Cap:** 25  
**Fuel Cons:** 20

### Combat Statistics

Config: Stnd HF: 1  
 Susp: W(2) HS: 1  
 HR: 1

## NMC-40 Warrior FAV



Price: \$20,000 (R/—)  
 Armament: MAG MG (P), MAG MG (P)  
 Ammo: 660, 7.62 N  
 Fuel Type: D, G, AvG, A  
 Load: 350 kg  
 Veh Wt: 1.5 tons  
 Crew: 1+2  
 Mnt: 4  
 Night Vision: Headlights

### Damage Record

Crewmembers: Driver ☐  
 Passengers: 1 ☐ 2 ☐  
 Sight/Vision: Night vision equipment ☐  
 Radio: ☐  
 MAG MG: F ☐ R ☐  
 Engine: ☐  
 Fuel (% Consumed or Destroyed): ☐☐☐☐☐☐☐☐☐☐  
 Suspension: Minor damage ☐ Immobilized ☐

**NMC-40 Warrior FAV:** An experimental three-seat version of the US Army's fast attack vehicle. The layout differs slightly from the standard FAV in that a third seat is mounted between the engine and the passenger compartment, facing toward the rear. There are also two weapons mounts—one in front of the forward passenger's seat, and one mounted between the rear passenger seat and the engine.

**Tr Mov:** 200/140

**Com Mov:** 70/60

**Fuel Cap:** 30

**Fuel Cons:** 10

### Combat Statistics

Config: Stnd HF: 1  
 Susp: W(2) HS: 1  
 HR: 1

### AMMUNITION

Use the MAG MG ammo records found in the **American Combat Vehicle Handbook**.

### WEAPON DATA

| Weapon | ROF | Dam | Pen     | Blk | Mag | —Recoil— |      |     |
|--------|-----|-----|---------|-----|-----|----------|------|-----|
|        |     |     |         |     |     | SS       | Brst | Rng |
| MAG MG | 10  | 4   | 2-3-Nil | 6   | 50B | 1        | 9    | 65  |
| bipod  | 10  | 4   | 2-3-Nil | 6   | 50B | 1        | 5    | 90  |
| tripod | 10  | 4   | 2-3-Nil | 6   | 50B | 1        | 4    | 125 |



## HMMWV Avenger



**Price:** \$25,000 (R/R)

**RF:** +20

**Armament:** PMSS, M2HB MG (coaxial)

**Ammo:** 8 Stinger SAMs, 175x.50 BMG

**Fuel Type:** D, G, A

**Load:** 150 kg

**Veh Wt:** 2.5 tons

**Crew:** 3

**Mnt:** 5

**Night Vision:** Headlights

### Damage Record

**Crewmembers:** Commander ☐ Driver ☐ Gunner ☐

**Sight/Vision:** Night vision equipment ☐

**Traverse:** ☐

**Radio:** ☐

**PMSS:** ☐

**M2HB (Coaxial):** ☐

**Engine:** ☐

**Fuel (% Consumed or Destroyed):** ☐☐☐☐☐☐☐☐☐☐

**Suspension:** Minor damage ☐ Immobilized ☐

**HMMWV Avenger:** In the mid-1980s, General Electric developed an ADA vehicle based on the HMMWV chassis to fill an army requirement for a light air defense vehicle. The Avenger's only difference from a standard HMMWV is the mounting of the pedestal-mounted Stinger system (PMSS) in the cargo bed. The PMSS is a turret housing four twin-tube Stinger launchers (eight tubes altogether) along with a M2HB machinegun. Since the turret's aiming systems are computer controlled, firing Stingers from the PMSS is an Average:(Heavy Weapons+Computer) task.

**Tr Mov:** 200/60

**Com Mov:** 70/25

**Fuel Cap:** 90

**Fuel Cons:** 30

### Combat Statistics

**Config:** Stnd TF: 1 HF: 1

**Susp:** W(2) TS: 1 HS: 1

TR: 1 HR: 1

### AMMUNITION

Use the .50 BMG ammo records found in the **American Combat Vehicle Handbook**.

### Stinger Missiles (8)

☐☐☐☐☐☐☐☐

### WEAPON DATA

—Recoil—

| Weapon | ROF | Dam | Pen    | Blk | Mag  | SS | Brst | Rng |
|--------|-----|-----|--------|-----|------|----|------|-----|
| M2HB   | 5   | 8   | 2-2-3* | 8   | 105B | 3  | 14   | 65  |
| tripod | 5   | 8   | 2-2-3* | 8   | 105B | 2  | 7    | 150 |

\*.50 SLAP ammunition has a penetration of 1-1-2.



US \$3.50

# CHALLENGE 48

*The Magazine of Science-Fiction Gaming*



**TWILIGHT: 2000™**

**Barbados**

*Loren K. Wiseman*

**MEGATRAVELLER®**

**Blue Eyes**

*Charles E. Gannon*

**GURPS®**

**Holdup**

*David L. Pulver*

**GDW**  
GAMES



# MERC: 2000

# Barbados

**This three-scenario campaign is an expansion of an introductory minicampaign designed for Merc: 2000.**

*By Loren K. Wiseman*

**B**

arbados is a small island-nation in the Caribbean sea, visited several times during the 16th century by sailors of several nations.

Its name, given to it by Portuguese sailors, refers to the bearded fig trees on the island.

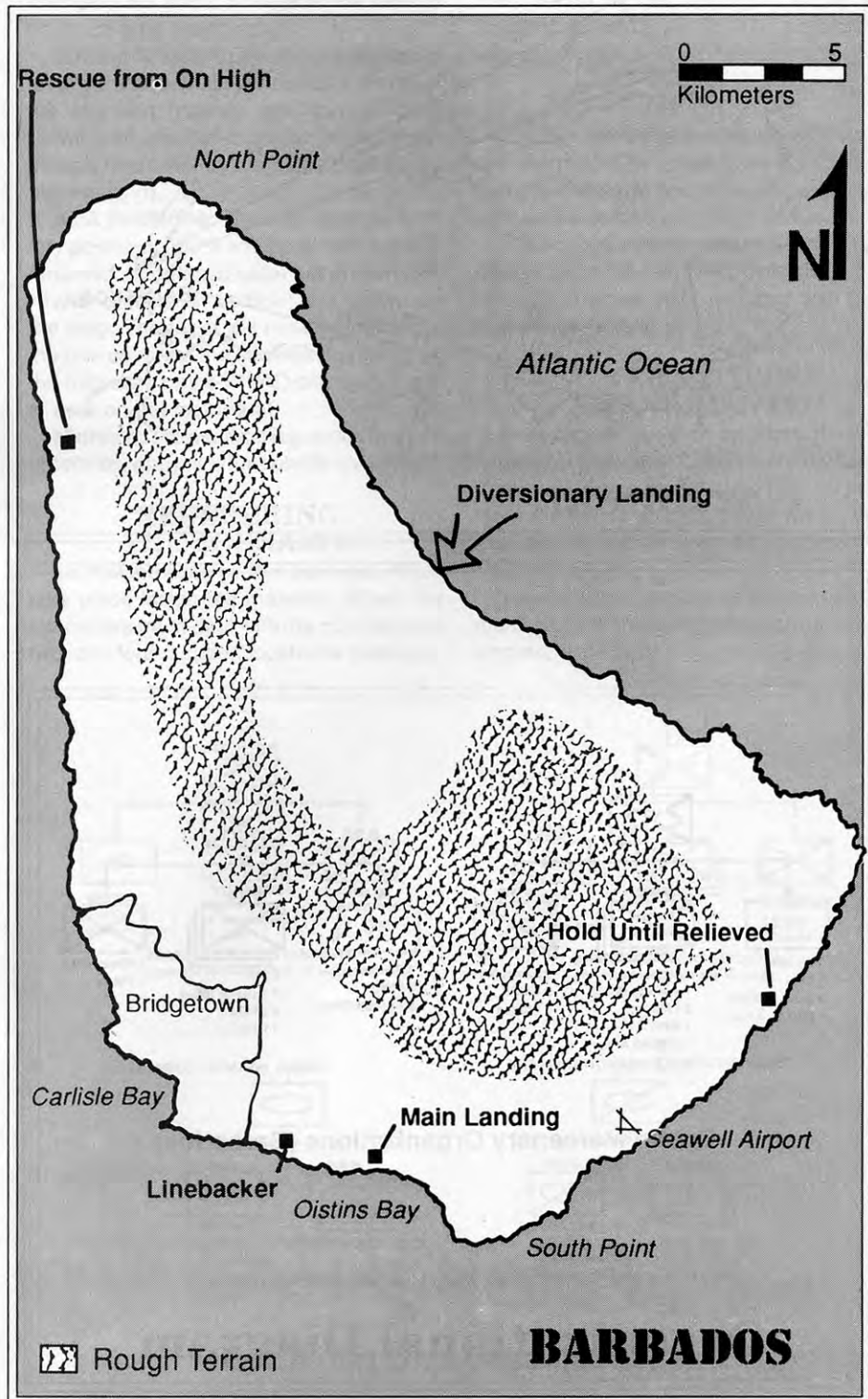
British ships first visited the island of Barbados in 1607, and the area was finally settled by the British in 1627, becoming part of the burgeoning British "sugar empire" of the Caribbean.

The sugar plantations were worked by slaves until 1834, when slavery on the island was abolished.

From that point on, the plantations were worked by hired labor, under slightly improved conditions.

Gradually, more and more governmental functions were taken over by local politicians, and Barbados became an independent member of the British Commonwealth in 1966.

Throughout the 20th century, Barbados remained a political backwater, small enough to escape nine-tenths of the world's problems.



Tourism brought a constant income, and the most pressing danger was the occasional hurricane.

## HISTORY OF THE COUP

Rogue financier and international fugitive Robert van Ruys had long sought a country in which he could be certain of living without concern for extradition. Wanted in 16 countries for various securities crimes of such size and scope as to have made him a multibillionaire, van Ruys is also a member of a number of criminal cartels and a major player in international financial manipulations.

His total lack of business ethics (indeed, of any sort of ethics) and his pathological desire to control everything around him have led him to finance the coup on Barbados as a means of securing a safe haven for his old age.

Generalissimo Joshua Gladstone, the other important member of the junta, is a former Barbadian official dismissed last year for gross malfeasance in office. Gladstone has no military experience whatsoever and serves as a figurehead for van Ruys' manipulations.

He is smart enough to realize that he has arrived in a position that his natural talents could never have gotten him to, and he is anxious not to "rock the boat."

## ORGANIZATION OF BARBADAN FORCES

The new Barbadian Army is a creation of the van Ruys junta, and it consists mostly of new recruits undergoing training from "politically correct" officers and cadres of hired Cubans.

It includes seven infantry battalions, a light tank company, and a recon armored cavalry company.

## ORGANIZATION OF CUBAN FORCES

Cuban mercenaries retained by the van Ruys junta include two infantry companies, a mechanized infantry company equipped with BTR-60s, and a number of small, independent specialist units, such as anti-aircraft and heavy weapons platoons. The parachute-trained company hired for the initial coup was paid off two months ago, and the remaining Cuban mercs on the island are serving as garrison troops or training cadres for the new Barbadian Army.

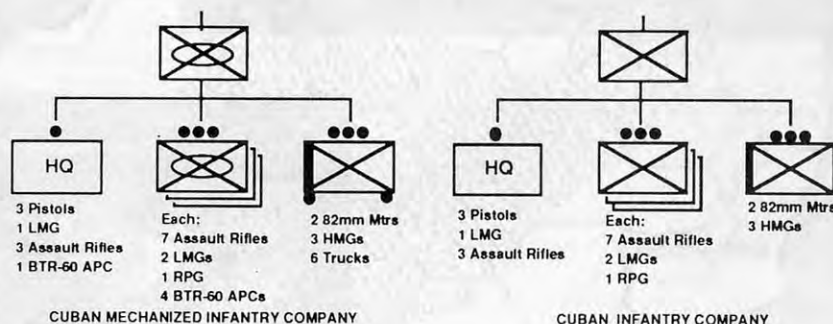
The contingent of Cubans on the island also includes a special elite bodyguard unit (in reality an oversized platoon) for Generalissimo Gladstone.

These men are secretly in van Ruys' pay in addition to publicly being in Gladstone's, the mercenary equivalent of "double-dipping."

## THE CARIBBEAN (WITH SELECTED AIR DISTANCES)



## Caribbean



## Cuban Mercenary Organizations (Barbados)

## Organizational Diagram



# Rescue from On High

Before the counterinvasion can take place, a couple of loose ends must be taken care of.

## MISSION BRIEFING

During the coup which deposed Prime Minister Forsythe's government, his wife and family were taken captive, while he managed to escape. These hostages must be rescued before the countercoup invasion can take place. The four hostages (Mrs. Forsythe; her daughter, Margaret; Margaret's husband, Geoffrey Forbes-Hamilton; and her granddaughter, Mary Catherine) are being held on the estate of billionaire industrialist and international fugitive Robert van Ruys. The estate is lightly held, with only a dozen or so bodyguards in residence in or near the mansion, but it is surrounded by a company-sized detachment of heavily armed soldiers, mostly Cuban mercenaries. A small radar installation and several weapons stations make approach by helicopter or small boat out of the question. The ground floor of the mansion is patrolled by several attack-trained guard dogs, who are given free run of the corridors at night.

The team must make a HALO drop onto the grounds of the estate since it is impossible to approach any other way and guarantee the hostages' safety. HALO gear and steerable parachutes will be provided by the patron. The team must provide any other equipment desired.

## APPROACH

The patron has arranged to borrow an American cargo plane for the drop, which will be from 7000 meters up, at 0400 hours (shortly after moonset, to provide the darkest possible conditions). The LZ is a small putting green near the main house, surrounded by hedges and ornamental trees, which will provide some cover while the team sheds its HALO gear and parachutes. A sympathetic servant inside the household will place a small lantern in the middle of the green to guide the team in, and will arrange for electronic motion sensors that cover the green to malfunction.

## RETRIEVAL

At a prearranged signal from the team members (flare, searchlight, whatever they wish), a small, high-speed motorboat will pull up onto the mansion's private beach. The team and the hostages will board the boat and make their escape. The team must see to it that the rescue goes fast enough that the Cubans do not have time to intervene.

## MAP DESCRIPTION

This map uses the building interiors given on pages 72-81 of **Merc: 2000** but is drawn using the eight-meter tactical grid. The mansion, outbuildings, and several other points of interest are shown.

**Perimeter Fence:** This is an unobtrusive but very stout cyclone fence surrounding the property, concealed by hedges and other ornamental landscaping. It covers only the landward sides of the mansion. This fence is patrolled by sentries, who will respond to any alarm from the main house.

**Beach:** A small private beach, with a changing hut and a small shed for storage of beach-type playthings.

**Putting Green:** This is about a hectare of level ground for putting practice. It and all of the mansion grounds are covered by a network of electronic motion sensors (although these will be inactivated when the players land).

**ADA Positions:** Three air defense artillery positions (each equipped with a truck-mounted air defense radar set and an LAV PIVAD antiaircraft vehicle) are shown on the map. The team will need to knock out the one covering the seaward approach to the mansion, or the PIVAD can be brought to bear on the motorboat.

**Mansion:** The mansion is guarded by a pair of sentries, who patrol the outside wall all night.

## REFEREEING THE SCENARIO

Most of the action in this scenario should take place inside the mansion, where the characters must deal with the guards (both two- and four-legged), locate the hostages,

# TWILIGHT: 2000

and get them out, all within a few minutes. Bear in mind that most people in the mansion will be asleep and will follow the rules for waking up described in **Merc: 2000**.

Two bodyguards and one dog handler are awake all night, in a small communications center on the first floor. These will respond immediately to any suspicious sound.

## NPCs

The four hostages are Novice NPCs and are unarmed. The estate guards (including the dog handlers) are Veterans, equipped with walkie-talkies and MP-5 SMGs.

The bodyguards are a special team of six Elite NPCs, armed with PA-15 pistols. Those on night duty are also equipped with Uzis and walkie-talkies.

## ALTERNATIVES AND VARIANTS

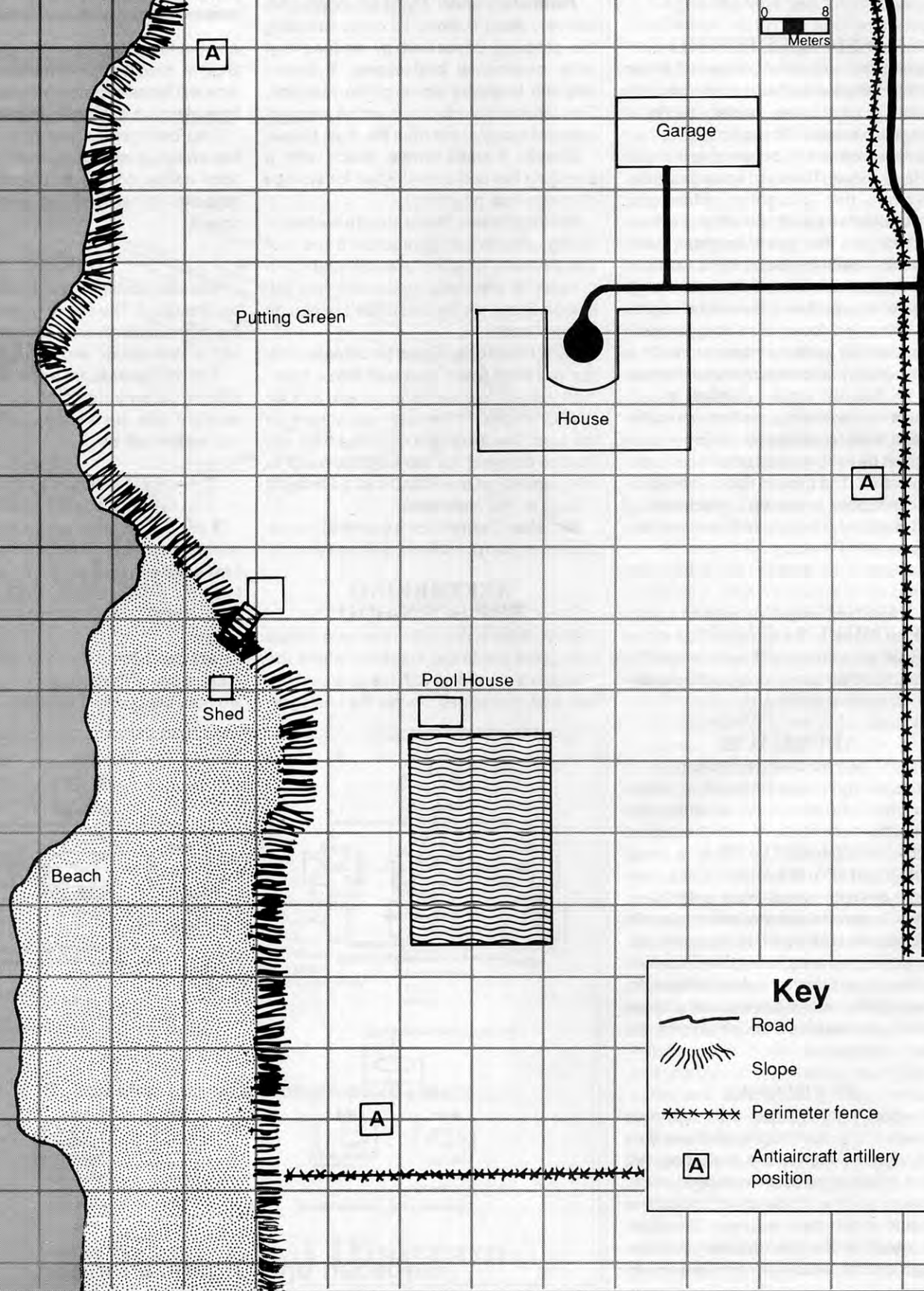
If the action goes on for more than 15 minutes, a platoon of Cuban mercenaries in trucks will arrive at the main gate to reinforce the estate guards. These will be Veteran NPCS armed with AK-74s and PK MGs.

You can pitch a curve at the players by making one of the bodyguards an attractive woman, especially if the team is all male.



## Barbadan Unit Organizations

Barbados Campaign,  
Rescue from on High Scenario





# Linebacker

The team, acting as a Mike force for the main beachhead, is thrown into action to cripple a counterattack.

## MISSION BRIEFING

The countercoup landings are in danger. Intelligence sources have identified a Cuban mechanized infantry force (a short battalion) headed toward the beachhead down a road which was supposed to have been mined and consequently is held only by light security forces. The attacking Cubans will, in all likelihood, overwhelm the meager forces along that flank, with disastrous consequences for the landings. All friendly forces landed are engaging main force New Barbadan Army units along the center and right flanks of the landing zone, and the few soldiers who can be spared are from the beachmaster's landing party.

The team must take what resources can be spared from the beachhead, set up a hasty defensive line, and block the Cubans for three hours until the next wave can be landed and brought into action.

## APPROACH

The beachhead can spare 18 cargo handlers with M16s (Novice), an 81mm mortar team (Novice), three GPMG (MAG MG) teams (Novice), two TOW launchers with

three missiles each (Novice crews), and three deuce-and-a-halves with M2HBs, plus whatever the team happens to be carrying. The team and reinforcements arrive at the battle site 30 minutes before the Cubans, although the referee should not let them know that.

## MAP DESCRIPTION

The map shows the most defensible piece of terrain along the Cubans' approach route. The highway cuts through a narrow defile between the sea and a cliff, less than half a kilometer wide, affording several rock outcroppings suitable for sheltering small detachments. The key describes the various terrain features and indicates which provide cover and which provide concealment. It also shows the direction from which the Cubans will arrive and other pertinent data.

This map uses the eight-meter square tactical grid used in **Merc:2000** and **Twilight:2000**.

## REFEREEING THE SCENARIO

The team and detachment from the beachhead will have 30 minutes to set up whatever defenses they can. Give the players the map of the site and ask them how they wish to deploy their assets. Give the players a reasonable amount of time for discussion, then remind them that the en-

# TWILIGHT: 2000

emy will be arriving soon.

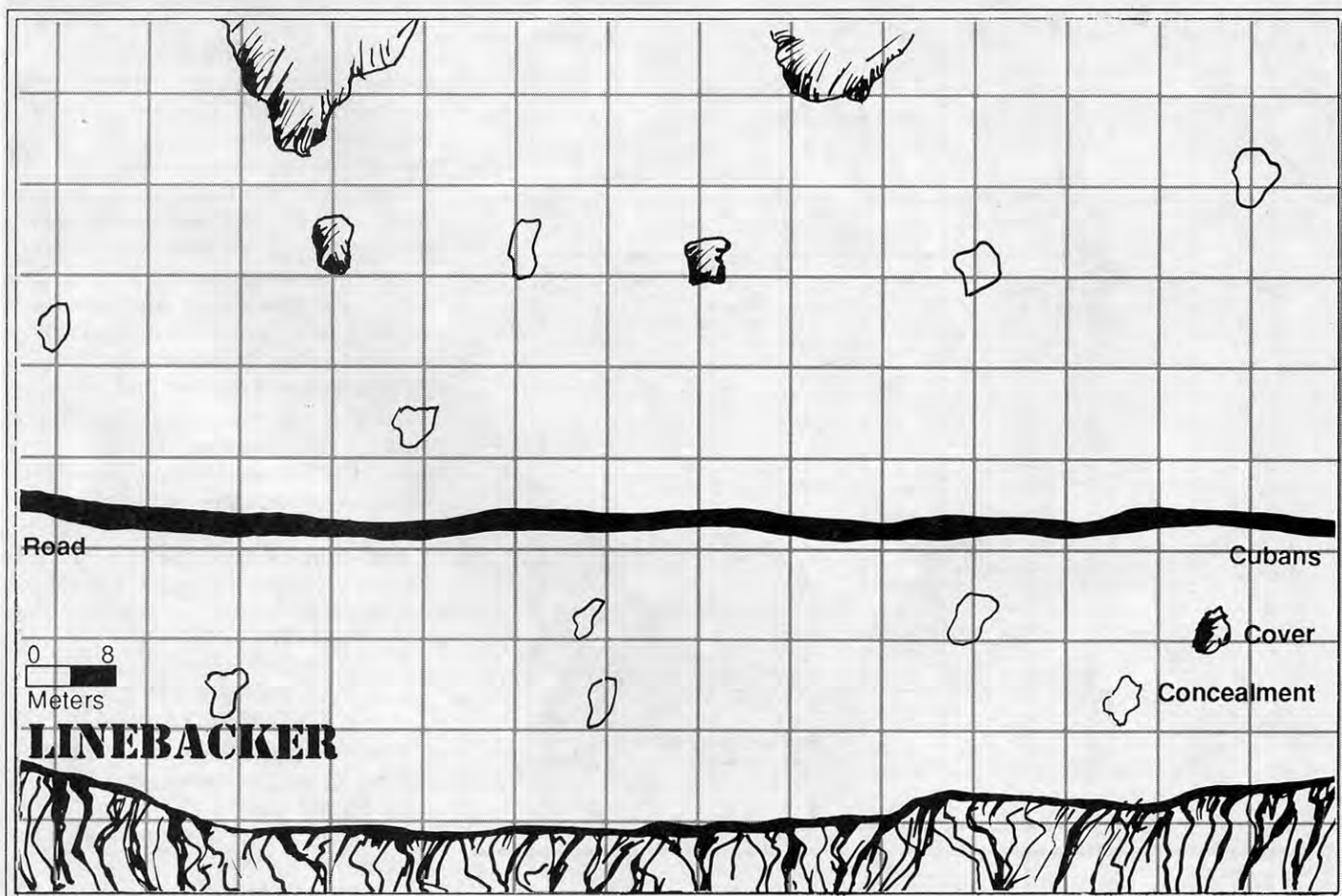
Thirty minutes after the team's arrival, the first elements of the Cuban force will enter along the south edge of the map. This will consist of a platoon of mechanized infantry spread out in a line and acting as a recon force. Two minutes later, the main body will arrive, spread out to attack the positions discovered by the scouting force.

## NPCs

No special NPCs are part of this scenario.

## ALTERNATIVES AND VARIANTS

If the player characters' team is particularly Experienced, or if it has excessive amounts of personal weaponry, the referee can make things tougher on the PCs by allowing the Cuban recon troops to encounter them sooner than expected. An extremely dirty trick would be to have the team and the Cuban recon troops arrive at the site simultaneously.



# Hold Until Relieved

Propaganda is vitally important to any political/military operation. The side that controls the airwaves gets to broadcast that it has won.

## MISSION BRIEFING

Only one television station broadcasts from Barbados, and its control will be vital in the counter-coup to reinstall Prime Minister Forsythe. The team must take the station and broadcasting tower intact. It must then bring in a Barbadian military officer loyal to Forsythe (to make it all official) and the patron's propaganda specialists (three technicians and a newsreader, along with 800 kilograms of electronic equipment including about 60 videotapes containing harangues and political statements for every conceivable situation). The team is then to establish a defensive perimeter and hold the station against all attackers until a more permanent garrison can be landed (six to eight hours).

## APPROACH

The team land near a coastal village and meet a sympathetic local with a five-ton

truck. The truck will transport the team and the others to the station, where they will overcome the gatekeeper and take over the station with minimal bloodshed (none of the station personnel are soldiers). The technicians will then disconnect the cable linking the tower to the studio in the city, install their equipment, and commence broadcasting. Enemy forces can be expected to try to silence the station. The team must prevent this.

## RETRIEVAL

The team will be extracted by the same trucks that bring in the relief force.

## MAP DESCRIPTION

The map shows the station and surrounding area on the eight-meter tactical grid.

**Broadcast Tower:** This structure holds the TV antenna at the correct altitude for optimal broadcast range.

**Generator Building:** This is little more than a tin shed containing the generator that powers the broadcast equipment.

**Equipment Building:** This installation is a broadcast tower with emergency backup equipment to continue broadcasting a signal if the connection with the studio (located elsewhere) is broken. The equipment

building was never intended to serve as a fully equipped broadcast studio. It will have to be modified with additional equipment that the patron's technicians bring along with them.

**Tool Shed:** A tin structure holding grounds maintenance equipment for the installation.

**Perimeter Fence:** This is a light cyclone fence intended to keep out casual intruders. A small gate is shown.

## REFEREEING THE SCENARIO

The four staff members at the station are unarmed Novice NPCs and will offer no resistance. They will take the first opportunity to run away if left unattended. Two hours after the station begins broadcasting Forsythe's propaganda, a recon section of enemy soldiers will arrive in Land Rovers and look the place over, securing the road from the south. An hour later, an enemy truckborne infantry platoon will arrive along this road, supported by two Ferret armored cars. This platoon will deploy and attack the station.

If this attack fails, one hour later another platoon will arrive as reinforcement, this one mounted in M113s and supported by a 60mm mortar team.

At the end of seven hours, the enemy will retreat due to the approach of a company of loyalist infantry from the main landings to the north.

## NPCs

The truckborne infantry and recon troops are Novices; the APC-mounted infantry and the Ferret crew are Experienced. All are organized as British-style units.

**Recon Infantry Section:** This consists of a section leader, a Carl Gustav gunner, a MAG machinegunner, and six riflemen (two of whom serve as vehicle drivers). The section is carried in two Land Rovers, and each soldier is armed with an FN-LAR (including weapons crewmembers).

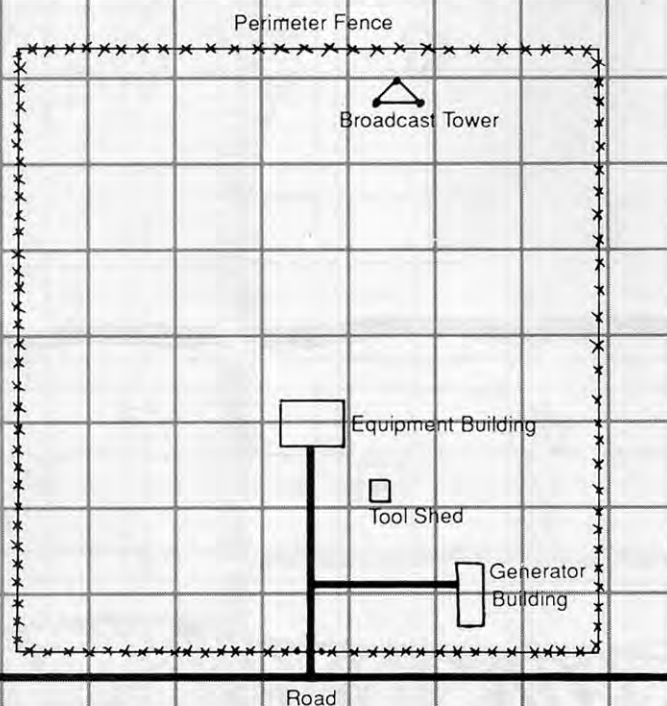
**Truckborne Infantry Platoon:** This consists of a platoon leader, an assistant platoon leader, and three rifle sections (organized as the recon section, above). The platoon is carried in unarmed American 2½-ton trucks.

**APC-Borne Infantry Platoon:** This platoon is organized the same way as the truckborne platoon but has a 60mm mortar team (carried in a Land Rover).

## ALTERNATIVES AND VARIANTS

Fine tune the scenario by adjusting the number of attackers and improving their equipment to provide a challenge for the player characters. Tanks are out of the question, but an armored car with a 20mm gun or larger can be introduced. Ω

## Barbados Campaign, Hold Until Relieved Scenario

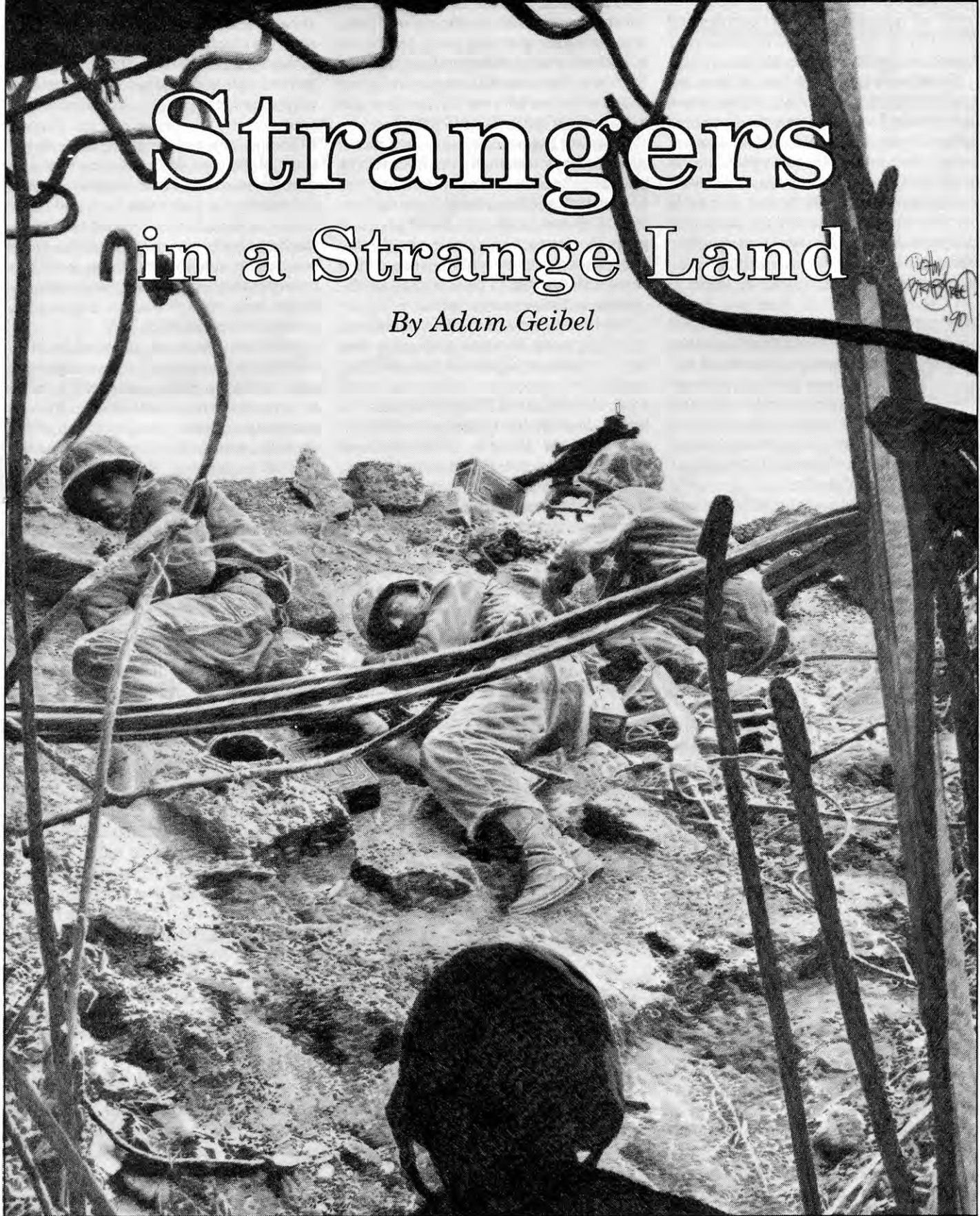




**TWILIGHT: 2000**

# Strangers in a Strange Land

*By Adam Geibel*



*We were lost. Nothing new, given that our only map of the area was a triple A highway special that threatened to disintegrate every time we opened it. No big deal—just head south until we reach the bay, then turn left. Our haul was good, including a case of motor oil, a jewelry box full of goodies and even a few cans of Delmonte vegetables, all loaded on our little donkey Gorbey.*

*So we were taking our time, picking our way through an overgrown thicket when Johnson flashed us. We froze for an eternity before he signaled again, and we remembered how to breath. He walked backwards to us, his expression one of pure disbelief.*

*"Yer not gonna believe this. A couple hombres that jes walked by (he paused to look each of us in the eye) was speakin' Russian!"*

*This place was getting way too weird.*

**L**ike all conflicts, the Third World War generated a sizable number of prisoners that had to be secured. Given the fluid nature of modern combat and the general lack of secure rear areas in Europe (and later, Iran), the NATO command decided that the safest place for those POWs would be in the US and Canada.

"Strangers in a Strange Land" is the story of one such group.

This **Twilight: 2000** miniadventure is presented as part of the adventure possibilities in post-holocaust New Jersey. However, considering the number of prisoner of war camps, it should be easy enough for a referee to change the names and facts to fit whatever location his players are roaming through.

## BACKGROUND

Upon arriving in North America, most of the POWs were placed in military prison camps. Often, though, it was more convenient to squeeze them into civilian prisons and add a military guard. One example of this solution was Compound 26, a collection of 400 Warsaw Pact POWs confined in the Commonwealth of Pennsylvania's Graterford prison. The POWs at Graterford were a mixture of Soviet, Polish, Czech and Hungarian officers and senior NCOs from almost every conceivable branch. All of them were captured in Eastern Europe between October 1996 and March 1997.

Surprisingly little was done to the state prison to accommodate the new boarders. Ten large trailers were brought in and set up in the unused portion within the prison's walls. The POW camp was surrounded by a razor wire fence and access limited through one tiny gate. The mess and medical facilities of the civilian prison were beefed up (albeit inadequately) to account for the enlarged population. As POW egress was strictly

curtailed, food and care were brought to the POWs (or were supposed to be). This became a sore point for the International Red Cross.

POW Compound 26 became a prison within a prison. If elements of the American criminal society were unofficially and properly mobilized, guarding such groups required only a small military police presence. Such was the case at Graterford, where a squad of draftee MPs too old, sick or stupid to be sent to real units were assigned.

However, the prisoners were not alone, nor were they forsaken. Nearby Philadelphia had long been a center of low-intensity intrigue between the spies of many nations. The KGB had resources there who had plans for just such an opportunity. All that was needed was the right chance, which came with the intercontinental nuclear exchange and the ensuing chaos.

The KGB's plan was to effect a breakout. The Soviets would scatter and make their way cross-country in small groups. They would then regroup at a rendezvous point south of Philadelphia. Those who made the trip would cross the Delaware and hide in southern New Jersey's marshlands until signaled by their submarineborne rescuers, due in the area sometime in January 1998.

When the chance came, many POWs made good their escape with no intention of ever making the rendezvous. America seemed as good a place as any to make a new home.

The KGB agent, working with underworld contacts, managed to break the Soviets out in the confusion following the Thanksgiving exchange. On the morning of December 5, the northwest gate evaporated under a charge of stolen dynamite. The explosives were hidden in a hijacked dry goods truck, which also carried half a dozen hired guns. After neutralizing two guard towers and four MPs, the raiders withdrew, followed by a flood of POWs.

A few select groups of Soviets, primarily the higher-ranking officers and members of the camp's clandestine committees, made for hidden caches of weapons, identification, clothing and transportation. Perhaps a quarter of the POW population made it to the rendezvous—not surprisingly, all of them Soviets. The fate of the other prisoners is unknown to the survivors. Certainly some died at the hands of vengeful Americans, and almost as assuredly some are still out there. They might even have been assimilated into the population.

## MEDVED IS RUSSIAN FOR BEAR

The surviving Soviet group is known as Group *Medved*. Group *Medved* currently musters 112 effectives, including 27 senior NCOs, 75 field grade officers and 10 staff

grade officers. They are organized into four 25-man platoons and a battalion headquarters. The Soviets come from almost every branch of the armed forces, with a fair majority of the field grade officers being pilots. In addition to a handful of combat arms officers, engineers, medical personnel and even technical specialists are in the ranks. The majority of the NCOs are ground combat veterans and would constitute a very clear danger if they were better equipped.

The members of this group are critically short of firearms and have no heavy or support weapons. Food supplies are reasonable for the place and time, and better than what the group received at Graterford. Medical care is above average (the group boasts one surgeon and three medics, a ratio much higher than any other community in the area), though medical supplies are understandably sparse.

Group *Medved* is a true socialist military organization in that the traditional command structure had to be dispensed with in order to expedite matters. Otherwise, the sergeants would have been stuck with all the work and would quickly have become exhausted or deserted. Below the command echelon, Group *Medved* has rotating command positions linked to the principle of "each according to his strengths." As mission requirements change, the people most knowledgeable about the given problem become the leaders, regardless of rank. This system works due to the strict discipline which was originated by Colonel Brionovisk back in Graterford.

Group *Medved* is led by Colonel Alexander Brionovisk, formerly of the 5th TD. His second in command is Major Sambor Illyich Rasmoninov. Group *Medved's* Intelligence Officer is the KGB agent who made its members' escape possible, Major Theodore Vanovich.

The colonel gave his group a name that would remind his men of who and what they were without resorting to hollow patriotic platitudes. *Medved* is Russian for bear.

The colonel made the group members' priorities quite clear. They must survive and return home. At first, that required lying low until the submarine appeared. Weeks and months passed, and it became clear that the submarine would never return. This left the colonel with few choices. The only reasonable option in the spring of 1998 was to seize a vessel large enough to make for the motherland. Unfortunately, even if Brionovisk could scare up a workable crew from his ranks, there were no reasonable targets. Not unless they wanted to attempt a raid on the American naval base at Cape May.

By the middle of 1999, the rumor mill had brought another option: link up with one of the Soviet fighting groups already in the



United States. This would require a trip to Texas or Alaska, which from New Jersey would be an epic journey worthy of the tales of classic mythology. Unfortunately, these tales of Russians in America are, to Group *Medved*, only that—rumors or hopes. Brionovsk could not and did not stake his command on fairy tales.

It was decided that the group would wait, build its strength and look for an opportunity to seize a ship suitable to its needs. It currently has two goals:

- Acquire more arms, wherever and whenever possible. This includes trading salvage for them or taking them from the occasional marauders they encounter.

- Search for valuable salvage to finance the group's eventual goal of acquiring a boat. If one can be purchased, so be it. If one has to be taken, then that is possible, too.

## WEAPONS

The Soviets have only 41 firearms, the majority of them civilian hunting weapons. Three Uzis, 2 AR-15s and an antique BAR form the firepower core. The most common weapon is the 12-gauge shotgun, of which the group has 11 (four of them former police pump-action riot guns, three automatic, and the rest double-barreled). There are 12 rifles (one Garand, eight .30 bolt-actions and three .22 semiautos) 12 pistols (five H&K 9mm automatics, two .38 S&Ws, three M1911A1s and two .44s—a Desert Eagle and a S&W, the personal weapons of the colonel and Major Rasmoninov).

Ammunition is equally sparse, with the group

having only a case apiece of 12-gauge, .22 and .30 ammo. The group also has 100 rounds of 5.56, 125 of 9mm, 40 of .38 and 23 of .45 ACP. The 20 rounds of .44 Magnum are split equally between the two officers.

Group *Medved* has an assortment of primitive weapons, mostly spears and small knives, though crossbows and short swords are now issued (manufactured from the leaf springs of abandoned vehicles).

## CONTACT GROUP

One platoon is organized as the "contact group" and has the task of maintaining contact with the "outside" world. It musters most of the English-speaking POWs and firearms. The contact group has very successfully mingled with locals. It has imitated a salvage group and even negotiated with US Navy teams. Led by Major Rasmoninov, the group can be ruthless when necessary, but always to ensure its anonymity. It has only occasionally gone marauding itself, and only when the target was right.

## REFEREE'S NOTES

Usually, the referee will run this group as any other group of NPCs. However, any outfit with this range of skills and experience should be run with as much imagination and desperation as any group of PCs. An alternate would be to offer this group to the players to run, rather than their usual pack of characters. Conversely, with a little work, this adventure could be modified to chronicle the background of a Warsaw Pact POW

# TWILIGHT: 2000

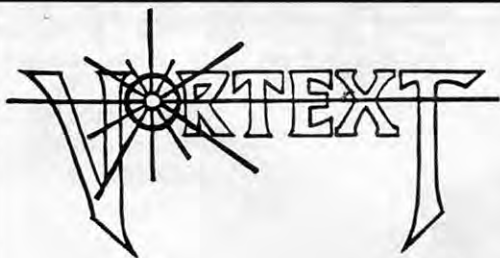
camp and a group of NATO fugitives somewhere in Eastern Europe or even Siberia.

Should Group *Medved* be discovered and reported to US authorities, and should those authorities act on the information, one of several things will happen. Depending upon the situation, the group might move its base, surrender, break up, or go for broke and attack the naval base.

Even attacking the naval base need not be a certified suicide mission. Though the chances of complete success in such an attack are best described as slim, the Russians could still severely hurt the navy's operations in the area.

If the Russian group were cornered or forced to disperse, that need not be the end of it. Most of the factions in New Jersey would pay a competent Soviet combat veteran as quickly as any good ol' American.

Of course, nothing is ever simple. Some of the more hardcore rightist groups would hunt the Soviets down like animals, and certain elements would rebel outright if the Soviets were taken into the army. The referee will have to play such situations according to the motivations and composition of the groups the Soviets encounter. Ω



A New Journal for Science Fiction and Fantasy Gamers  
Featuring articles, adventures and fiction  
for a wide variety of role-playing games.

For a one year subscription send \$10.00,  
check or money order, to

Vortex Publishing  
5506 Beaudry St., #C  
Emeryville, CA 94608

Hurry! The first 100 subscribers  
will be entered in a drawing to  
win a model of the  
Narcissus Escape Craft  
from the movie *Alien*.

Available quarterly starting in March  
at a hobby store near you.





# INFANTRY WEAPONS

## Special Preview

Infantry Weapons of the World releases this month from GDW for both **Twilight: 2000** and **Merc: 2000**.

The following are additional infantry weapons in the same format as used in **Infantry Weapons of the World**. They were originally intended for that guide, but were left out due to space limitations. Feel free to use them to allow your PCs an even greater selection of small arms in your **Twilight** or **Merc** adventures.

*By Loren K. Wiseman*

### Type 62

**Type 62 (Machinegun):** A Japanese, general-purpose, bipod-mounted machinegun, the Type 62 is chambered for the 7.62mm N cartridge.

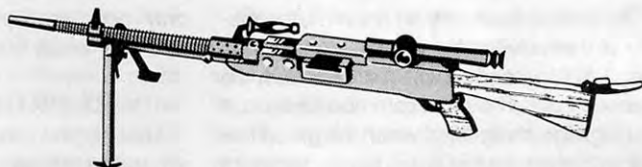
*Ammo:* 7.62mm N

*Wt:* 13.6 kg (*Tripod Wt:* 6.8 kg)

*Mag:* 50 belt

*Price:* \$2000 (R/—)

| Weapon  | ROF | Dam | Pen     | Blk | Mag | —Recoil— |      |     |
|---------|-----|-----|---------|-----|-----|----------|------|-----|
|         |     |     |         |     |     | SS       | Brst | Rng |
| Type 62 | 10  | 4   | 2-3-Nil | 6   | 50B | 1        | 6    | 65  |
| bipod   | 10  | 4   | 2-3-Nil | 6   | 50B | 1        | 3    | 90  |
| tripod  | 10  | 4   | 2-3-Nil | 6   | 50B | 1        | 2    | 125 |



### Type 99

**Type 99 (Machinegun):** A Japanese WWI-era machinegun.

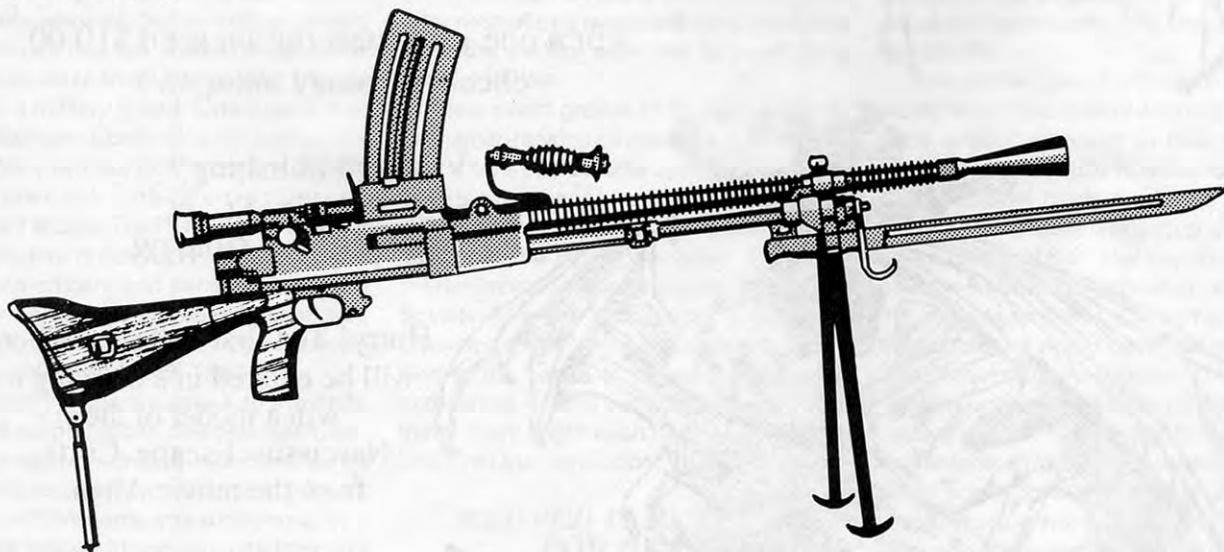
*Ammo:* .303

*Wt:* 12 kg

*Mag:* 30 box

*Price:* \$1400 (R/—)

| Weapon  | ROF | Dam | Pen   | Blk | Mag | —Recoil— |      |     |
|---------|-----|-----|-------|-----|-----|----------|------|-----|
|         |     |     |       |     |     | SS       | Brst | Rng |
| Type 99 | 10  | 4   | 2-Nil | 6   | 30  | 1        | 6    | 60  |
| bipod   | 10  | 4   | 2-Nil | 6   | 30  | 1        | 3    | 75  |







## Beretta M1951

**Beretta M1951 (Semiautomatic):** The M1951 Brigadier is in extensive use by several armies, including the Israelis.

*Ammo:* 9mm P

*Wt:* 1.1 kg

*Mag:* 8 box

*Price:* \$500 (S/R)

| Weapon | ROF | Dam | Pen | Blk | Mag | —Recoil— |      |     |  |
|--------|-----|-----|-----|-----|-----|----------|------|-----|--|
|        |     |     |     |     |     | SS       | Brst | Rng |  |
| M1951  | SA  | 1   | Nil | 1   | 8   | 3        | —    | 12  |  |



## Beretta Model 84

**Beretta Model 84 (Semiautomatic):** Essentially a smaller version of the M9/M92 pistol, the M84's extended capacity magazine makes it very much sought after.

*Ammo:* .380 ACP

*Wt:* 0.8 kg

*Mag:* 13 box

*Price:* \$535 (S/R)

| Weapon   | ROF | Dam | Pen | Blk | Mag | —Recoil— |      |     |  |
|----------|-----|-----|-----|-----|-----|----------|------|-----|--|
|          |     |     |     |     |     | SS       | Brst | Rng |  |
| Model 84 | SA  | 1   | Nil | 1   | 13  | 3        | —    | 10  |  |

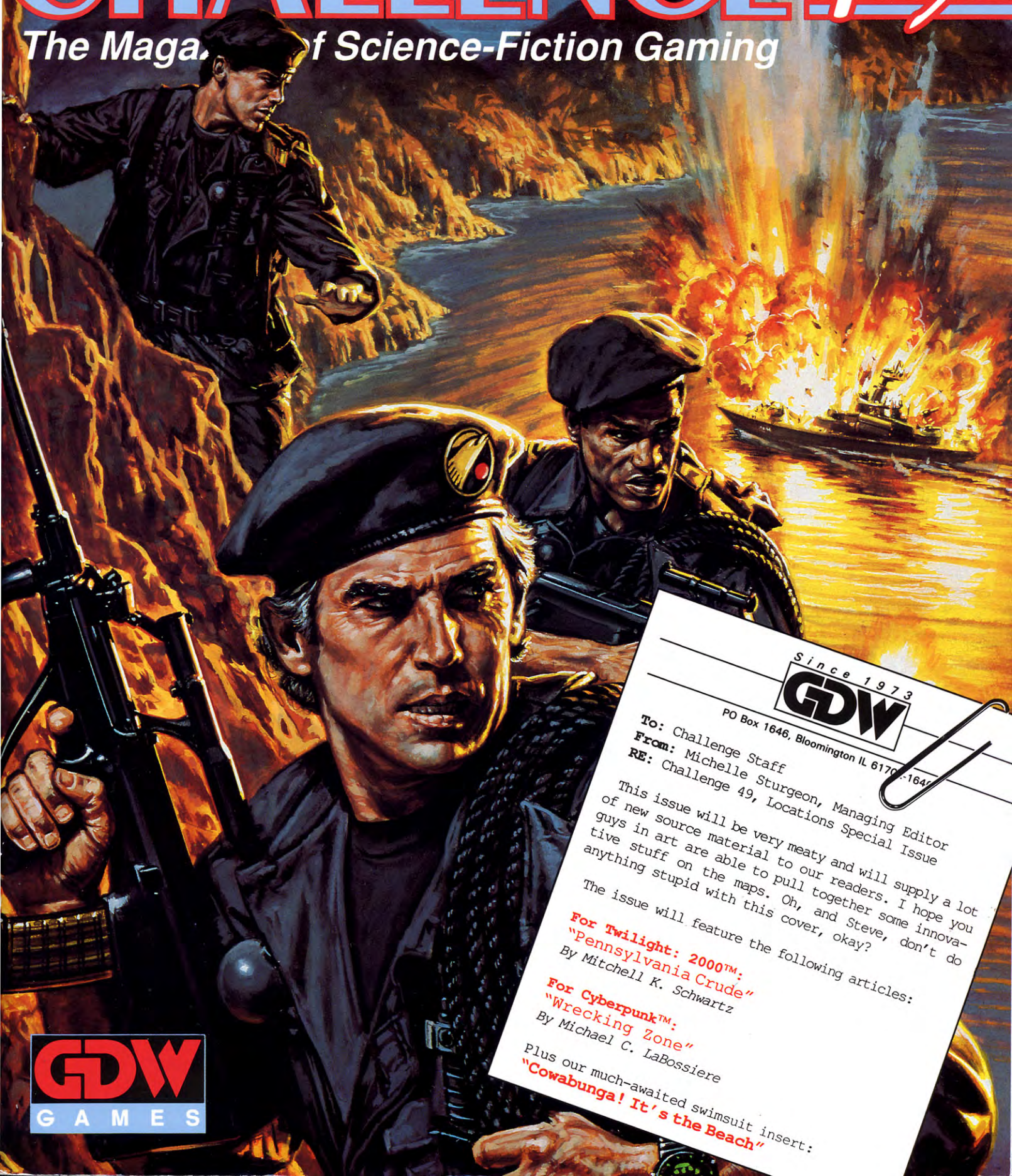




US \$3.50

# CHALLENGE 49

The Magazine of Science-Fiction Gaming



**GDW**  
GAMES

Since 1973  
**GDW**

PO Box 1646, Bloomington IL 61701-1646

To: Challenge Staff  
From: Michelle Sturgeon, Managing Editor  
RE: Challenge 49, Locations Special Issue

This issue will be very meaty and will supply a lot of new source material to our readers. I hope you guys in art are able to pull together some innovative stuff on the maps. Oh, and Steve, don't do anything stupid with this cover, okay?

The issue will feature the following articles:

**For Twilight: 2000™:**  
"Pennsylvania Crude"  
By Mitchell K. Schwartz

**For Cyberpunk™:**  
"Wrecking Zone"  
By Michael C. LaBossier

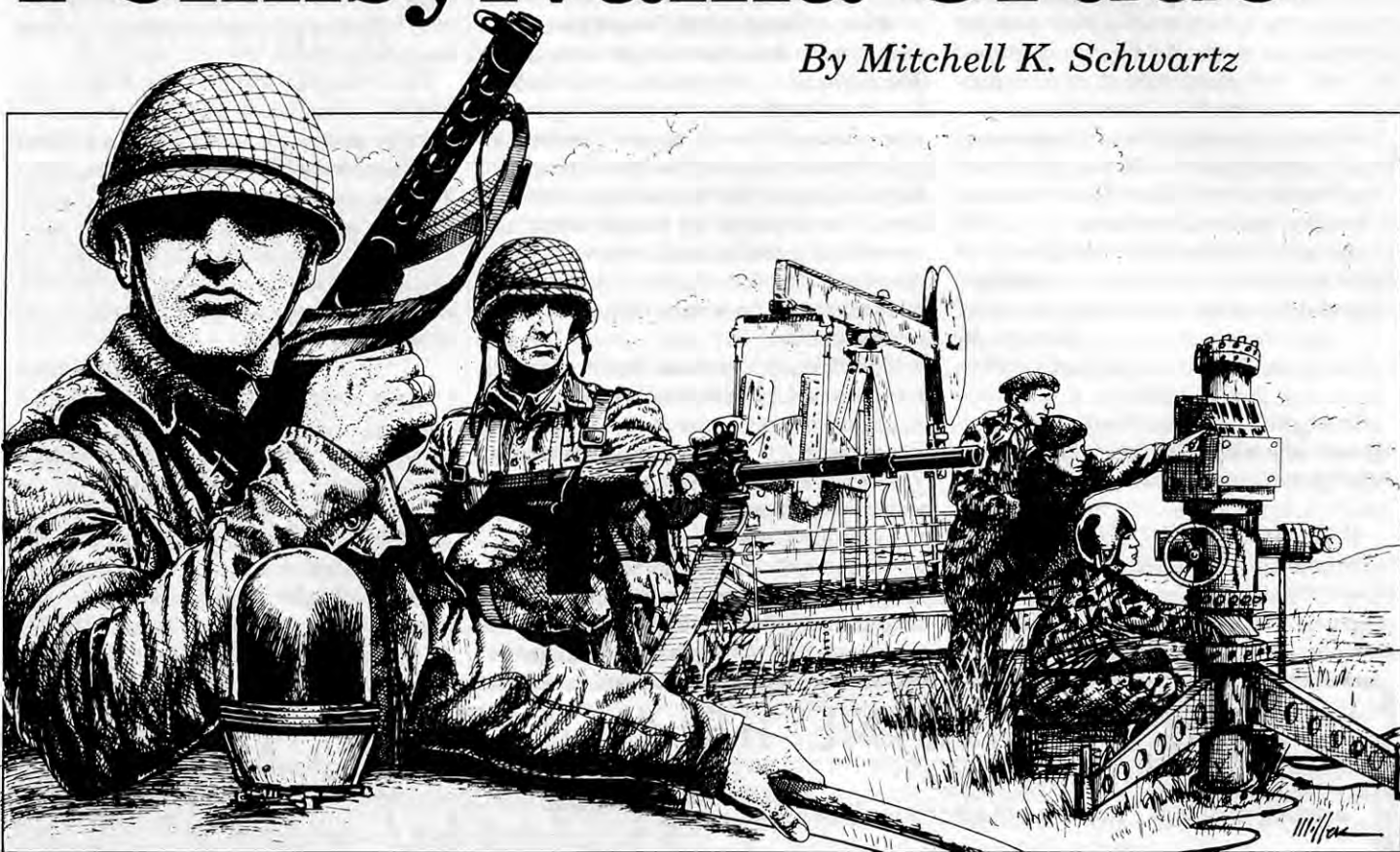
Plus our much-awaited swimsuit insert:  
"Cowabunga! It's the Beach"



An adventure for 4-10 characters in northwestern Pennsylvania. Detached from the military in March 2001, the PCs are offered employment for a resource salvage project.

# Pennsylvania Crude

*By Mitchell K. Schwartz*



**R**esource salvage is the get-rich-quick industry in the post-war era. In essence, resource salvage is the discovery and retrieval of raw materials or partially processed materials, like computer chips, copper wire, or unshaped plastic for industrial use. Many loads of such material have been abandoned or lost in the transportation pipeline since the 1997 nuclear strikes.

**How Resource Salvage Works:** In more normal times, industries bought the raw materials they needed from other companies that manufactured, refined, or mined them. Consider your television set—glass picture tube, electronics of silicon and copper wiring, plastic and metal fittings, wood cabinet perhaps. These are not all conjured up at the factory that assembles the television set.

During the war, the transportation network that connected the producers of different material collapsed. Many of these unfinished goods were ignored during

looting—a truckload of plastic blocks or of floppy disks is not of much value to your average looter. Factories not directly affected by attacks or riots soon ran out of the stock needed to manufacture finished goods, and the scale of production was cut back.

Resource salvage attempts to bridge the resource gaps by locating and supplying the required raw materials.

The resource salvage business works like this:

1. Individuals (salvage scouts) search through unsecured areas for items of value. (This can be an adventure by itself.) They return to a secure area and try to sell the location of what they have located to a local government or a fledgling manufacturer, called a sponsor.

2. The sponsor arranges the salvage trip, bringing together transport, security, guide, and the technical experts appropriate for the project. In some cases, the guide and the technical expert may go first to see if the discovered item is really worth procuring. Project teams are made of specialists to cover the different aspects

of the job—transport, guiding, technical aspects, and protection.

3. The project team locates and procures the item of interest and hauls it to the secure area.

4. The item is either sold at a contracted price or turned over to the project's sponsor. All the team members are then paid off.

**What is Salvageable:** Intact material may still be useful to the right people, though probably not to the player characters directly. However, lying about for three years or more does little to enhance the quality of material—finished or unfinished. Wood, paper, and cloth rots unless protected from the elements. Iron rusts. Glass can break if handled roughly.

Remember that much of this material was abandoned in trucks along highways, in trains left in abandoned train yards, and in warehouses left unattended. Many storage facilities have been broken into or burned, letting the weather in if nothing else. Some fraction of most finds will be damaged. The referee should use his judgment and

some thought about a building's recent past to determine how much of a resource is damaged and in what way.

Usable material should suit the area where it is found. One is not likely to find a truckload of preprogrammed computer chips abandoned on a roadside in the Zagreb Mountains of Iran nor several tons of cow fodder abandoned in an industrial warehouse in Brooklyn.

Referees should carefully choose what the salvage is and where it is located. If it is too easily found, then anyone can get it—and probably would have earlier. If the salvage is too useful an item, someone else is likely to have walked off with it already. Finally, if it is too low-priced an item, no one will consider it worth the risk of retrieving.

**Risky Business:** Like prospecting out West in the 19th century and most get-rich-quick schemes, resource salvage is not without its risks. Salvage scouts cover some rough territory and good finds are few and far between. Making a pickup can be worse than scouting, as the project team is usually a larger, slower, and more valuable target than the scout who originally found it.

**Where to Use Resource Salvage:** Resource salvage is a profitable industry anywhere in the world where a stable area borders an uncontrolled region that once held industry. To enable resource salvage to work, the region should also be stable enough to support a resurgent industry or two.

## MACGIVERN'S OIL PROJECT

In the case of the resource salvage operation the PCs will be involved in, MacGivern purchased the option on the location of an old well that supposedly still has some easily acquired crude. Northwestern Pennsylvania is where the oil business started in the 1860s. The job is to sneak some 75 kilometers into Pennsylvania to the area near Titusville, locate the well the salvage scout found, and hold the area while the petroleum engineer and his crew open the wellhead and pump out 10 truckloads of crude oil.

The idea is to be quiet and to leave the area undisturbed so that later trips can be safely made. Bonuses can be paid for treaties or agreements with the major gangs in the area.

**The Convoy:** The convoy includes the following:

- 1 2½-ton truck carrying the drilling and pumping equipment, tools, and supplies (including 400 kilograms of domestic food).
- 1 1000-liter tank trailer of ethanol.
- 10 10,000-liter tank trucks (one loaded with ethanol).
- 1 ¾-ton pickup if MacGivern comes along (his own).

All vehicles start out full of ethanol. Note

that most of the ethanol being carried in the tankers will be needed to run the drilling and pumping equipment.

If the characters have their own vehicles, they can drive them. If not, there is space available in the other vehicles for the characters' supplies and equipment. The vehicles mentioned listed here must be returned at the end of the adventure. The tankers belong to Murray Trucking. The 2½-ton truck, the pump, and the drilling equipment must be returned to MacGivern.

One of the petroleum workers drives the 2½-ton truck. One of Murray's employees drives each of the tank trucks. If MacGivern goes along, he will want one of the PCs assigned as his driver.

**The Terms:** MacGivern offers the PCs their choice of the following terms:

● A straight 20% cut of the delivery payment. The contracted rate is \$2 per liter for delivered crude.

● \$10,000 cash (half in advance, half on delivery) and a 5% cut of the delivery payment. The advance money can be used to purchase equipment.

● \$15,000 in cash: \$5000 up front and \$10,000 for completion of the mission.

If the party is very under-equipped, MacGivern could loan money to the party against the returns from the project. Such a loan would be drawn up in a legal document, so that regional law enforcement authorities could be responsible for enforcing repayment. If they do not get enough payment from the project, the PCs would be obligated to further services to MacGivern—or be on the lam from the authorities, another oft-used adventure springboard.

When the PCs accept the job, MacGivern leaks word of it to the militia. The party is then contacted by a Capt. Winsloe, who identifies himself as attached to the militia intelligence staff. He will offer to pay the party for a military assessment of the area on its return. The acceptance is voluntary.

**The Route:** For mapping, use any Pennsylvania road map. Your local AAA office has them if you cannot find them elsewhere. The project convoy leaves from Jamestown, New York. MacGivern can find the players transport or fuel to Jamestown if needed.

The PCs have a choice of main routes:

● Jamestown to Sugargrove to Corry on PA 69, Corry to Spartansburg on PA 77, then south to Titusville on PA 89 (76.5 kilometers). Alternatively, the PCs can pass through Spartansburg to Riceville and take PA 8 south to Titusville (88 kilometers). Kincaid, the project team scout, tells you that this route is pretty quiet and barren, with no permanent gangs, but the roads are bad.

● Jamestown to Warren on US 62, Warren to Pittsfield on US 6, Pittsfield to Pleasantville on PA 27, and PA 36 into Titusville (103

# TWILIGHT: 2000

kilometers). Though longer, this route offers better roads. Kincaid tells you that the Blackhawks of Warren can be bought off with alcohol fuel, medicine, ammunition, or perhaps food (winter supplies will be running low).

● West to the edge of New York state's influence and to Erie, and then travel down US 19, PA 97, and PA 8 (Erie to Waterford to Union City to Titusville) (95 kilometers). Kincaid says Erie is a trouble spot, but that the roads to Erie are good.

**Road Quality:** Roads in the area have not been serviced in over three years and are beginning to show weathering. Interstates 80 and 79 are still in reasonably good condition. The main roads in the area of the adventure are US 6, US 62, PA 8 and PA 27. All of these are two-lane highways still in reasonable states of repair.

There are numerous other smaller roads near small towns. The players can always choose more circuitous routes, though the roads may well be in worse shape.

## RUNNING THE ADVENTURE

The area is fairly quiet. Most of the excitement in western Pennsylvania is centered further south (see **Allegheny Uprising**). There are few marauder bands about and very few remaining farmers. However, neither group is friendly. The marauder bands will oppose anyone they see as a threat to their small spheres of power and victimize anyone else (though they may be bought off). The surviving farmers will see any group as just another marauder band, though trading fuel, medicine, or ammo may grant talk or a place to spend the night.

The descriptions under **The Land** discuss places where things are out of the ordinary. Otherwise, towns and villages are isolated, underpopulated, usually hungry and unfriendly. There hasn't been much authority, law, or order around here for nearly three years.

## COURSE OF PLAY

Running the adventure is fairly straightforward. The PCs should choose one of the routes, form up their convoy, drive down into Pennsylvania, find the farm, pump the oil, and return. The encounters with marauders will fill this adventure out a bit. Remember, the idea is a peaceful mission—if MacGivern can't return safely, the mission is half a failure.



Referees who fear that their PCs are running too quickly through the adventure can cut the travel rate road speeds by as much as half due to poor road conditions. A few sample road problems can be played out by having the PCs negotiate a washout or a landslide.

If player characters have not already hit one, initiate a mandatory encounter within five kilometers of Warren, Oil City, Franklin, or Titusville if the PCs pass that close to any of the named towns. Warren and Oil City are occupied by gangs, and Franklin and Titusville are guarded by local militia.

Negotiation is usually the better way out of a confrontation in these towns. MacGivern will try to pay off either gang to secure passage if he must, but will put off trying to explain what the project team is doing. If forced, he will offer a 5% cut of the profits for passage. If MacGivern is not along, the PCs will have to decide how to handle this situation. If they can manage a treaty, MacGivern should pay them a bonus.

It is important to keep track of how many people are told about the purpose of this journey. This project will draw marauders like flies to jelly.

**Where the Oil Is:** MacGivern's site is on an abandoned farm, which is three miles east of PA 227 and south of PA 36. The original well had been drilled and capped before the turn of the century. Geologic action in the last 30 years plus the atom-inspired seismic shocks of 1997 and 1998 reopened the well a bit—enough to provide enough oil to pump.

The farm consists of a farmhouse, a small barn, two small sheds, the wreckage of another couple of sheds, a water well with a hand pump, and a cement-capped wellhead (see the Farm Site Map). The pump works once its been primed (Kincaid knows—he primed it last November). The wellhead is cracked (that's how it Kincaid found it) and does not pose much of a problem to remove (Easy: Combat Engineer or Easy: Civil Engineer). Termant can supervise this half-hour task.) The buildings are surrounded mostly by open fields for a few hundred meters in any direction.

The farm has been abandoned for a couple of years. There are signs of a firefight on the buildings (broken glass, bullet holes, a couple of dark stains on the floor) that happened a while ago, but no signs of more recent habitation. The farm has been picked over a couple of times and nothing useful has been left behind. (But, Scrounging skill could find something useful like a cache of ammo or tools or a little canned food.)

Continue normal encounter checks while the group is at the farm (once a day as the team is halted). However, increase the frequency of curious other groups once an armed encounter has occurred. Note that

the food the party has will not last long, so hunting and foraging will be required.

**Farmhouse:** The farmhouse has two stories and a partially finished basement (see the Farmhouse Map):

1. The office now contains some chopped wood furniture and a few empty shelves.
2. The dining room is empty.
3. The kitchen is empty except for its built-in cabinets. Someone dropped an explosive in the refrigerator at one point. The tap does not work. The kitchen includes a door with steps leading down to the basement. Someone has torn out some plumbing in the wall to the dining room.
4. The living room is empty except for a smashed picture frame and a small sofa with slashed cushions and removed stuffing. There are dark stains on the floor.
5. All the bedrooms are empty, except for box springs. The middle bedroom also contains a slashed mattress. The large bedroom has a small balcony on the front of the house.
6. The bathroom fixtures do not function. There are dark stains in the bathtub.
7. The basement includes an oil furnace that had a fire in it at one point, a non-functional water pump and heater, and a storm/fallout shelter. The shelter is empty except for some shelves and wooden benches. The storm door is intact.
8. The back porch has half a room (half the porch and some of the surrounding area is covered with rubble), with a short set of stairs leading to the ground.

## PUMPING CRUDE

There are four phases to pumping the oil:

1. Termant sets up his equipment.
2. Drill until oil is struck.
3. Pump the crude into the trucks.
4. Cap the well and strike the pump equipment.

**Set Up:** It will take Termant and his team eight hours to set up their equipment. Add two hours for each assistant who was incapacitated before this point. Subtract one hour for each additional character who helps (up to a maximum of three). Setting up counts as heavy work for determining fatigue and can only be accomplished during daylight hours.

**Drill:** Once set up, make a Difficult roll once every watch against Termant's Civilian Engineer skill to strike oil.

**Pump:** Once oil is struck, it is pumped out at about 1000 liters per hour. Check against Termant's Civil Engineer skill once a watch (Average). Failed rolls mean some kind of problem. Problems will cause an hour's delay and require an Average: Civil Engineer roll to fix. If Termant fails to fix a problem after three consecutive hours, Termant declares the well dry. No further attempts will

succeed at this well. Pumping oil is easy work for fatigue purposes. Pumping can continue 24 hours a day.

**Strike the Equipment:** Once finished, Termant and crew will take four hours to pack their equipment. Packing the drilling equipment counts as heavy work for fatigue purposes and can only be done during daylight hours.

The crude can be turned into diesel by allowing it to sit for some five days and settle. One 55-gallon (205-liter) barrel yields 80 liters of diesel fuel with a fuel energy rating of 1.5 (normal gasoline or diesel is rated 1, ethanol is rated 3).

## RETURN

With any luck, the team should be ready to leave with full tank trucks in less than a week. If the team has been scrupulously quiet about what it is doing, use only the normal encounter charts. "Scrupulously quiet" means that no one outside of the team (and perhaps the Razz or the Blackhawks if they have been bought off) knows that the team is carrying crude oil.

If word has leaked out, the team will be quite popular. Marauders will not hear the *crude* part—just *oil*. Many small marauder groups will try to grab some oil. For that matter, so will most anyone—including the Titusville militia, though it is willing to charge it as a "toll." If the PCs were not able to keep that they are carrying crude secure, double the number of encounter rolls. On the "extra" rolls, skip those rolls that are not armed. This situation continues until the convoy crosses the New York border.

**Payoff:** Depending on which offer the PCs chose in The Terms (above), the PCs are paid in western New York notes (called Buffalo hides or Winnies), which can be traded for a domestic food and alcohol fuel or used as a medium of exchange in western New York.

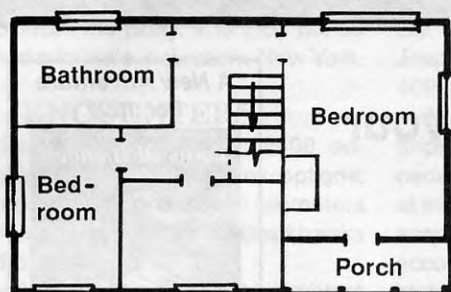
If the team brought back more than 40,000 liters of crude (four trucks), one month after the team delivers the crude a small amount of gasoline will appear on the domestic market—one-quarter (25%) of the amount of crude the PCs brought out with them. Double the normal price of gasoline to \$16 per liter.

However, for those using **Howling Wilderness**, that means waiting in Buffalo as the spring drought of 2001 wears on...

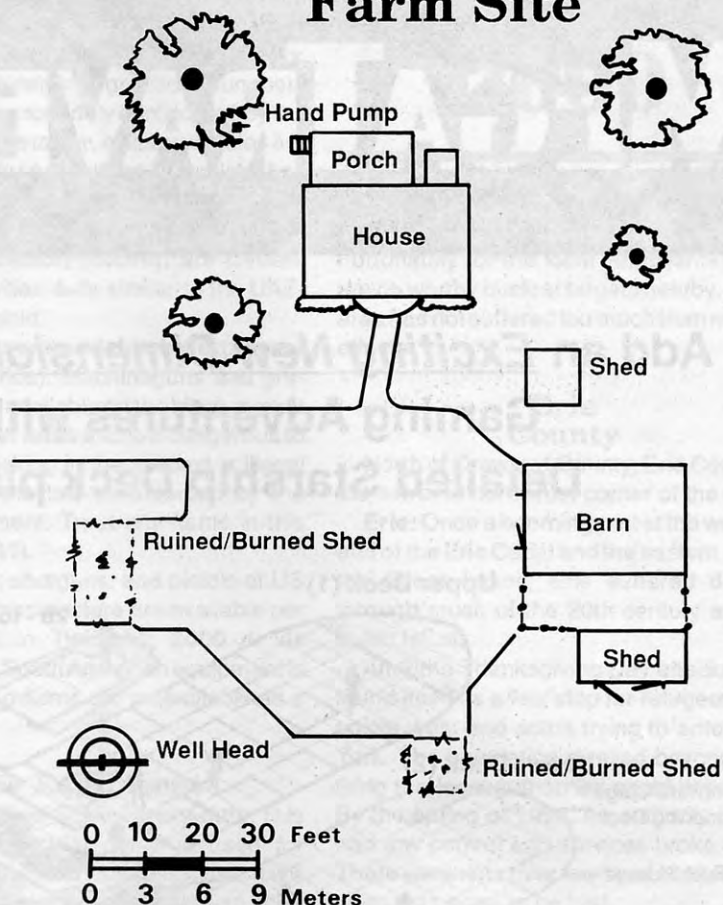
**Other Endings:** If the party cannot complete the contract but it returns to western New York, it must return any equipment borrowed from MacGivern and repay any loans. If the team is due any payment from the mission, survivors will be paid.

If the PCs return without the rest of the team, there will be an investigation, but unless there is proof of foul play by the player characters, nothing will happen to

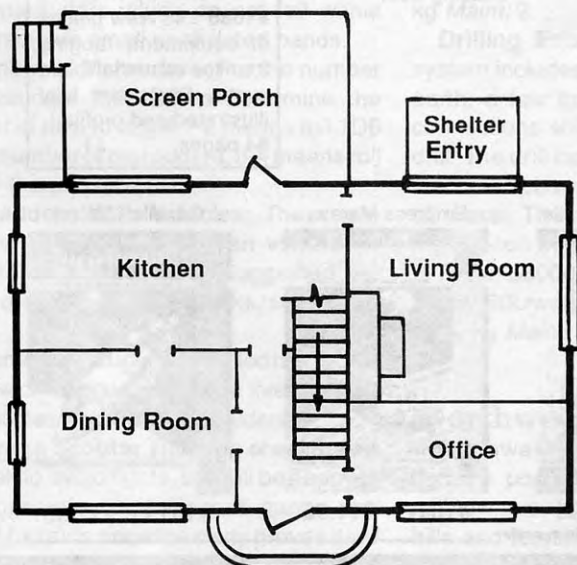
## Upper Floor



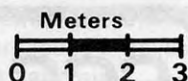
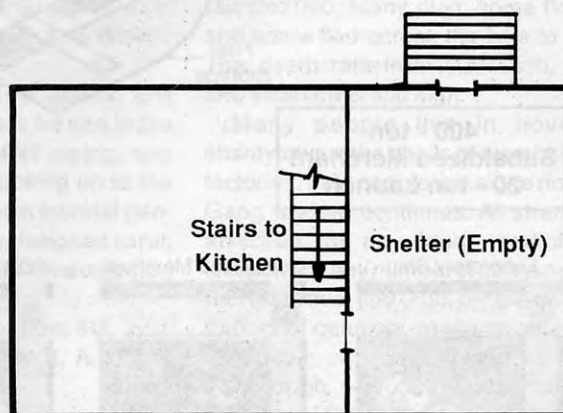
## Farm Site



## Ground Floor



## Basement/ Shelter



## Key





them. However, investigations take time—and the PCs will be requested to remain during the investigation.

If the party members choose to run off with a truck or two of crude, the rest of the project team can do little to stop them. Murray and his drivers will try to stop them from leaving (they're stealing his trucks!) until one of their number is killed or incapacitated. Hijacked truck drivers will attempt to escape from the party. The PCs will be considered criminals in western New York.

## ENCOUNTERS

Use the standard **Twilight: 2000** encounter charts with the following exceptions:

- Armed encounters within 20 kilometers of Warren will be members of the Blackhawks mounted on motorcycles.

- Armed encounters within 30 kilometers of Warren will be members of the Blackhawks mounted on motorcycles on a 1-4 rolled on 1D6.

- Armed encounters within 10 kilometers of Oil City will be members of the Razz.

- Armed encounters within 30 kilometers of Oil City will be members of the Razz on a 1-4 rolled on 1D6.

- Armed encounters within 10 kilometers of Titusville will be members of the Titusville militia on a 1-3 rolled on 1D6.

- Armed encounters within 10 kilometers of Franklin will be members of the Venango County militia on a 1-3 rolled on 1D6.

- For all other armed encounters, roll 1D6: 1: 1-3 marauders with vehicles. 2: 1-3 mounted marauders with wagon. 3: 1-3 marauders on foot. 4: 1-3 marauders on foot. 5: 1D3 salvage scouts. 6: A platoon from the 228th Infantry (see Organizations).

All marauders which do not fall within these radii are small unaffiliated bands.

**Number of Marauders:** For the number of marauders roll 1D6 to determine the number of dice to roll: A 1-2 means roll 1D6 for the number of marauders; 3-4 means roll 2D6; 5-6 means roll 3D6.

**Marauders With Vehicles:** These marauders will have one civilian vehicle for each 1D6 of marauders. Suggested vehicles are 4x4s, pickup trucks, or 2 1/2-ton trucks.

**Mounted Marauders:** Mounted marauders will have one wagon with two or three men on it and horses for all other marauders.

**Salvage Scouts:** This type of encounter will seek to avoid fights, but will be happy to exchange information about gangs and natural hazards once the party proves itself friendly. There is a chance salvage scouts will know Kincaid or that they will try to follow the party to see what it is up to (the tank trucks are hard to hide). The group will consist of one Veteran NPC and two Experienced NPCs who are armed with civilian arms.

## EQUIPMENT AVAILABILITY IN WESTERN NEW YORK

Military equipment is scarce in western New York. All non-small arms weaponry, such as machineguns, grenade launchers and mortars are routinely confiscated by the militia. Needless to say, military vehicles are not available for sale either. The militia has too few and will not sell them. Any available vehicles, including the ones mentioned in the Convoy section (above), are civilian. Jeeps and civilian 4x4s similar to the UAZ-469 are available.

Assault rifles are available, but expensive (triple book price). Machineguns and grenades may be available on the black market at even steeper rates and are dangerous to acquire. Trafficking in these items is illegal according to the law as enforced by the state government. Treat any items in this category as R/R.

Sport rifles, shotguns, and pistols of US or Canadian manufacture are available per their listings in **Twilight: 2000** or its supplements. South American equipment is rare. European items are unavailable as a general rule.

## New Equipment

**Pump, Medium-Sized, Heavy-duty:** This heavy-duty industrial pump is used for pumping liquids of various viscosities. It will pump crude oil at about 1000 liters an hour. The pump runs off its own generator, which was designed to run off diesel. Included with it are 50 meters of flexible tubing and a variety of couplers. The pump will remain mounted on the 2 1/2-ton truck.

*Price: \$4000 (S/S) Fuel Cap: 60L Fuel Cons: 60L/watch Fuel Type: D, A, G Wt: 450 kg Maint: 2*

**Drilling Equipment:** This ground drill system includes the drill, bits for use in the earth, a few hundred feet of piping, and connections suitable for hooking up to the drill. The drill includes its own internal generator, which was originally designed to run off diesel. The drill will remain mounted on the 2 1/2-ton truck.

*Price: \$8000 (R/R) Fuel Cap: 60L Fuel Cons: 60L/watch Fuel Type: D, A, G Wt: 1200 kg Maint: 6*

## THE LAND

### Northwestern Pennsylvania

Northwestern Pennsylvania was not densely populated before the war. Small mill towns or farming communities dot the hills and forests. The oil boom first struck here, but left as the wells dried up and easier drill sites were found in Texas, Oklahoma, Indiana, and California.

The Allegheny Mountains run through here (the northern part of the north-south ridges described in **Allegheny Uprising**). Travel off the roads should be considered in

# TWILIGHT: 2000

mountains unless within 60 kilometers of Lake Erie. Much of the area is also wooded. Fortunately for the local inhabitants, there are no worthy nuclear targets nearby, so the area has not suffered too much from nuclear effects.

## Erie County

North of Crawford County, Erie County is the extreme northwest corner of the state.

**Erie:** Once a booming port at the western end of the Erie Canal and the eastern end of the Great Lakes, Erie suffered decline through much of the 20th century as lake traffic fell off.

After the Thanksgiving Day attacks, Erie found itself as a last stop for refugees from points west and south trying to enter New York. The population swelled beyond anything the local authorities could cope with. By the spring of 1998, no authority in Erie had any control and services broke down. There were riots over food and shelter—but there was none to be had.

Gangs arose to seize by force what authority no longer offered—and fought. Gang warfare, rioting, and bandit raids have decreased the population from nearly three million in March 1998 to less than 50,000 in March 2000. Many died, some fled south, and some fled across the lake to Canada. The death rate from starvation, disease, and violence is still high.

Many people live in hovels and shantytowns, the shells of warehouses and factories. Few people live alone (for safety). Gang warfare continues. All strangers are attacked for any food, medicine, and weapons by any number of gangs numbering between five and 100 people. There are rumors of cannibal gangs attacking others for food.

Although I-79 passes by the eastern outskirts of the city only, some gangs stay in that area hoping for pickings off the highway. In fact, they sometimes fight each other for the right to block the road.

## Warren County

East of Erie and Crawford counties, this is one of the least developed areas of Pennsylvania. Most of the county is rooted in the Allegheny Mountains.

**Warren Area (Includes Russell, North Warren, and Youngsville):** This area is under the control of the Blackhawks. The

Blackhawks were not the first marauders in the area, but they have stayed in the area since late 1999. They "tax" the local residents a share of produce for their protection, which is spotty at best.

The Blackhawks actively patrol as far north as Russell and as far west as Youngsville; surveillance is sporadic past those towns. The area is sparsely populated, with about 30 families in each village and 100 families in Warren itself. There are as many families living outside each village on small farms as in it.

Locals who are not marauders and live outside the villages will be cautious until the PCs offer something in trade, especially fuel, medicine, or ammunition (all confiscated by the Blackhawks as part of taxes).

**Rogertown:** Rogertown is deserted. In October 2000, the locals refused to pay tribute and fought the Blackhawks. The town was destroyed by fire, and the surviving townsfolk left. The Blackhawks maintain a watch station at the west end of town, guarding the bridge.

**Corry (Includes Columbus and Spring Creek):** Corry was hit by marauders in May 2000. During the raid, the local militia, which had been reasonably successful at holding

out, was caught out in the open while constructing earthworks. They fought while their ammo lasted, but were cut off. The marauders ran rampant through town. Ten families (some 30 people) still live here, but keep out of sight. If the party stops or camps here, small items or small amounts of food may end up missing from camp.

Spring Creek and Columbus have similar stories and are mostly empty. They have about 20 shy inhabitants each.

**Sugargrove:** Sugargrove is a deserted village just on the Pennsylvania side of the border that has seen action between marauders and New York militia. The town is often occupied by a squad of New York militia (they are there on a 1-4 on 1D6), who can assist the project team at need, but will not leave the town.

**Pittsfield to Pleasantville:** The main road (PA 27) appears deserted. Anyone living on the road has been killed or chased off in that last three years. On the other hand, there is not enough here to make this area worth holding or staying in. The valley sides are rather steep. There are occasional deserted houses along the road. Most show signs of arson, gunfire, or looting.

PCs can meet some refugees living in the

woods on the fringe of the valley (well off the road to avoid meeting anyone). The refugees will beg for anything and be happy to exchange information with the PCs. They know nothing of value.

**Allegheny National Forest:** A large national forest preserve between the south bank of the Allegheny River, the New York state border, and US 219, the forest is rough territory, little settled before the war. The few towns along its few roads have been mostly emptied by marauders, but there is little to keep the marauders here, either. A few villages of very tough local farmers have successfully banded together for defense here.

## Crawford County

Located north and east of Venango County, Crawford's county seat and largest town, Meadville, is a major road hub where I-79, US 6, 19, and 322, and PA 27 meet. The eastern half of the county is rough and wooded.

**Meadville:** Meadville was reduced to a ruin during food riots in the spring of 1998 after its population, swollen by refugees, ran out of food following a period of reduced

presenting ...

# AMERICAN GAMER

The newest gaming magazine would like to invite you to join us in celebrating our favorite pastimes in the gaming world. American Gamer™ is a bi-monthly publication focusing mainly on the fun side of postal gaming (Play-By-Mail), with diversions into many other realms such as miniatures, role-playing, board gaming, and computer games. Our articles include reviews, hints, designer notes, industry news, turn by turn commentary, and our own special game ratings system. American Gamer™ focuses on the North American side of the gaming industry so that you can get timely information on the games that you play.

**WHY WAIT? NOW IS THE TIME TO DISCOVER THE MOST DYNAMIC HOBBIES GOING!**

Subscriptions to American Gamer™ are: Sample issue for \$3.95, 6 issues for \$21.00, and 12 issues for \$38.00. Canadian subscriptions add \$.50 per issue. Overseas subscriptions are \$5.00 per issue surface mail. All subscriptions to American Gamer™ are to be paid in U.S. Funds drawn from U.S. banks.

Have you ever wanted to become a writer or columnist? Well now is your chance. Just write for a copy of our free Submission Guidelines. We pay \$10 per printed magazine page, and \$20 per page of inside art. If you are a color artist, contact us for our color art rates.

**IT'S NEVER A DULL MOMENT AT AMERICAN GAMER!**

AMERICAN GAMER  
P.O. BOX 8226  
CHERRY HILL, N.J. 08002  
(609) 795-7630



rations. Afterward, it was raided by a number of marauder and scavenger bands, which reduced its ability to defend itself.

Its current population is less than 200, most of whom hide from each other as well as any outsiders. There is very little of value in Meadville.

**Titusville:** Titusville is the northern end of the oil area. Titusville was a sleepy town of about 10,000 people when the war began. By the spring of 1998, it was flooded with refugees heading for New York state. Most of them were gone by the following spring, chased off by hunger or bandits, although some 2000 remain in small camps along Oil Creek in the state park south of town. Some refugees march into town for work, accepting small amounts of food as pay.

Titusville is just far enough from the Razz and the Blackhawks not to be bothered by them, though there are enough wandering smaller bands to keep the militia busy. The current population is about 500, with another 500 on small farms within 10 kilometers. The center of town is occupied, with many of the streets blocked off with rubble. There are ruined buildings all around the outside of town.

The resident militia charges a toll to pass through town on PA 8 or PA 27. There are usually 50 militia members on duty at any given time.

**Hydetown:** The Titusville militia maintains a small outpost that observes traffic on PA 8. They are a bit at odds with the few residents who have refused to relocate to Titusville, and the militia will not come out to defend them.

## Venango County

Venango County is north of Butler County and east of Mercer county. Much of the county contains steep, rolling hills, with farms in the valleys and woods on the slopes.

**Oil City:** Oil City was built during the first oil rushes of the 1870s. It had been a depressed area during the 1970s and 1980s, and things were just beginning to look up again before the war. After waves of refugees flooded through the town, some staying, others driving out the original residents, the population stabilized at about 2000. Then came the marauders—the Razz. Death and those who fled dropped the population to its current 550. Oil City now has many empty buildings falling into ruin.

The locals are not happy about the Razz, who rule with a distinctly heavy hand. However, the locals are disorganized, demoralized, and mostly unarmed after the Razz beat the town militia in a series of skirmishes and battles in the late spring of 2000.

The Razz are based in Oil City in the

police station and an adjoining building. They keep a tight rein on the city and the surrounding area, though they do not range as far from Oil City as the Blackhawks do further north. They run regular patrols mounted in pickup trucks, jeeps, and 4x4s.

The Razz's leaders became aware of the potential oil in the area when they caught two would-be salvagers who wandered in to check for existing wells. The Razz do not know of any working wells in the area. Mark Fortin (Civil Engineer: 2) and Conrad Barmann (Civil Engineer: 1) came from Ohio searching for a working well in the late summer of 2000 when they were caught. Both are interested in escape and help work an oil rig for anyone who helps.

Strangers who appear to oppose the Razz will get help from the local population, but will draw opposition from the Razz.

**Rouseville and Reno:** These two villages north and west of Oil City, respectively, are nearly empty except for Razz outposts. Razz and Franklin militia have calmed in Reno.

Movement through here will be reported to Oil City, prompting a strong Razz patrol.

**Franklin:** Franklin is the Venango county seat, but has lost control of anything a dozen kilometers beyond town. Its population first swelled with refugees then shrank as people left looking for safer places. Its current population is about 800, with another 400 living on a couple dozen farms within 10 kilometers.

Its militia, developed from the county sheriff's office, numbers about 90. The militia is armed with a variety of sport weapons and two M16A2s. The "county" militia has fought a number of skirmishes with the Razz over the winter and has held them off, but needs to keep part of its strength guarding the town from other directions. The county militia sometimes ventures out to protect outlying farms.

**Sugarcreek:** This town was successfully defended from the Razz by the county militia. However, the victory was useless, as the Razz succeeded in starting several fires, thus gutting the town. The survivors retreated to Franklin.

**Oil Creek:** Oil Creek State Park stretches for some 15 kilometers along the banks of Oil Creek between Titusville and Oil City. This is a wild, wooded area. In the spring and summer of 1998, some 10,000 refugees entered the park in camps. By the early spring of 2001, only 2000 have survived the cold winters, bandits, lack of supplies, and lack of hope. As the drought picks up, their situation will worsen.

The refugee camps, which number between 50 and 500 in population, suffer raids by bandits. The southern camps are sometimes raided by the Razz. The northern camps are better off. Some refugees are

# TWILIGHT: 2000

able to get work in Titusville. This will end as food supplies get tighter.

**Pleasantville:** The Titusville militia maintains a small outpost that observes the crossroads in the center of town where PA 27, PA 36, and PA 227 meet. The outpost's mission is to merely report on traffic to Titusville.

## Southwestern Pennsylvania

See GDW's **Allegheny Uprising** for information regarding points south of this adventure. If you have played **Allegheny Uprising** and its results affected this part of Pennsylvania, please take those results into account when playing "Pennsylvania Crude."

## Western New York

Even with the fall of New York City and the collapse of Military Region I, the western counties of New York state have managed to maintain some semblance of order since 1998. Lieutenant Governor Julia Annesetto took personal charge of the area while the governor tried to handle the eastern region of the state.

Militia forces from Niagara Falls occupied and partially repaired the hydroelectric plant, providing the area with a trickle of semi-reliable power. The remnants of industries in Utica and Syracuse provided some material goods. The fields of western New York produced enough food to support the reduced population.

The year 2000 saw a decline in the region's fortune as more refugees sought entrance and then needed to be turned away. Western New York was forced to share the hydroelectric plant with the new Canadian government, reducing the power available. Due to further pressures on the militia from marauders and from the New America enclave in the north, more militia needed to be armed, stricter measures enforced, and less ground held. Annesetto stopped sending messages, goods, or food to her boss the governor, who was not faring as well. She declared her capital to be Buffalo.

Clearly, the region's problems will escalate the trouble in 2001, even without the drought of 2001. Still, if Annesetto can manage to control to a small enough area around Buffalo to defend, yet large enough to grow food on, her government may survive the year.

## WEATHER

Even before the drought, March weather in mountainous northwestern Pennsylvania was rather bleak. Winter hangs around here until late in the month, often including a last storm or two, followed by wretched endless cold rain and chilly damp wind. If you are using **Howling Wilderness**, the winter of 2001 has been colder than usual, but once away from the Great Lakes, it's been almost snowless. This change becomes more evident the further the party moves away from Buffalo. The landscape is brown and gray, dusty where the mud isn't frozen.

Those using weather almanacs to simulate the weather—consider the average temperature seven degrees lower than usual, and the chance of precipitation quartered for the first two weeks and reduced to one-sixth of normal by the last week in March.

Those using the weather rules described in **Challenge 26** can consider the weather to have totaled 1560 Ddays; 1960 Ddays if using **Howling Wilderness**.

## ORGANIZATIONS

**Blackhawks:** The nucleus of this group was the Blackhawk Bike Club of Butler, a rough crew to start with. The Bike Club drifted out of Butler before the winter of 1999 as the pickings became sparse. It has been based in Warren ever since, reinforced by the worst of the drifting human trash that brushes along the New York border.

The Blackhawks' control has not been permanently disputed for 50 kilometers around Warren, which they patrol daily on the motorcycle they still have running. They do not put up with "poachers," such as other marauder groups, even those just passing through.

They are not too cruel to their "subjects" unless they feel they have been cheated by a village or farm and need to make an example. McLeod, their leader, is smart enough to know that his boys can eat for years by not squeezing the life out of the locals.

There are 70 or so Blackhawks. Their leaders are Grunge McLeod, Willy Burns, and Blackjack Hawkins. They are equipped with 20 motorcycles, 10 cars and light trucks,

two 2½-ton trucks, 15 M-16A2s, two crossbows, and a variety of shotguns, sporting rifles, pistols, and melee weapons.

**Razz:** The Razz was originally called the Razzmatazz, but that took too long to say. The Razz formed from Ohio refugees near Cincinnati. They wandered east to Pittsburgh, then north to Erie. They were pushed out in some sharp turf battles, and after some losses they kept wandering east to Titusville in the spring and summer of 2000. They spent the fall and winter there.

It appears that some other folks remembered that western Pennsylvania used to produce oil, too. The Razz caught a few men sneaking on their turf a few clicks south of Titusville who were looking for oil. These would-be Rockefellers are now working for the Razz. However, they have almost no equipment, so progress has been slight. The Razz has some amount of crude, but no way to refine it other than to let it sit and become diesel. The Razz is likely to be willing to make a treaty if suitable terms are offered, like gasoline in return for crude.

The Razz has some 60 members, 12 M16A2s, an M203 (and a dozen HE 40mm grenades), and a large assortment of shotguns, sporting rifles, pistols, and melee weapons. The gang members also have three 2½-ton trucks and a number of smaller vehicles including jeeps, ¾- and 5/4-ton pickups, and civilian vehicles.

**Gangs in Erie:** Erie is the home of several gangs ranging in size from small (five to 30 members) to large (100 to 150) members. Most of these gangs are armed with only melee weapons, though some have firearms and a little ammo. The gangs will attack anyone travelling through town they think they can stop.

**Platoon from 228th Brigade:** A platoon from the 228th Infantry Brigade (Civgov) is moving through the area attempting to reach the Civgov enclaves at the other end of the great lakes. While not looking for trouble, it is fairly well-equipped to hand it back. The platoon will not attack the party, though it will be very interested in what the PCs are doing with 10 tank trucks and where the tank trucks

are going (the eternal quest for oil).

The platoon is led by 2nd Lieutenant Walter Eisner who has spent the war in the US. His orders are to map a route to the Civgov enclaves in the Midwest. Though not terribly experienced, Eisner is fairly intelligent. Staff Sergeant Alan McNulty is Eisner's platoon sergeant. He has the experience to match Eisner's brains. Both are apolitical, but loyal to their unit.

The platoon is travelling in a convoy of a LAV-25, three HMMWVs, and a 2½-ton truck carrying a medium still. The platoon has some 20 men, three of whom are wounded, (one seriously), 15 M16A2s (three with M203s), two M249 SAWs, four M231s, five .45 automatic pistols, ammo, domestic food, fuel, and radios.

**Western New York:** Western New York is an organized government formed when the Lieutenant Governor Julia Annesetto realized that the western half of the state might survive if it did not try to support the eastern half. The local county militias, along with state police units and the Fort Drum military staff, formed a more-or-less unified command, although they are too few in number to watch the borders and provide internal security.

The leaders are Julia Annesetto, who now claims the title Governor/Mayor of Buffalo, Thomas Doherty, and Major General David Dellvechio, head of the combined militias. There is almost no reason for the PCs to meet these leaders.

## PROJECT TEAM NPCCS

**Thomas MacGivern:** MacGivern is one of those men who rise from the ashes. Once a manager of an all-night convenience store, he has learned how to find needed resources. MacGivern is good at dealing with strangers.

MacGivern is 37. He carries a 9mm Parabellum automatic pistol and an M16A2, and wears a Kevlar flak vest. He will bring along his own 4x4. He has Small Arms (Pistol): 6, and is an Experienced NPC.

**Diamond 8:** MacGivern is greedy (that's why he's in this business), but not blindly so. He will abort the mission in the face of extreme damage to the convoy trucks (if he cannot carry enough oil back, he won't make enough money on this trip to support the costs of the expedition).

**Spade 7:** MacGivern likes the feeling of being in charge. If the PCs do not include an ex-officer, MacGivern will accompany the team as its leader. If there is an officer to take command, he will go on a roll of 1-3 on 1D6. If he goes on the expedition, he will expect to make all the nonmilitary decisions.

**Jeffrey Kincaid:** Kincaid is the salvage scout who originally discovered the well. He is able to survive by himself in the dangerous areas south of New York. His Observation, Foraging, Small

## Northwestern Pennsylvania Climate

| D6 | If Clear      | If Partly Cloudy | If Cloudy     | If Rain/Snow* |
|----|---------------|------------------|---------------|---------------|
| 1  | Clear         | Clear            | Clear         | Clear         |
| 2  | Clear         | Clear            | Clear         | Clear         |
| 3  | Clear         | Clear            | Clear         | Clear         |
| 4  | Clear         | Clear            | Partly cloudy | Partly cloudy |
| 5  | Clear         | Partly cloudy    | Partly cloudy | Partly cloudy |
| 6  | Partly cloudy | Partly cloudy    | Partly cloudy | Partly cloudy |
| 7  | Partly cloudy | Partly cloudy    | Partly cloudy | Cloudy        |
| 8  | Partly cloudy | Cloudy           | Cloudy        | Cloudy        |
| 9  | Cloudy        | Cloudy           | Cloudy        | Cloudy        |
| 10 | Cloudy        | Rain             | Rain          | Rain          |

\*Almost all rain or snow will be light.



Arms (Rifle), and Scrounging skills are high.

Kincaid is age 44 and a Veteran NPC. He is armed with a .30-30, a pump-action shotgun, and a knife and wears a Kevlar flak vest.

**Diamond King:** Kincaid has worked with MacGivern before but is nervous about this trip. This could be his most worthwhile find. He will not reveal any information about the location to anyone to make sure he gets his share.

Kincaid knows of the Blackhawks and the Razz and of the region the scenario occurs. He was through it earlier in winter. If the action gets very hot and things look bad for the party, he will desert the party and return to western New York alone. He knows how to hide himself.

**Club 5:** Kincaid also knows how to take care of himself and is not afraid to fight if he must.

**Bruce Termant:** Termant is the project team's petroleum engineer. Termant had worked for Shell Oil in New Jersey before the war. He was visiting relatives in Albany, New York for Thanksgiving 1997, and so survived the attack. There has not been much call for his services since the attack, and he had been a laborer in Utica until recently. MacGivern ran across him during another project in Utica, and contacted him when this project came up.

He has Civil Engineer: 6. For other skills, count him as a Novice NPC. Termant is 32 years old and is armed with a 9mm Parabellum automatic pistol.

**Heart 4:** Termant cares for his work crew and will not allow them to be sacrificed. He also tries to stay in the good graces of the party as he needs them to protect him and his crew.

**Diamond Jack:** Termant is no warrior. Indeed, he'd probably only fight if cornered by those he knew for certain would kill him. He was told by MacGivern that he will be well protected (by the party).

**Four Petroleum Workers:** These workers are Novice NPCs. They, their equipment, tools, gear, and the project team's food fill the 2 1/2-ton truck. The workers have two shotguns between them, and they each have a knife.

**Wayne Murray:** Murray is the project team's hauler. Murray ran a small local trucking company in Utica before the war. He continued his business and expanded it to do some refurbishing work on trucks after the war began. He is 47 years old and an Experienced NPC. He is armed with a .38 revolver and a .30-30 lever-action rifle. He rides in the lead truck.

**Diamond 4:** Expanding into tank trucks has not proved to be as profitable an investment as Murray had hoped. He wants this project to succeed as a big score. These 10 tank trucks represent his entire tanker fleet.

**Heart 7:** Murray values his drivers, as most have been with him since before the war. Two are even his sons. Murray will not easily leave any of his drivers behind. Murray has Wheeled Vehicle: 7 and Mechanic: 8. Consider him an Experienced NPC for the rest of his skills.

**Ten Drivers:** These drivers, who range in age from 16 to 45, are Experienced (six of them) and Novice (the remaining four) NPCs. The Experienced drivers have Wheeled Vehicle: 6 and Mechanic: 5. The Novice drivers have Wheeled Vehicle: 5 and Mechanic: 3. The youngest driver and another (one of the Experienced ones) are Murray's sons. Each driver is armed with a handgun, a shotgun, or an inexpensive sporting rifle and about 20 shots of ammo.

## ADVERSARIAL NPCS

**Grunge McLeod:** At age 29, Grunge McLeod is the Veteran leader of the Blackhawks. McLeod originally lived in Butler, Pennsylvania. He and his associates in the Blackhawk Bike Club turned to crime for survival in the spring of 1998. He rather enjoys being overlord of his small corner of the earth and wants that to continue. Accordingly, he and his gang do not treat the locals too harshly as long as they kowtow and pay up.

Grunge is reasonably good as small unit leader, but lacks the brains and charisma to command a larger group than the Blackhawks or a larger area than Warren. He depends on the terror effect of his gang's screaming motorcycles. He is usually armed with a shotgun, two pistols, and a machete, and wears a steel flak jacket. He is always accompanied by a bodyguard.

**Spade Jack:** McLeod is very big on receiving respect, because it makes him feel like something other than a bandit.

**Club 10:** McLeod can be easily persuaded to employ violence and welcomes the fear it induces in others.

**Malcom Xavier:** Xavier is the Experienced leader of the Razz. He is from a Cincinnati slum. He and the core group of the Razz all left in the late fall of 1998 to look for food pickings in the Ohio Valley at harvest time. The group has increased and decreased in size, reaching its high of 112 when it was north of Pittsburgh, and its low of 28 when it was forced out of Erie.

Malcom has always been very loyal and supportive of the core of the Razz,

# TWILIGHT: 2000

who were friends from Cincinnati. Malcom has been bitter and withdrawn since the group was forced from Erie. Several of his closer friends died there, and he feels he let them down. This makes him very short with outsiders. He treats the locals rather harshly to maintain the intimidation that provides him control and to assuage his anger.

Malcom is also undecided about what to do this year. Malcom is not the settling-down type, but is in a quandary as to where to go next. If he discovers that Oil City contains something of value, Malcom may consider trying to hold out there.

Malcom is 32 years old and is usually armed with a shotgun, a .38 Special revolver, and a knife. He is usually accompanied by a bodyguard armed with an M16A2, a knife, and two fragmentation grenades.

**Spade Ace:** Malcom is a charismatic leader. He holds the Razz and the few smaller marauder bands that have joined him together by force of will.

**Club 7:** Malcom is no stranger to violence. It does not intimidate him, and he is not afraid to use it. Ω

*Share the Adventure!*

## HIGH COLONIES

*The Science-Fiction Role-Playing Game*

\$15.00



"In 2188,  
you are the  
last best hope  
for mankind..."

Waterford Publishing House Ltd.  
Box 3742, Main Post Office  
Vancouver, B.C., Canada V6B 3Z1  
Phone: (604) 253-4293

T

his article deals with getting maps of the earth (the "real world," some call it) and a few other places, primarily for RPGs and miniatures games. A number of agencies, government and private, print and sell maps of practically every place on the globe and more than a few places off of it. Some maps are very inexpensive (a few are even free); others can cost a fortune. Many maps can be borrowed from a library, which is the best approach for the gamer on a budget.

In this article I'll cover the various types of maps relevant to gaming, and where to get them.

**Scale:** First, however, a short explanation of scale seems in order. Maps showing the terrain at actual size are impractical, so mapmakers reduce all the distances to a usable size. This is known as the scale. It is usually given either as a "One inch equals 50 miles" statement, or as a proportion, such as 1:50,000 (pronounced "one to fifty-thousand") or 1/1,000,000 (either a colon or a slash can be used as a separator). In both cases, this relates the distance shown on the map to the distance in the real world. In the case of the ratios, both measures are the same, so a 1/63,360 scale map would mean that one inch on the map represented 63,360 inches of ground. As it happens, a mile contains 63,360 inches, so a 1/63,360 scale could also be written as "One inch equals one mile." Likewise, a 1:50,000 scale could be stated as "one centimeter equals 50,000 centimeters" or "one centimeter equals 500 meters," or a half a kilometer.

## ATLASES AND SUCH

Historical atlases are good for miniatures gamers (some specific ones are mentioned later). Tourist guides like *Fodors* also often have maps associated with them. Road atlases and tourist maps are very useful, and they have the advantage of being readily available in most bookstores. For RPG use, many referees will find that a good road atlas (the author's personal favorite is the one published annually by Rand McNally) is

all that is needed. Some people, however, like more detail than a road atlas shows or are looking for information it doesn't have.

## JNC AND ONC MAPS

JNC stands for *Jet Navigation Chart*; ONC stands for *Operational Navigation Chart*. Both series of maps are issued by the United States Defense Mapping Agency and are primarily intended for use by the US military, although they have many civilian uses as well. JNCs are used for long-range navigation at high altitudes. ONCs are for flights at lower altitudes, and tend to have data on aerial hazards like broadcast towers and high tension lines as well as distinctive terrain features of use to pilots. They show rivers, mountains, cities, towns, and roads, and are relatively free of clutter. This makes them almost ideal for military-based role-playing games like *Twilight: 2000*, where long distances can be covered in the course of a game.

JNCs are drawn at a standard 1:2,000,000 scale (1 inch=32 miles or 1 centimeter=20 kilometers). Each map covers a sizable chunk of territory (three maps are enough to cover the 48 contiguous states), and such maps can be purchased for the entire globe. For most games, a single JNC should suffice, and it will probably cover too much territory. As of September 1990, they were \$2 each.

ONCs are drawn at a standard 1:1,000,000 scale (1 inch=16 miles or 1 centimeter=10 kilometers), and each map covers one-fourth as much as a JNC. One or two will cover most European countries, and they can be purchased for all of the land areas of the world. As of September 1990, they were \$2.50 each.

Both JNCs and ONCs are available from the Defense Mapping Agency (address below). DMA stock catalog number CATP6V03 covers JNCs, ONCs, and several other types of aeronautical charts and publications.

## TOPOGRAPHIC MAPS

Topographic maps represent details of the terrain being mapped by means of

contour lines. This makes them incredibly accurate in representing landforms, but also makes them difficult for the untrained user to read and interpret. Some topographic maps also make use of shaded-relief (various overprinted shadow effects and tints) to make terrain features easier to pick out. If you are looking for a map that will show every fold in the ground, every hill, stream, cliff, rock outcropping, road, and footpath, topographic maps will do it.

The USGS (United States Geological Survey) topographic quadrangle maps (called "top quads" by those in the know) come in a variety of standard scales and cover the whole country. The 7 1/2 minute series (where each map covers 7 1/2 minutes of latitude and longitude) vary in scale from 1/20,000 to 1/25,000, depending on how far north the area being mapped is. USGS top quads also come in two other major series: 15 minute (1/62,000 to 1/63,360) and 30 minute (1/100,000). USGS topographic maps also cover the US in 1/250,000 and 1/1,000,000 scales. In all, the USGS has more than 60,000 topographic maps covering all 50 states, and issues hundreds of other maps of the rest of the world (including Antarctica) and a number of nearby planets (see below).

Other nation's also have official mapping agencies who issue topographic maps, of which the British Ordnance Survey is the most famous.

## NAUTICAL MAPS

Nautical maps are intended for use by marine navigators. They are also of some use to naval miniatures players, especially in historical or hypothetical island campaigns. Nautical maps are very sketchy about land details (except for ports), but they include details about the water that normal maps omit, such as depth soundings (sometimes using contours like topographic maps), bottom conditions (sand, silt, etc.), reefs, sandbars, exposed rocks, and other hazards to navigation.

The DMA (address below) has a large number of nautical maps and charts covering most of the world. A complete list can be had by asking for the *DMA Catalog of Maps, Charts, and Related Products, Part 2—Hydrographic Products* (\$10.00 last time I checked).

The US National Ocean Service also publishes a bewildering variety of nautical maps, covering both the seas and the various inland waterways of the United States. Write them at the address below for details.

## HISTORICAL MAPS

Several companies print maps of the world of the past, ranging from reproductions of period maps to modern maps of historically significant terrain. Civil War en-

# HOW TO: Obtain Maps for Gaming

By Loren K. Wiseman



thusiasts might want to invest in the *Official Military Atlas of the Civil War* (Davis, Kirkly and Perry, Fairfax Press, ISBN 0-517-415666), which contains over 1000 period maps, drawings, plans and diagrams related to battles of the American Civil War (in some cases you have the same maps as the actual participants had!). Esposito's multivolume *West Point Atlas of American Wars* was recently revised and is available again in certain specialty bookstores. *The Map Catalog* (mentioned below) has an extensive listing of historical atlases, much too long to reproduce here).

## URBAN MAPS AND CITY PLANS

City plans vary in detail from general overviews to building-by-building street maps. The more expensive ones sometimes include sewer and storm drain maps as well (although for the larger cities, these are impractical and difficult for ordinary people to obtain). Tour guides to large cities (both in the US and overseas) often have street maps, and a number of commercial firms print street maps, subway maps, and the like for a variety of cities.

I have seen a series of reproduction maps of London as it appeared in the 1890s perfectly suited to RPGs such as *Cthulhu by Gaslight* or *Space: 1889*. Sadly, I am unable to remember who printed them or where they can be obtained. My suspicion is that the Ordnance Survey would know, but I have never investigated.

## OUT OF THIS WORLD MAPS

For reasons the author is not completely able to fathom, the USGS has determined that part of its commission includes mapping the moon and several other bodies in the solar system. These maps may prove of use to players and referees of science-fiction RPGs or fantasy games with an outer space setting (such as *Spelljammer*). The National Geographic Society prints very good wall maps of both the moon and Mars (we at GDW made extensive use of both maps when putting together *Space: 1889*).

## CIA

Interestingly enough, some of the best maps, atlases, and national factbooks in the world are produced by the Central Intelligence Agency. Even more interesting is the fact that just about anybody can buy them! A catalog of CIA maps and atlases can be ordered from:

**Central Intelligence Agency**  
Public Affairs Office  
Washington, DC 20505.

The maps themselves can be had in a Government Printing Office outlet store

(check the Yellow Pages) or from the National Technical Information Service (address below).

## WHERE TO GET MAPS

Large bookstores usually have map sections and often carry atlases and tourist maps of various places. Large cities usually have one or more stores specializing in maps and may have a Government Printing Office outlet store (which carries or can order all official US government publications, including maps from various agencies). Check the Yellow Pages under *Maps*.

University libraries often have map collections, and some libraries may be what are called Federal Map Depository Libraries, meaning that they have collections of the major US government maps for public use (call the map librarian for details). Those lucky enough to live near Washington, DC can make use of the National Archives' massive map collection (the Archives will even reproduce them for you, although for some maps this can run into considerable time and expense).

State tourism offices will often provide maps (these used to be free for the asking, but these days, who knows?), as will the "Triple A" (AAA) Automotive Club. For foreign countries, the relevant embassy or consulate can give you a place to write (check a current almanac for the embassy or consulate address or phone number).

## MAP CATALOG

Finally, I recommend that anyone who is interested in maps get a copy of *The Map Catalog, 2nd Edition* (Joel Makower Ed., Vintage Books, 1990, ISBN 0-679-72767-1).

This is a sourcebook to guide you to practically every map in existence, and includes the addresses of hundreds of government mapping agencies and private mapping companies.

The catalog also tells you where to get aerial and satellite photographs of practically every place on earth (although some of these get a little expensive).

# TWILIGHT: 2000

## Addresses

**National Technical Information Service**  
US Department of Commerce  
5285 Port Royal Road  
Springfield, VA 22161

**Defense Mapping Agency CSC**  
Washington, DC, 20315-0010

## NOS

National Ocean Service, Chart Sales Office  
6501 Lafayette Ave.  
Riverdale, MD 20737

## National Geographic Society

17th & M Streets NW  
Washington, DC 20036

## US Geological Survey

Map Distribution Federal Center, Box 25286  
Denver, CO 80225

## Ordnance Survey

Ramsey Road  
Southampton  
SO9 4DH UK

# The Scroll



A Quarterly Publication  
Dedicated to the World  
of RolePlaying Gaming.



Only  
**\$10**  
Per Year!



**Sage Lore Productions, Inc.**

By Gamers - For Gamers!

P.O. Box 14616, Portland, OR 97214





*It's Our 50th Issue! (Index Inside)*

US \$3.50

# CHALLENGE 50

*The Magazine of Science-Fiction Gaming*

TWILIGHT: 2000™

**Water Rights**

*Terry Neal Sofian*

MEGATRAVELLER®

**No Time to Rest**

*Robert N. Sprinkle*

SHADOWRUN™

**Numberrunner**

*Michael A. Stackpole*



**GDW**  
GAMES



**I** remember that line from an idiotic song my mother used to sing to me as a child. It seemed very appropriate for the situation I was facing. The woods were silent—no birdies, nothing but an occasional breezy rustle. That damned deer had disappeared, apparently for good. If I didn't find it, we would have another dinnerless dinner, and I'd have lost a perfectly good crossbow bolt.

I'd have never noticed the building if I hadn't been playing Daniel Boone. I stood still for almost 10 minutes, watching and waiting. The building looked and sounded empty. No funny smells, either. So I continued following the blood trail, two or maybe three steps.

I squatted, looking for something. A broken twig, a blood spot, anything to let me know Bambi had gone this way. What I did find made my heart skip a beat. It wasn't a vine—too straight, too brown. A thin wire crossed the trail, so rusted that I almost missed it.

I carefully leaned over the wire and peeked into the bushes on either side. Sure enough, to the right that old wire was tied to an equally rusty grenade that had been stuffed in a tin can. My curiosity was piqued. Why would anyone want to booby-trap this place?

## SETUP

This is a **Twilight: 2000** microadventure specifically designed to fit into any referee's campaign. A broken-down Soviet supply truck, abandoned and forgotten long ago, lies rotting in an out-of-the-way barn. The only thing standing between the PCs and the treasure inside of the truck is a handful of booby traps and a mean snake. This microadventure allows the PCs a chance to refill their larders and even come away with some surplus, and the referee to make complete, raving paranoids out of the player characters.

If the PCs have not been introduced to booby traps, or they are just getting sloppy, this is a good way to instill the fear of God and TNT into them. With the map provided, this microadventure can be set anywhere along the player characters' path and can also be changed to fit any locale, even the good ol' USA. The Soviet victims and vehicles have been provided for characters adventuring in eastern Europe, but American corpses, weapons and trucks could easily be substituted if your players are touring Peoria.

The only criteria is that the building be located at least 100 meters off of a secondary road and in a wooded area, though the woods can be long dead. In fact, a collection of shattered or leafless trees can add much to the terror of the situation. Ideally, the site should be found by one of the PCs who is out hunting.

# If You Go Into the Woods Today, You'd Better Not Go Alone

By Adam Geibel

## THE STORY BEGINS WHEN...

Serge buttoned his fly and turned to watch Gorgi working under the truck. They were now deserters and hiding from their own army. A day ago the ancient Zil had broken down, and they had been left behind by the convoy, along with an overzealous lieutenant who looked like he was 15 years old.

As they were behind their own lines, the cargo had not been unloaded. The powers that be had been so concerned with other things that they had only left the young lieutenant behind to look after whatever was in the truck.

The Zil had just enough left in her to wheeze another 100 meters, off the road, and into an abandoned stone barn. This tiny rotting structure was tucked into a grove of thick underbrush, and it was pure luck that Serge had found it. He had been scouting the area (under the fearless leader's orders) and chased a rabbit down the road. Actually, the road leading to it was choked to the size of a goat path for most of its distance.

But the boy had insisted that their cargo was valuable and they had to find a defensible position. Defensible position! How laughable. They had two rifles, a pistol, half a dozen grenades and a "Bouncing Betty" mine between the three of them. The boy collected the grenades, rooted around in the truck's cargo box and then went off to rig booby traps along the approaches to their hideout. Perhaps he felt obliged to practice the skills he had been taught at Officers' School.

While he was gone, Serge and his friend had decided to take a look at their cargo. Prying open two or three of the crates, they found food: American MREs, German canned hams, even the hated tubes of meat paste their own army tried to feed them. This could make them very rich. The truck was hidden, and all they needed to do was find a cart and horse and return to remove the crates. Then, they'd find a place to sell the crates, and they'd be rich men.

Serge went to find the boy and returned to Gorgi half an hour later, the blood still staining the AK's buttstock. The two of them decided to leave a nasty surprise for any snoopers. Serge was rigging the AP mine under the Zil's bed, just over the gas tank, when the boy silently appeared at the edge of the clearing.

He put three shots into Gorgi before Serge brought his rifle up. The kid put two more shots from the Tokarov into Serge as he emptied the magazine in defense. The little snot was dead, but so was Serge.

At least he would be, given a few minutes. He staggered into the cool shade of the barn, next to the truck. A drink would be nice. He tugged at his canteen. It did not want to come free. The Russian was dead before he could take a sip.

## LAIR OF THE ZIL

There are a dozen grenade booby traps (to discover them is Difficult: Observation) located along the old approaches to the barn (to disarm them is Easy: Combat Engineering). They are simple traps: The grenade, less its pin, has been placed in a tin can which is nailed to a tree or some such solid object. A string or wire is tied to the grenade body and strung across the path. Some poor slob walks down the path and trips over the string, pulling the grenade free. The result can be predicted.

These traps are also faulty. There is a 10% chance that the grenade will fail to explode or that it has rusted into the can and remains there while the string breaks. Imagine what fun it will be when a fearless PC feels a tug at his ankle, trips and then realizes what he just did.

**The Barn:** The barn and its approaches form a bowl-shaped clearing in tangled woods. The hiding place looks like a trash heap at first glance. A few pieces of dis-emboweled furniture, scattered scraps of lumber, and some shingles are buried under a web of vines and undergrowth. The remains of the Soviet lieutenant's body lies three meters from the barn door and is now covered by underbrush (to find the body is Easy: Observation or roll under half one's Intelligence). Apart from his paybook and wallet, he has no useful papers. His uniform and webgear are rotted, and his Tokarov is rusted solid.

**Truck:** The truck is parked inside a barn that is barely larger than the dimensions of the truck, leaving just enough room to walk between the truck and the walls. The roof, originally shingled with slate, had been patched in several places with thatch. It is deteriorating faster than the walls and now affords only about 80% protection from the elements.

The Zil is a standard Soviet military truck, equivalent to the American 2½-ton truck (popularly known as the deuce and a half; see page 66 of *Twilight: 2000* 2nd edition). Like most vehicles laboring in this time and place, the truck was far from pristine. Unlike the American Army, the Soviets drafted the majority of their transport trucks from the civilian fleet. This Zil had belonged to a poultry collective and had a plywood box instead of a tarp covering the bed. Some of the civilian lettering is still visible under the thin coat of green paint.

"Old Number 3205-Q" had bald tires, its engine smoked and tended to overheat in the summer, and the old beast was afflicted with a particularly terminal malady—a disintegrating transmission. It was this final straw that stranded the three Soviets. Now the tires are deflated and rotten, the fuel has evaporated and the oil coagulated, and the engine is frozen from inactivity. However, a fair amount of salvage could be taken off of this wreck.

**Two More Bodies:** The other two bodies are inside the structure and are both visible from the entrance (Easy: Observation to spot). The skeleton of Serge has toppled from its sitting position and, like the others, has been worried by animals. His canteen and rifle have been exposed to the elements too long to be of use, but his loaded magazines are still good. Gorgi's body remains under the truck, with only his feet sticking out. His rifle is still in the truck cab and is functional, despite a thin film of rust. Lying next to it are three loaded magazines in a pouch.

Gorgi attracted carrion-eaters, which in turn attracted the snake that has bedded down in the skeleton's rib cage (to discover the snake before it "discovers" a searcher of the skeleton is Difficult: Observation). The snake should be indigenous to the area and preferably very deadly. Almost any sort of dangerous critter could be put in here (bears, rabid dogs, etc.) but snakes have the best lethality for their size.

**Cargo:** The exact nature of cargoes in Soviet transport battalions were kept secret from the lower echelons, which is why Gorgi and Serge did not know what they were carrying until the lieutenant left. The Zil was loaded with the regiment's food reserves—over 2000 kilograms of rations, packed in crates and barrels. Half a dozen barrels held (at the time) freshly picked apples,



# TWILIGHT: 2000

which have long since disintegrated and fill the building with an unmistakable odor. The remaining 50 65-kilogram boxes are made of wood and lined with plastic. Their contents have been scrounged from all over Europe. Most of their contents are in pre-packaged ration form (MREs, tin cans and tubes) and the remainder is wheat and rice (in 10-kilogram sacks).

Despite the protection, the topmost 10% of the crates have been compromised and are now as rotted as the apples. Luckily, the affected crates contained most of the Soviet-made rations, the least appetizing of the lot. Left are 40 crates, each holding enough food for a man to survive for nearly a month.

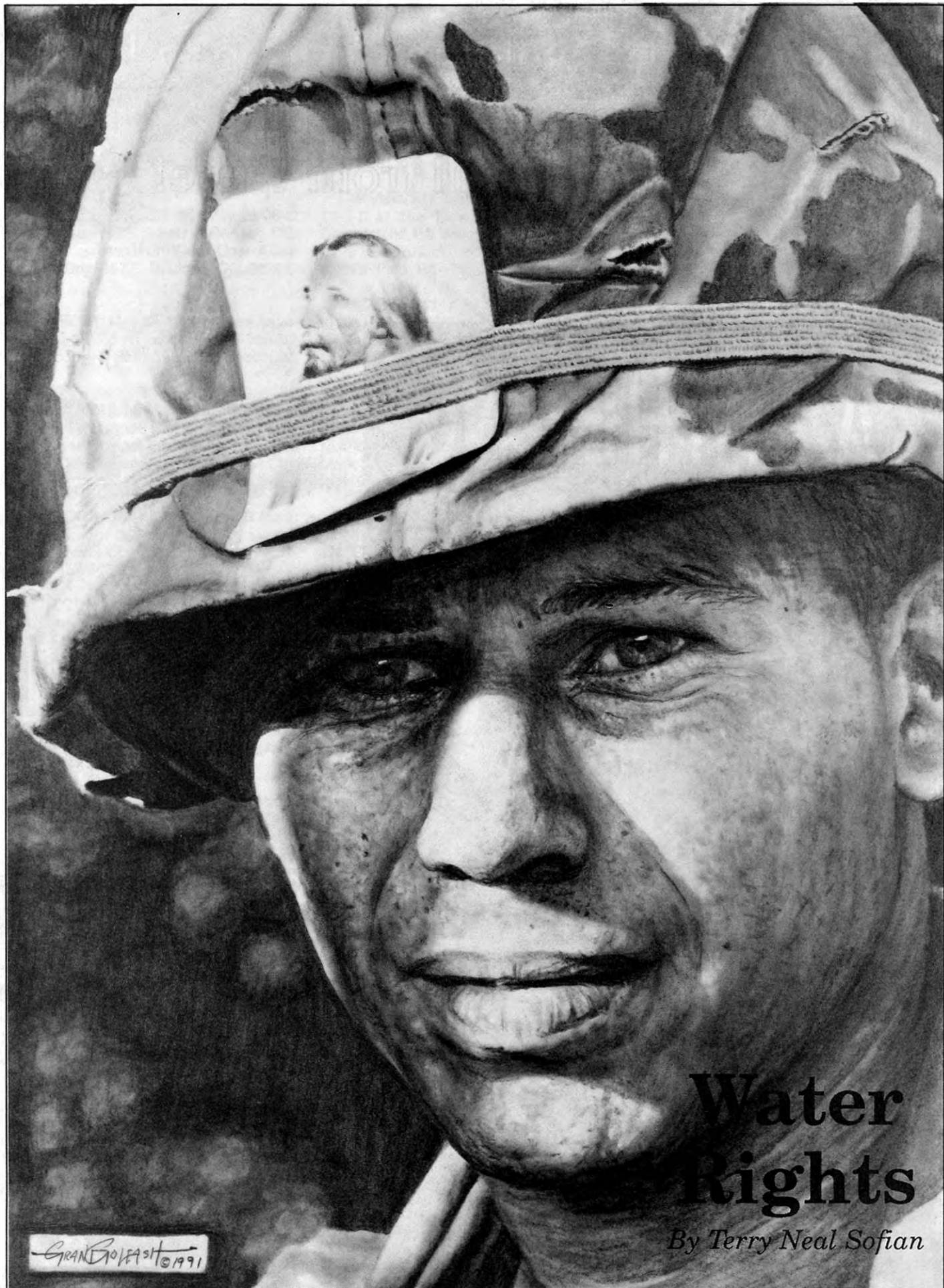
**The Bouncing Betty:** Gorgi was skilled at being vindictive, but he was not particularly bright. The antipersonnel mine is rigged to explode should one of the crates in the truck be moved, killing the thieves and destroying the cargo (the fuel tank was half full when Gorgi set the mine). The mine is wired to the rear axle, and the trip wire runs up through the truck bed and is tied to the handle of the fifth crate (to discover the trip wire is Difficult: Observation). Theoretically, the explosion would have also set the fuel on fire and totally destroyed the cargo. The mine is also rigged with an antihandling device (to disarm the device is Difficult: Combat Engineer), evidenced by the taut tripwire. There is little chance of a misfire (1%, let's say) as this mine was well cared for (somebody put silicone grease on its detonator threads) and has been protected from the elements.

## VARIATIONS

Some versions of the "Bouncing Betty" only activate when the triggering weight is removed from the mine's pressure plate. If the PCs miss the mine entirely, delete the triggering wire (say it fell off due to old age, if anybody asks you later). The wooden bed of the truck has rotted and settled onto the mine, and it will only detonate when that weight shifted—say after three-quarters of the crates are removed.

Another fun stress point that the referee can add is a time element: an approaching storm, a pursuing force, dwindling supplies. Any half-wit can cautiously navigate such a mini-minefield, but how good are the PCs at negating booby traps under pressure? Once the food is theirs, can they get it out or will they meet the same fate as Gorgi and friends? Ω





# Water Rights

*By Terry Neal Sofian*

GRAND BOWSHOT © 1991

After the war we never thought we'd make it. Things in Silverton, Wyoming, got pretty bad. We were lucky, though. The bombs had all fallen other places. No hordes of refugees came to us, so looters and the plague mostly passed us by. But starvation was knocking on the door, and we did have more sickness than Doc James had ever seen.

One thing we did have going for us was that Rheinhardt boy. Before the war, Robert Rheinhardt had gone to State and gotten an ag degree. He'd also been in ROTC. When the big one hit, he was home on leave. We sort of figured that the Pentagon wouldn't miss one little first lieutenant and talked him into staying. He had learned a thousand things at college and in the army that kept Silverton from becoming just another Old West ghost town.

The other thing that Silverton had was the Little Red River. In the spring it was fed from mountain snows and the rest of the year by springs. It had never been a big stream, but in the drought that came after the war, it meant life and death for those of us in Silverton. We never dreamt that one day we would wake up and find that someone had stolen our water.

**A**pril 21, 1999, dawned for Silverton a little quieter than any ever had before. At first the residents were at a loss to explain the eerie silence that hung over their tiny village. Suddenly, a discovery was made. The bed of the Little Red River, a small mountain stream, was completely dry. The slanting rays of the sun were quickly turning its dark mud into hard clay. The villagers realized this for the crisis it was. Without the water from the Lil' Red, Silverton would dry up in the sun as rapidly as the river bed's mud.

A town meeting was called. The town elders, mostly the oldest members of each family, debated several plans. The town was not in any immediate danger; enough water had been stored in case of too many unrainy days to last a month. Unlike the Americans of the prewar era, the town folk did not debate endlessly. Within an hour, it was decided to dispatch a scouting party to discover what had happened to the Lil' Red, and if possible, restore its flow to the lower part of its valley.

## MOUNT 'EM UP BOYS, WE'RE MOVIN' OUT

The characters are, of course, the town's scouting party. They may have gotten to Silverton in a variety of ways. They may be civilian residents of the area with a desperate interest in where the water went. Or, perhaps the group is migrating through the region; it is composed of survivors from

destroyed military units on the Great Plains or in the Southwest. In this case, the characters will be more than happy to do the town's patrolling and dirty work for a few meals and some water. If all goes well, maybe the townsfolk will see the value of a few hired guns.

The characters may be soldiers who served with Rheinhardt, and remembering how he talked about Silverton, rightly guessed where he went AWOL at. If this is how the PCs ended up in town, they did so through a harrowing series of adventures, and probably have no desire to see the safe haven they have finally found in a world of madness destroyed.

Finally, the group may be from Milgov or Civgov. Long-range patrols from both of these groups occasionally range through the high mountains. In an effort to encourage support for the government they represent, the characters may wish to assist the town's people—they may even, in fact, have orders to do such in cases where their means allow.

## SILVERTON

In the immediate poststrike period, any town that could feed more than 10 families was a thriving metropolis. By this criteria, Silverton was well on its way to being a new Las Vegas. Under the leadership of Rheinhardt, Silverton supports almost 150 people by farming and raising livestock.

The Little Red River supplied adequate water to support the low-moisture farming that Robert had learned as an ag major at State. He was also able to build a working forge and supply a tiny amount of hydroelectric power to the town.

Not only can the town feed itself, but it produced enough of a surplus to store at least two months' supply of food and have a little for trade as well. The town militia has been able to fend off several attacks from marauder bands, and now has a reputation that will keep all but the most desperate or heavily armed away.

The town proper consists of an earthen wall five feet high enclosing about 20 houses, a large number of storage buildings, a blacksmith's shop and a tiny electrical generating station which uses a waterwheel and windmills to charge old car alternators and batteries. There is also a water-powered gristmill. The old church steeple is used as an observation post, with the ringing of the bell signaling danger.

Traders are met with some suspicion, but also with a keen eye toward commerce. The town council has been debating sending out trading parties of its own, but as yet has reached no decision.

In terms of government, the council serves all functions, from court to legislative body to planning commission. Two members from

# TWILIGHT: 2000

each family sit on the council. These are usually the oldest. Decisions are reached by open debate, in which anyone, including outsiders, may speak. Following debate there is a voice vote from the council members. The system is simple, but it works.

The council also allocates resources. This it does as evenly as possible on a one-person, one-share basis. Although not everyone is always happy with this method, enough people realize its necessity to make it work.

## CHECK YOUR SIX-GUNS, PARDNERS

Wherever the characters originate from, they are going to be short of everything. The normal mode of transport in the Silverton area will be by horse. The characters are very lucky if they are mounted on a light truck or in a jeep.

If the referee is composing an "on the spot" character party, each character should have no more than 150 rounds for his personal weapons, and a few hand grenades may be spread out among the party. One support weapon, a PRC 75, and two handy talkies are also available.

If the characters are town folk, they will be armed with civilian hunting rifles and improvised explosives instead of grenades. The town can supply them with food and water for a week, a fortune in itself, and 100 kilos of industrial explosives. If the characters have no horses or their vehicle will not handle the rugged terrain of the upper valley, six horses and five mules will be made available. In these troubled times, these are riches beyond most men's wildest imaginings.

Whatever the composition of the PC group, Robert Rheinhardt will accompany them on their mission.

## HOMETOWN BOY

Robert Rheinhardt was the kind of boy every family hopes to have. He was both a good student and a star athlete all through school. When offered both academic and track scholarships to college he, instead, accepted one from the Army ROTC.

As a young lieutenant in a Ranger unit he experienced the war in Europe firsthand. When he returned home for leave, while retraining, the townsfolk almost did not recognize him. The hopeful and enthusiastic boy they had said good-bye to when he started college was dead somewhere on



some bloodstained field in Poland. The new Robert is cold and calculating. It is not that he's actively unfriendly, it's just that somehow it seems he just doesn't have time for it anymore.

Somewhere deep inside Robert still has the emotions a younger and more naive person once held, but now it's very hard for him to crack his shell and let them out. The only outlet for them is helping the town he grew up in survive. He loves Silverton above all else. It's the only link he has to the past.

Robert has provided low-moisture farming techniques, power generation, food storage methods and a great many other things from his college education that have allowed Silverton to survive, if not prosper. He has also killed people to prevent his home's destruction. He has killed with no mercy, but always with deep regret. He will do so again if need be.

## UP THE CREEK

The valley of the Little Red River is rugged and impassable to any vehicles larger than a motorcycle. The riverbanks are overgrown with small trees and scrub brush that has found a haven against the drought. The terrain is rocky; the river flowed over a series of small waterfalls and rapids as it came down from the high mountains. Large outcroppings of boulders dot its channel.

The sides of the valley are steep, and the hills to either side are also rugged. This will tend to channelize the characters' line of march. The only real path they have to the headwaters of the Little Red is along its banks. Since the going is tough, and uphill to boot, the PCs will only be able to move at one-half the normal cross-country rates. Even the mules will have a difficult time of it.

The characters will notice the toll that the loss of the river is already taking on the local environment. Dead fish dot the drying streambed. An otter, starving, will beg for food from the characters as they make their first night's camp. With the exception of these encounters, the first day of travel will be uneventful. The immediate desperation of the local animals and the implications that the situation has for the characters' town should be enough to instill a sense of foreboding within the PCs. The gamemaster should play this up with a few descriptions of the rapidly drying streambed and its associated ecosystem.

Midway through the second day, the PCs will hear a dull thumping sound from upstream. If they are observant (Easy: Observation), they will see an observation post on a hill overlooking the riverbed. The post is manned by two soldiers wearing camouflage with blue armband emblazoned with white stars.

As the two are eating lunch and not paying particular attention to the valley be-

low them, they may be surprised (Difficult: Stealth). If they are caught napping, they will be surly and uncooperative. They will tell the characters nothing about who they are or what they are doing.

They are both armed with M16A1 rifles and have 100 rounds apiece for them. Their canteens are full, and they have plenty of food.

If the characters do not spot the sentries or are unable to take them by surprise, a firefight will ensue. The two NPCs are both Experienced. They will fight until one is wounded and will then fall back to the main camp (if possible). They have no interest in fighting to the death.

From the captured vantage point the characters will see a large camp occupying the greater portion of an alpine meadow beside the Little Red. Filling the rest of the area is an earth and wood dam behind which a lake is forming.

## CAMPING IN THE WOODS

In a clearing beside the lake are several tents, a few jeeps, brought in on the old logging road, a manually operated pile driver (the dull thumping sound the characters' heard), and depending on the manner in which the characters gained control of their vantage, a number of people engaged in various activities. If the characters still have surprise at this time, a large group of ragged-looking people will be pulling the hammer of the pile driver up and letting it go as it forces a thick post into the ground near the edge of the stream. There will be three armed men standing around them, possibly protecting them from the dangers of the wilderness, but it's equally likely that they may be overseers or guards. From a distance it's hard to tell. A cooking fire is burning in the camp and a number of other armed people are milling about eating, talking quietly or working on assorted maintenance tasks.

If shots have been fired, the characters will not see this peaceful rustic scene. The armed people around the workers will be rushing their charges into the cover of the woods. The soldiers in the camp will be preparing a defensive perimeter and readying a patrol to check on the observation post. If the firefight takes more than 20 turns, five Experienced troopers armed with four M16s and one M203, and with 100 rounds per M16, and 40mm HE grenades, will make up the patrol.

The base defense force consists of 15 other soldiers armed with M16s, three with M203s and an M60 machinegun team. The entire unit has a reserve of 1500 rounds of 5.56mm, 100 40mm grenades and 750 rounds total for the M60. In addition, they have one LAW and two claymore mines. All the fighters are Experienced, with the exception of Eric, the team leader (who carries

one of the M203s), who is Elite, and the M60 gunner, who is Veteran.

The unwelcome visitors have far more firepower than the player characters can hope to face head on. If the PCs make a mess of the observation post encounter, they will have a rough time completing the adventure.

## "NEW AMERICAN" HERO

Eric Wilson is as close to being New America's idea of a perfect leader as the characters are ever, hopefully, to meet. Before the war, Wilson had been expelled from a prestigious eastern college for editing a far right-wing magazine off campus. He fully espouses the NA view of white male dominance.

Of undiluted western European stock, well-educated, intelligent and physically fit, Eric, at 25, was an ideal NA convert. Since the bombs started falling he has been leading a platoon-sized force of New American warriors in actions designed to isolate the northern Rockies from the rest of the shattered country and place them under New America's control. He has terrorized the modern *untermenchen* much as his ideological forbearers ran roughshod through eastern Europe. He is completely convinced of his right to do this as God's will, and his dedication to the NA cause is without question.

If he has any failing, it is his overconfidence, which has been brought on by a string of easy victories and a lack of experience in dealing with capable enemies. If he survives the first encounters with the characters, he will quickly learn from his mistakes—he rarely makes the same one more than once.

Eric will fight the enemies of his New Order to the death if needed, but won't throw his life away uselessly. His men follow him without question. So far he has brought them only victory and glory.

## THINGS THAT GO BUMP IN THE NIGHT

If the PCs managed to silence the observation post, they will be able to watch the camp for about three hours without attracting any attention themselves. During this time they will be able to determine that the workers are in fact slaves being kept against their will.

The 50 or so wretches that are building the dam are brutally treated. One will be shot in cold blood while the characters watch. Others will be savagely beaten, seemingly without provocation. The guards will not be lax as they take their sadistic pleasures, though. The dam is being enlarged with frightening rapidity.

As the sun begins to sink below the ridges, two soldiers and four slaves will

slowly make their way up the hill to the observation post. The two soldiers will make remarks to the men whom they believe they will be relieving about the fun they missed in camp and about the fun they'll have tonight. (Some of the slaves are female and the discipline of the camp doesn't appear to be strict when it comes to taking liberties with the slaves.)

The two soldiers will not be expecting trouble when they reach the observation post and may also be ambushed. One of them will be a little more talkative than his three companions and can be persuaded to enlighten the characters as to the nature of the business at hand.

## THERE GOES THE NEIGHBORHOOD

The young soldier will tell the PCs that he is a member of a group called New America. Ideologically, NA seems to be somewhere near the Nazis. If the activities in the valley are any indication, they would truly have a place in Adolf's heart.

The camp was set up to build a dam on the Little Red to force all the people living in the lower valley to move or die. Other NA groups are engaged in similar projects. Slaves are captured as often as needed for these projects and are used until they die.

The young trooper will tell the PCs that his commander's name is Eric Wilson. He will not disclose how many troops are in the camp or their armament.

The four ex-slaves will be very cooperative, but not much help. They say there are about 20 soldiers with many machineguns and grenades, but won't know much else. They are all women and have been badly underfed and abused by their captors. Any kindness directed toward them will be appreciated in the future. Right now, the women are too much in shock to be thankful for anything but their lives.

Even as the characters discover this information, total darkness will fall. As one of the New American's threatens, it won't be long before a search party is sent out. The obvious reaction to that threat is a quick series of hit-and-run attacks against the NA camp. With the intelligence they have already gathered, the characters will be able to sting their new enemies pretty hard.

It should be brought home to the PCs that New America apparently also has a large resource base, and even if the group in the valley is destroyed, it will not guarantee the safety of Silverton.

## TO STRIKE A BLOW

If the characters decide to hit the New American camp, they will find that half the troops are awake and armed and that a patrol is ready to pursue any attackers. The characters should be able to badly damage

the camp and ambush the aggressive patrol. One strategy would be to help stage a slave revolt and use the anger of the freed slaves as a weapon against their tormentors. Other options would be a feint attack or simple sniper harassment.

One thing should be made clear to the characters: This is more than they bargained for. "Where did these people come from, and how did they get here?" should be two of the characters' main questions. This patrol is only the tip of an evil iceberg. Even if the characters can destroy the patrol or force it to retreat, more of these New Americans will show up. How can this be prevented?

## ONE ROAD HOME

A big clue as to the route taken by the would-be invaders is the fact that they are traveling in jeeps and light trucks. Only one road runs through the region—an old logger's trail that leads to the main interstate highway about 30 miles north. Interrogation of prisoners or the questioning any freed slaves will reveal that part of the logging trail is actually the remnants of an earlier main highway.

On that stretch of road is an old, but sturdy, bridge more than 150 feet long. Destruction of that bridge will hamstring New American efforts in the upper valley of the Little Red River.

The bridge is unguarded unless the characters have attacked the camp and failed to kill Eric. If he is still alive, he will head for the bridge as rapidly as possible with his entire remaining force and attempt to hold it. The woods go right up to the edges of the chasm that the double-span steel bridge crosses.

Ample cover exists on each side of the gorge to hide both attackers and defenders. Any firefight in this area promises to be confused and deadly. If the PCs get to the bridge before the New Americans, or take it from them, they can blow it up (Difficult: Combat Engineer) with the explosives obtained from Silverton.

With the bridge gone, New America will cut its losses in the region and move on to more profitable areas until the time is ripe for a movement in force on the Red River Valley.

If the players are unable to destroy the bridge, then New American reinforcements will arrive, be it days or hours later, with an unstoppable force.

If the characters do blow the bridge, they'll be out of explosives. They will have to put their heads together to determine a way to destroy the dam, their original mission. If the PCs get stumped, they can always fall back on Rheinhardt's knowledge and skills.

## AFTERMATH

The characters' expedition has opened a new can of worms for the town of Silverton. First, what is going to be done with the newly

# TWILIGHT: 2000

freed slaves? There may be as many as 50 of them. Can the town support that many new mouths to feed?

Also, there is a powerful evil that the people of Silverton never even suspected existed threatening them. If they confront it directly, they will be overwhelmed. Do they move, seek allies, try and strengthen their own defenses? They need to learn more about New America, its motives and its resources. Scouting missions would seem to be in order.

There is plenty for the group of characters to do: diplomatic missions to other surviving towns or a search for the United States Army that is supposed to defend them. Maybe the remnants of the government don't even know that New America exists—shouldn't someone try to tell them?

This adventure is just the beginning of the region's interaction with the New American menace, and for the creative referee it should serve as the starting point for a campaign to identify, contain and finally destroy the New American threat to the northern Rocky Mountains. Ω

## With IHC's ROCO Minitanks, Half the Battle's Won!

You can't beat the realism you can achieve when you use ROCO Minitanks in your military scene. Modeled in 1:87 scale, they are complete and ready to use as is, or if you wish, simply add some weathering for more realism.



No. 352  
\$6.25  
U.S. M1 Abrams  
w/105mm gun



No. 282  
\$3.25  
M151 A2 Jeep



No. 113  
\$4.50  
Honest John  
Rocket w/Launcher



No. 329  
\$5.00  
Leopard 2 Battle Tank

Send \$3.98 for 64-page Color Catalog & Price List. Send certified check, MO, MC, or Visa (supply card no., exp. date & signature) for prompt service.

**International  
Hobby  
Corp.**

Dept. 1-CHL  
350 E. Tioga St.  
Phila., PA 19134 USA  
(215) 426-2873



Now Monthly!

# CHALLENGE 51

The Magazine of Science-Fiction Gaming US \$3.50



**TWILIGHT: 2000™**

**Black Siberia**

*Thomas M. Kane*

**MEGATRAVELLER®**

**Kiraag Station**

*Jonathan Crocker*

**CYBERPUNK 2.0.2.0™**

**Curiosity  
Killed the Cat**

*Craig Sheeley*

**GDW**  
GAMES





In AD 2090, many armies shoot their prisoners, set them free, or simply abandon them. But in the Juhlunkov Pass of Czechoslovakia, near the ruins of Ostrava, one of the old POW camps still operates. Its commandant, Col. Vladimir Vorokov, realizes that his prisoners have become an invaluable pool of slave labor.

With his camp in the ore-rich mountains of Sudetenland, Vorokov could open mines and smelt unlimited quantities of steel in a time when most foundries depend on what scrap they can scavenge. He also established machine shops to reload spent ammunition and produce small manufactured goods.

Vorokov has built an industrial complex which services warlords throughout Central Europe. The inmates call his complex *Black Siberia*.

# Black Siberia

*By Thomas M. Kane*



**T**he PCs must break out of—or into—the prison camp known as Black Siberia. The referee may start an escape adventure by having Vorokov's men kidnap the adventurers or purchase them from other captors. Or the party might decide to break in upon hearing of prisoners who warrant a rescue, or to steal from Vorokov's hoards of weapons, supplies and gear. Referees can use Black Siberia for a single adventure, or a recurring feature of the campaign. Therefore, the text does not follow a single linear storyline. Simply choose an opening from the Approach section, then consult Refereeing This Adventure to determine what happens next.

## APPROACH

The following section provides different lead-in encounters which you may use to start an adventure in Black Siberia.

**Auction Block:** After the adventurers lose a crucial battle, instead of killing them, whoever captured the PCs can sell them to Vorokov.

**Round-Up:** The adventurers stumble into one of Vorokov's traps on a hillside road, preferably as they limp away from a gruelling battle. A pair of directional mines sit uncannily camouflaged in the road. Two felled trees lie behind the explosives, forcing vehicles to stop. As the PCs stop, gunfire clatters from the side, aimed directly over their heads. A bullhorn blares from the firing position, "Freeze, scumbags, or we'll waste you right here." The speaker uses heavily accented English if the adventurers wear American uniforms. Otherwise, he speaks in Polish. If the party seems not to understand, he tries German and Russian. Directed by the megaphone, the party members should lie face down in the dust, under the muzzle of the machinegun. Five armed men search the prostrate captives, remove all items but basic clothing, and herd them over a ridge, where a battered truck waits to carry them to the mines.

If the adventurers make any immediate attempts to fight or flee, use the Round-Up Ambush Map to cover the tactical situation. This ambush consists of 15 Experienced NPCs in well-camouflaged individual foxholes along the ambush site. Ten have AK-74s; three have Vz-59 medium machineguns on tripods; and two have RPG-16 rocket launchers with AK-74s as secondary weapons. In addition, a T-60 stands hull-down on the ridge, also concealed by brush. Two Novice drivers armed with PM Makarov pistols guard the pair of trucks.

Underbrush and forest cover the northern sides of the hills, but the southern sides are bare. Adventurers who wish to run away must climb uphill in the open, under fire. The elevation of the ambush site allows its gunners to fire down from above such obstacles as smoke clouds.

**Rescue:** This storyline begins with the party at a moderately organized town in southern Poland. The normally stable town is afloat, with farmers carrying shotguns in the marketplace and militia-men on the corners. Raiders from Black Siberia seized a large party of citizens in a midnight attack. Among others, they kidnapped Father Krewinski, prewar activist for the Peasants' and Agriculturalists' Party and unofficial leader of the town. The town council offers 1000 gold coins to anyone who rescues him.

**Refugees:** The PCs find a stranger huddled by their campsite. Blond, gaunt and clad in tattered fatigues, Viktor Fitz looks like any refugee, except for the number tattooed upon his hand. Viktor begs the party for food, speaking Polish with an obvious Bavarian accent.

Once fed and given a place to warm himself, Viktor shares his story freely. He fled the mines to scout an escape route. Now, he faces the more daunting task of returning to lead his friends to safety. He knows that a larger escape cannot possibly work as smoothly as his first one, and he hopes the party will help him get his companions out.

Viktor knows the positions of most sentries and several ambushes Vorokov has set for wandering stragglers. Furthermore, his friends can reward rescuers with supplies stolen from the prison factories, and if the PCs help them, these prisoners will forever remain allies of the party.

## REFEREING THIS ADVENTURE

Black Siberia is a business. This section describes how Black Siberia operates and what happens to those within it.

## New Arrivals:

When new prisoners arrive at Black Siberia, the guards strip them and steal their possessions. Trusties (prisoners trusted as assistant

guards) delouse the newcomers, using a garden hose with a lawn fertilizer attachment full of insecticide. Randomly appoint each new prisoner a barracks and a job (usually as either a miner or factory worker). The trusties drive newcomers to their assignments with truncheon blows and shouted admonitions. Then, abruptly, the chaos of arrival ends. The newcomers find themselves treated as simply a few chattel among the many in Black Siberia.

**Interrogations:** When the guards suspect a prisoner of knowing something of interest, a trio of guards snatch him from work, without explanation. They take the prisoner into the lower mineshafts and tie him to a stool. Then Vorokov interrogates the prisoner, while an assistant keeps a shotgun barrel brushing gently against the victim's temple. Vorokov always interviews prisoners individually, trying to make them think their comrades have told him what he needs to know. Often, Vorokov asks no questions at all. Instead, he perfunctorily splashes a bucket of icy water over his victim (making his gunman step back with a curse). Then, without a word, Vorokov clamps alligator-clip electrodes onto his victim's skin. If a prisoner knows something useful, this often persuades him to blurt it out.

**Discipline:** Punishments in Black Siberia are harsh. The guards treat each crime as an opportunity to exercise their imaginations, and they keep punishments secret, except for a rare public example. An inmate in Black Siberia gradually acquires the feeling that no other prisoner even dreams of breaking the rules. The inmates cannot guess what the penalty for crime might be, and they have no way to calculate whether a certain transgression might be worth the price.

Minor offenses include insolence to guards, shoddy work, possession of trivial luxuries and unarmed altercations with other prisoners. The guards punish them with a few blows (which cause one point of damage each). Repeat offenders might lose a day's rations, or receive a few days in the punishment cells.

More serious crimes include refusal of orders, active black-marketeering, bribery, attempts to contact people outside the camp, possession of weapons and preparations for escape. Anyone caught in these crimes receives 1D6 weeks in the punishment cells, often combined with beatings worth 3D6 points of damage. Guards also use electric cattle prods, cigarette butts and pliers for purposes best left to the imagination.

Anyone who actually tries to escape, rebel or harm camp personnel risks execution or severe beatings which may permanently cripple the victim. (Use the normal combat damage system.) Months in the punishment cells usually follow.

After an escape, rebellion or other significant crime, Vorokov selects a trustee to take the blame and has him shot. One of the other trusties performs the execution. The ordinary prisoners are not informed, but all trusties must watch the ceremony.

## TIMETABLE

| Time | Event   |
|------|---|
| 0500 | Reveille.   |
| 0515 | Roll call.  |
| 0530 | Off-duty guards eat breakfast in the common barracks. Prisoners begin work. |
| 1200 | Guards eat lunch in their common barracks.                                  |
| 1300 | Prisoners assemble in prisoners' mess for lunch. Roll call.                 |
| 1330 | Prisoners resume work.  |
| 1900 | Guards eat supper in common barracks.                                       |
| 2000 | Prisoners assemble in prisoners' mess for supper.                           |
| 2030 | Prisoners resume work.  |
| 2300 | Prisoners end work. Roll call.  |
| 2330 | Prisoners sleep.  |

# Round-Up Ambush

## Key



Brush



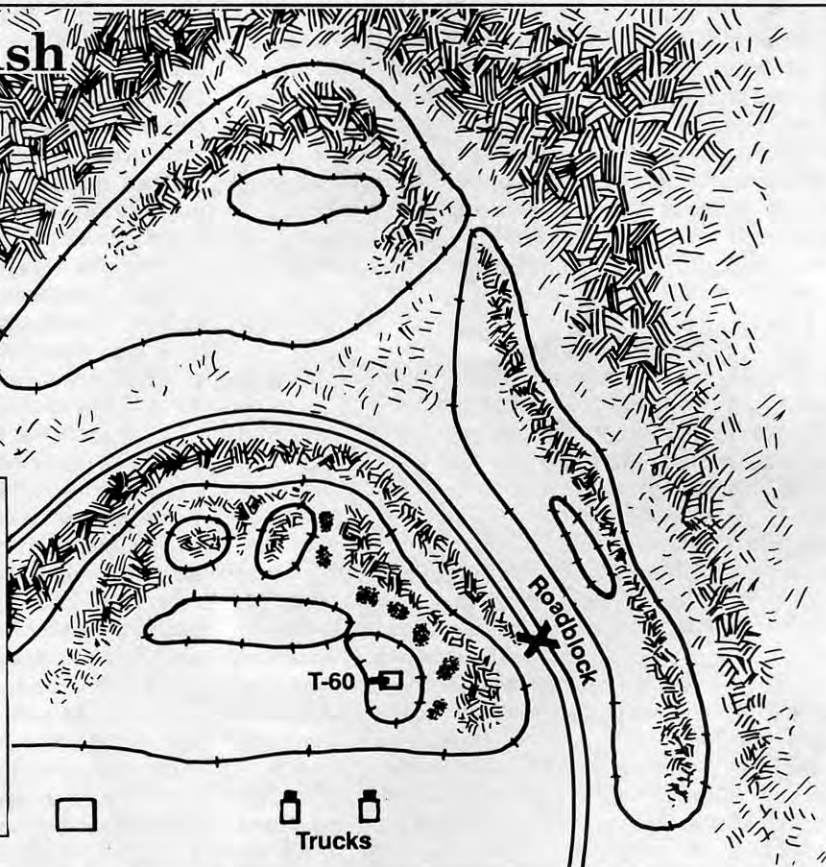
Pair of foxholes



Contour



Road



## Environs

## Key



Woods



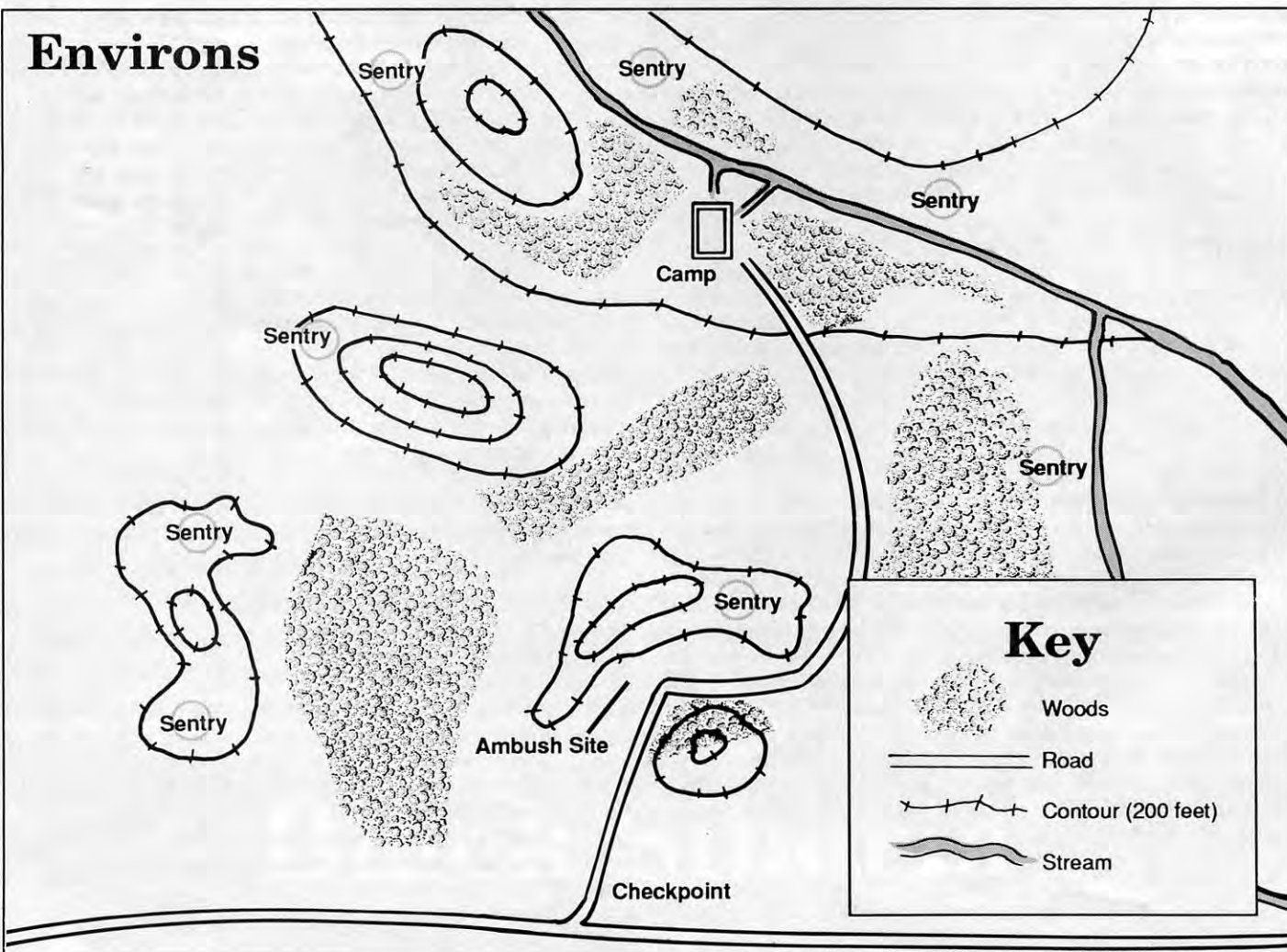
Road



Contour (200 feet)



Stream





Prisoners receive two meals per day. Miners receive a full ration, usually beans, meat scraps and locally produced vegetables. Factory workers receive a watery gruel which counts as half rations. This keeps them alive, but little more. Factory workers accrue one level of fatigue, which they cannot regain until they eat full rations for a number of days equal to their length of time in captivity. All prisoners treasure anything edible. Even guards may accept bribes of food.

## TRUSTIES, COWARDS AND COLLABORATORS

Vorokov considers prevention to be his best weapon against escapes and riots. He seeds his camp with spies and rumors of escape plots, creating a psychological minefield. If the adventurers try to conspire with NPCs, they inevitably meet Vorokov's informers. The guards also watch adventurers and try to determine their psychological profile. They may attempt to recruit player characters as collaborators.

**Trusties:** Trusties wear red caps and carry truncheons. Vorokov gives them heated barracks and feeds them as well as his own men. The trusties consider themselves an elite group, free to treat their fellow prisoners with contempt. Most prisoners know the trusties as club-swinging tormentors who hope to enforce discipline through terror. They dare not tolerate any form of disobedience since Vorokov holds them responsible for any disruption which occurs under their command. Vorokov picks the most spirited prisoners as his trusties, sometimes appeasing prisoners who might otherwise have tried to rebel. This alienates them from the remainder of the camp, thereby hampering those who nourish thoughts of freedom.

When Vorokov selects a new inmate guard, he has Kaus, his chief trustie, order that person forward at roll call. Then Kaus announces the "honor" before the whole camp, then escorts the new trustie to his new barracks. There, the new recruit meets 10 veteran trusties. One of them approaches him. "Welcome to the Pit. Let's see if you're ready to be one of the predators." An assistant reveals an improvised branding iron, made with electrical tape, a Zippo lighter and the tab from a soft-drink can. The iron has the shape of a grinning skull. Then the trusties take turns searing the skull into the newcomer's back and buttocks. After initiation, Kaus explains the recruit's duties. A trustie must keep order in the barracks he is assigned to oversee. If he permits an escape or rebellion, he pays with his life. In return, he receives absolute power over the camp's "meat," or ordinary prisoners. Regular guards will always be present—no trustie ever gets to watch a place alone.

**Cowards:** Most prisoners do not collaborate with Vorokov. They also do not try to escape. They hope only to live, to avoid beatings, and to avoid attention. Cowed by the trusties and numbed by years in the mines, they have neither courage nor hope. Ordinary prisoners incessantly indulge in minor crimes, such as hoarding cigarettes and pilfering rations, but the idea of escape or rebellion seems utterly unreal. If they learn of a serious plot against Black Siberia, they stare with disbelief, then later blurt what they know to a guard.

**Spies:** In addition to trusties, Vorokov uses inmates as spies. He currently has one champion secret agent—Major Robert Brockwater, leader of the prisoners' secret escape committee. Fourteen other prisoners belong to Brockwater's committee, including the NPCs Viktor Fitz, Lt. Col. Pernell and Francis Schmidt. Brockwater often arranges ploys for entrapping the camp's real escape artists. His favorite trick for finding malcontents works as follows: He arranges for guards to interrogate a prisoner about an inmate named "Peters" who supposedly makes homemade knives. The night after the interrogation, the escape committee corners the prisoner in the barracks. Brockwater accuses his victim of collaborating with guards and claims that the interrogation was merely a cover story. The prisoner must prove that he is not a collaborator by revealing his best plots to the escape committee.

Koskyn also works with Vorokov. He sends the commandant information and beats up malcontents. In return, the trusties overlook his misdemeanors and reward him with chocolate and cigarettes.

## ESCAPE

To get outside, one must pass through a maze in which the guards control the key passages. Beyond that, a fugitive comes to a pair of

fences, with concertina wire coiled between them. A cleared zone commanded by machinegun towers completes the barrier.

**Corrupting a Guard:** The party may

try to corrupt a guard. Most guards would trade with prisoners or overlook minor rules infractions for a "gift," such as soap, toilet paper and any other trinkets they consider innocuous. However, even the most corrupt guards fear escapes or revolts, which could bring Vorokov's wrath upon them, or lead to a battle that might end their jobs or their lives. Thus, they do not hesitate to report any offer which frightens them. The adventurers have no chance to purchase real help unless some friendly prisoner arranges for them to meet Rybalko.

**Disguise:** Adventurers may try to steal the guards' clothing. All Vorokov's personnel wear Soviet or Czech uniforms with black armbands, and anybody in similar attire could pass for a guard at a distance. However, adventurers must pass an Average: Disguise roll to fool guards in any actual encounter. Any foreigner who actually speaks with guards must also pass an Average: Russian or Czech language roll to remain disguised. And even guards do not have free run of the camp. If the adventurers try to climb fences or evade checkpoints, no disguise can help them. They can expect questions from sentries whenever they approach gates, vehicles, heavy weapons or warehouses. A stolen uniform can help adventurers on furtive trips from point to point, but by itself cannot get them out of Black Siberia.

**Tunneling:** As miners, the inmates of Black Siberia have special opportunities to escape by tunneling. However, this requires planning and probably cooperation from other prisoners. The tunnelers must find a place to conceal both the cave entrance and all dirt they remove. PCs must pass Stealth rolls to camouflage their tunnel mouths or dirt piles. Each time anyone investigates the area, the players must attempt these rolls again at whatever penalty the referee considers appropriate.

For a truly overwhelming bribe, a lone guard may overlook inconclusive evidence of a tunnel once. A PC would need to pass a Difficult: Persuasion roll to complete such a bargain. However, the guard would certainly check later to make sure nobody continued the project.

With real tools, a tunneler may excavate four cubic feet of dirt per hour. Improvisations halve this total. Furthermore, whoever supervises a tunneling project must pass an Easy: Mining Engineer roll each day of work. Those without this ability may attempt Average: Civil Engineer checks or Difficult: Education checks. If this roll fails, part of the tunnel caves in, filling 2D10 cubic feet of passage. Those underground may attempt an Easy: Observation check to notice the signs of collapse in time to escape. If this check fails, everyone in the passage suffers 1D6 points of damage and becomes trapped behind the fallen earth.

Treat tunneling as hard work for purposes of fatigue.

**Guard Reaction:** The referee must decide how long it takes Black Siberia's guards to notice an escape. Consult the section on Daily Routine to determine when the prisoner should next appear at roll call, mess call or work. After the guards discover a prisoner missing, they waste 3D10 minutes before determining that an actual escape has occurred. After an escape, the guards silently arrest and interrogate anyone who might know anything about the fugitives. Meanwhile, five patrols began sweeping the area. Each patrol consists of 10 Experienced camp guards with AK-74 rifles and one fragmentation grenade each. Although camp policies encourage them to capture prisoners alive, they do not hesitate to kill.

Prisoners of war often harry their captors by hiding at roll call, thereby creating false escape panics. Black Siberia punishes such tactics mercilessly. However, if prisoners maintain a campaign of hoaxes which includes over three missed roll calls in one month, the referee should double the response time after a genuine escape.

**Minor Disturbances:** If the PCs incite a minor uproar, guards rush to the scene at a rate of 1D6–3 every combat turn.

# TWILIGHT: 2000

**Prison Uprising:** Any revolt in Black Siberia must be quiet and sudden. The prisoners need to neutralize key guards, arm themselves and break out before the commandants realize what has happened. If given a chance to react, the guards suppress uprisings by concentrating their forces and pounding rebellious prisoners with the maximum firepower available. This may include mortars and tank cannon. Vorokov fears nothing as much as a riot, and he does not hesitate to massacre his workers to prevent one.

The referee may direct guard maneuvers in response to a revolt. Remember that the guards take any sign of an uprising seriously, and gunfire or shouts alert them immediately. If the rioters take hostages, Vorokov may negotiate, but he has no intention of keeping his promises. He might allow a few prisoners to leave in return for the lives of camp personnel, but once the hostages are released, he sends patrols to kill the rebels.

## VISITORS

Occasionally, visitors interrupt the life of the camp. Each day, the referee should roll 1D6: On a roll of 1 or 2, a convoy arrives from one of Vorokov's customers. A convoy includes either 4D6 pack mules or 1D6 trucks, protected by 2D6 Veteran NPCs. When a convoy arrives, the trustees hustle prisoners from every task to help unload food, fuel and miscellaneous items. The day after a convoy arrives, Vorokov sends it away with a cargo of metal ingots, ore or munitions, which the prisoners must load. Convoy escorts will not knowingly smuggle out prisoners, but they might carry messages for bribes worth at least 200 gold coins.

Adventurers might infiltrate the camp disguised as a convoy. Sentries do not resist intruders—they report the invasion by radio and track the intruders' motion toward the camp. If the sentries see up to six enemies on foot, Vorokov sends 12 soldiers carrying a 5/25-kilometer radio, armed with one AK-47 and one grenade each. It takes 2D10 minutes for the patrol to set out. The squad advances in a staggered line, with one point

man 50 meters in the lead. It attempts to maneuver intruders into an unfavorable position and force them to surrender.

In an actual assault, it takes 4D10 minutes for the camp to organize for a counterattack, not counting time required for travelling to the battlefield. Black Siberia has five Wojo Combination mortars, which can open fire with 1D10 minutes' notice. The counterattack force includes 20 riflemen carrying a 5/25-kilometer radio, armed with AK-74s and one fragmentation grenade each. Two more soldiers carry RPG-16 rocket launchers with. If confronting enemy armor, the force slows its pace to ensure that the confrontation occurs at close range in woods or hills, where RPG-16s can be effective. Ten of the riflemen proceed 200 meters ahead of the main force, serving as a screen. They attempt to bring their foes under mortar fire and rout the attackers by indirect fire. Then they break up into teams of four and hunt the fugitives down.

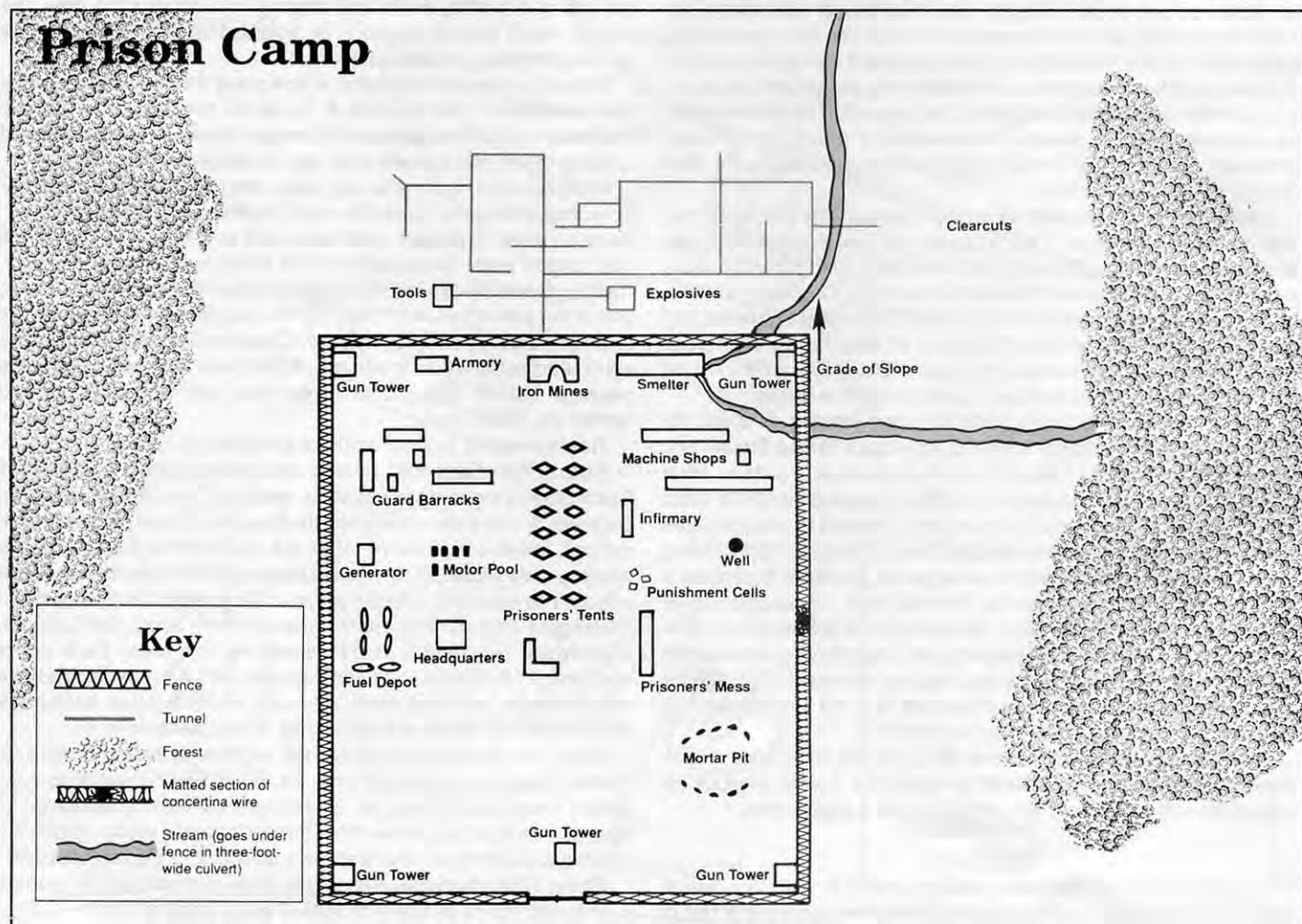
If determined attackers force this team to engage in real combat, the 10 scouts fire from cover, attempting to keep their foes busy while the rest of the team maneuvers for ideal firing positions.

## PRISON CAMP

**Checkpoint:** The road to Black Siberia leads through the ruins of a crossroads town. Brown grass grows among the unroofed foundations, and jagged girders point toward the sky. Vorokov has a pillbox here, where five Experienced sentries greet visitors. These guards treat most visitors with respect since Black Siberia sustains itself by trading with cantonments and local warlords, but they do not allow vehicles mounting heavy ordinance to proceed. They radio news of any visitors to the main camp, and turn away anyone Vorokov does not wish to receive.

The pillbox contains a DShk machinegun, which the guards may fire through a narrow slit if attacked.

The sentries have two other fortifications hidden in the foundations of ruined buildings 100 meters in front of the pillbox, with firing ports and a foot-thick concrete roof. Each contains two Experienced soldiers, one





with an AK-74 and one with a AT-5 Spandrel launcher with one load.

Anyone who drives off the main road into the rubble risks stumbling into an old foundation or pit traps. Treat the area as a minefield with a density of 0.1—anyone who "triggers a mine" actually falls into a 10-foot-deep hole. This causes 1D6 points damage to one leg. A vehicle becomes stuck and requires 1D6 hours of work to remove.

**Sentries:** Vorokov posts sentries around Black Siberia in a ring three miles wide. Each of these foxhole positions contains two guards. Experienced NPCs with level 6 Stealth and Observation skills. A watchman uses a 25x image intensifier to scan the approaches to Black Siberia and has an AK-74 with two extra clips. A radio operator uses a 5/25-kilometer radio and has a Tokarev pistol. If the adventurers scan the treeline, they can notice the guards by passing Average Observation checks. Otherwise, the sentries remain unseen.

**Ambush Site:** A trap for unwanted guests.

**Fence:** The fence consists of two 15-foot-high chain-link fences 10 feet apart. Coils of concertina wire run between them. Pushing through the wire takes 1D6 minutes and causes 2D6 points of damage to the arms and legs. Anyone equipped with wire cutters may cross the wire without damage in 3D6 minutes. However, the guards in the gun towers can fire at prisoners crossing the wire.

**Gun Towers:** These roofed wooden platforms stand on 20-foot-high frameworks. Each contains a spotlight and a single guard with a Vz-59 medium MG. One gun tower overlooks the main gate. The gunners here serve as gate wardens.

**Generator:** This building contains three 500-kilowatt generators. One guard usually stands watch at the door.

**Fuel Depot:** A row of cylindrical tanks here contain 5000 liters of fuel. Three large stills produce more nearby. Two guards stand watch with AK-74s, while five prisoners tend the stills.

**Trustie Barracks:** The camp's 50 trusties live in this pair of wooden bunkhouses. Anyone who walks into one feels a blast of heat from the grimy wood stoves. At any given time, 1D10 trusties are lounging here.

**Well:** Black Siberia obtains its water from this well. Green jerrycans lie scattered around the concrete mouth.

**Prisoners' Mess:** A long, tar paper-roofed building. There is no furniture inside except for two small counters—one dispensing ordinary rations, the other intended for those performing heavy labor.

**Prisoners' Tents:** Each tent contains 20 prisoners and two trusties (and could accommodate 30 people). The 15 olive-drab tents stand on crumbling concrete pads. They keep out most rain and some wind. Inside, one finds crowded rows of bunks, with no bedding but the blankets and extra clothing prisoners can line their pallets with. A stench of moist bodies and mildew pervades every tent. During winter, guards allow small fires outside the mouth of each shelter.

**Guard Barracks:** The camp guards live in this complex of seven corrugated-steel modules. Guards have semiprivate apartments kept orderly but hardly clean. Some have improvised stoves and personal supplies of food. The camp contains a total of 70 guards, employees and camp followers. At any given time, 2D10 are in the barracks.

**Motor Pool:** The camp parks its vehicles in this sandy patch. Three guards with AK-74s stand here at all times. Black Siberia owns five 2.5-ton trucks, two BMP-3 APCs and one T-60 tank.

**Infirmary:** One guard with an AK-47 always stands watch at the door to the infirmary. This hospital shack contains 15 cots and enough supplies to stock two doctors' medical kits. Surgical-green curtains seclude a small operating theater.

**Headquarters Buildings:** These concrete buildings have sandbags stacked against the sides and an iron blast door on top. Five camp guards with AK-74s watch the entrances. They have shoulder arms, plus a Vz-59 in a sandbagged emplacement. Anyone who descends through the blast door enters a dingy conference room, equipped with a map, four chairs and several filing cabinets. The cabinets contain Soviet orders for the establishment of a prison camp, geologists' reports on the mineral resources of the area and business accounts for Black Siberia. Also here are apartments for Vorokov, his local mistress (Frau Reiner) and two ex-captains from the Czech Army who manage Black Siberia. The headquarters also contains 10 man-days of dried rations, the equivalent of a doctor's medical kit, five gas masks and

protective suits, a Geiger counter and a chemical sniffing device. A vault contains \$20,000 worth of gold dust. One must pass a Difficult: Lockpicking roll to open the combination lock.

**Mortar Pit:** Sandbags line the rim of this shallow dugout. Inside are five Wojo Combination mortars. The six crewmen play cards in a tent adjacent to their weapons. Each has a Makarov pistol for emergency use. The tent also contains 20 rounds of 82mm HE, 1 round of 82mm Illumination and 50 rounds of 81mm HE ammunition.

**Armory:** Three guards with AK-74 rifles pace outside the armory. This is a low building of corrugated steel. Two padlocks swing from its door (each requires an Average: Lockpicking check to open). Inside, are the camp's spare weapons and ammunition: 15 AK-74 rifles, 15 Makarov pistols, four RPG-16 rocket launchers, three Vz-59 medium machineguns with tripods, five cases of fragmentation grenades, one case of WP grenades and one case of antitank grenades. Ammunition supplies include 10 cases of 9mm Makarov ammo, 30 cases of 5.45mm ammo, 10 cases of shells for pump-action shotguns and five cases of 7.62mm L ammo.

**Machine Shops:** Two guards with pump-action shotguns patrol the machine shops, assisted by two trusties. These rows of tar paper shacks contain lathes, presses, workshops and assorted machinery. Twenty-five prisoners reload spent ammunition, repair machinery, and manufacture simple items. Vorokov only produces what he knows he can sell, so there is not much inventory. However, there are machine tools, 100 pounds of gunpowder and \$15,000 worth of engine parts, gunsmithing equipment and assorted ammunition.

**Smelter:** Twenty-five prisoners labor in the smelters, supervised by two guards with pump-action shotguns and two trusties. Fifty tons in 100-kilogram iron ingots stand boxed outside the smelter, awaiting shipping. Half outdoors and half covered by corrugated steel, this array of contraptions refines iron from the mines and has few safety features. Water wheels turn enormous wooden gears; blue methane flames lick towers of fuel drums; dirty water sluices through troughs; an improvised blast furnace sends waves of heat for hundreds of yards. The first time anyone tries to work with this equipment, he must attempt an Easy: Mechanic check. If the roll fails, the machinery scorches the character, causing causes 2D6 points damage to a random body location. Prisoners assigned to work in the smelter must make this roll once per week.

**Iron Mines:** Rusty iron rails run into the mountain here. Laboring in the tunnels are 175 of Black Siberia's prisoners. They do all work by hand, breaking rock with chisels, pushing ore out in carts, and shoring up the tunnels with rough-hewn timbers. Eight trusties supervise the work, and five guards with pump-action shotguns patrol the mines in a body, never allowing themselves to be split up underground. A locked chamber contains explosives for breaking difficult stone. Its stocks include 14 complete engineer demolition kits, 30 kilograms of plastique, 100 cases of dynamite and 1000 electric blasting caps. A pair of guards with pump-action shotguns stand by the door.

**Punishment Cells:** These corrugated-steel boxes are five feet high and three feet wide. The interior becomes scorching hot in sunlight, but rapidly cools at night. Time in a punishment cell causes as much fatigue as hard labor.

**Clearcuts:** Tracks of ochre mud slash through this forest, linking wastelands of stumps. In one clearing, prisoners toil over a hand-operated sawmill. Vorokov details 50 prisoners to cut wood and saw it up for fuel and mine timbers. The prisoners work in chain gangs of five each, fastened to one another at the waist by 10-foot lengths of chain. Two trusties supervise this project, and 10 guards watch the perimeter, armed with AK-74 rifles.

## NPCS

The following are important NPCs who might be encountered in or around Black Siberia.

# TWILIGHT: 2000

### **Father Krewinski (Experienced)**

Father Krewinski is at once a village leader, hog farmer, politician, union activist, businessman and priest. In the camp, he encourages the despondent, intercedes with guards for those suffering punishment and embarks on hunger strikes against special injustices. Nevertheless, Vorokov tolerates him, because Krewinski knows not to actually suggest a rebellion. Krewinski collaborates with the camp personnel but only to win kinder treatment for the prisoners. Krewinski comes from a nearby village, which would pay 1000 gold coins to anyone who rescued him. Krewinski has a narrow face with drooping jowls. He looks frail, but he never seems to tire, and speaks in a booming voice.

**Skills:** Computer: 3, Civil Engineer: 3, Instruction: 3, Persuasion: 4.

**Initiative:** 3.

### **Kaus, Chief Trustie (Experienced)**

Before the war, Kaus lounged in the squatters' paradises of Hamburg. A self-styled rebel, he spent the early 1990s as a sometime mugger and dealer in hashish. Then the war came, and Kaus found himself in the army. When Soviet forces overran his unit, he used the opportunity to surrender, hoping to wait out the war in relative safety. Upon seeing life in a Czech prison camp, Kaus became quite depressed and even considered suicide. Vorokov, however, saw uses for a man of Kaus' talents and assigned him to lead the camp trusties. Kaus tackled the project with zeal, having finally found an outlet for his drive to bully and give orders. He constantly punishes the other prisoners for his misfortunes. Kaus is a tall man, prematurely bald, with a mass of scars on his right hand.

**Skills:** Melee Combat (unarmed): 6.

**Initiative:** 4.

### **Trusties (Experienced)**

**Skills:** Melee Combat (Unarmed): 6.

**Initiative:** 4.

### **Guards (Experienced)**

**Skills:** Melee Combat (Unarmed): 5, Small Arms (Rifle): 5.

**Initiative:** 4.

### **Koskyn (Experienced)**

Koskyn deserted from the Soviet Army too soon: His unit recaptured him before discipline broke down throughout Europe. He managed to keep postponing his execution, though, until his captors gave up on the war and sold him as a slave to Vorokov. Koskyn prospered in Black Siberia. He quickly organized a prison gang of 10 like-minded inmates, who enjoyed intimidating the other prisoners. This gang demands chocolate, toilet paper and other minor treasures from the rest of the camp. It beats and humiliates those who fail to appease it. Koskyn has a greasy mass of black hair. He is a little man with gleaming eyes.

**Skills:** Melee Combat (Unarmed): 6, Persuasion: 6.

**Initiative:** 4.

### **Major Robert Brockwater (Experienced)**

A product of England's best public schools, Brockwater seems the archetypal British officer. To him, it is the "sporting thing" for prisoners of war to try to break free, and accordingly, he leads the camp's rugby enthusiast's club and escape committee. The committee contains 15 other members, including Viktor Fitz, Maria Polbyansky and Molly Barneweather. Brockwater's tunnels and schemes never come to much because he is actually a spy for Vorokov. He serves Vorokov out of acute terror: He values his own survival and comforts above everything else. A gray-haired man of about 35, Brockwater wears spectacles and has rather large ears.

**Skills:** Melee Combat (Unarmed): 4, Disguise: 6, Persuasion: 5.

**Initiative:** 4.

### **Maria Polbyansky (Elite)**

No task seems too strenuous for this stoic veteran of Poland's anticommunist resistance. She works as hard as anyone in the mines.

With her fellow prisoners, she always seems cordial but never warm: Polbyansky intends to escape, and she has no interest in any entanglements. She sees no use for any of the prisoners but the silent German, Viktor Fitz. However, she also feels sorry for the British nurse Molly Barneweather, and she helps her when she can. The adventurers might win her friendship if they exhibit sufficient determination to escape. Maria belongs to Brockwater's escape committee, but she feels frustrated with its lack of progress, and she and Viktor are developing their own escape plan. To date, nobody else knows of their ideas. However, Maria might invite others to join her plan if she trusts them. This could lead to disaster if someone convinces her to include Major Brockwater. Maria is blonde, with a round face and steel-gray eyes.

**Skills:** Melee Combat (Unarmed): 4, Small Arms (Rifle): 4, Thrown Weapon: 3, Observation: 4, Foraging: 5, Scrounging: 4.

**Initiative:** 5.

### **Molly Barneweather (Novice)**

No prisoner wishes to share a tent with Molly Barneweather. She manages to smell even worse than the typical inmate of Black Siberia, and she suffers a chronic case of dysentery. Furthermore, she constantly complains. Molly feels utterly miserable and is an expert at making everyone else that way too. Molly considers Maria Polbyansky and Viktor Fitz her friends because they seldom tell her to shut up when she complains. However, Molly senses that they have some plan underway. She feels hurt that they have not told her about it. If she is left to nurture her grievances, she may uncover Maria's plans and report them to the guards. Molly has straw-colored hair and milky blue eyes. She was once plump, but her flesh now hangs in doughy folds.

**Skills:** Medical: 5, Biology: 3, Chemistry: 2.

**Initiative:** 1.

### **Rybalko (Experienced)**

Obese despite years of war, this jovial guard suffers from a remarkable lack of willpower. He does not really mean to betray Vorokov, but he cannot turn down the offer of a small bribe. And after doing little favors, he does not dare refuse larger ones. Rybalko stands guard at the headquarters.

**Skills:** Melee Combat (Armed): 5, Small Arms (Rifle): 5.

**Initiative:** 4.

### **Viktor Fitz (Elite)**

Years of slavery have left Viktor numb, and he regards the world with a silent, glassy gaze. However, Viktor's mental faculties remain intact, and he has a will of iron. He and Maria Polbyansky recognize each other as kindred spirits and have developed an escape plan. Although both nominally belong to the camp escape committee, they trust each other far more than Brockwater and have told no one of their intentions. Viktor has bribed Rybalko for a Makarov pistol and a careful description of the camp defenses. With Rybalko's assistance, Viktor has matted-down an escape route through the concertina wire.

**Skills:** Persuasion: 4, Small Arms (Pistol): 3.

**Initiative:** 4.

### **Vladmir Vorokov (Experienced)**

Vladmir Vorokov knows an opportunity when he sees it. Before the war, he studied geology, intending to become one of the first Soviet oil barons. As war became more likely, he reenlisted in the army, obtaining a colonel's rank by the time the war began. He was among the first to foresee the breakdown of civilization in Europe. At that point, Vorokov requested and received authority over the prison camp in Czechoslovakia which became Black Siberia. Work consumes Vorokov day and night. The commandant does what his project requires, without regard to himself or others. He runs Black Siberia, not as a means of personal profit, but out of the drive to make an organization work. With his bald forehead, perpetual scowl, booming voice and dark glasses, he intimidates even his own officers.

**Skills:** Persuasion: 4, Leadership: 3, Small Arms (Pistol): 1.

**Initiative:** 4 ♀



# Standard Operating Procedures

*By Capt. Thomas E. Mulkey, US Army (Ret.)*

*The time is twilight; the full moon is still low in the sky. You have been moving north for several hours, and everyone is dead tired. The voice of the guy watching the party's rear comes up on your two-kilometer, unsecure radio headset.*

*"We got company—at least two unfriendlies following for about an hour now. They're well back, just staying close enough to keep me in sight. What are our orders?"*

*"SOP 1-17; go right. Let's do it to it!"*

*The ensuing ambush works because everyone knows what SOP 1-17 is: "If somebody is trailing you, make a circle and come back on your own tracks and ambush the folks that aim to ambush you." By using a previously agreed upon set of SOPs, the ambush is executed without further radio traffic or voice commands to alert the enemy.*

**Y**ou and your party can develop your own standard operating procedures (SOPs). The key to success is to ensure that everybody knows the SOP and that you have sealed it with a KISS (keep it simple, soldier!).

Following is an example from 1756 during the French and Indian War. Rogers' Rangers were American colonial backwoodsmen, as familiar with stalking game as their British professional counterparts were with the slow-paced, deliberate maneuvers of the European style of fighting of their day. In rough buckskin hunting smocks, the Rangers must have seemed a sad joke to the brilliantly polished red-coated regulars. Then the bullets began to fly.

The truth of war is that weapons, uniforms and equipment will often change, but men will always win with the fundamentals. Colonel Rogers gave America's first Rangers these basic principles, which are as valid in 2000 as they were then, even if your character doesn't own a hatchet (SOP 1-19)!

## **STANDING ORDERS OF ROGERS' RANGERS: FRENCH AND INDIAN WAR (1756)**

1. Don't forget nothing.
2. Have your musket clean as a whistle, hatchet scoured, 60 rounds, powder and ball, and be ready to march on a minute's warning.
3. When on the march, act like you would if you was sneaking up on a deer. See the enemy first.
4. Tell the truth about what you see and do. There is an army depending on us for correct information. You can lie all you please when you tell other folks about the Rangers, but never lie to a Ranger or officer.
5. Don't never take a chance you don't have to.
6. When on the march, we move single file, far enough apart so one shot can't go through two men.
7. If we strike swamps or soft ground, we spread out abreast so it is hard to track us.
8. When we march, we keep moving 'til dark, so as to give the enemy the least possible chance at us.
9. When we camp, half the party stays awake while the other half sleeps.
10. If we take prisoners, we keep them separate 'til we have time to examine them, so they can't cook up a story between 'em.
11. Don't ever march home the same way. Take a different route so you won't be ambushed.
12. No matter whether we travel in big parties or little ones, each party has to keep a scout out 20 yards ahead, 20 yards on each flank and 20 yards in the rear, so the main body can't be surprised and wiped out.
13. Every night you'll be told where to meet if surrounded by a superior force.
14. Don't sit down to eat without posting sentries.
15. Don't sleep beyond the dawn. Dawn's when the French and Indians attack.
16. Don't cross a river by a regular ford.
17. If somebody is trailing you, make a circle and come back on your own tracks and ambush the folks that aim to ambush you.
18. Don't stand up when the enemy is coming against you. Kneel down, lie down, hide behind a tree.
19. Let the enemy come 'til he's almost close enough to touch. Then let him have it, and jump out and finish him with your hatchet. Ω

# **TWILIGHT: 2000**



Special Bestiary Issue

# CHALLENGE 52

Magazine of Science-Fiction Gaming US \$3.50

**Twilight: 2000™**

**Safari**

*Legion G. McRae*

**MEGA Traveller®**

**Contact: Hhkar!**

*Michael R. Mikesch*

**Star Trek™**

**Ferengi**

*James P. Gee*

**GDW**  
GAMES





# Going On SAFARI

*It sounded simple enough. All we had to do was go into British Columbia to look for some elephants. How hard could a couple of pachyderms be to find anyway? You just look for walking gray houses, right? Yeah, right!*

*While we were all thinking over Roberts' offer, Jones piped up, "But if they're in BC, doesn't that make them Canadian elephants? Won't that be rustling?"*

*Everything stopped, and we all looked at Roberts.*

*When he burst out laughing, everyone heaved a sigh of relief.*

*He hadn't flipped out!*

**T**he lower Fraser River Valley is still free of the blight of war in July 2000. The PCs, drawn by the apparent tranquility of the area, enter Bellingham, Washington for a little rest and relaxation. In the dark interior of a quiet little bar, they exchange a few words with Lieutenant Michael Roberts of the newly formed 1st Alternative Cavalry Regiment. When he learns that they have no pressing commitments at this time, he offers them a job.

The 1st Alternative Cavalry Regiment wants to conduct a reconnaissance of the Aldergrove, British Columbia area to search for elephants from the Vancouver Game Farm, Roberts explains. Divisional HQ will not sanction the mission, so Roberts is looking for outside assistance.

If they accept the mission, the PCs will travel along US Highway 539 and Canadian Highway 13 to the Vancouver Game Farm just north of Aldergrove. Roberts wants them to round up any elephants they find and bring them back to Bellingham. If the elephants have left the farm, the PCs are to attempt to track them for a week, then report back to Roberts.

Roberts says he will pay the characters one full tank of diesel for each of their vehicles if at least one elephant is brought back. If no elephants are captured, the PCs will be paid a full tank of methanol fuel for each of their vehicles.

Roberts only has 1000 liters of diesel (he pumped it out of an abandoned gas station in April). If this is not enough to fill the PCs' tanks, Roberts will make up the difference in methanol.

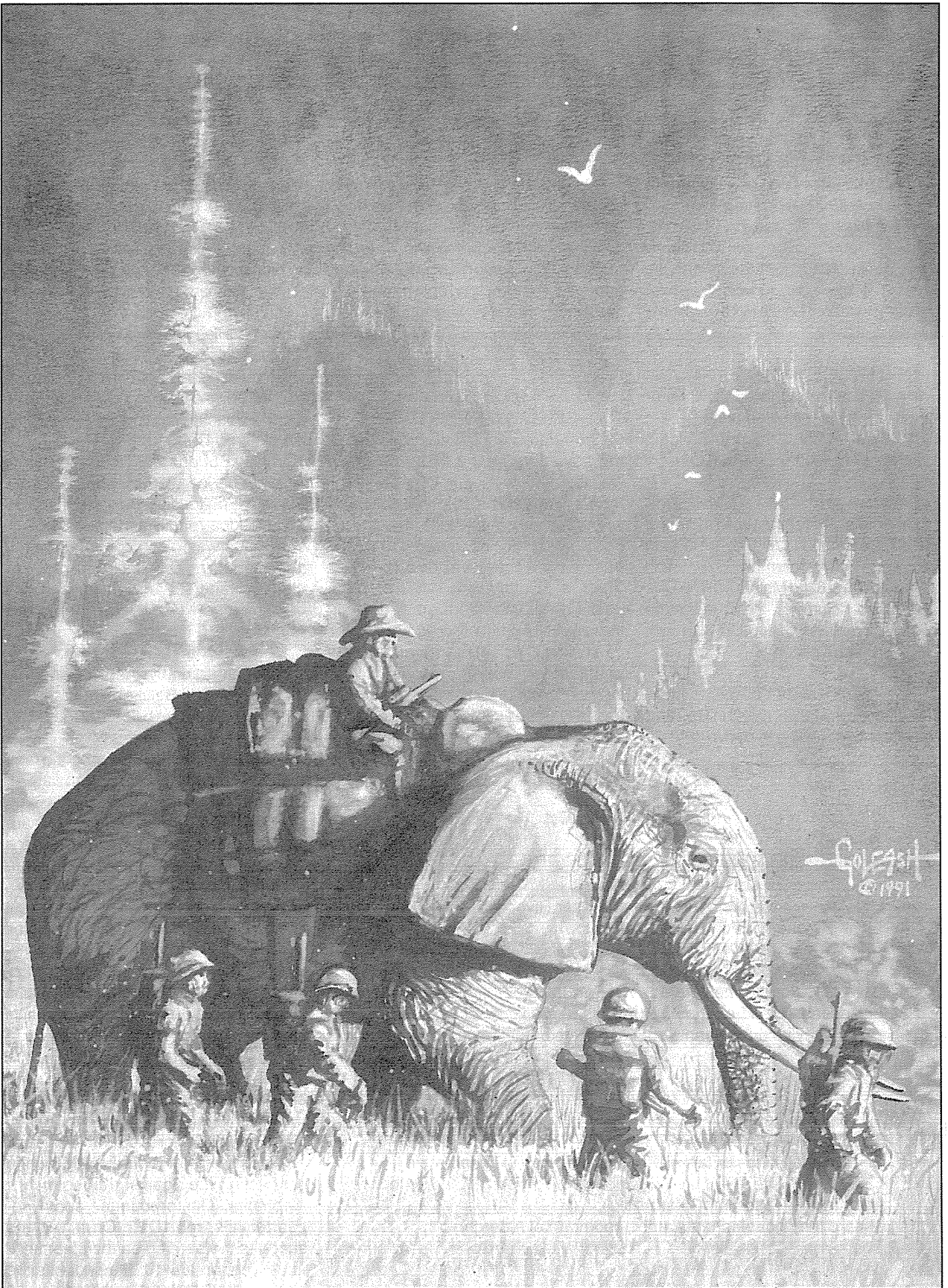
## STEP RIGHT UP, FOLKS

"Safari" is set in northwest Washington and southwest British Columbia during late July or early August 2000, filling in some of the gaps on conditions in America between 1 July 2000 (the start of game time and reference date for the **American Combat Vehicle Handbook**) and 25 November 2000 (the arrival of Task Force 34 from Europe at Norfolk, Virginia as detailed in **Going Home**).

The best bet for the characters in this adventure will probably be to head toward the Vancouver Game Farm, then question people as they get close. After all, if elephants are roaming the area, someone will most likely have seen them.

The mission will require cross-country travel which by vehicle would be difficult and slow due to fuel requirements (foraging and distilling). Roberts will therefore loan the PCs one of his elephants, named Dumbo, with a three-man, flak jacket-lined howdah. (Dumbo's statistics are the same as those listed for Hephallump.) It is Roberts' hope that Dumbo will help attract

*By Legion G. McRae  
and Michelle Sturgeon*





and calm any elephants the PCs discover. Roberts will also send along a mahout (driver or handler), Corporal Lewis Birch. Any PCs not riding the elephant will be loaned horses.

## GET YOUR PEANUTS, POPCORN, CANDY

The characters will probably not require many supplies or equipment for the journey—just food, basic weapons, personal items, etc. Roberts will be more than happy to provide what he can from the stores of the 1st ARC. Remember, though, firepower and cargo will both be limited by what the animals can carry.

## IN THE CENTER RING...

The PCs are most likely civilians or members of the following units:

**US Army:** 47th Infantry Division (Washington and Idaho), 104th Infantry Division (Light) (Montana).

**Canadian Army:** 3/C-SCOT-R (British Columbia), 1/Regina Rifle Regiment (British Columbia), 1/Rocky Mountain Rangers (British Columbia).

**Soviet Army:** 62nd Motorized Rifle Division (British Columbia), 120th Motorized Rifle Division (British Columbia), 76th Tank Division (British Columbia).

## ENCOUNTERS

Use encounter tables found in **Howling Wilderness** for running this adventure.

**New Americans:** Prior to 1 January 2001, any New Americans encountered will be discreet reconnaissance teams and will look like groups of refugees. These patrols will be made up of 2D6 personnel, both male and female, armed with an array of easily concealable weaponry.

**Rumors:** During their travels in northern Washington and southern British Columbia, the PCs will encounter people with a variety of information. Roll 1D6: on a 1-2, the person encountered has heard no rumors; 3-4, one rumor; 5-6, two rumors. To determine which rumors a person knows, roll 2D6 and consult the Rumors Table.

## RUNNING THE ADVENTURE

The referee can fill in the details of the adventure as the PCs make their way toward Vancouver. With some detective work and a little intuition, they will probably get the idea that the elephants have migrated from the Vancouver Game Farm to Fort Langley. Then, a meeting with Willie or some tracking will take them on to the Fort Langley National Historic Park. The most difficult part of the adventure, and perhaps the most humorous, will be treating the injured elephant's wounds and taking the two back to Roberts and the 1st ACR.

## ORGANIZATIONS

Referees may determine troop locations and specific weapons of organizations encountered.

### 1st Alternative Cavalry Regiment

This unit was formally organized in May of 2000. What makes it unique is that instead of relying on tanks and APCs for transportation, members of the 1st ride elephants.

The elephants, originally belonging to the Bishop Brothers Circus, were set free in Bellingham in late 1999 when the crew and performers fled into the countryside. Many of the animals died in the intervening months. Roberts found the elephants grazing in a field in April and rounded them up with the aid of an infantry platoon subordinate to the 47th Infantry Division.

In May Roberts went to the divisional HQ with his idea for an elephant-borne "cavalry" unit—and was surprised to find his idea readily accepted.

Roberts was given command of the 1st Alternative Cavalry Regiment. Including leaders, the regiment consists of 45 members (20 Veteran, 15 Experienced and 10 Novice NPCs).

**Meeting the 1st ACR:** Patrols may be encountered anywhere within 50 or 60 kilometers of Bellingham, Washington. The regiment is billeted in the northern reaches of Bellingham.

**Weapons and Equipment:** The regiment rides a "fleet" of nine Indian elephants. A mahout rides on each elephant's neck, and two other men are carried in a howdah mounted on each animal's back. Other regiment members ride horses.

The men are armed with an assortment of small arms, and the group possesses eight night vision devices (three image intensifiers, four IR goggles and one starlight scope), plus a few heavy weapons (M203s and M60s). All the men and all the elephants have body armor.

Each elephant wears a "coat" of interconnected Kevlar vests as a makeshift barding covering everything but the lower legs. Use the Human/Animal Hit Location (Quadruped) Table on page 198 of 2nd edition **Twilight: 2000** when conducting fire against the regiment's elephants. On forequarter and hind-quarter hits, roll 1D10. On a 1-5, the shot hits the barding on the elephant's upper leg; on a 6-10, the shot hits the animal's unprotected lower leg.

## Rumors

### Roll Rumor

|    |   |
|----|---|
| 2  | I heard some kind of awful shrieking while I was moving south, over near Langley.   |
| 3  | Foreigners have been seen in the Fraser River Valley, especially at night. No one knows what they're up to.   |
| 4  | Cannibals have moved into the river valley. If you want to keep your head, you'd better stay away.  |
| 5  | Some kind of cult has taken over Fort Langley park. People keep disappearing, and everyone's heard strange screams, especially at night. They've even seen spirits or ghosts or something |
| 6  | Some kind of monster rampaged through Langley just last month. I hear some guy was killed. I'd stay away if I were you.   |
| 7  | A bunch of escaped convicts have taken over Aldergrove. And they're out for revenge!  |
| 8  | There's no getting north out of this valley. Chilliwack's nuke saw to that.   |
| 9  | There are all kinds of tanks lying around north of Clearbrook.  |
| 10 | Elephants? Sure there are elephants around here. I saw a bunch of them myself over near Clearbrook.   |
| 11 | I heard they got elephants at the zoo north of Aldergrove   |
| 12 | People have been avoiding Fort Langley lately. No one seems sure why.   |

## Aldergrove Militia

The Aldergrove Militia is composed of civilians (citizen-soldiers) led by a small number of Royal Canadian Mounted Police (RCMP).

The militia has a hatred for the Razorbacks and will harass or arrest anyone suspected of belonging to the gang.

RCMP Staff Sergeant Bruce Colts commands the militia under the authority of Mayor Rousseau. Including leaders, the group consists of 100 members (20 Veteran, 50 Experienced and 30 Novice NPCs).

**Meeting the Militia:** The Aldergrove Militia can be encountered anywhere within 10 kilometers of the town of Aldergrove. The maintain vigorous patrols of the nearby countryside.

**Weapons and Equipment:** Militia members are armed with a variety of civilian and police small arms (sporting and assault rifles, shotguns, revolvers and automatic pistols). Half also wear police-issue body armor. They are dressed in a wide assortment of military combat uniforms obtained from local army surplus stores and from elements of the 47th Infantry Division during that unit's withdrawal south in late-1998.

## Matsqui Razorbacks

The Razorbacks are a marauder gang composed of ex-convicts from the Matsqui Penitentiary and people recruited since the gang formed. Tom "Fang" Strakes is the maniacal leader. Those in his inner circle are all escaped cons, while most of the lower ranking members are recent additions. Including their leaders, the group consists of 130 members (40 Veteran, 60 Experienced and 30 Novice NPCs). The Razorbacks hole up in the Matsqui Penitentiary.

The Razorbacks have adopted as their standard a blood-soaked, inverted British Columbia provincial flag.

**Meeting the Razorbacks:** The Razorbacks can be encountered anywhere west of the ruins of Canadian Forces Base (CFB) Chilliwack. They patrol (raid) throughout the southern bank areas of the Fraser River, as far south as Sumas.

**Weapons and Equipment:** The Razorbacks are armed with a wide assortment of civilian and police weapons (sporting rifles, shotguns, revolvers, a few assault rifles and automatic pistols). A few members (Fang among

them) have police-issue body armor. Most wear civilian clothes, although some take a sick pride in wearing their old prison uniforms.

## INTRODUCING...

Presented below are a number of people the PCs may encounter in this adventure.

### Lt. Michael K. Roberts

Roberts was born and raised in Houston, Texas. When he finished high school, he went to the University of Texas where he studied business management. He had just finished his doctoral studies when the US entered the war in late-1996.

He enlisted in February of 1997, went through officer training, and in late 1997 was placed as a supply officer in the 10th Infantry Division (Mountain), then in Alaska.

After being cut off from his unit by the Soviet offensive of early 1998, Roberts made his way south. In northern Washington in March 2000 he linked up with elements of the 47th Infantry Division, then in cantonment in Bellingham. In May he was put in command of the newly formed 1st Alternative Cavalry Regiment.

Roberts is an Experienced NPC. He speaks English (10) and Russian (4).

**NPC Motivation Results:** *Heart 7:* Roberts is a dedicated leader has strong feelings of responsibility for the men and animals of his command. *Diamond 3:* One of the reasons he went into business management was to make money. He is ambitious and assertive, yet not unaware of the feelings of his fellow man.

### Corporal Lewis Birch

Birch hails from Eagle Grove, Iowa, and served the entire war in the Pacific Northwest. He has been a member of the 34th Infantry Brigade of the 47th Infantry Division since it was called into federal service in November 1996. When his new friend Lieutenant Roberts found the circus elephants in April 2000, Birch immediately offered to help him round them up. Now Birch is one of Roberts' best mahouts and a dedicated "elephanteer."

Birch is a Veteran NPC. He speaks English (10).

**NPC Motivation Results:** *Spade 5:* Birch is not an unkind man, but deep down he feels he should have been

# TWILIGHT: 2000

given command of the 1st ACR. After all, he is more familiar with the men in the 47th than Roberts. *Heart 6:* He is friendly to everyone he meets and remains Roberts' friend.

### Sheila Ford

Sheila Tompkins grew up in Vancouver and attended the University of British Columbia where she studied to be a veterinarian. At UBC she also met Greg Ford, another veterinary student, whom she married in her senior year. Once she and Greg completed their studies, they moved to Aldergrove, where she got a job at the Vancouver Game Farm. Greg was in the city on business when Vancouver was nuked in December of 1997, but she has never received confirmation of his death. She lives in Aldergrove with her daughter, Jaci, who is 20 years old.

Ford met Roberts when he first discovered the elephants and was instantly attracted to him. Her love of Roberts and of animals both motivate her interest in the well-being of the 1st ACR. If the PCs find the elephants and it becomes apparent that one is injured, they could easily enlist Ford's aid in treating the afflicted animal.

Ford is a 44-year-old Novice NPC. She speaks English (10) and Latin (5).

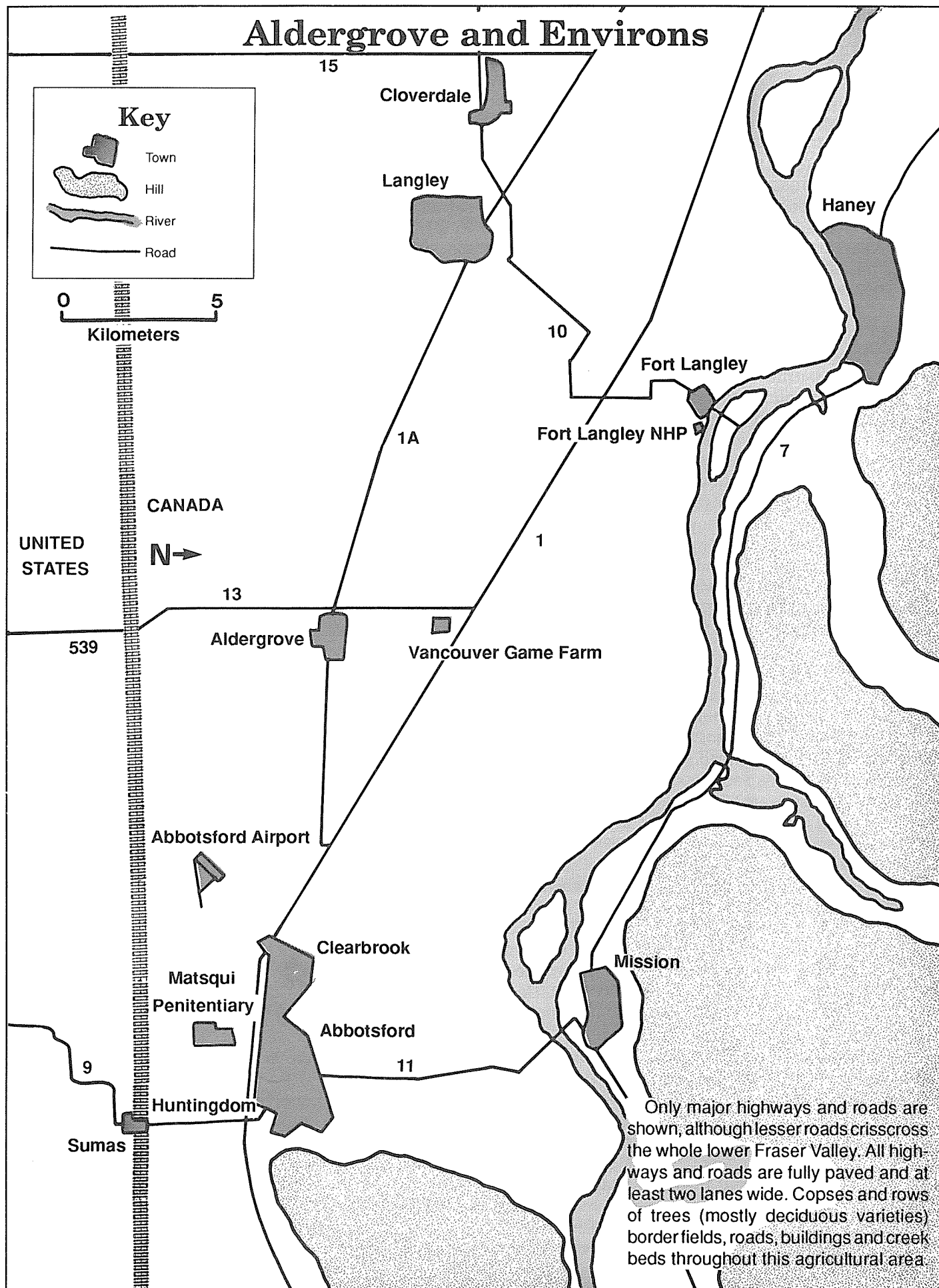
**NPC Motivation Results:** *Heart Queen:* Ford has always loved animals and is intensely drawn to Roberts. *Heart 2:* Ford likes a good conversation and is very talkative.

### Mayor Walt Rousseau

Rousseau had just won the Aldergrove mayoral election in 1996 when the war started in Europe, involving Canada. The first year of the war went uneventfully in Aldergrove. Then, in late 1997, disaster struck! The nukes wasted Vancouver and Chilliwack, and strikes occurred in northern Washington to the south of the valley.

Reading the writing on the wall, Mayor Rousseau, with the aid of the local RCMP detachment, assumed practically dictatorial powers. He ordered the town closed, organized a civil militia,





had obstacles and wire entanglements erected, and instituted stricter rationing of resources. Then the town waited.

When the seas of refugees broke upon Aldergrove's barriers, the town held.

Now that the refugees have, for the most part, moved on, Rousseau has relaxed rationing to a degree and has opened Aldergrove to small-scale trade.

Rousseau is an Experienced NPC. He speaks English (10), French (9), and German (5).

**NPC Motivation Results:** *Spade Ace:* Rousseau is a very popular man in and around Aldergrove. He is a natural leader. *Heart 3:* Walt is very protective of "his people," and won't hesitate to act against any strangers who seem to threaten the town.

### Tom "Fang" Strakes

Strakes was found guilty of the brutal murder of the Willis family on May 15, 1991. He was sentenced to five consecutive terms of life imprisonment at the Matsqui Penitentiary.

After Vancouver and Chilliwack were vaporized on the December 28, 1997, many of the prison's guards stopped showing up for work. Those that did continue working were overpowered by a mass prison break, orchestrated by Strakes, early in January 1998. Once out, most of the prisoners dispersed into the countryside south of the Fraser River.

Some few, however, remained together and formed a gang.

Strakes claimed to be the gang's leader and murdered all contenders, and he has been in that position ever since. It was Strakes who named the gang the Razorbacks. He was given the nickname of "Fang" by the other members of the Razorback because of his pronounced eye-teeth. Fang is obsessed with death and occasionally tortures and murders prisoners just to watch their pain.

Fang is a large (6'3", 240 lbs.), powerfully built man. His upper body is covered in blue-ink tattoos.

Fang is a Veteran NPC and is 32 years old. He speaks English (8).

**NPC Motivation Results:** *Club King:* Strakes is a homicidal maniac and wouldn't give a second thought about the use of violence anywhere! *Spade Queen:* Fang never takes no for an answer.

### Willie

Willie is the sole inhabitant of Fort Langley. He is half-crazed hermit who will be only too happy to chat with the PCs for awhile. If asked about elephants, he will relate the following tale:

*I got here about, let's see—five or six, no not that long, must be two years ago. There wasn't any animals here then. Just me and Bessie—that's my horse. She's a gone now, though.*

*Anyhow, I did see me an elephant once. Must a been about a month ago. No, more like last week. I don't know. He was a headed towards the river—just a runnin' and a trumpetin'—'bout scared poor Bessie ta death.*

*I weren't scared, though. I tried ta follow him fer a spell. But he headed towards the park, and nobody wants to go there after dark. Everybody knows that place is haunted.*

Willie's age is hard to guess, but he's well over 80, probably over 90. He is a Novice NPC and speaks English (8).

**NPC Motivation Results:** *Diamond Ace:* Willie would give you the shirt off his back. Unfortunately, he doesn't have a shirt to give. *Heart 7:* He likes living alone but is most willing to spin a tale for friendly travellers.

### Elephants

Hephalump is a bull Indian elephant, and Woozle is a cow. Woozle is quite sick. About a week ago, a hunter wandered into Fort Langley National Park and surprised the two elephants. He fired a shot from his rifle at Woozle, wounding her. Shortly thereafter, the hunter was killed in an encounter with Hephalump.

Woozle's wound wasn't very bad initially, but now it's infected. Anyone can see that she won't make the trip back to Bellingham without a veterinarian's care. The elephants are friendly, but they are scared and confused. A PC should be able to befriend them if he is quiet, gentle and slow-moving. A nice handful of grass wouldn't hurt either! Dumbo, the elephant Roberts loans the PCs, and his mahout will also help befriend the animals.

**Hephalump:** *Meat:* 1D6×80 kg *Move:* 10/15/30 # *Appearing:*—*Hits:* 60 *Attack:* 20% *Hit #:* 4 *Damage:* 5D6 *CON:* 26.

**Woozle:** *Meat:* 1D6×80 kg *Move:* 10(5)/15(8)/30 (no charge possible) # *Appearing:*—*Hits:* 60(30) *Attack:* 20% *Hit #:* 4(2) *Damage:* 5D6(3D6) *CON:* 26 (13).

## TWILIGHT: 2000

The entries in parentheses are Woozle's current, wounded ratings. With the proper care, she will be able to get back up to her full statistics again.

### PLACES OF INTEREST

Below are descriptions of the locations in and around the lower Fraser River Valley.

#### Abbotsford and Clearbrook

These two towns, which have grown together, were devastated by the hordes of refugees streaming east after the nuclear attack on Vancouver on December 28, 1997. Looting, rape and murder drove out the inhabitants who survived, and the towns are now almost completely abandoned. The Razorbacks use them as supply centers to supplement their rapine of nearby settlements and travellers.

A small settlement in the northeast corner of Abbotsford has so far been able to fend off the ravages of the refugees and Razorbacks. Approximately 300 people live in what they call North Abbotsford.

Anyone entering Abbotsford or Clearbrook will meet 3D6 Razorbacks on a 2D6 roll of 1-7. Razorbacks encountered will attack—unless they are obviously outnumbered or outclassed.

#### Aldergrove

The town of Aldergrove is under the sway of Mayor Walter Rousseau. In January 1998, he assumed almost dictatorial powers and organized the citizens into an effective militia using the local RCMP detachment as a cadre.

When the sea of refugees from Vancouver arrived, they were faced by strong obstacles patrolled by armed guards. After trying unsuccessfully to bulldoze into the town by sheer numbers, they moved on to Abbotsford instead.

Now Aldergrove has a shaky trading system established with what is left of Langley, and the militia will allow small groups of people inside. About 900 people now live in the town of Aldergrove.



### Matsqui Penitentiary

This prison was built to hold maximum-security convicts. When the war went nuclear, the inmates staged a takeover and broke out. The penitentiary is now the home of the Matsqui Razorbacks, a gang of escaped convicts who have recruited some new members.

Anyone coming within two kilometers of the prison will encounter 3D6 Razorbacks on a 2D6 roll of 1-8. Razorbacks encountered will attack—unless they are obviously outnumbered or outclassed.

### Vancouver Game Farm

The now deserted game farm is located about three kilometers north of Aldergrove. The animals there were decimated by the refugees from the west in January 1998. Those that survived, including two Indian elephants, fled into the countryside. The elephants have moved gradually west and are currently sheltering in a large copse immediately to the east of the Fort Langley National Historic Park.

### Langley

Large tracts of Langley were razed during the refugee migrations in late

1997 and early 1998. But the eastern parts of the town, including the small airport, were spared because the citizens there fought the refugees to a standstill more than once in running battles through the city.

Now, about 500 people live in Langley's eastern quarter. They conduct trade with Aldergrove and with the few travelling merchants brave enough to wander the valley.

Langley possesses a functioning DNC-6 Twin Otter aircraft, 1100 liters of avgas, and pilots, parts and mechanics to maintain and fly it. The citizens will use their secret weapon only as a last resource to save the town. They have dynamite, grenades, and Molotov cocktails stocked up to drop as bombs.

For details of the DNC-6 Twin Otter, see "Air Module II" in **Challenge 28**.

### Fort Langley

The small town of Fort Langley was obliterated by the seas of refugees which flowed over the valley in 1997 and 1998. Many of the buildings are gutted from fire. Many more are simply abandoned. Most are broken down.

The sole occupant of Fort Langley is Willie, a friendly but half-crazed old hermit. The only other encounters here will involve scavengers from the town of Langley to the south.

### Fort Langley National Historic Park

The Fort Langley National Historic Park is on the site of a restored and maintained Hudson Bay Company fort built in 1827. A log palisade surrounds the fort. Inside the palisade are a number of timber buildings. Just to the east of the fort is a large copse of alder trees.

In July 2000, the vicinity of the fort, and the copse of alders in particu-

lar, is the home of Hephallump and Woozle, the two Indian elephants from the Vancouver Game Farm.

Nobody from Fort Langley will go near the park, which is situated northeast of the town, because of all the "unholy screaming" coming from the place.

### NEW SKILLS

This adventure is based upon the ability of people to use animals, sometimes exotic ones, for different sorts of work. The skills required to do this are not available in **Twilight: 2000** game rules, so two new skills are presented here.

#### Animal Training and Handling (INT)

Ability to break (if necessary), train, and handle various types of animals. It is suggested that the only animals this skill should be usable on are elephants, horses, dogs, camels and homing pigeons. When this skill is taken, the animal it applies to should be specified, and the skill may be taken more than once for a character to work with more than one type of animal.

#### Veterinarian (EDU)

Ability to render first aid/medical care to injured or ill animals. If used to treat humans, add one difficulty level to all tasks.

### CONCLUSION

If the players are interested in an ongoing campaign in the Vancouver area, the referee could link this adventure to another **Twilight** adventure, "Red Maple," previously published in **Challenge**. The referee would simply need to give the PCs a reason for going to Vancouver Island and equip them with a small boat.

For more information, see "Red Maple" in **Challenge 36**. Ω

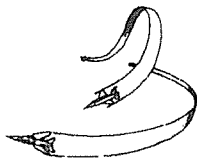
---

*Maps of the Fraser Valley and the rest of southern British Columbia can be obtained from: Tourism British Columbia, Parliament Buildings, Victoria, B.C., V8V 1X4, Canada.*

*Maps of northern Washington state may be obtained from: Washington State Dept. of Trade and Economic Development, 101 General Admin. Bldg., AX-13, Olympia, WA 98504.*

## AIR POWER

*The Journal of Air Combat Gaming*



A newsletter for the serious air gamer with emphasis on GDW's Air Superiority and Air Strike

- New Scenarios
- New Data Cards
- Additional Rules
- Play Articles
- Play Aids, graphics, and much more!

Sample Issue — \$2.50  
One Year (6 issues) — \$12  
Two Years (12 issues) — \$20  
(overseas add \$2 per year)

**Air Power Publications**  
**P. O. Box 2582**  
**LaGrange, GA 30241**



# CHALLENGE<sup>TM</sup> 53

The Magazine of Science-Fiction Gaming

US \$3.50

**Twilight: 2000<sup>TM</sup>**

**Naval Rules**

*Mitch Berg*

**MegaTraveller<sup>®</sup>**

**Wet Navy**

*Terrence R. Molnes*

**Shadowrun<sup>TM</sup>**

**Maiden Run**

*Craig Shesley*

**GDW**





GRAVITY GLEASH  
© 1991

# NAVAL RULES

## An unofficial variant

By Mitch Berg

"When my grandchildren ask me what I saw of the Third World War, I'll be able to look them in the eye and say, 'the bottom of the bunk above me and a CRT sonar screen.' I'm talking about the war, understand. Not this BS that's been going on since '99 or so.

I was a sonar man with the USS Olympia, a nuclear attack sub based out



# FOR 'TWILIGHT': 2000

of Holy Loch, Scotland. We stayed deep, ran quiet, and only made our presence known when we popped whatever Warsaw Pact ships we could find.

The Oly never got sunk. It was back in '97, and we'd just come off a rough patrol in the Barents Sea, and we'd put into Holy Loch for a refit. I drew three days' liberty and took it in the High-

lands. My first night out of Glasgow, the Loch got nuked. No more Olympia. Typical. We cleaned Russki clock when we were at sea, and some pencil-necked-geek commie missile crewman wastes the boat in port.

Things sort of went to heck in Scotland after that. Finally, I hooked up with this crew that was taking an old Dutch

harbor lugger, it's called a "skoot," across the Atlantic to the States.

We was all navy, but we were still a real mixed bag. Skipper used to be the execon a minesweeper. Chief of the boat was a former flight deck chief off the carrier Roosevelt. We had three deckhands from some frigate, a chopper pilot, and a couple motor mechs from a landing ship.





Me and my friend Higgins were the only guys from subs. "Bubbleheads," the skimmers called us. Higgins is a "nuke"—he tended the reactor on the Grant.

The skimmers and the Seabees were dogging us pretty bad—just 'cuz they bob around on the surface where any idiot can get shot at, they think they can grow hair on their chests. Anyway, me and Higgins fixed up the boat's old nav radar set, which has saved our cans a few times. Load that in a five-inch gun and shoot it, surface pukes. You can thank me later."

**M**ost navies include three main branches—surface, aviation and submarine—each with a different mission and its own brand of training. Minor services within the navy—ranging from Seabees to the coast guard to naval intelligence—also have different purposes and types of training. This variety creates a need for more character classes and skills than the standard ones listed in 2nd edition **Twilight: 2000**.

The listings below cover the US Navy. Other navies are modified as listed in the Other Navies section at the end of the article.

## New Skills

**Guided Weapon:** The ability to use weapons that fire at an indirectly obtained firing solution (such as torpedoes and surface- or subsurface-to-surface missiles). Firing a Mark 48 torpedo or a Harpoon missile from a submarine at a target nobody can see, only hear, has very little in common with the Heavy Weapons skill (firing a tank gun or firing a howitzer at a target called in by an observer). However, if you prefer to stick to standard **Twilight** skills, replace Guided Weapons skill with Heavy Weapons.

**Reactor Operator:** The ability to operate a nuclear reactor. No skill in

**Twilight** really prepares a character to operate a nuclear reactor. This operation is too complex to simply cascade under Electronics. However, if you prefer to stick to standard **Twilight** skills, replace Reactor Operator skill with Electronics.

## Basic Training

**Entry:** No prerequisites.

**Basic Training:** The character receives the following skills as part of his naval basic training:

Small Arms: 1  
Small Boat: 1  
Swimming: 1  
Melee Combat: 1

## Rank

The character's rating is listed in parentheses after most of the first term enlisted skills. The rating is an integral part of a naval character's rank (in the navy, the character's "rate").

For example, a submarine service character who chose Computer 2 as a first term skill would see (Sonarman) listed in parentheses. When the character is promoted to NCO rank (petty officer in naval parlance) as per the **Twilight** rules, his rank becomes sonarman 3rd class. If the character continued to the highest rank allowed, he'd be a senior chief sonarman.

## SURFACE BRANCH

*We put out from this little port on the west side of Scotland, with fairly smooth sailing for the first couple of days. I was starting to feel sort of confident in my ability to handle being forcibly demoted to surface puke.*

*Then it got nasty.*

*We hit this really rough squall line. The boat was bobbing around like a rubber duck in a hyperactive three-year-old's bubble bath. Me and Higgins, we was so sick, we just sort of lurched*

*around the deck like the hunchbacks of Notre Dame, trying to do our jobs between woofing.*

*The skipper, deckhands and engineers had all been on surface ships. They just laughed at us and started rattling off all these tall tales about how they'd all done such-and-such in much worse weather than this, and had to keep station and accomplish their missions at the same time.*

Surface warfare characters come from the variety of cruisers, destroyers, frigates, minesweepers, patrol boats, landing craft and support ships that make up most of any nation's navy. In the US Navy, their primary mission is to protect the aircraft carriers. In the Soviet Navy, the idea is to sink American ships. Other navies have other missions.

## Surface Warfare—Enlisted

**Entry:** No restrictions.

**First Term Skills:** The character receives his choice of any one of the following skills or groups of skills in the first term:

Mechanic: 2 (Motor Mechanic)  
Heavy Weapons: 2 (Gunner's Mate)  
Electronics: 2 (Electrician's Mate or Electronics Tech)  
Warhead: 2 (Ordnanceman or Torpedoman)  
Machinist: 2 (Machinist)  
Guided Weapon: 2 (Fire Control Technician)  
Medical: 2 (Hospital Corpsman)  
Computer: 2 (Sonarman)  
Computer: 1 and Scrounging: 1 (Yeoman)

**Subsequent Term Skills:** A total of four levels from any one or a combination of the following:

Small Arms  
Melee Combat  
Swimming  
Small Boat  
Mechanic  
Electronics  
Heavy Weapons  
Medical  
Computer  
Language  
Warhead  
Machinist

**Contacts:** One per term. Roll 1D10 for 8+ for the contact to be foreign.

**Special:** The titles in parentheses are the character's "rating." See the section entitled Rank.

## Naval Rank

### Enlisted

Seaman Second Class  
Seaman First Class

### Officer

Ensign  
Lt. Junior Grade  
Lieutenant  
Lt. Commander  
Commander  
Captain

### NCO

Third Class (Rating)  
Second Class (Rating)  
First Class (Rating)  
Chief (Rating)  
Senior Chief (Rating)

## Surface Warfare—Officer

**Entry:** OCS, military academy or commission.

**First Term Skills:** The character receives the following skills in the first term:

Navigation: 2  
Leadership: 1  
Heavy Weapons: 1

**Subsequent Term Skills:** A total of three levels from any one or a combination of the following:

Heavy Weapons  
Small Arms  
Small Boat  
Scuba  
Swimming  
Navigation  
Leadership  
Persuasion  
Instruction

**Contacts:** Two per term, military. Roll 1D10 for 7+ for the contact to be foreign.

## AVIATION BRANCH

*One of my favorite things about pulling into port used to be seeing the aircraft carriers.*

*They were the most impressive sight you could imagine.*

*Problem was, the guys on 'em knew it and tried not to let you forget it. Hard to blame 'em, but hey, a carrier is just a larger surface ship, and that just makes it a bigger target for a sub. The flyboys didn't like you saying that. Truth hurts, I guess.*

*I don't know if there're even any left anymore.*

Naval aviation includes maintenance, air traffic control and dozens of support specialties that keep the carrier and ground-based aircraft flying.

Naval pilots fly a variety of aircraft from many types of bases, ranging from the American F14 pilot on one of our supercarriers to the Soviet Helix antisubmarine helicopter pilot based on a frigate, to the Dutch P-3 Orion patrol plane pilot flying from a land base.

## Naval Aviation—Enlisted

**Entry:** No restrictions.

**First Term Skills:** The character receives any one of the following skills or groups of skills during the first term:

Electronics: 2 (Aviation Electronics Tech)

Aircraft Mechanic: 2 (Aviation Mechanic)

Medical: 1 and Swimming: 1 (SAR Specialist)

Computer: 1 and Electronics: 1 (Air Traffic Controller)

Machinist: 2 (Aviation Machinist)

Meteorology: 2 (Weather Specialist)

Warhead: 2 (Aviation Ordnanceman)

## Second and Subsequent Term

**Skills:** A total of four levels from any one or a combination of the following:

Swimming  
Medical  
Aircraft Mechanic  
Meteorology  
Observation  
Electronics  
Small Arms  
Warhead  
Scrounging  
Pilot

**Contact:** One per term, military. Roll 1D10 for 8+ for the contact to be foreign.

**Special:** The titles in parentheses are the character's "rating." See the section entitled Rank.

## Naval Aviation—Officer

**Entry:** Agility 8+, and OCS, military academy or commission.

### First Term

**Skills:** The character receives the following skills in the first term:

Pilot: 6  
Parachute: 1  
Navigation: 1

### Subsequent

**Term Skills:** A total of three levels from any one or a combination of the following:

Pilot  
Small Arms  
Aircraft Mechanic  
Navigation  
Leadership  
Persuasion  
Parachute  
Observation  
Instruction  
Foraging

### Contacts:

Three per term, military or specialist (pilot). Roll 1D10 for 7+ for the contact to be foreign.

# TWILIGHT: 2000

## SUBMARINE BRANCH Submarine Service—Enlisted

**Entry:** Intelligence+Education: 11+.

**First Term Skills:** The character receives one of the following skills at a level of two and one of the following at a level of one in the first term:

Mechanic (Motor Mechanic)  
Electronics (Electronics Technician)  
Navigation (Quartermaster)  
Warhead (Torpedoman or Missile Tech)

Computer (Sonarman)  
Guided Weapon (Fire Control Technician)

Medical (Hospital Corpsman)

## Second and Subsequent Term

**Skills:** A total of four levels from any one or a combination of the following:

Mechanic  
Electronics  
Navigation  
Warhead

# The Scroll



A Quarterly Publication  
Dedicated to the World  
of RolePlaying Gaming.



Only  
\$10  
Per Year!



Sage Lore Productions, Inc.

By Gamers - For Gamers!

P.O. Box 14616, Portland, OR 97214





Computer  
Medical  
Small Boat  
Swimming  
Scuba  
Small Arms  
Small Boat  
Leadership

**Contact:** One per term, military. Roll 1D10 for 8+ for the contact to be foreign.

**Special:** The titles in parentheses are the character's "rating." See the section entitled Rank. (Use the rating in which the character took the two-level first term skill.)

### Submarine Service— Officer

**Entry:** Intelligence: 6+, OCS, military academy, or commission.

**First Term Skills:** The character receives the following during the first term:  
Navigation  
Leadership  
Guided Weapons  
Computer

**Second and Subsequent Skill Terms:** A total of three levels from any one or a combination of the following:

Leadership  
Persuasion  
Small Arms  
Reactor Operator  
Navigation  
Swimming  
Guided Weapon  
Computer  
Instruction

**Contact:** Three per term, military. Roll 1D10 for 7+ for the contact to be foreign.

### SEABEES (CONSTRUCTION BATTALIONS)

Seabees build things fast.

Their claim to fame during World War II was moving into an area just taken by the marines and making a usable base out of it in an unbelievably short period of time.

#### Seabees—Enlisted

**Entry:** No prerequisites.

**First Term Skills:** The character receives the following skills in the first term:

Tracked Vehicle: 1 (Bulldozer)  
Small Arms: 1  
Mechanic: 1

**Second and Subsequent Terms:** A total of three from any one or combination of the following:

Mechanic  
Machinist  
Tracked Vehicle  
Metallurgy  
Small Boat  
Civil Engineer  
Swimming  
Wheeled Vehicle  
Small Arms

**Contacts:** One per term, military. Roll 1D10 for 8+ for the contact to be foreign.

**Special:** The character's NCO rating can be constructionman, builder or machinist.

#### Seabees—Officers

**Entry:** OCS, military academy or commission.

**First Term Skills:** The character receives the following skills in the first term:

Civil Engineering: 2  
Leadership: 1

**Second and Subsequent Term Skills:** A total of three in any one or combination of the following:

Civil Engineering  
Leadership  
Persuasion  
Small Boat  
Scuba  
Swimming  
Tracked Vehicle  
Wheeled Vehicle  
Small Arms  
Navigation  
Metallurgy

**Contacts:** Two per term, military or specialist (construction). Roll 1D10 for 8+ for the contact to be foreign.

### COAST GUARD

To generate a US Coast Guard character, consult the Basic Training, Surface Branch and Aviation Branch sections above. There are no submarines, Seabees, or nuclear reactors in the coast guard.

**Surface:** Add another level of Small Boat Handling to the first term skills for both officers and enlisted characters. Delete the Warhead skill, with its associated ratings.

**Aviation:** Add Small Boat Handling to the officer's first term skills. Delete the Warhead skill. Aviation officers start with a rating of Pilot: 4 rather than 6.

### NAVAL INTELLIGENCE

Use the military intelligence tables from *Twilight II*.

### NUCLEAR POWER

*Higgins is a reactor operator—a "nuke," we call them. If there's one thing they pound into your head on nuclear sub, it's reactor safety. Nuke school is hard—you gotta be sharp to get in and a lot sharper to stay in.*

Navy nuclear reactor operators spend the better part of several years training to operate nuclear reactors. They are found on nuclear carriers, cruisers, and missile and attack subs. This specialty is found only in the United States, British, French, Soviet, and Chinese navies.

#### Nuclear Reactor Operator— Enlisted and Officer

**Entry:** Intelligence+Education: 13+ (OCS, military academy or commission—officers only).

**First Term Skills:** The character receives the following skills during the first term:

Reactor Operator: 2  
Electronics: 1  
Computer: 1

**Second and Subsequent Skill Terms:** A total of four of any one or a combination of the following:

Reactor Operator  
Electronics  
Computer  
Swimming  
Mechanical  
Small Arms  
Language  
Scrounging

**Contacts:** Two per term, military. Roll 1D10 for 8+ for the contact to be foreign.

**Special:** The NCO rating is Reactor Operator (see the section entitled Rank).

### OTHER NAVIES

Non-US navies use the US Navy listings above, modified as follows.

#### Albania

**Basic Training:** Same as Soviet Navy.

**Careers:** Use surface careers only. No nuclear reactor operators.

#### Belgium

**Basic Training:** Same as US Navy.

**Careers:** All naval careers are the same, with the following exceptions: No submarine service or Seabees. No nuclear reactor operators.

## Canada

**Basic Training:** Same as US.

**Careers:** All naval careers are the same, with the following exceptions: No Seabees. No nuclear reactor operators.

## Czechoslovakia

**Basic Training:** Same as Soviet Navy.

**Careers:** Use the coast guard section, above. The Czech Navy is composed of river patrol craft. No coast guard aviation.

## Denmark

**Basic Training:** Same as US Navy.

**Careers:** All naval careers are the same with the following exceptions: No Seabees. No nuclear reactor operators.

## Finland

**Basic Training:** Same as Soviet Navy.

**Careers:** All naval careers are the same, with the following exceptions: No submarine service. No Seabees. No naval aviation. No nuclear reactor operators.

## France

**Basic Training:** Same as US Navy.

**Careers:** All naval careers are the same with the following exceptions: No Seabees.

## Germany

**Basic Training:** Same as US Navy.

**Careers:** All naval careers are the same, with the following exceptions: No nuclear reactor operators. No Seabees.

## Greece

**Basic Training:** Same as US Navy.

**Careers:** All naval careers are the same with the following exceptions: No nuclear reactor operators. No Seabees.

## Hungary

**Basic Training:** Same as Soviet Navy.

**Careers:** As in Czech Navy, above. Hungary's fleet is also a riverine force, composed of small patrol craft.

## Italy

**Basic Training:** Same as US Navy.

**Careers:** All naval careers are the same, with the following exceptions: No nuclear reactor operators. Naval avia-

tors (officers) use the same career description as air force pilots.

## Yugoslavia

**Basic Training:** Same as Soviet Navy.

**Careers:** Use coast guard surface careers only (see Coast Guard, above).

## Lithuania

**Basic Training:** Same as Soviet Navy.

**Careers:** Use coast guard surface careers only (see Coast Guard, above).

## The Netherlands

**Basic Training:** Same as US Navy.

**Careers:** All naval careers are the same, with the following exceptions: No nuclear reactor operators. No Seabees.

## Norway

**Basic Training:** Same as US Navy.

**Careers:** All naval careers are the same, with the following exceptions: No nuclear reactor operators. No Seabees. No naval aviation.

## Poland

**Basic Training:** Same as Soviet Navy.

**Careers:** All naval careers are the same, with the following exceptions: No nuclear reactor operators. No Seabees.

**Submarine Ser-**

**vice, Enlisted:** For first term skills, pick only one skill, at a level of two. (Don't pick the backup skill at one.) Prerequisite for enlistment is Intelligence+Education: 10+.

## Romania

**Basic Train-**

**ing:** Same as Soviet Navy.

**Careers:** All naval careers are the same, with the following exceptions: No nuclear reactor operators. No Seabees. No naval aviation.

**Submarine Service, Enlist-**

**ed:** For first term skills, pick only one skill, at a level of two. (Don't pick the backup skill at

# TWILIGHT: 2000

one.) Prerequisite for enlistment is Intelligence+Education: 10+.

## Soviet Union

**Basic Training:** Soviet Navy basic training covers only the following:

Swimming: 1

Small Boat Handling: 1

**Careers:** All naval careers are the same, with the following exceptions: naval aviation pilots use the air force officer career description in *Twilight*.

**Submarine Service, Enlisted:** For first term skills, pick only one skill, at a level of two. (Don't pick the backup skill at one.) Prerequisite for enlistment is Intelligence+Education: 10+.

## United Kingdom

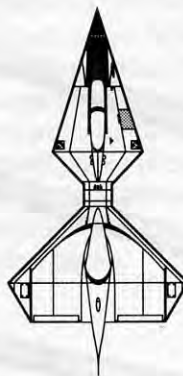
**Basic Training:** Same as US Navy.

**Careers:** All naval careers are the same, with the following exceptions: No Seabees. Naval aviation pilots take Pilot: 5 rather than Pilot: 6. Ω

Subscribe Today To

## 2300 Resource

The Quarterly Journal for the 2300 A.D. Gamer



The only official  
publication  
devoted exclusively to  
the universe of  
2300 A.D.

Receive 1 year (4 issues) of this newsletter by sending your check or money order for \$8.00 to...

**Resource Publications**

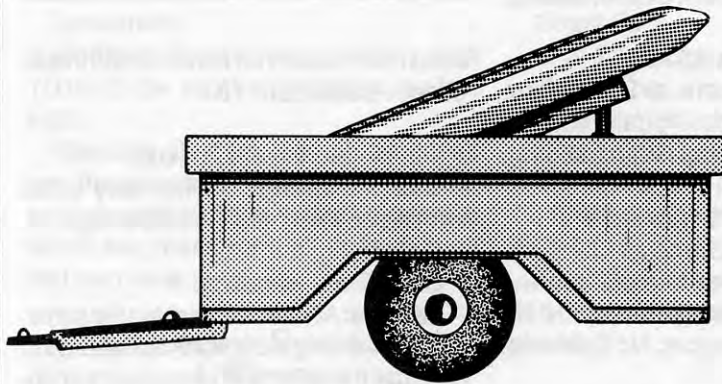
P.O. Box 31146  
Santa Barbara, CA 93130-1146

Send an SASE for a copy of our free introductory issue (automatically sent to all new subscribers)



# New Equipment

## M58A3 MICLIC



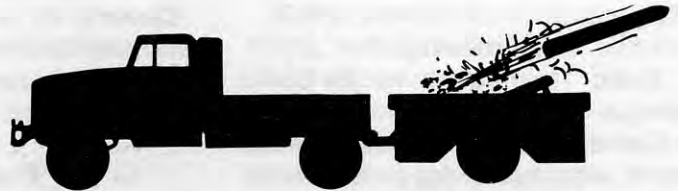
MICLIC stands for *mine clearing line charge*. Mounted on a one-ton trailer, the system consists of 1000 individual one-kilogram blocks of C4 explosive linked by a cable, forming a 100-meter-long chain of explosive.

The explosives are carried across a minefield by an integral rocket. Once the line charge is extended through the minefield, it is detonated. The explosion sets off all nearby mines sympathetically, leaving a 8×100-meter cleared path through the minefield. The explosives, of course, may be cannibalized.

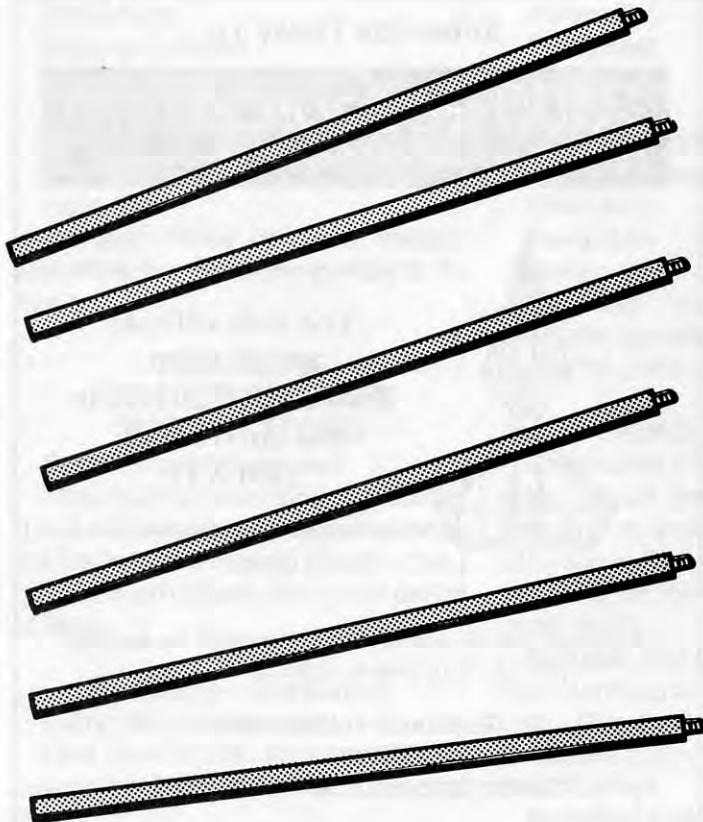
*Twilight Price:* \$10,000 (R/R)

*Merc Price:* \$7500 (—/R)

*Weight:* 1.5 tons



## M1A1 Bangalore Torpedo



This is essentially a steel pipe filled with explosive. Each kit contains seven two-meter sections and a dummy section. Used primarily for clearing paths through barbed wire, it is also useful for making footpaths through minefields.

The sections may be joined to clear a 15-meter-long path, with the dummy in front to prevent booby-traps from setting off the torpedo while it is being pushed through the obstacle. A torpedo will clear a two-meter-wide path through wire and a one-meter path through a minefield—sufficient for a footpath. Requires a demo kit to detonate.

*Twilight Price:* \$3000 (S/S)

*Merc Price:* \$1500 (—/S)

*Weight:* 15 kg per section, 130 kg per kit



## SADARM Mine

SADARM stands for search and *destroy armor*.

This FASCAM mine is a nasty little surprise for over-equipped players. When deployed, it senses vehicles when they come within 50 meters and launches a submunition into the air. The munition wobbles, searching for the vehicle, then fires an explosively formed projectile at the thin top armor.

There is an 80% chance of hitting the overhead aspect only.

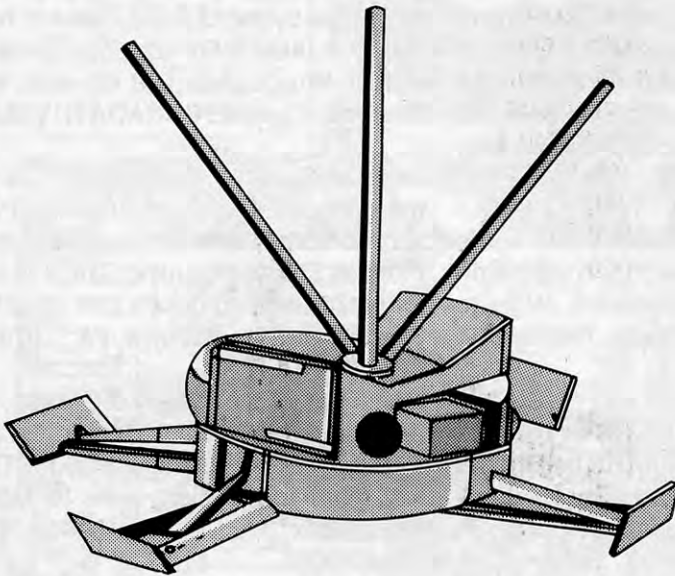
Available as 155mm round, using the RAAM line of the FASCAM Table on page 258 of *Twilight: 2000*.

| Type   | Damage   | Pen |
|--------|----------|-----|
| SADARM | C:3, B:4 | 18C |

Wt: 50 kg per round

Twilight Price: \$7500 (R/—)

Merc Price: \$3500 (—/R)



## Soviet Field Rations

The Soviet Army uses a packaged field ration when the tactical or logistical situation does not allow bulk food to be prepared.

A standard ration pack (intended to last one day) is contained in a 175×145×135mm cardboard box. The package includes two 300-gram cans of meat (various types, none being particularly appetizing), a lump of black bread (prepared for long-term storage, meaning it must be soaked in tea or water before it can be eaten), two grams of tea, and nine small packs of sugar.

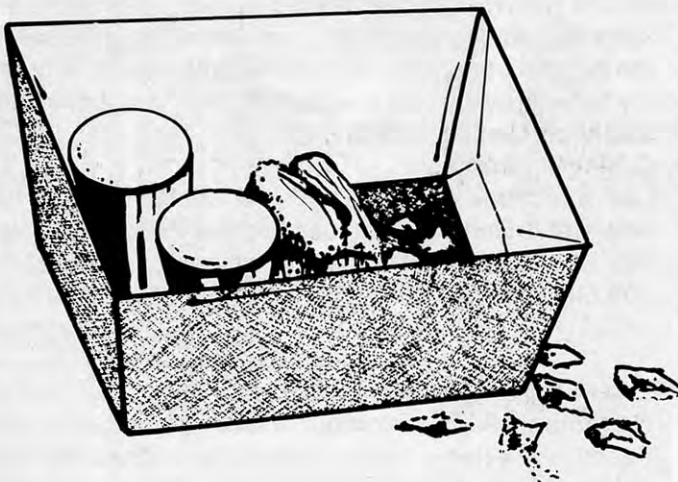
There is no seasoning, not even any salt, and none of the accessories (utensils, matches, toilet paper, etc.) found in US ration packs.

*From Jane's Soviet Intel Review*

Wt: 1 kg

Twilight Price: \$6 (S/S)

Merc Price: \$4 (C/V)





Special HORROR Issue

# CHALLENGE™

# 54

The Magazine of Science-Fiction Gaming

US \$3.50

## MEGATRAVELLER®

To Sleep,  
Perchance  
to Scream

*Charles E. Gannon*

## TWILIGHT: 2000™

Seeing is Believing

*Legion G. McRae*

## CYBERPUNK 2.0.2.0.™

It Came  
From Cyberspace

*Marcus L. Rowland*

GDW



# Seeing is Believing

By Legion G. McRae

**T**he month (*coincidentally*) is October, 2000. Near the end of a long day, the PCs come across an abandoned farmhouse. They set up camp, eat a meager supper and turn in, hoping for a good night's rest.

One by one, they close their eyes, comforted by a warm fire and a roof over their heads.

One by one, they doze, lulled by the sound of the wind against the creaking house frame.

One by one the PCs drift off to sleep—along with any sentries posted to keep watch.

One by one, they all begin to dream.

## GOOD NIGHT, SLEEP TIGHT

The adventure is set just north of an east-west stretch of State Highway 20 in central Oregon. But it could take place on any abandoned farm beside any disrepaired highway in any shattered country in the world.

To head off any suspicions, a few sessions before running this adventure the referee may want to start making sentries check against CON once per half hour or hour to stay awake at night. This entire adventure takes place in the player characters' dreams (*what do you mean, cliché?*). It is imperative that the players believe their characters are awake all along and are experiencing the worst night of their characters' lives.

Once all the PCs begin to dream (*or "to nightmare," if you can imagine that as a verb*) roll 1D6 per PC each combat turn. On a result of 6, a PC enters the collective dreamscape, joining any of his fellows already there. Any PCs who have not yet joined the dream will appear to be asleep to those who have. Player characters who are not "awake" cannot be roused by their friends. They will only make groggy "almost awake" sounds and then fall back to sleep.

*So what if people don't normally share the same dream. Stranger things have happened.*





# TWILIGHT: 2000



Grant Galt © 1991

## A HARD DAZE NIGHT

Outside the farmhouse, the weather has gone sour. The night sky is overcast, a strong wind blows through the yard, and leaves and twigs dance in the night air. The shutters upstairs are clattering against the house. All is dark.

Five turns after the first player character enters the dreamscape, someone will glance out the window. In the woods to the north beyond the farm buildings, glowing red lights are moving through the fields. They look for all the

world like pairs of disembodied eyes. (No, this isn't *Dark Conspiracy*—let's call it *Twilight Zone: 2000*.)

## I HEAR YOU KNOCKIN'

As the player characters scramble around in the dark house, a rock suddenly crashes through a window, followed by more rocks and chunks of wood through other windows. Red lights flash over the front and back doors. The PCs can hear shouts all around the house but can't make out any words.

Then whoever, or whatever, is outside bashes on the doors with fists and with what sounds like rifle butts.

A human-looking hand reaches through one window, then another, as someone climbs in on the south side of the house.

Out on the porches is the sound of cocking guns....

*If this hasn't degenerated into a save-your-skin firefight by now I must commend your players on their nerves of steel.*

The adventure is set just north of an east-west stretch of State Highway 20 in central Oregon.

The farm is in a sorry state of disrepair. Junk and garbage are strewn about—left by previous stop-over groups and squatters who have long since moved on. A split-rail fence runs along the highway and the driveway and around the farm buildings. The driveway's gate is splintered and broken—it looks like a tracked vehicle ran over it.

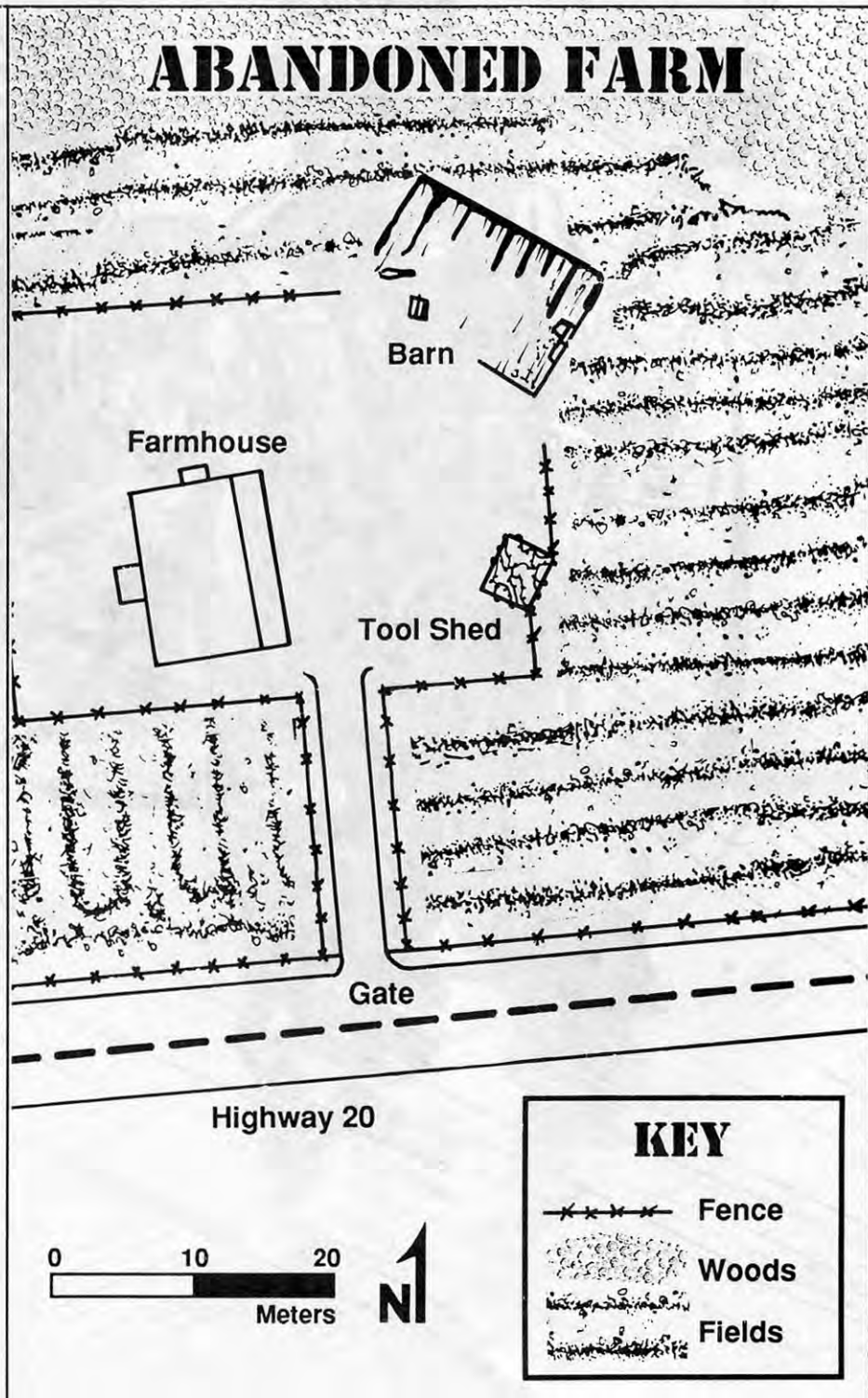
A shed contains a few construction tools (see page 60 of *Twilight: 2000*). It is wood-sided, shingled, and overgrown with tall grass and vines.

A large barn has been gutted by fire, a few months ago by the looks of it. Inside is 300 square feet of corrugated tin siding that could be salvaged if anyone so desired.

The farmhouse is a large, once-comfortable, two-story affair with a full basement. Broken furniture remains in a few of the rooms. Some of the windows are smashed, mostly on the top floor. A stone chimney runs up the north side of the building, and a single fireplace, on the main floor, is full of ashes.

A sizeable porch runs the full length of the front of the house on the east side, and a smaller one graces the back door on the west side. Both front and back doors are intact and still on their hinges.

To the north of the farm is a large expanse of forest of mixed coniferous and deciduous trees. Stretching to east and west between the highway and the forest are what were once fields of grain, now overgrown with weeds.





## SOMETHING WICKED

The PCs' assailants are killer-insane-none-is-too-many-NPCs-from-heck called Night Creepers. They are Veteran NPCs, wearing flak jackets and steel helmets, carrying flashlights fitted with red filters, and armed with M16A2s with bayonets and four magazines. Night Creepies (*uh, that's Creepers*) have bone-tight, gaunt faces and hands, five o' clock shadow, tattered combat uniforms, worn-out boots, rusty weapons and graffiti all over their helmet covers.

The big trick (*or treat*) is that Night Creepers have hit capacities like the PCs do—20 hits per hit location, not 20 total! There are two Night Creepers per PC, so the number will vary from group to group. If the PCs wipe out all of them, bring in more! If any PCs try to escape, cut 'em down!

## YOU'RE GOING TO LIVE IF IT KILLS YOU

Eventually, all the PCs die or become unconscious. As soon as the last PC is overcome, the Night Creepers will vanish as suddenly as they appeared.

But surprise! Once the last of the Night Creepers disappears, the PCs wake up. This time, the nightmare is over, and everyone is safe and sound. Sweating buckets, but fine.

## EPILOGUE

*Okay, the party's over. Everybody wake up and go home. Nothing really happened—it was all just a bad dream. So who left the flashlight on the porch? ☹*

*This is a sample folio adventure from **Twilight Nightmares**, an adventure anthology for **Twilight:2000**.*

# AIR POWER

*The Journal of Air Combat Gaming*



**A newsletter for the serious  
air gamer with emphasis on GDW's  
Air Superiority and Air Strike**

- New Scenarios
- New Data Cards
- Additional Rules
- Play Articles
- Play Aids, graphics,  
and much more!

Sample Issue — \$2.50

One Year (6 issues) — \$12

Two Years (12 issues) — \$20

(overseas add \$2 per year)

**Air Power Publications**

**P. O. Box 2582**

**LaGrange, GA 30241**

# TWIN ENGINE GAMING PRESENTS:

## Out Time Days

a game of Time Travel in an alternate dimension

**THE EXPERIENCE:** OTD is a game of life on a strange world. Although populated by a variety of semi-humanoid races, it is nothing like the Earth that your character left behind. Gone is the industrial might of large nations. The multi-talented worker is a thing of the past. Even your famed Time Jumping skills have been checked to a certain degree. However, you do happen to be one of the few Time Jumpers on this world, and that in itself is a major strength.

You'll choose one of several sects to work with, or attempt to create your own from scratch, which will help set your general method of operation. As each new time opens, there are new discoveries to make, new lands to chart, and new people to meet. The world awaits change, and you are the catalyst.

**OUT TIME DAYS** is a highly interactive role-playing Play-By-Mail game with turns processed weekly. It has received excellent reviews, notably from *Flagship* and *Paper Mayhem*. Turn cost is \$5.00. The game is open ended and 99% computer moderated. The rulebook may be obtained for \$5.00 (refundable with startup). A special startup is available that gives you the rulebook, the startup turn, and five turns for only \$15.00.



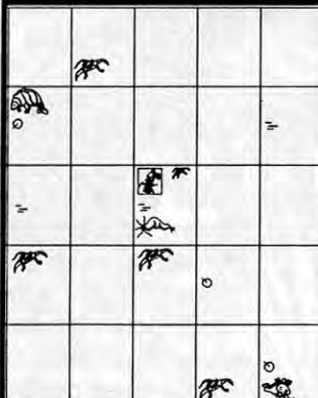
**Dependable, weekly, error-free turns since 1984**



## Space Combat

a game of pure tactical combat...  
in a rather unique environment

You'll be fighting in an edgeless contest zone aboard living creatures. **Space Combat** is almost all combat, with some room for diplomacy. Offensive actions include the creature's Psychic Screams to mentally disrupt others, launching Inverse Mines that will implode near your enemy, freeing Spores to destroy internals, using Nerve Pulses to paralyze pesky scouts, and Virally Infecting your opponent in the hopes of taking over their alien. Each turn comes with a special full-page graphic printout of your ending position to aid you in planning.



**Space Combat** was designed to be easy to learn, but difficult to master. Every game starts with ten players, and as each is eliminated, the chances of the game ending will increase. Turnsheets are custom made on a laser printer to aid you in filling out your next turn. The games run about 12-18 turns. Cost is \$3.50 per turn. A rulebook (required before you can join) is \$1.00 (free if you mention this ad!).



**Twin Engine Gaming; Dept 209; 3254 Maple Leaf Ct.; San Jose, CA 95121**



**W**ar strips away the thin veneer of civilization man wraps around himself—proving that man's capacity for cruelty is boundless. Nowhere is this more apparent than in the psychiatric operations (psyops) game, where terror is combined with the usual carnage of war.

Psyops can result in lowered Initiative, frequent moral checks and drained stamina. At worst, enemy troops may be slightly unsettled. At best, entire units may panic and vacate the premises. A spectacular psyops campaign may even result in outright revolt.

Under the guise of ancient religions and beliefs, cultural terror, or "bad juju," can be an especially effective weapon—often more effective than modern technology. Options run from the subtle to the blatantly obvious. Skulls or bodies

The following **Merc: 2000** miniadventure explores the use of primitive terror tactics. It may be used along with the Biafran Civil War scenario on page 100 of **Merc: 2000**.

### MISSION BRIEFING

The Biafran/Nigerian front is in a low-attrition stalemate and has been without any significant action for the last two weeks.

Occasional incursions by heliborne Nigerian commando (mercenary) units have enjoyed some small amount of success—but are really more annoying than dangerous. The Nigerians have also mounted a psyops campaign against the Biafran troops, either creating or broadcasting what has been identified as a native "cursing ritual." Friendly specialists feel the heliborne incursions and native broadcasts may be a coverup

# TERROR IN THE JUNGLE

*By Adam Geibel*

of animals or enemies mounted on stakes along a unit's front is crude—but chilling. Night tactics—such as screaming, drums, whistles or bugles starting at dusk and lasting until dawn—can be ominous. The use of primitive weapons, such as bows and arrows, blowguns, spears or crossbows made more lethal with quick-acting poison, can spook the stoutest hearts, especially if the users manage to remain unseen.

Violating strong cultural mores or religious beliefs can also be unsettling, especially in underdeveloped areas such as Africa, South and Central America, Southeast Asia, parts of the Pacific Basin, the Caribbean, even some parts of North America and Europe. Such tactics are most effective against indigenous troops, but even well-trained mercenaries can become distracted.

for a larger operation—something ominous may be in the works.

### APPROACH

The PCs have been assigned as a "reaction force." Their purpose is to intercept and thwart the next Nigerian insertion, taking prisoners if possible, in an effort to uncover the Nigerian plot.

When they receive word of a Nigerian heliborne sighting, the PCs will move in. If they don't have a vehicle, a Land Rover will be loaned to them (no friendly helicopters are available at the moment). The PCs' main problem at this point is timing—if they move too fast, they may fall into an ambush, but if they move too slow, the Nigerians will outrun them.

### RETRIEVAL

No pickup is planned after the mis-





sion. The PCs will have to leave by the same vehicle they arrive in—or walk if it is destroyed.

## MAP DESCRIPTION

The map covers a small section of the Biafran/Nigerian front—the left flank (for the Biafrans) of the intended target area. The only points of interest are the team's starting point, the Nigerian LZ, the Nigerian outpost and the targeted point in the road.

## REFEREEING THE SCENARIO

The Biafrans are correct—the Nigerians do have a secret plan. They intend to bring the war to a quick end by first setting the Biafrans on edge through an effective psyops campaign. Then they will release a small stock of nerve agent—a fast-acting, nonpersistent chemical that is lethal if absorbed or inhaled. The amount of agent is strategically insignificant, but the Nigerians hope their enemy will be panicked by the apparent effectiveness of the curse.

The Nigerians have enlisted a local "specialist," also known as a witch doctor, to create the illusion of a mass curse on the Biafran troops. They have recorded a particularly vile-sounding ceremony and are broadcasting it on six large speaker systems. The noise starts at nightfall and ends shortly before daybreak. The Nigerians have also secretly evacuated their section of the lines opposite and for some distance downwind of the target area. The only units left there are mercenaries equipped with MOPP 4 gear—they are monitoring the broadcasting equipment and perpetuating the illusion that the lines are manned.

Just after moonset (20:35 local time), a Nigerian Hip helicopter will insert the witch doctor and a team of mercenaries in the Biafran rear area on the flank of the front to be sprayed. The witch doctor—carrying a five-kilogram sack containing marking paints, feathers, "medicine bags" and a strangely marked human skull—will emplace fetishes, jujus and other objects of black magic. The

Nigerian group must be extracted no later than 02:00 in order to be clear by 04:00, when the nerve agent will be released.

If the PCs capture a Nigerian mercenary or the witch doctor, finding out what's going on will get easier as the 04:00 deadline approaches (Interrogation: Difficult to Easy). But even the Nigerian commandos don't know that the attack will be called off if the witch doctor does not succeed in emplanting his artifacts. In that case, the Nigerians will consider an alternate use of their nerve agent resources.

The PCs cannot use Biafran troops on their reaction force mission, but they may meet a regular Biafran patrol or supply mission. Any Biafrans with the PCs when they encounter the witch doctor or his artifacts will panic on a 1D6 roll of 1-3. If the witch doctor is killed, the Biafrans will only panic on a roll of 1-2.

## NPCS

The Nigerian mercenary team protecting the witch doctor has six Experienced NPCs, each armed with one AK-74 and four grenades. The group has three night vision binoculars, six Claymores, one PK machinegun and one SVD sniper rifle with a night vision scope.

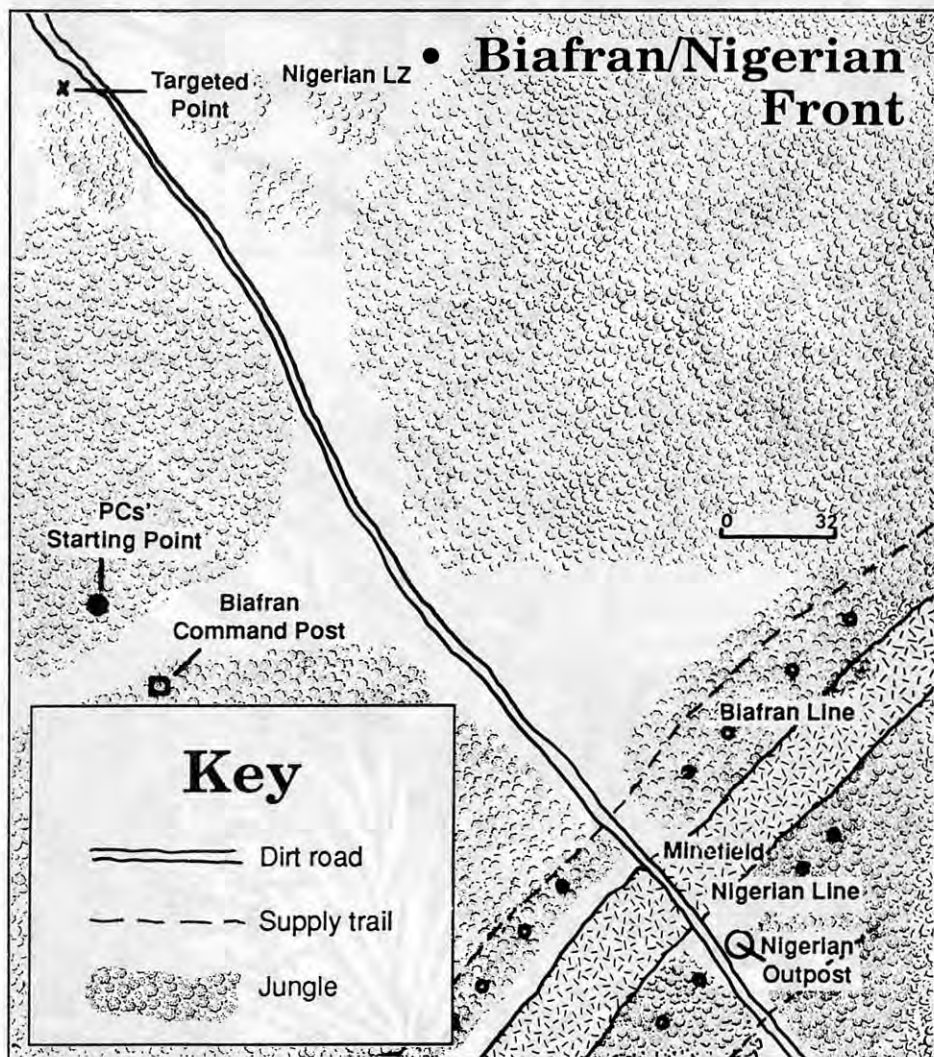
Another Nigerian mercenary team at the Nigerian outpost has four Veteran NPCs, each armed with one AK-74. The group also has one PK machinegun with a night vision device.

## ALTERNATIVES AND VARIANTS

If the PCs get impatient waiting for a Nigerian heliborne insertion, they might infiltrate across the lines for reconnaissance purposes. If they overrun the Nigerian outpost, NBC suits found there may give them a hint as to what's really going on.

The team can play the role of the Nigerian mercenaries assigned to protect the psyop operative. If so, they must pay particular attention to their extraction time—they may want to deal with the extra burden of NBC gear, despite the risk of detection and compromise.

Finally, the referee may want to throw in some spooky events and strange coincidences to bring out the terror of the scenario. The PCs may be well-trained mercenaries, but that doesn't make them immune to the effects of a well-executed psyops campaign. Ω





# CHALLENGE 55

The Magazine of Science-Fiction Gaming

US \$3.50

MEGATRAVELLER®

**Going Places (Barely)**

*Thomas J. McCarroll  
and Charles E. Gannon*

STAR TREK®

**Eltanin the Avenger**

*James L. Cambias*

TWILIGHT: 2000™

**New Vehicles**

*Keith Potter*



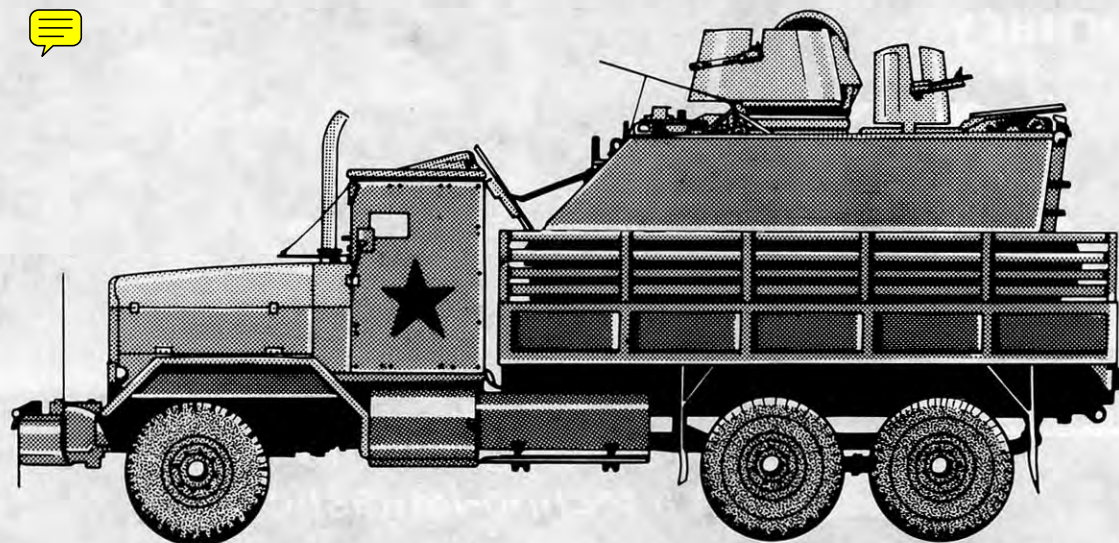
GDW

NICK SMITH



# NEW VEHICLES

## M35 2.5-Ton Gun Truck



Price: \$21,000 (C/R)

Armament: M2HB HMG, 2xMAG MG (P)

Fuel Type: D, A

Load: 1 ton

Veh Wt: 4.5 tons

Crew: 4 +8

Mnt: 6

Night Vision: Headlights

### Damage Record

Crewmembers: Commander ☐ Driver ☐ L. Gunner ☐ R. Gunner ☐

Passengers: 1 ☐ 2 ☐ 3 ☐ 4 ☐ 5 ☐ 6 ☐ 7 ☐ 8 ☐

Sight/Vision: Night vision equipment ☐

Radio: ☐

M2HB HMG: ☐

L MAG MG: ☐

R MAG MG: ☐

Engine: ☐

Fuel (% Consumed or Destroyed): ☐☐☐☐☐☐☐☐☐☐

Suspension: Minor damage: ☐ Immobilized: ☐

### WEAPON DATA

| Weapon | ROF | Dam | Pen     | Blk | Mag  | SS | Brst | Rng |
|--------|-----|-----|---------|-----|------|----|------|-----|
| M2HB   | 5   | 8   | 2-2-3*  | 8   | 105B | 3  | 14   | 65  |
| tripod | 5   | 8   | 2-2-3*  | 8   | 105B | 2  | 7    | 150 |
| MAG MG | 10  | 4   | 2-3-Nil | 6   | 100B | 1  | 7    | 65  |
| bipod  | 10  | 4   | 2-3-Nil | 6   | 100B | 1  | 5    | 90  |
| tripod | 10  | 4   | 2-3-Nil | 6   | 100B | 1  | 2    | 125 |

\*.50 caliber SLAP ammunition has a penetration of 1-1-2.

**M35 2.5-Ton Gun Truck (Armored Cargo Vehicle):** One of the most innovative vehicle types seen during the war was the "gun truck," standard cargo carriers field modified into makeshift armored vehicles by adding improvised armor and weapons mounts. Originally developed during the Vietnam War as a means of providing escorts for poorly protected supply convoys, the idea proved successful and was widely used.

This is a representative American design, produced from a standard M35 2.5-ton truck. There is welded steel armor protecting the cab and cargo area, and three weapons mounts located in the truck's bed—one NHT mount firing forward over the cab, and two NMT mounts, one firing to each side. The most common armament on these vehicles consisted of machineguns and AGLs. Note that in order to provide adequate fields of fire for the gunners in the bed, the cargo bed must be at least half empty, and the gunners must also expose themselves to return fire when firing their weapons.

**Tr Mov: 100/15**

**Com Mov: 25/4**

**Fuel Cap: 195**

**Fuel Cons: 70**

### Combat Statistics

Config: Stnd HF: 4

Susp: W(3) HS: 4

HR: 4

### AMMUNITION

Use the MAG MG and M2HB HMG ammo records from page 5 of the **American Combat Vehicle Handbook**.





## M54 5-Ton Gun Truck M113 Version

Price: \$70,000 (C/R)

Armament: M2HB HMG, 2xMAG MG (P)

Fuel Type: D, A

Load: 350 kg

Veh Wt: 10 tons

Crew: 4+8

Mnt: 6

Night Vision: Headlights

### Damage Record

Crewmembers: Commander ☐ Driver ☐ L. Gunner ☐  
R. Gunner ☐

Passengers: 1 ☐ 2 ☐ 3 ☐ 4 ☐ 5 ☐ 6 ☐ 7 ☐ 8 ☐

Sight/Vision: Night vision equipment ☐

Radio: ☐

M2HB HMG: ☐

L MAG MG: ☐

R MAG MG: ☐

Engine: ☐

Fuel (% Consumed or Destroyed): ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

Suspension: Minor damage: ☐ Immobilized: ☐

### WEAPON DATA

| Weapon | ROF | Dam | Pen     | Blk | Mag  | SS | Brst | Rng |
|--------|-----|-----|---------|-----|------|----|------|-----|
| M2HB   | 5   | 8   | 2-2-3*  | 8   | 105B | 3  | 14   | 65  |
| tripod | 5   | 8   | 2-2-3*  | 8   | 105B | 2  | 7    | 150 |
| MAG MG | 10  | 4   | 2-3-Nil | 6   | 100B | 1  | 7    | 65  |
| bipod  | 10  | 4   | 2-3-Nil | 6   | 100B | 1  | 5    | 90  |
| tripod | 10  | 4   | 2-3-Nil | 6   | 100B | 1  | 2    | 125 |

\*.50 caliber SLAP ammunition has a penetration of 1-1-2.

**M54 5-Ton Gun Truck (Armored Cargo Vehicle):** During the Vietnam War, it was discovered that M54 five-ton cargo trucks could carry a stripped-down M113 hull in their cargo bed. During the War, the design was rediscovered as a number of units found themselves with damaged M113s which they had no way of repairing. The disadvantage was that the truck itself was more vulnerable to fire than the M113, and it was easier to put out of action simply by immobilizing the truck with welded steel and kevlar sheets, with varying degrees of success.

In order for the system to work, the M113 must first be stripped of all excess weight—the engine, suspension, transmission, wheels and tracks must all be removed to avoid overloading the trucks' chassis.

The services of an ARV (such as the M88 or M5) are required in order to build one of these vehicles. If one is unavailable, some other way of removing the M113's engine and then getting the hull into the truck bed must be found. The job can be done by any team of qualified mechanics and takes about 12 hours.

Because these vehicles were field modified, no two were exactly alike. The vehicle given is typical design, used by the 5th Infantry Division in Europe. It incorporates an M113 ACCV into the design.

**Tr Mov: 85/15**  
**Com Mov: 30/4**  
**Fuel Cap: 280**  
**Fuel Cons: 80**

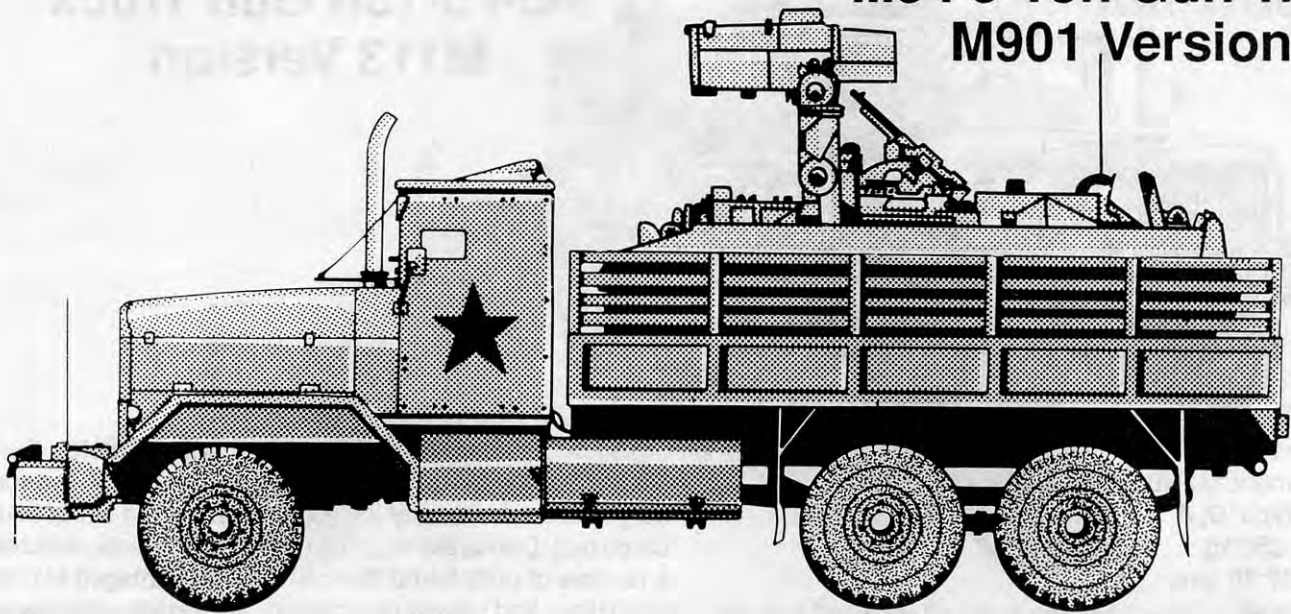
### Combat Statistics

Config: Stnd HF: 4  
Susp: W(3) HS: 4  
HR: 4

### Ammunition

Use the MAG MG and M2HB HMG ammo records from page 5 of the **American Combat Vehicle Handbook**.

# M54 5-Ton Gun Truck M901 Version



**Price:** \$70,000 (C/R)

**RF:** +2

**Armament:** Twin TOW launcher, MAG MG (P)

**Ammo:** 10 TOW II missiles

**Fuel Type:** D, A

**Load:** 250 kg

**Veh Wt:** 10 tons

**Crew:** 3+3

**Mnt:** 6

**Night Vision:** Headlights, passive IR

## Damage Record

**Crewmembers:** Commander ☐ Driver ☐ Gunner ☐

**Passengers:** 1 ☐ 2 ☐ 3 ☐

**Sight/Vision:** Gunsight ☐ Rangefinder ☐ Night vision equipment ☐

**Radio:** ☐

**Twin TOW Launcher:** ☐

**Traverse:** ☐

**MAG MG:** ☐

**Engine:** ☐

**Fuel (% Consumed or Destroyed):** ☐☐☐☐☐☐☐☐☐☐

**Suspension:** Minor damage: ☐ Immobilized: ☐

**M54 Gun Truck (Armored Cargo Vehicle):** This vehicle incorporates an M901 ITV into the design, providing a serviceable antitank vehicle of sorts.

**Tr Mov:** 85/15

**Com mov:** 30/4

**Fuel Cap:** 280

**Fuel Cons:** 80

## Combat Statistics:

**Config:** CIH    TF: 2    HF: 4

**Susp:** W(3)    TS: 2    HS: 4

TR: 2    HR: 4

## Ammunition

Use the MAG MG ammo records from page 5 of the **American Combat Vehicle Handbook**.

## TOW Missiles (10)

☐☐☐☐☐☐☐☐☐☐

## WEAPON DATA

| Type    | Rld | Rng  | Damage       | Pen  |
|---------|-----|------|--------------|------|
| TOW II  | 2   | 3500 | C: 12, B: 12 | 160C |
| TOW IIC | 2   | 3500 | C: 12, B: 12 | 160C |

| Weapon | ROF | Dam | Pen     | Blk | Mag  | SS | Brst | Rng |
|--------|-----|-----|---------|-----|------|----|------|-----|
| MAG MG | 10  | 4   | 2-3-Nil | 6   | 100B | 1  | 7    | 65  |
| bipod  | 10  | 4   | 2-3-Nil | 6   | 100B | 1  | 5    | 90  |
| tripod | 10  | 4   | 2-3-Nil | 6   | 100B | 1  | 2    | 125 |



# Jumpy Jehosophat

**J**umpy Jehosophat can appear in any part of the **Merc: 2000** world, serving as a messenger, an enemy, a source of information or, most often, the agent of patrons who choose to remain unnamed.

His real name is Jehush Ovir, but his friends call him Jumpy. He has the jack-in-the-box nerves to prove he's spent time under fire, mixed with just enough bravado to earn any merc's respect.

Jumpy works as a freelance correspondent on the military beat and knows just about everything that takes place in the mercenary world.

Some of this knowledge goes into his articles. He applies the rest to his career as a middleman for mercenary deals.

An Israeli by birth, Jumpy began his career as an intelligence advisor to the South Lebanese Army militia.

The Israeli Defense Forces organized this force of Lebanese nationals to keep order in the IDF security zone during the 1980s. There, he took a bullet in his right arm, which forever disqualified him for military duty.

Rather than let his skills and contacts go to waste, he began writing for the European press. His career blossomed from there on.

Mercenaries consider Jumpy a mascot, a confidante, a friend. He earns their trust with his discretion, never publishing anything which might harm his sources.

However, although Jumpy keeps secrets buried, he also has a talent for flattering the mercenaries he knows in print, even when he must mention them only by pseudonyms. Whether they admit it or not, almost all soldiers of fortune harbor a suppressed hunger for glory.

By making friends, Jumpy makes himself valuable. The

employers of mercenaries treasure him for his ability to recruit the best.

The mercenaries, for their part, stand in awe of Jumpy's ability to find high-paying jobs from reliable patrons, although his assignments rank among the toughest many soldiers of fortune must face. Jumpy can also acquire information and equipment of almost any sort he desires.

For the past three years, Jumpy has lived with a woman named Rachel Fruze.

Rachel has the statistics of a Veteran, with a Pistol skill of 6 and an Interrogation skill of 4.

Rachel has straight black hair and a permanent frown. She quite frequently takes a disliking to Jumpy's contacts, and most of them, in turn, resent her as well.

Nevertheless, Rachel's prejudices have saved her mate from more than one setup.

Furthermore, Jumpy likes Rachel's ironic wit, and he has come to trust her skill with an uzi.

Jumpy's mercenary friends must learn to get along with his companion.

Jumpy lives in a moderately sized apartment, which doubles as an office. For protection, he owns an ultrasonic motion detector which alerts him to intruders by silently flashing a light at his bed. Two Alsations, named Yassir and Nidal, roam the apartment freely.

Jumpy, Rachel and their "guests" complete the security precautions.

Jumpy looks like the veteran he is. His right arm hangs limp and useless, although his left arm has an almost unnatural strength. Black sunshades top his square, unshaven face.

Jumpy stands 5' 5" tall and weighs 150 pounds. He typically wears a concealed kevlar vest and carries a Beretta pistol.



*By Thomas M. Kane*

## MEETING JUMPY

The referee can arrange an encounter with Jumpy to meet the needs of his particular campaign. In general, though, the following ideas are suggested for introducing Jumpy into play:

### Jumpy Has Jobs

Jumpy knows where the jobs are and how to get them.

If player characters need employment, they may find making friends with Jumpy well worth their while. This scenario tests the player characters' social skills and their ability to glean useful material from past missions. Since winning Jumpy's interest is as much an art as a science, the referee should decide the results based largely on his own appraisal of their performance.

To win Jumpy's approval, the player characters must prove that they can cope with tough missions. They also need to offer Jumpy something he needs.

Jumpy wants information, either for his stories or to further his career as a middleman of mercenary deals. He eagerly seeks photographs, hot tips and chances to meet major figures of the shadow world. This does not mean the player characters should spill the beans on their last covert mission—Jumpy has no use for loose-lipped mercs. Instead, the party must find untraceable morsels from its past, things that seemed peripheral at the time but might mean a great deal to Jumpy.

### Jumpy Has Enemies

The party meets two men in suits, who hint that they want mercenaries for a simple job, which will pay quite well.

According to the strangers, a reporter named Jehush has overlooked some debts to some very important people. They want to gently remind him about his credit rating, specifically by firebombing his combination apartment/office.

Afterward the area is firebombed, the men want photographs proving conclusively that all files and computers were destroyed.

They offer to pay their employees \$10,000 each. The mercs may bargain for up to double this price.

If the player characters do some spadework, they will discover a few things the men in suits did not tell them. For one thing, their patrons work for the CIA.

Furthermore, Jumpy does not owe anybody anything. Actually, Jumpy arranged the hiring of two mercenaries for a company raid in Belize. They failed their mission and are now prisoners.

Naturally, "none of this ever happened," so the company wishes to destroy all records of the hiring.

The climax of this scenario depends on how the player characters react to the CIA's plot.

- They may go ahead and attack Jumpy, keeping in mind that mercenaries throughout the world count him as a close friend.

- Alternatively, the party might tip him off and risk the CIA's revenge.

- PCs who feel willing to make lots of enemies could steal Jumpy's documents instead of destroying them and look for the highest bidder.

- The truly adventurous may opt to reject this mission and volunteer instead to rescue the prisoners from Belize.

## Jumpy Jehosophat

(Experienced NPC)

Age: 40

Weight: 78

Throw Range: 20

Initiative: 3

Load: 24

Unarmed Combat Damage: 2

Strength 5

Heavy Weapons 2

Melee Combat (Armed) 2

Melee Combat (Unarmed) 5

Small Arms (Pistol) 7

Small Arms (Rifle) 3

Thrown Weapon 1

Agility 4

Electronics 2

Forgery 4

Lockpick 5

Stealth 5

Tracked Vehicle 2

Wheeled Vehicle 5

Constitution 3

Swimming 1

Charisma 10

Hebrew 10

English 6

French 7

Arabic 6

Afrikaans 4

Persuasion 9

Intelligence 7

Observation 3

Tracking 2

Education 5

Computer 2

Hit Capacity

Head 6

Chest 24

Right Arm 16

Left Arm 16

Abdomen 16

Right Leg 16

Left Leg 16 Ω



Special Holiday Issue!

# CHALLENGE™ 56

The Magazine of Science-Fiction Gaming

US \$3.50

MEGATRAVELLER®

Coventry

*Greg Videll*

TWILIGHT: 2000™

Lima Incident

*Paul T. Riegel*

CALL OF CTHULHU®

Horror on  
the Borderland

*Jane M. Lindskold*



GDW



# LINIA INCIDENT

Paul T. Riegel





*Hurry up and wait—isn't that always the story?*

*We had been recalled all the way from North Carolina, just to sit in this hot briefing room and wait for them to get their act together. After more than two hours of watching Civgov officials and the 228th's intelligence people running around in circles, I must have dozed off.*

*The next thing I knew, my buddy nudged me awake. Finally.*

*After all that wait, you'd think they'd at least let us in on what was going on, but the briefing was pretty uninformative.*

*What they told us was basically this: The 112th Medcom, stationed at Columbus, was coming out in support of the Civgov. But first, they needed our support to help them gain control over the situation in Ohio. They were suffering under the ravages of marauders, and the 194th Armored Brigade had been testing the state's borders with patrols.*

*Our mission was to escort some medical division officer back to Columbus, and give him and the 112th whatever aid we could. We were also to gather as much information as possible along the way and do a complete survey of the state.*

*Sounded pretty dull. But sometimes things don't turn out quite how you expect.*

**T**he 112th Medical Division recently learned that 30 M-1 Abrams MBTs are sitting outside the former General Motors Lima Tank Plant, in Lima, OH. Through a combination of luck and experience, Captain Peter Rice managed to pick his way from the 112th through southern Pennsylvania and northern West Virginia to Frederick, MD. There he was picked up by a military patrol, which turned him over to the CIA for questioning.

He reported that the Ohio government wants Civgov to secure the vehicles before Milgov can get them and destroy the Lima Constabulary in the process. Ohio officials are also seeking long-term help, in the form of the special operations group (SOG) to aid them in recovery and in breaking up marauders.

The PCs have been hired by Civgov to work as a semiautonomous special operations group. They're recalled from

the middle of a survey mission in western North Carolina for a briefing by Major Sanders (the 228th's S-2 intelligence officer), James Watkins (their liaison with the CIA) and Captain Rice (the 112th's G-2 intelligence officer).

Rice carries two sealed orders for the leader of the group. The first orders the SOG to proceed to Lima and secure the tank plant. The adventurers are to radio Frederick with the number of M01s in operational condition, then hold them until tank transporters arrive from Frederick. The second set of orders, to be revealed upon completion of the first mission, assigns the SOG to temporary service to the governor of Ohio.

**Weapons:** One vehicle may have an M-60 LMG mount, and an M-203 grenade launcher with six rounds of ammunition is available. PCs will be provided a single pistol and rifle of their choice. They may also select a sniper rifle and either two Armbursts or two M72 LAWs.

PCs will be allowed 300 rounds of ammunition per weapon, 100 rounds only for rare weapons. They should be given the option of four grenades, plus a thermite grenade for the code books and the speech security equipment. Also, they should receive a Claymore and two trip flares per vehicle.

**Vehicles:** The adventurers may select any unarmored, unarmed cargo vehicle, one per two persons maximum. Also, they may have one trailer per vehicle, of which one may be a tank trailer, filled halfway with methyl alcohol.

**Equipment:** Each person is issued three sets of battle dress, a set of combat webbing, Alice pack, nylon ballistic helmet, Kevlar body armor, knife/bayonet, sleeping bag, shelter half, personal medical kit, gas mask and chemical defense unit. PCs are also issued a 5/25-kilometer vehicle radio, RC-292 antenna, five-kilowatt generator and up to a medium still. They receive one pair of binoculars for every second vehicle and may take a 25× image intensifier. They have a doctors' kit, half-filled drug kit and geiger counter. Additional equipment should be provided as the referee sees fit.

## GETTING TO OHIO

Three basic routes to Ohio are still viable—I-70 through Pennsylvania, US-

# TWILIGHT: 2000

40 through Pennsylvania and I-77 through West Virginia.

**I-70 and US-40:** Obstacles for I-70 and US-40 are covered in **Allegheny Uprising**. There are still several large and powerful marauder bands in western Pennsylvania, although they are more scattered than before.

**I-77:** The I-77 route involves the group proceeding southwest into Virginia, then north through West Virginia. Some of the territory near Frederick in the same general direction of travel is set forth in the **Kidnapped** module. I-77 should be very quiet until the party reaches the vicinity of Charleston, WV. There they will meet Jameyson's Irregulars.

**Ohio River:** Most of the bridges across the Ohio River are either unsafe or totally demolished. Each river town will have a limited ferry service, for a price, but nothing large enough for a vehicle.

There are useable bridges at Wheeling, Portsmouth and Cincinnati. In addition, a large ferry is operating at Marietta, run by the River People. The Wheeling bridges are controlled by the 275th Military Police Battalion. The Portsmouth bridge, incapable—due to damage—of supporting anything over five tons, is controlled by the Ohio Defense Corps. The Cincinnati bridge is controlled by a marauder group calling itself the Cincinnati Pirates.

**Lima:** The first obstacle on the way to Lima is attempting to avoid the patrols of the 194th Armored Brigade. The 194th is constantly putting out long-range patrols, testing the response of the Ohio military, and it is always interested in seeing PCs' reactions to its presence. I have usually placed an M113A5 with a thrown track on the main route that the PCs are taking, and consequently the crew and an ARV attempting to fix it.

## POINTS OF INTEREST

Ohio is divided into a series of fortified enclaves, similar to fire bases in Vietnam, controlling various population centers or key positions. These are

operated and controlled by various Ohio National Guard and Ohio Military Reserve units still loyal to the governor. From these positions, the various units attempt to control the surrounding territory via patrols and friendly contact with inhabitants.

Much of the state is not controlled by the state's enclaves. It is inhabited by small bands of farmers, hunters and refugees from all over. In addition, there are several active marauder groups, both former national guard and civilian. The largest of these numbers nearly 500 and operates in northern Ohio, southern Michigan, and northern Indiana. Most of the groups, however, are much smaller in both size and area of operation.

**Chillicothe, Washington Court House and Circleville Camps:** These are among the best developed of the camps under state control, having been among the early camps to be built. The camps are large. They are gaining population faster than most, but order has been maintained.

The camps are under their own control and have been heavily fortified over the last few months. Patrols are non-existent, but a well-established militia has come into being. There are 10 trained soldiers in the camps, along with another 125 full-time militiamen.

**Cincinnati:** This city, once the "Queen City of the Ohio River," now lies sacked and nearly deserted. The only inhabitants are scavengers and those under control of the Cincinnati Pirates, a group of marauders which has taken over the bridges and occupied the riverfront areas of the city. The marauders have established a river toll and a river crossing tax, enforced by 60-80 men headquartered at several fortified areas. In addition, they have managed to obtain an M-47 Dragon and several rounds of ammunition.

**Columbus:** Columbus is the largest of the enclaves still controlled by the state government. It is actually four interconnected camps, as the center of the city has been given up to scavengers. The largest of these refugee camps is in the Dublin-Hilliard corridor, just northwest of the city. The second is in the Reynoldsburg-Pataskala area. The others are at Grove City and Westerville-Sunbury. The situation in Columbus is stable, and the camps

have been fortified. They mount patrols, both out of Columbus and into the city proper, and have regular messenger service with Lancaster.

The senior unit in Columbus is the 112th Medcom Headquarters. It has 160 trained soldiers in four firebases, along with 250 full-time militia and 450 emergency militia.

**Coshocton:** This small, independent community has constructed its own fortifications. It has a well-established agriculture base, with a universal military conscription for all members of the community between the ages of 16 and 60. They are equipped with a wide variety of paramilitary and civilian arms, and are extremely leery of all strangers.

**Defiance:** Now known as Fort Defiance, this town is the home of 1st Section, A Company, 194th Armored Brigade. This is a recon group of A Company dispatched to Detroit to gain spare parts for the 194th's vehicles. They were ambushed and withdrew to Defiance awaiting support, which is yet to come. They have 26 soldiers, 20 recruits, one M113A5, one FS HMMWV and four HMMWVs. They are loyal to the Milgov, and they mount extensive patrols throughout their areas of operation.

**Findlay, Fostoria and Tiffin Camps:** This group of camps was hastily set up to help the refugees from the Toledo and Lima nuclear attacks. Thus, they lacked all the basic necessities and facilities. The state had no unit to send to aid the new camps, so they relied upon local police forces and governments to keep order. The plan failed miserably, and the half-trained, ill-equipped, 2nd Infantry Battalion, OMR was committed to suppress the rioting and restore order. They quickly learned how to rule through intimidation and force, and their efforts resulted in 34 deaths. The camps have improved slightly since then and have been extensively fortified.

The 2nd Infantry Battalion, OMR has 55 trained soldiers and about 60 full-time militiamen. They mount no exterior patrols after dark and have become extensively raided.

**Irontown:** This town was devastated by a nuclear missile which hit across the Ohio River at Catlettsburg, KY.

**Lancaster, Logan, Nelsonville and Athens Camps:** This corridor, located

along Route 33, consists of a series of state-controlled camps centered around the named communities. They are heavily fortified, and the areas surrounding them are extensively patrolled. Almost the entire population is involved in the agriculture system. The camps are expanding daily to meet the influx of refugees sent there from Columbus.

The area is controlled by the 224th Air Defense Artillery Battalion and its 56 soldiers. The camps also have about 200 full-time militiamen, with six operational M-42 Duster antiaircraft vehicles and a Redeye SAM launcher.

**Lima:** The city was extensively damaged by a nuclear strike. Those areas not affected are controlled by the Lima Constabulary—a group of escaped convicts, led by Bruce Alexander. They have gained control of the Lima Tank Plant, but no one knows the value of what they hold. They have about 35 experienced men and small arms, mostly shotguns, pistols and some CAR-15s. Their headquarters is about three buildings down from the Lima Tank Plant, and they use the plant's water tower for an observation point.

**Marietta:** This town was deserted after Irontown was devastated, and it has never officially been repopulated. Recently a group calling itself the River People has moved into the city to scavenge and gain shelter.

The River People have proved to be hostile to all strangers and have attacked individuals, Ohio military patrols and marauder raiders. They have built up a defensive position along the Ohio River and patrol their territory using an old converted river tug.

The River People consist of about 30 trained soldiers and 75 trained militiamen—deserters, survivalists and people attracted to the area's seeming tranquility.

**Marion, Bucyrus and Upper Sandusky Group:** These towns represent the largest independent force in the state, trading with Cleveland, Columbus, and WPAFB. These towns are extensively overcrowded and have new facilities under construction. The camps have about 20 trained soldiers, 60 full-time militiamen and 130 part-time militiamen.

**Marysville, Bellfontaine and Kenton Camps:** This group of camps was among the last established. They have



subsequently been abandoned by the state and are only controlled by their own local militias and police forces.

They have 15 trained soldiers, 70 full-time militiamen, and 125 part-time militiamen. In addition, they have four M-35 2.5-ton cargo trucks and five M151 jeeps.

**Portsmouth:** This river town and camp are controlled by the Ohio Defense Corps and A Company, 3rd Military Police Group, OMR. It has been the site of numerous raids from groups such as Jameyson's Irregulars and the Kentucky Mountainmen. Even though hurt by the raids, the residents have done quite well.

The town is heavily fortified on all sides and is defended by 60 trained soldiers, 100 full-time militiamen and 160 part-time militiamen.

**Toledo:** This town was devastated by the nuclear strike against the oil fields and refineries to the west of the city, and by the subsequent fallout. It is now only occupied by handfuls of scavengers and thugs.

**Waverly and Lucasville Camps:** This group was established to control the Ohio Correctional Facility at Lucasville and escalated into a major penal colony. Law and order are maintained by the heavy hand of the 3rd Military Police Group, OMR (minus one company at Portsmouth).

The 3rd MP Group has established a heavily fortified camp at Waverly and a large prisoner compound at Lucasville at the site of the Ohio Correctional Facility. It has 80 trained soldiers (and former corrections officers), plus 100 full-time militia.

**Wheeling, WV:** Wheeling falls under this area by virtue of the presence of A Company, 275th Military Police Battalion. The city is only occupied by a small number of scavengers, and the lone remaining bridge is heavily fortified.

The MP company has 53 men.

**Zanesville, McConnelsville and Cambridge Camps:** This is a series of state-controlled camps incorporating the communities listed. The camps are massively overcrowded, and living conditions are among the worst in the state.

The camps are controlled by the 2nd Military Police Group, OMR, but it is so understrength that external patrols are impossible. Most of the 70 trained soldiers and 85 full-time militiamen spend their time maintaining control over the

camp. The camps are yet to be fortified and are prime targets for river raiders and even Jameyson's Irregulars.

## DESTINATION: LIMA

Lima was half destroyed by the blast that hit just to the southwest of the city. With most of the city in rubble and much of it uninhabitable due to radiation, the scavengers and thieves operate out of the northeast corner of the city, where the tank plant is located. The Lima Tank Plant consists of several large buildings, one housing the assembly line, one housing administrative offices and one housing a substantial foundry. In addition, behind the facility is a large parking lot (to house vehicles until they are shipped out), a railroad spur (to ship the vehicles out on) and several driving ranges.

**Defenses:** Members of the Lima Constabulary will defend the plant against intruders. They have an observation point on the watertower, with foot patrols of two or four men out at any time. The headquarters will house only a maximum of 10 people at any time. Members are likely to put up a good fight initially, but they will break and run quickly if the fighting becomes too intense or too close.

The constabulary has only two half-kilometer hand radios, one at the headquarters and one kept by Bruce Alexander. He does not stay at the headquarters at any time. The group has no heavy equipment except for a handful of tear gas grenades.

**Findings:** The 30 M-1s reported turn out to be three operational M-1s, and only one has complete armament.

If the PCs check inside the plant carefully (the tanks are parked out back) they will find that the building has hardly been touched by vandals. The tools and dies are more valuable than the tanks themselves, as they could be used to make more tanks.

When they have completed the mission, the adventurers will receive the second set of sealed orders. Now comes the interesting choice: Will the PCs keep the tank and go marauder, call for the transporter and give it up to the Civgov, or take it and join the Milgov and the 194th?

## PERSONALITIES

**Bruce Alexander:** Alexander was confined to the Lima Correctional Institution, serving 50 to life for the murders of several minority students in his dorm,

# TWILIGHT: 2000

when he led the breakout from the facility. Before the war he was a member of the Arayan Youth and Skinhead movements, and embraced the ideas of New America. Alexander is a short, stocky, man with dark hair.

**Club King:** He is a brutal man. **Club Jack:** He is perfectly comfortable with murder as a way to achieve his goals.

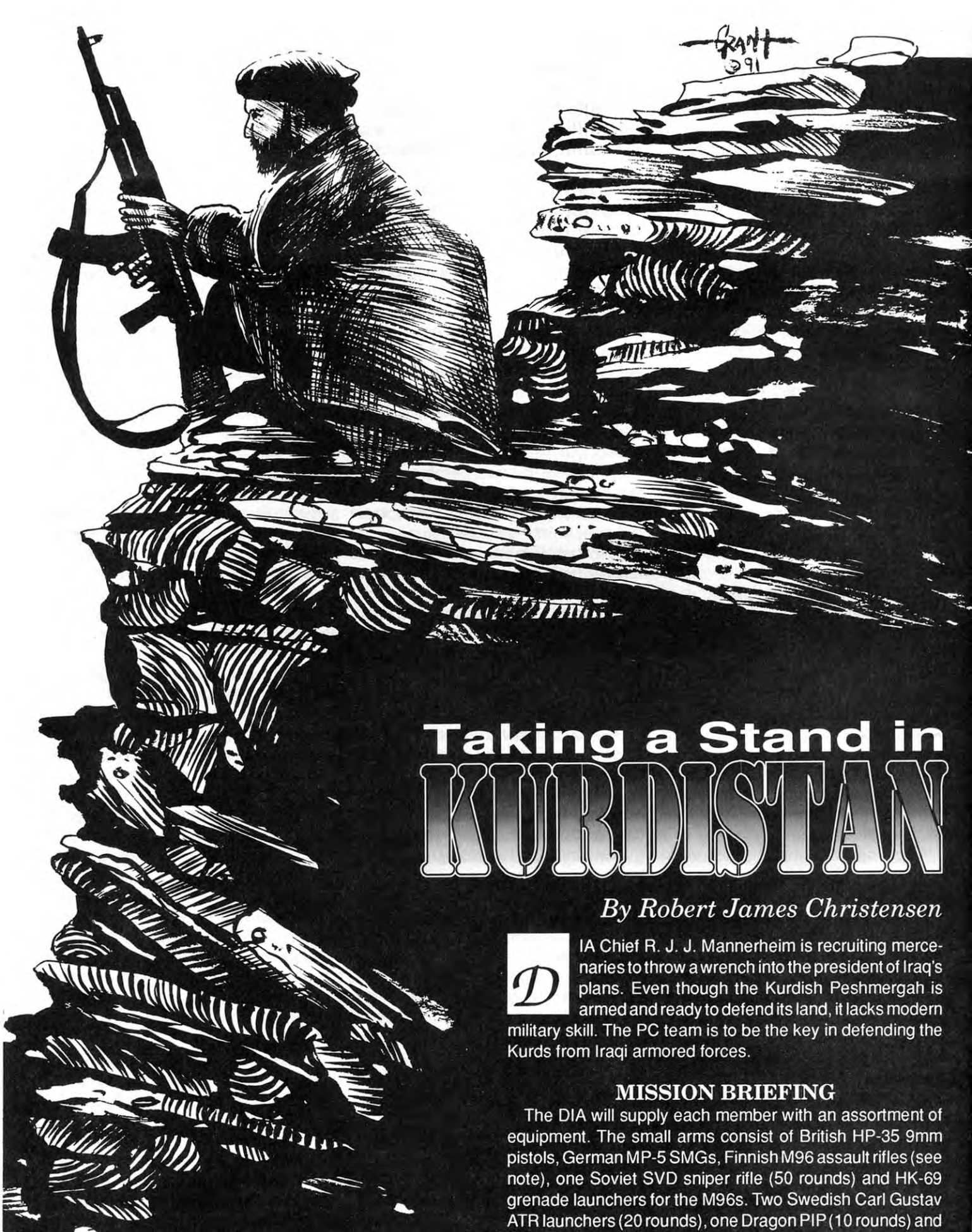
**Kevin Jameyson:** Jameyson was a sales clerk in Charleston, WV before the war. When the war started, he attempted to enlist but was rejected from service due to a felony conviction for assault. When the bombs started falling, the shortages started getting bad and rush of refugees hit, he decided to do something. He took up arms against the refugees and anyone strange to his town. He enlisted the help of all who would swear allegiance to him, including many former criminals. Fight they did, with good success, and thus Jameyson's Irregulars was formed. Jameyson is a young man, tall and lanky, with curly blond hair.

**Diamond King:** Jameyson tends to set himself above others. **Club Eight:** He has a tendency to use violence to solve disputes.

**Captain Peter Rice:** Rice is the G-2 intelligence officer of the 112th Medical Command. He served with the 11th Armored Cavalry Regiment at the start of the war, but he was wounded and returned to the US. When he was released from the hospital, he was assigned to the 112th Medcom.

**Heart 10:** He has an intense loyalty to his mission. **Heart Jack:** He is an excellent tactician and has a great working knowledge of weapons systems and military science.

Just because Rice is with the party does not give the PCs access to any information beyond that in the briefing. He is a very quiet, tight-lipped individual. Also, Rice does not ensure that the adventurers will be readily accepted into the various camps. The groups may still be considered hostile until his identity can be verified. Ω



# Taking a Stand in KURDISTAN

*By Robert James Christensen*

**D**

IA Chief R. J. J. Mannerheim is recruiting mercenaries to throw a wrench into the president of Iraq's plans. Even though the Kurdish Peshmergah is armed and ready to defend its land, it lacks modern military skill. The PC team is to be the key in defending the Kurds from Iraqi armored forces.

## MISSION BRIEFING

The DIA will supply each member with an assortment of equipment. The small arms consist of British HP-35 9mm pistols, German MP-5 SMGs, Finnish M96 assault rifles (see note), one Soviet SVD sniper rifle (50 rounds) and HK-69 grenade launchers for the M96s. Two Swedish Carl Gustav ATR launchers (20 rounds), one Dragon PIP (10 rounds) and



10 Stinger missiles are included with two 25x image intensifiers and a starlight scope.

The non-US-issued gear allows the team to avoid any evidence that this is an American operation and allows the use of captured material.

Personal ammunition will be 60 rounds of 9mm, 120 rounds of 5.45mm and 10 40mm HEDP grenades.

Personal equipment will be US basic loads, an individual tactical radio, personal med kit, water purifier, IR goggles and 15 days of MRE.

Transport consists of one or two Land Rovers with a Soviet PK MMG (two 50-round belts) and a 50-kilometer secure vehicle radio.

The DIA does expect to collect any unused equipment and will pass out any captured Iraqi equipment to the Peshmergah.

The PCs are to be paid \$5000 each up front and \$35,000 upon successful completion of this mission.

## APPROACH

The team will be inserted into Kurdistan 20 kilometers west of Dahuk, where two Iraqi armored divisions are believed to be preparing their attack, using their remaining T-72s, T-64s and various APCs in a five-mile front along the Tigris River Mosul. The majority of the enemy infantry will be truckborne or on foot. The Kurds, armed with AKs, PKs and antitank rockets, will be defending against infantry nearing their population centers, and the PCs must prevent the armored forces from entering the fray. The team will have to be on the lookout for Iraqi ground attack aircraft, which will either be helicopter gunships or aging attack bombers.

The land the team will be defending is mostly empty rolling hills punctuated by rocky crags. The Tigris flows through a typical river valley, with scattered groves of trees and brush. The weather is chilly and wet. The main highway is four lanes of cracking concrete, and all other roads are roughly paved.

## RETRIEVAL

Only if electronic intelligence determines that the Iraqis have been sufficiently neutralized will the team be contacted for extraction by an HC-150 Pave Low helicopter.

## REFEREEING THE SCENARIO

The Iraqis are expecting to use their vastly superior firepower to overwhelm the rebels by brute force and by scaring the Kurdish civilians back into the hills. Their forces are a broad mix of Iraqi troops, ranging from elite Republican Guards, regular army units, and People's Divisions (draftees just off the street). Iraqi personnel are 30% Veteran, 50% Experienced and 20% Novice.

The equipment the Iraqis have includes AKMs, PKs and Makarovs. Vehicles are T-72, T-64s, T-55s, an occasional Chieftain, BTRs, BDMs and lots of trucks. There will also be several Hind gunships and aging MiG-23, SU-20 or SU-26 ground-attack jets to provide additional firepower.

The remains of the Iraqi Tactical Air Force will have two missions: Helicopter gunships will attack rebel positions, and jet bombers will harass fleeing refugees. They are not

expecting any resistance, and heavy losses from Stingers will effectively ground the air attack. As for the ground attack against the Kurds,

the Iraqis, not expecting any kind of heavy antitank fire (other than captured RPG-7s), will retreat if hit hard. There are enough veterans of the Desert Storm massacres to cause unit mutinies if casualties mount.

Due to the covert nature of the mission, the team cannot expect extraction until the mission is accomplished. Escaping to Turkey, Syria and Iran would be very difficult. The only other outcomes for the PCs are to be captured by the Iraqis and shot, or to be caught by border guards and be jailed for 20 years.

# TWILIGHT: 2000

## NPCs

**R.J.J. Mannerheim:** Mannerheim is the DIA agent in charge of Middle Eastern affairs. He served in Northern Iraq from 1991-1995 and has a great rapport with the Kurds. He has already supplied them with military, medical and manufacturing supplies, along with valued intelligence on the president of Iraq's moves. He has already shipped 50 Stinger missiles and 90 M72 LAWs to the Kurds.

He knows that what he is doing is illegal, but he sees it as his moral duty. If not already tied to Washington, he would fight alongside the Kurds, and would rather commit suicide than betray the team and his Kurdish friends.

Mannerheim is a trim and athletic man with a studious face with dark hair and mustache, both tinged with gray.

*Motivations:* Honorable, moderately sociable.

**Rashad Mommat:** Wily Kurdish leader and old friend of Mannerheim from Operation "Give Comfort." He is personable to any ally, while just as vicious to his enemies, particularly the president of Iraq's forces, who have in the last 20 years killed 40 members of his huge family. He is very contemptible of the United States government, but his friendship with Mannerheim and other American individuals transcends this antipathy.

*Motivations:* War leader, charismatic.

*Init:* 5.

*Skills:* CRM-9, Recon-8, MC-6, Horsemanship-6, BC-5, FO-4, HW-4.

**Cpl "Slim" Stanz:** Sociopath ex-army sniper included on the team. He takes delight in hitting "targets" and gleefully nocks his rifle with each kill (88 so far). He is a loner, preferring to talk to himself, but follows orders quite well.

Stanz is a dark, unkempt young man with an ever-present sinister grin, resembling a redneck jack o' lantern.

*Motivation:* Murderous, somewhat ambitious.

*Skills:* CRM-9, HB-7, MC-6, Recon-5, Gunsmith-5, Forge-4. Ω

Note: The M96 assault rifle is Scandinavian full auto version of the M71, equipped with night sights and a small laser range finder. ROF: 5 Dam: 3 Pen: 2-1 Nil Blk: 5 Rng: 70.



Introductory Scenarios Special Issue

# CHALLENGE 57

*The Magazine of Science-Fiction Gaming*

MEGATRAVELLER®

**Shellgame**

*Charles E. Gannon*

STAR WARS®

**Green Squad 3**

*Stephen Marinaccio*

TWILIGHT: 2000™

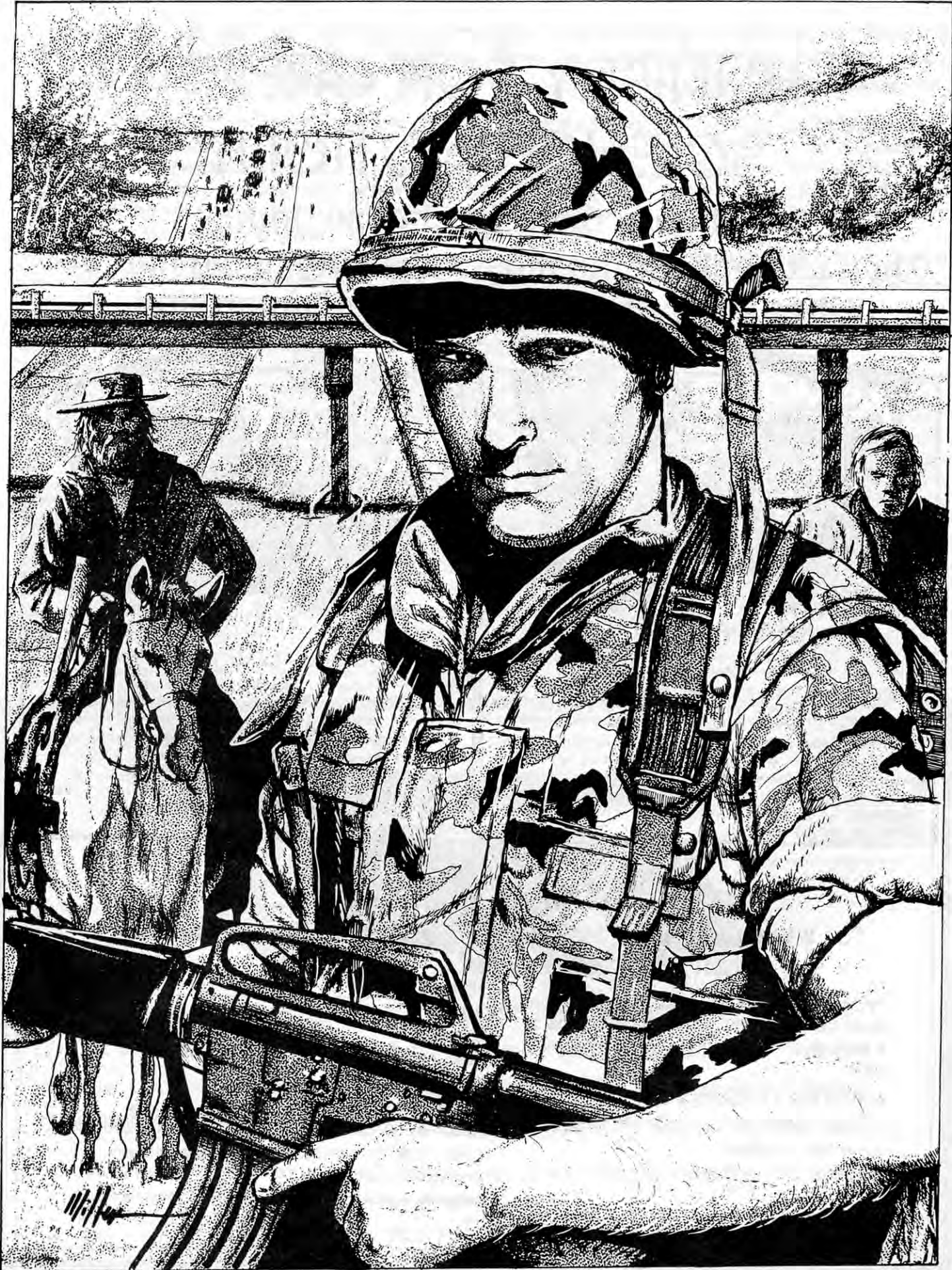
**Westward Ho!**

*Daniel Acre*



**GDW**





**Residents of Jamesville have thus far  
been safe and prosperous by the standards of the day.  
But that's all about to change.**

# Westward Ho!

*By Daniel Acre*

**T**he nuclear exchange of the late 1990s and the resulting breakdown in law and order have profoundly affected the lives of most Americans. The major consequence of the bombings has been the destruction of the cities. The densely populated areas cannot feed themselves, and the disaster relief organizations have broken down under pressure. Even if the various organizations were still intact, there is no means of transportation available to the government that would enable the distribution of the limited food supplies that exist.

The food-producing areas are also in grave difficulty. The climate has been altered, with changes in temperature and precipitation resulting in decreased yields for the farms that are still in production. These problems are further increased by the lack of fuel, spare parts for farm machinery, and fertilizer, all of which are required by the heavily mechanized farming practiced in North America. Those farms that were heavily specialized, such as poultry or beef, now must produce their own feed, thus reducing their output.

Those farming communities that have managed to retain enough production to support themselves face even more problems. The massive numbers of refugees from the abandoned cities demand a share of the meager supplies of food. These refugees tend to be armed, and they appear in sufficient numbers to overwhelm the farmers defending their foodstocks. Some farmers have had all their crops stolen, including the seeds, and their livestock slaughtered, preventing them from rebuilding their farms.

The net result is that farming communities are hostile to outsiders, refusing entry to the smaller bands of starving

refugees. Some farming communities have accepted rule by the larger bands of refugees and marauders, paying for protection with food. The farmers may suffer under this overlordship, but at least they are relatively safe from outside attacks.

## JAMESVILLE

Jamesville is a small farming community of 325 people located midway between Lexington, Kentucky, and Knoxville, Tennessee. Thus far, the townspeople have been safe and prosperous by the standards of the day—although local water sources are drying up at an alarming rate. The change in climate has affected crop yields, but reserves allow for a few bad harvests before residents starve. A local co-op has organized the production of food and livestock. Most farmers own draft animals (or can borrow them from the co-op). The major livestock produced by the region is swine (pigs being rather easy to feed).

Jamesville has not yet suffered from an invasion by the refugees, but that may soon change. A large and well-organized band of marauders has taken over a town 20 miles away, and it has just about used up all the food stocks. Reconnaissance parties have been spotted around Jamesville, and townspeople are convinced that it will be the next town taken.

The townspeople have held a number of meetings recently to discuss this problem. Messengers were sent to the nearest Civgov and Milgov camps, asking for protection from the marauders. The Civgov representative stated that he didn't have the resources available to help at the moment.

The Milgov representative, Major Bean gave the messengers a dozen

M17EZs and ammunition, and offered some advice: He suggested that if the Army can't come to the town, perhaps the town can come to the Army. The area around Memphis was recently recaptured by a large force of mechanized troops. During the siege, a large area around the city was depopulated, and it is likely that a large garrison will remain in the area. Ample land lies fallow, and it is unlikely that the Mississippi will ever run dry. Therefore, Bean suggested that the townspeople relocate to a place close to Memphis. Bean has written a letter granting them safe passage through any Milgov enclaves along the way and has promised to send word to the area commander describing his plan.

For the last three weeks the Jamesville townspeople have been organizing themselves for the march westward, and attempting to hire guides and guards for the convoy.

If the PCs are in military service, Major Bean may assign them the mission of aiding the townspeople. If they are freelancers, they may be approached by a town messenger and hired for the job. Or the PCs may know someone from the town, or may just blunder into town and be offered the job. Regardless, how the PCs encounter the townspeople, they will be questioned by the sheriff (who has been designated the trail boss) and offered food, a place to stay, fuel and some money. Their job will be to ride shotgun during the trek, which will require scouting out route ahead and defending the convoy, should it be attacked.

## WAGON TRAIN

The people of Jamesville are determined that they will not join the numbers of useless refugees wandering



around the countryside. They will take all the tools and equipment required to rebuild their town once they arrive at the Army-controlled area near Memphis. For the purpose of the trip, the population has been divided into 70 family units of at least four people each. Those who were single or who worked at jobs other than farming have been allocated to various families for the duration of the move. Each "family" has at least two adults between the ages of 20 and 50. Each family is allowed one wagonload of belongings, with emphasis on items required to conduct business. The wagonload includes seed for planting, enough food for the journey, and a food reserve to last until more can be produced.

Most of the wagons are flatbed trailers pulled by horses, mules, oxen or cows. They have wooden sides and bows holding tarpaulin covers over the tops, with various boxes and barrels attached to the sides.

Many of the family wagons have some piece of farm machinery attached to the rear of the wagon—four have water trailers to be used by all the people on the march, and two have trailers with methanol.

Two school buses, also pulled by horses, will carry the people who can't fit onto the wagons, or who are too young or too old to walk alongside them. There are also two flatbeds salvaged from semi rigs and modified to be pulled by animals. They will carry some of the bulkier items of machinery, including a large still (disassembled), a small mill, two generators, and various large power tools salvaged from machine shops and the local gas station.

The livestock, grouped in two major herds, includes 50 young horses and

cows (driven by designated cowboys) and more than 400 pigs (driven by adolescent swineherds assisted by trained dogs).

## ROUTE

The wagons are all heavily loaded, and many of the draft animals are not well suited for the job required. Thus, the sheriff hopes to stay along the highways for most of the trip. The herds will be located on the grass verges of medians of the highway, midway down the length of the convoy.

The interstate system is in relatively good condition with easy grades, making the carts easier to pull. The woods have not pushed up to the highway yet, which makes ambushes difficult. The width of the highways will allow the convoy to travel in a more compact body, as opposed to a single file extending for a kilometer and a half (70 wagons, each at least 10 meters long including the draft animal, with at least five meters between wagons, plus two buses and two flatbed trailers, and farm equipment or water trailers towed behind some wagons).

The problem with the route is that it takes the convoy near some of the abandoned cities, which increases the possibility of an attack by refugees. Some marauder bands have set up toll booths along the highway, extracting payments of food and weapons from travelers.

The sheriff hopes that the size of the convoy will intimidate the smaller bands of marauders, and those bands large enough to demand payment will make reasonable requests rather than risk heavy casualties. The sheriff is willing to pay for passage, as long as the demands are not excessive.

The following is the itinerary of the route:

*First Leg:* Jamesville to Knoxville, along I-75. Distance: 80 miles.

*Second Leg:* Knoxville to Nashville, along I-40. Distance: 185 miles.

*Third Leg:* Nashville to Memphis, along I-40. Distance: 201 miles.

The average speed of the convoy will be just under two miles per hour—a total of 20 miles per day. At the end of each leg of the journey, the sheriff will halt the wagon train for one day to allow for maintenance and rest. Thus, the trip will take around 24 days.

The rough timetable will be as follows:

6 a.m.: Reveille.

7 a.m.: Convoy moves out.

7 p.m.: Convoy forms circle in defensible location, cares for animals and equipment

10 p.m.: Night routine established.

## DEFENSES

Of the 325 people in the town, 75 are under the age of 15 and 40 are over 65. The remainder are considered capable of defending themselves and are armed with a variety of hunting rifles, shotguns and a few battle rifles (all of which can fire semiautomatically only). Ammunition is plentiful, but heavy weapons are scarce.

Most of the people will concern themselves with their primary tasks of driving the wagons or herding the animals while en route, but they will do their share of sentry duty and will contribute to the defense of the convoy if a major attack develops.

**Daytime Protection:** The real defenders of the convoy will consist of the sheriff and his deputies, plus the town militia. This group includes 40 people mounted on horseback or on bicycles. Each team includes one Veteran, two Experienced and one Novice NPC. They ride in teams of four on the flanks, front and rear of the convoy. Each team has a hand radio which allows them to react to the orders of the sheriff. They are armed with M16EZs, a few M16s, two SAWs and one M60. The last weapon is located with the sheriff's team. The defenders also have two homemade fragmentation grenades and two smoke grenades (HC equivalent) per person, and plentiful ammunition.

In the event of an attack, about half

## Encounters

| Roll | Point Encounter      | Convoy/Night Encounter |
|------|----------------------|------------------------|
| 2    | Ambush               | Ambush/attack          |
| 3    | Armed party          | Armed party            |
| 4    | Abandoned vehicle    | Refugees               |
| 5    | Small abandoned town | Merchant               |
| 6    | Merchant             | Merchant               |
| 7    | Refugees             | Refugees               |
| 8    | Armed party          | Armed party            |
| 9    | Small town           | Merchant               |
| 10   | Barricade            | Refugees               |
| 11   | Ambush               | Armed party            |
| 12   | Special              | Ambush/attack          |

the mobile force will engage the attackers, while the rest will try to escort the convoy out of the danger area. Once the convoy is past, the mobile force elements will try to disengage from the fight and rejoin the main body. The sheriff has made it clear that the overall objective is to get the convoy to its destination, not try to wipe out every band of marauders they bump into.

**Night Protection:** Two shifts of eight sentries each will patrol the perimeter of the wagon circle at night. In the event of an attack, every armed adult will take a post on the perimeter, with the mobile force forming a reaction group to bolster the portion of the perimeter attacked.

In addition to the normal sentries, the sheriff will designate two two-person teams from the mobile force to set up listening posts. These teams will leave the perimeter at nightfall and dig in a kilometer away along likely routes of attack. Once dug in, one member of the team will sleep while the other watches and listens for any signs of movement.

Defenders are rotated through sentry and listening post duty. Those on duty may spend the first few hours of the next day's march catching up on their sleep in one of the school buses.

If the convoy is about to be overrun in a night attack, the sheriff will order a crash evac, and all wagons will move out, on their own, to a rally point at least three miles back. This point will be a road junction or another easily recognizable spot that the convoy passed during the day. This procedure will only be used in the event of a disaster, as the panic and confusion will result in heavy losses among the people, equipment and livestock.

## RECONNAISSANCE

The player character will act as the recon elements of the convoy. They will advance three to five kilometers ahead of the wagons, clearing possible ambush sites and encountering any barricades before the convoy arrives. They should stop and question all people they encounter along the route to determine possible threats to the convoy, as well as to gain information on the route ahead.

Should the PCs become engaged in a firefight, the convoy will be formed into a defensive circle, and a party from

the mobile force will be dispatched to aid the player characters in either destroying their attackers or extricating themselves from contact with a superior force. If the player characters miss an ambush and the convoy is attacked, or if the convoy is attacked from the rear, the player characters could be ordered to strike the ambushers from behind.

If the player characters spot a threat, be it a party of armed men or a road block, the sheriff will instruct the PCs to take up firing positions and observe the threat. He may send a PC out to communicate with a possible enemy, but only if the highest ranking player character is comfortable with the possible risk.

The player characters will have their own weapons and equipment, plus a man pack radio to allow them to communicate with the sheriff.

## ENCOUNTERS

The referee will roll on the Encounters Table once every four hours for encounters by the point elements while the convoy is on the road. There will also be one daily roll for the convoy (for a party catching up with the rear of the slow-moving convoy) and one nightly roll while the convoy is in its defensive circle.

**Abandoned Vehicle, Merchant and Refugees:** These encounters are as described in the basic rules.

**Ambush:** The group is suddenly fired upon by 2D10 people with light weapons. They will consist of 25% Experienced, 25% Veteran and 50% Novice NPCs. Roll 1D10x10 meters to determine the opening range.

**Armed Party:** A total of 2D10 people are spotted in the distance. They are armed and could be either hunters, town militia, or marauders. They will consist of 25% Experienced, 25% Veteran and 50% Novice. Use the basic rules to determine the range at which they are spotted.

Roll 1D6. On a result of 1-2, they are friendly; on a 3-4, they are neutral; and on a 5-6, they are hostile.

**Attack:** The convoy is attacked at night by 2D10 hungry marauders. Roll 1D10x10 meters to determine the opening range.

**Barricade:** The point elements come upon a barricade across the road. There

# TWILIGHT: 2000

is a 50% chance that it will be abandoned. If not, there will be 3D10 armed people, with one machinegun and an M203 grenade launcher. They are likely to be at a low state of readiness unless they have spotted the player characters. If approached, there is a 50% chance they will fire on the player character. If a toll is all they want, there is a 75% chance that it will be reasonable, and the sheriff will appear with payment. Otherwise, the sheriff will ask the players to clear the barricade, with reinforcement from the mobile force if needed.

**Small Abandoned Town:** The point element comes upon a small abandoned town. They can scrounge (Difficult task as it has already been gone over).

**Small Town:** The point element comes upon a small town. They can get information or trade for equipment. The inhabitants will not be hostile, just suspicious.

**Special:** On the first special roll, the mongols will attack. The second special result is a New American outpost, and the third is a US Army patrol. See details below.

## Mongols Attack

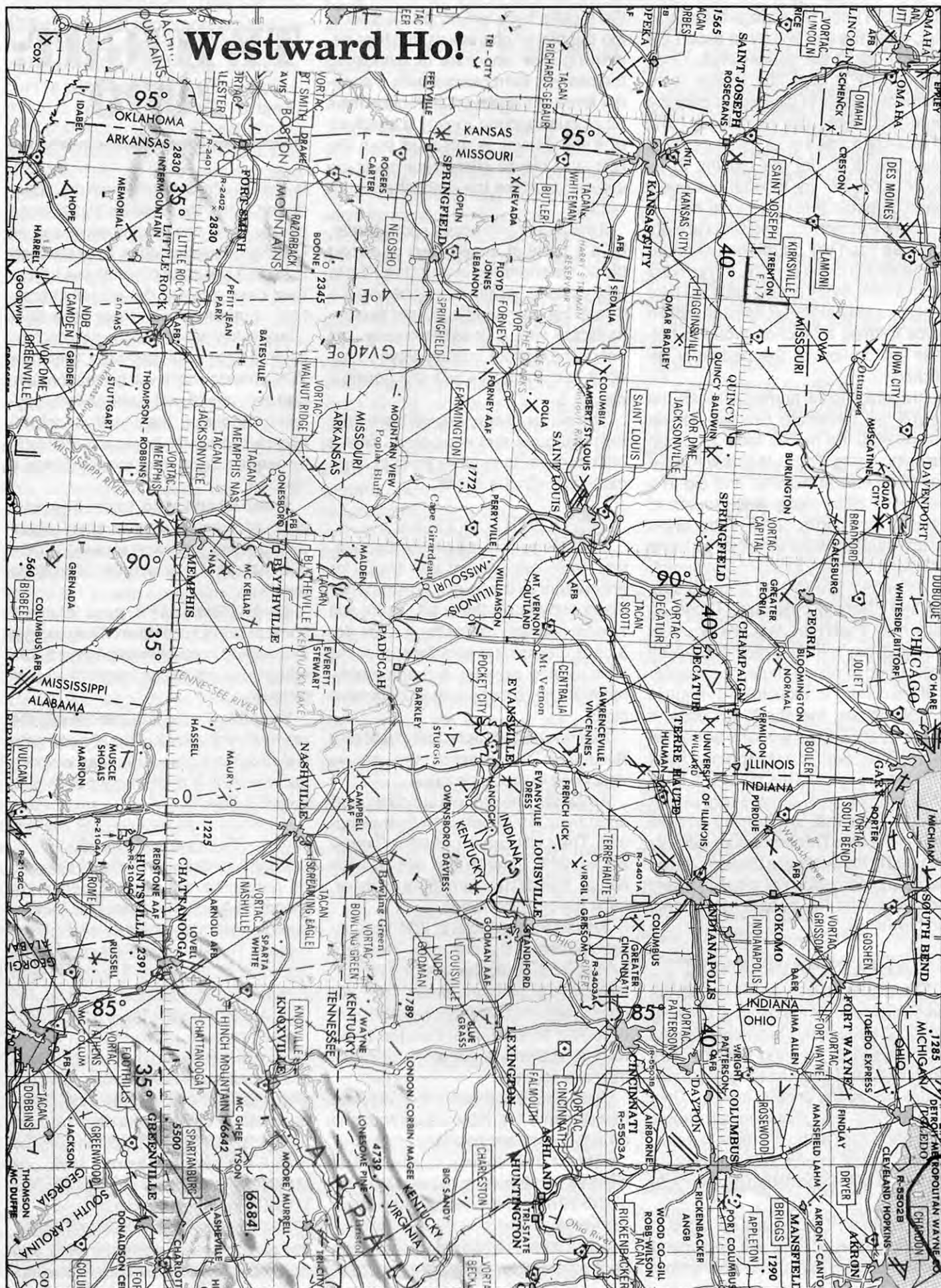
Khan has discovered that the people of Jamesville are slipping out of his grasp. He leads a portion of his band in pursuit, catching the tail end of the convoy. The Mongols will number three platoons of 20 men. They consist of 25% Veterans, 25% Experienced and 50% are Novice NPCs.

Each platoon is mounted in a converted dumptruck. The vehicles' engines and cabs have been armored with steel plating, and the sides have been sandbagged. Treat each truck as a BTR 70, except if fired upon from the rear. Each platoon has one M60, one M16/203, one SAW, eight M16s, six M16EZ and three Uzis.

The Mongols will drive into the convoy at high speed, weapons firing, and only dismount if their vehicles are dam-



# Westward Ho!



aged or if they face strong opposition. If Khan is killed, the attackers will withdraw, and the platoon commanders will start fighting among themselves to determine who will become the new leader.

### **New American Outpost**

The forward elements will report seeing what seems to be a military outpost, with uniformed and armed soldiers manning a checkpoint. The soldiers will be in US Army BDUs, but with a blue armband with a white star in the center. If the forward elements continue to observe the checkpoint, they will notice that a number of refugees are being detained in three fenced-off enclosures. There will be a total of five five-ton military pattern trucks, three pickup trucks and three Hummers parked near a filling station that serves as the headquarters for this detachment.

The detachment is on a labor roundup, pressing recruits for labor camps. The group numbers 25 individuals armed with one .50 caliber MG (mounted on a Hummer), two M60s, four M16/203s, two SAWs and 17 M16s. Five people, including the leader, are Veteran NPCs; 15 are Experienced; and the remaining 10 are Novices. At any one time there will be eight men on duty—four at the sandbagged checkpoint (with one M60), three guarding the enclosures (with one M60), and one manning the .50 caliber, guarding the vehicles. Off-duty soldiers are either sleeping in the filling station, engaged in maintenance of equipment or torturing the prisoners, especially the women and blacks.

Any characters who approach the checkpoint will be ordered to disarm themselves and will be subjected to a thorough and rough interrogation. The detachment commander is rather paranoid of being outside the major NA enclave and will not bother with attempts to recruit the player characters to the NA cause.

### **US Army Patrol**

The forward elements encounter a patrol from the US Army forces in Memphis. This patrol will consist of 12 soldiers in three Hummers. They consist of three Veteran, six Experienced and three Novice NPCs. They are armed

with two M60s and one Mark 12 grenade launcher (all mounted on their Hummers), four M16/203s and eight M16s. They will join the convoy, traveling with the main body as a reaction force.

### **CONCLUDING THE ADVENTURE**

Once the convoy arrives at the relative safety of the Memphis enclave, the people will be granted land suitable for the rebuilding of their town. The player characters will receive their promised reward, plus a generous bonus if their performance warrants it. This bonus will consist of their choice of any equipment captured along the route, including vehicles salvaged.

The PCs will also be offered jobs by the Milgov commander in Memphis, ranging from standard military functions to commissions to aid residents of other towns.

### **SHERIFF ALVIN BUFORD**

Alvin Buford has been a policeman in the town since he returned from two tours in Vietnam. His first tour was as an NCO in a Special forces A Team. The second tour was as a district advisor in the Delta, where his main task was to act as the coordinator of a number of fortified hamlets and commander of the district popular forces reaction platoon. This experience formed the basis for his plans and organization of the convoy.

The sheriff is 56 years old. His insistence on physical fitness within the department has kept him and his deputies in excellent shape. Since the start of the war, Buford has spent a great deal of time training his mobile force in military tactics, so he has a good force on hand for this journey.

Buford is a mature, experienced and calculating leader. He will try to bargain rather than fight, but if a fight is inevitable, he will provide solid leadership and a good plan. His motivation is simple: He has sworn to protect the town and its people, and he takes his oath very seriously.

His only weak spot is his family—a daughter-in-law and two grandchildren (his son is an MIA in Europe). If anything happens to his family, he is likely to temporarily forget his other responsi-

# **TWILIGHT: 2000**

bilities and extract revenge on those who harmed them.

Buford is an Elite NPC.

### **MAYOR JIM WATSON**

Jim Watson is the mayor and town doctor. The breakdown of civil authority left him dazed and confused. He will provide strong leadership until there is any violence, then he will become progressively more worthless as a source of guidance to the community (although his professionalism as a doctor will not suffer). His major problem is that he cannot adjust to the new realities of life in America. He cannot believe that people have descended to the level of lawlessness that they have.

Watson strongly believes that life is sacred and will always try to find a compromise, even if he is dealing with marauders. He will not authorize any preemptive strikes against hostile forces, preferring to try to buy safe passage through their roadblocks.

Watson is an Elite NPC when relating to medicine and a Novice in all other aspects.

### **"KHAN" WHYOUNING**

Douglas "Kahn" Whyouming is the leader of the marauder band that is one of the major reasons for the evacuation of Jamesville. Before the war, Whyouming spent his time between prison terms as a member of various motorcycle gangs. When the bombs fell, Whyouming organized a massive prison break and formed the more violent prisoners into the cadre of his marauding band. They adopted the name "The Mongols," and Whyouming became the khan.

His tactics are simple—his band members move into a town, kill all those who oppose them, terrorize the survivors, and take all the food, fuel and weapons they find. Once the town is stripped of all that is useful, the band leaves and attacks the next town.

Khan has selected Jamesville as his next target, and when he finds out that the people have left, he will lead the Mongols in an attack on the convoy. ♪





*You've spent weeks preparing for this mission. The perfect plan. The right personnel. The proper equipment. Finally, the time arrives. You lay in the cold, wet grass for hours, waiting, silently waiting.*

*At last your patience is rewarded. The enemy walks into your ambush. Adrenaline pulses through your veins as you squeeze the detonator of the Claymore and—nothing. You smack the machinegunner's shoulder; he pulls the trigger and—silence. Dead silence.*

*Wet circuits, dud round, frozen firing pin, it doesn't matter. Murphy is on your side.*

**N**o matter how high-tech the art of war becomes, no matter how many plans, map studies, drills and inspections you make, things still go wrong. But realizing this ahead of time and preparing to work through the inevitable SNAFU may help you avoid needless headaches and casualties. Murphy can be beat—or at least frustrated—with a combination of good SOPs (see **Challenge 51**), mission-specific secondary and tertiary plans, and the right attitude toward adversity.

To achieve a problem-solving frame of mind, you'll need to be aware of the following axioms. But remember two things: First, no axiom is always true, and second, the enemy probably has a copy of this listing in his track.

1. If the enemy is in range, so are you.
2. Your weapon was made by the lowest bidder.
3. Never share a foxhole with anyone braver than you.
4. If your attack is going really well, it's an ambush.
5. If it's stupid but works, it isn't stupid.
6. Make it tough for the enemy to get in, and you can't get out.
7. If you're short of everything except the enemy, you're in combat.
8. Anything you do can get you shot, including doing nothing.

# MURPHY'S LAWS OF COMBAT

*By Adam Geibel*

9. Incoming fire has the right of way.
10. The only thing more accurate than incoming fire is incoming friendly fire.
11. If your plan works, the enemy was probably low on ammo.
12. The enemy diversion you're ignoring is the main attack.
13. The most dangerous weapon in the enemy's arsenal is one of your own second lieutenants carrying a map and compass.
14. All five-second grenade fuses burn down in three seconds.
15. No plan survives the first contact intact.

16. If you're forward of your position, the artillery will fall short.
17. The important things are always simple.
18. The easy way is always mined.
19. Radios fail as soon as you need fire support.
20. When you have secured an area, don't forget to tell the enemy.
21. No combat-ready unit has ever passed inspection.
22. Beer math is simple: 37 men times two beers each equals 49 cases.
23. Body count math is simple: two hostile bodies plus one probable plus two pigs equals 37 enemy KIA.
24. Things that must be together to work usually can't be shipped together.
25. Tracers work both ways.
26. Recoilless rifles aren't.
27. If you take more than your fair share of objectives, you'll have more than your fair share of objectives to take.
28. When both sides are convinced they're about to lose, they're both right.
29. Professional soldiers are predictable.
30. The world is full of amateurs. ☺

*This article is loosely adapted from an anonymous list circulated during the Vietnam War, which was in turn taken from a list found inscribed on the walls of Jericho.*

## Clarification

The cover credit in **Challenge 52** referred to the "Retread Shop" by Thomas Kidd. This has apparently led to some confusion. The book *Retread Shop* is a novel by T. Jackson King (Copyright©1988 by Thomas Jackson King, Jr.). The artwork "Retread Shop" is a painting by Thomas Kidd. The painting is the cover of **Challenge 52** and also of the novel.

## Seeking Submissions from New Authors

**Challenge** is now seeking article submissions from new authors. We will consider articles on any science-fiction roleplaying game by any publisher.

Send in a SASE for our free submission guidelines and schedule of special issues.

# presenting ... AMERICAN GAMER

The newest gaming magazine would like to invite you to join us in celebrating our favorite pastimes in the gaming world. American Gamer™ is a bi-monthly publication focusing mainly on the fun side of postal gaming (Play-By-Mail), with diversions into many other realms such as miniatures, role-playing, board gaming, and computer games. Our articles include reviews, hints, designer notes, industry news, turn by turn commentary, and our own special game ratings system. American Gamer™ focuses on the North American side of the gaming industry so that you can get timely information on the games that you play.

**WHY WAIT? NOW IS THE TIME TO DISCOVER THE MOST DYNAMIC HOBBIES GOING!**

Subscriptions to American Gamer™ are: Sample issue for \$3.95, 6 Issues for \$21.00, and 12 issues for \$38.00  
Canadian subscriptions add \$.50 per issue. Overseas subscriptions are \$5.00 per issue surface mail.  
All subscriptions to American Gamer™ are to be paid in U.S. Funds drawn from U.S. banks.

*Have you ever wanted to become a writer or columnist? Well now is your chance. Just write for a copy of our free Submission Guidelines. We pay \$10 per printed magazine page, and \$20 per page of inside art. If you are a color artist, contact us for our color art rates.*

**It's NEVER A DULL MOMENT AT AMERICAN GAMER!**

**AMERICAN GAMER**  
P.O. BOX 8226  
CHERRY HILL, N.J. 08002  
(609) 795-7630



# CHALLENGE<sup>TM</sup> 58

The Magazine of Science-Fiction Gaming

US \$3.50

MEGATRAVELLER®

Demon Dark

*Michael R. Mikesch*

TWILIGHT: 2000<sup>TM</sup>

A Little Recon Mission

*Paul T. Riegel*

CALL OF CTHULHU®

Ghost Writer

*James L. Cambias*

GDW









# A Little Recon Mission

*By Paul T. Riegel*

*"We have another little recon mission for you boys," Colonel Blue informed us.*

*"Great," I heard myself saying, "the last little recon mission nearly got us killed up in Lima." The colonel glared over at me as nervous laughter spread through the room.*

*Colonel Blue continued "Some unusual activity has been reported down at the Wright-Patterson Air Force Base. They've been mounting more and wider-ranging patrols than ever before. With part of the 194th Armored Brigade just across the border at*

*Richmond, this could be an ominous sign. They may be attempting to recruit the smaller independent towns to join them under some Milgov plan to split and take over the state government. We need you to undertake a little reconnaissance and find out what they're up to."*

**R**umors have reached Columbus that units from the Wright-Patterson Air Force Base (known as the WP Enclave) have been popping up all over Southwest Ohio. They are making friendly gestures to all groups they meet and also seem to be looking for something. What they are looking for has yet to become clear. The PCs

A.N.  
92

have been hired by Civgov to work as a semiautonomous special operations group (SOG) to infiltrate the enclave and investigate the situation.

For additional information on adventuring in Ohio, refer to "Lima Incident" by Paul T. Riegel in **Challenge 56**.

**Weapons:** One vehicle may have an M60 LMG mount, and an M203 grenade launcher with six rounds of ammunition is available. PCs will be provided a single pistol and rifle of their choice. They may also select a sniper rifle and either two Armbrusts or two M72 LAWs.

PCs will be allowed 300 rounds of ammunition per weapon, 100 rounds only for rare weapons. They should be given the option of four grenades, plus a thermite grenade for the code books and the speech security equipment. Also, they should receive a Claymore and two trip flares per vehicle.

**Vehicles:** The adventurers may select any unarmored, unarmed cargo vehicle, one per two persons maximum. Also, they may have one trailer per vehicle, of which one may be a tank trailer, filled halfway with methyl alcohol.

**Equipment:** Each person is issued three sets of battle dress, a set of combat webbing, Alice pack, nylon ballistic helmet, Kevlar body armor, knife/bayonet, sleeping bag, shelter half, personal medical kit, gas mask and chemical defense unit. PCs are also issued a 5/25-kilometer vehicle radio, RC-292 antenna, five-kilowatt generator and up to a medium still. They receive one pair of binoculars for every second vehicle and may take a 25x image intensifier. They have a doctors' kit, half-filled drug kit and Geiger counter. Additional equipment should be provided as the referee sees fit.

## INHABITANTS

Much of the state is inhabited by small bands of farmers, hunters and refugees from all over. Also present are a wide variety of military, militia and marauder groups.

For additional information on personnel in Ohio, refer to "Lima Incident" by Paul T. Riegel in **Challenge 56**.

**Military:** Ohio is divided into a series of fortified enclaves which attempt to control the surrounding territory via patrols and friendly contact with inhab-

itants. Enclaves are directed by various Ohio National Guard and Ohio Military Reserve units still loyal to the governor. (The Ohio Military Reserve was authorized in the late 1980s as a backup force in case the Ohio National Guard was called up. This unpaid, volunteer force consisted of retirees, those unfit for service in the active branches and those who just wanted to play soldier.)

Many military units in the region are equipped exclusively with the M16A1, M16EZ or M231, and have an M203 grenade launcher every 13th man, M60 light machinegun every 30th man, and M72 LAW every 15th man. MPs have a no M203s but have an M79 every 10th man and an M60 every 15th man.

**Militia:** Full-time militia usually carry either an M16EZ or an M231, with an M203 every 25th man and an M60 every 50th man. Part-time militia are usually equipped with M16EZs and M231s; the remainder are split between civilian sporting rifles, shotguns and pistols. Every 100th man has an M79 grenade launcher, and each camp is supplied with two M60s.

**Marauders:** Several active marauder groups, both former national guard and civilian, also operate in Ohio. The largest of these numbers nearly 500 and is located in northern Ohio, southern Michigan and northern Indiana. Most of the marauder groups, however, are much smaller in both size and area of operation.

## POINTS OF INTEREST

For additional geographical data, refer to "Lima Incident" by Paul T. Riegel in **Challenge 56**.

**Dayton, Kettering, Xenia Group:** This group includes North Dayton, East Dayton, Kettering and Xenia. The communities are controlled by the 1st Military Police Group, OMR (HHD 3rd and 4th battalions). Overcrowding and supply shortages are becoming a major problem in these areas due to the refugee camps there. Some inhabitants have even expressed a desire to break with the state government and join with Wright-Patterson Air Force Base and Milgov. They towns have established a trading relationship with both Middletown and Wright-Patterson Air Force Base. They have about 55 trained soldiers, 100 full-time militia and 200 part-time militia.

**London, Springfield, Urbana Group:** These refugee camps are among the most productive of any in the state. They are major suppliers of food to WP AFB. The camps are overcrowded, but not excessively so—at least not at the present. These communities have established their own militia using former soldiers and police officers as leaders. They have about 30 trained soldiers, 100 full-time militia and 150 part-time militia.

**Middletown:** Middletown was overrun with refugees from both Cincinnati and Dayton during the bomb scares. The 1416th Transportation Company, OHARNG, which was stationed there at the time, stepped in and took effective control over the situation. Without state aid, the group established housing, farms and fortifications for the population. In exchange, inhabitants gave the company their loyalty. They have subsequently quit taking orders from the state government. The 1416th Transportation Company has about 40 trained soldiers, six M151A1 jeeps and three M60 LMGs.

**New Richmond:** This community was the site of the federal nuclear weapons plant, which has subsequently been shut down. The 2nd Battalion, 1st Military Police Group, OMR has established extensive defenses around the site to prevent marauders from gaining equipment. There are 55 people with eight M60 LMGs.

**Oxford:** After a break with state control and several unsuccessful raids, the 54th Rear Operations Center has settled in Oxford. This former college town has been used by the 54th RAOC to raid in Ohio and Indiana. There are about 45 trained soldiers and 60 recruits, with six M151A1 jeeps and four M60 LMGs.

**Richmond, IN:** This town hosts A Company, 194th Armored Brigade. A Company was dispatched from Cairo, IL to support the military government in Indiana. There are 60 men, with five M1s and six HMMWVs. They have had several small border clashes with the 1st MP Group, OMR.

**Troy, Piqua, Sidney, Wapakoneta Consortium:** Ignored for the most part by the state government, these communities banded together for protection from marauders. They actively support the state government with food, and in return the get advisors and ma-



terial. Consequently, they have about 45 trained soldiers and 220 part-time militia. They still cannot mount patrols and are easy prey for marauders.

## WRIGHT-PATTERSON AFB

The Wright-Patterson AFB (known as the WP Enclave) has grown, necessarily, to incorporate Fairborn Ohio, which sits between the Wright and Patterson airfields.

By the year 2000, Wright Field has ceased to function as a viable airfield. Much of the electronics and equipment has been transferred to Patterson Field. The runways are overgrown and cracked due to lack of maintenance, and the grassed areas have been converted to small farms, which produce vegetables and fruit used by the base. Also, a small herd of cattle, some chickens and a few hogs call Wright Field their home. Many of the hangars, originally designed to house the mighty B-52 *Stratofortresses*, have been converted to housing. Hanger 18, however is still classified, closed and closely guarded. The base hospital, which sits near Wright Field's main gate, is still open.

Patterson Field has many small farms occupying its infield, producing lettuce, potatoes, cabbage and carrots.

## Defenses

The WP Enclave's defenses are organized in three rings.

**Outer Ring:** The outer ring, encompassing the entirety of the base and the city of Fairborn, consists of guard posts along the roads, plus outpost bunkers which are mostly monitoring stations for electronic surveillance systems.

**Outpost Bunkers:** Outpost bunkers are log-covered trenches with facilities for four men. Guards are divided into two shifts. At all times, one guard watches the PRD-3000/SV monitor, one scans the area with binoculars or IR goggles, and two off-duty guards rest or eat. Each bunker is equipped with a Geiger counter, four gas masks, 0.5-kilometer hand radios, M16A2 rifles, an M203 grenade launcher with four rounds (two HE, one Illum and one red flare), and seven grenades (four fragmentation, one thermite, one green smoke and one blue smoke).

**Roadblock Bunkers:** All roads entering the perimeter have guard posts,

with field-expedient concertina wire stretched across the road and sandbagged bunkers on either side of the road. Each bunker has a bipod-mounted M16A2, an M72 LAW and an M203 grenade launcher with four rounds (two HE, one Illum and one red flare). Each bunker is equipped with a five-kilometer backpack radio.

Two guards—with MP-5 or M231 submachine guns and a Geiger counter—man the concertina wire obstacle and make close visual contact with all incoming vehicles. The guard post, usually open to the rear, is equipped with gas masks and chemical suits.

**Second Ring:** The second ring of the WP Enclave's defenses circles the air force base. All areas of the perimeter are covered by PRD-3000/SVs, and a nine-foot-high chainlink fence topped with concertina wire surrounds the perimeter. More remote areas are covered with minefields and hidden trip flares.

**Perimeter Bunkers:** Perimeter bunkers are located every 1500-2500 meters, equipped as the outpost bunkers, with the addition of a starlight scope or thermal imaging scope and a battery-powered, white-light spotlight.

**Roadblock Bunkers:** The base's two entrances are covered by single roadblock bunkers (as described above). Each bunker is equipped as an outpost bunker, but with an M60 light machinegun in place of the bipod-mounted M16A2, two additional fragmentation and two CS (tear gas) hand grenades, a night vision scope for the M60 and a starlight scope for the bunker.

**Supporting Bunker:** Located 1000 meters behind the main entrance is a supporting bunker which houses an M47 Dragon medium antitank guided missile launcher with four missiles. A sniper is equipped with an M40 sniper rifle with a telescopic night vision scope.

**Inner Ring:** The WP Enclave's inner defense ring is a rapid reaction force. The inner defence is centered around two ground surveillance radar systems, one covering each airfield. Four-man (or two-man/two-dog) teams patrol inside the perimeter. An emergency response team consists of two armored cars with Mark 19 autogrenade launcher. Peacekeepers, 15 air force security police and 35 recruits.

# TWILIGHT: 2000

The airfield control/operations building and the base headquarters are sandbagged and heavily guarded, backed by two M60 LMGs and one M2HB 50-caliber heavy machinegun in sandbagged emplacements. The base headquarters houses the armory, which has a Stinger shoulder-fired SAM among its more interesting items.

## INFILTRATING WP

The PCs' mission requires them to infiltrate the enclave and discover what the group is up to. The methods they use are left entirely up to the group.

A likely place to search for information is the communications shack. The shack can be identified by the numerous radio antennas standing behind it. The first floor windows are sandbagged, and the main entrance has two armed guards. The second floor is used for storage and is unprotected. In addition, there is an unguarded rear basement door where antenna cables enter the building. Parked to one side of the main entrance is an HMMWV, an M880 truck and an M35A1. The HMMWV is open-topped and mounts an M60 LMG on a center pintal mount. The M35A1 has a one-ton cargo trailer with a section of a pontoon bridge and outboard motor protruding from the rear.

If they search the communications shack, the PCs will come across a classified, handwritten message form addressed to the WP AFB commander from SFC Phillip Rogers, commander of 1 DET, 477th NERT. The message is as follows: "Have proceeded to Ironton. Appears NORAD information correct. Object appears intact. Require boat and underwater gear to locate. Active marauders in the area."

Despite the worries of the Ohio Civgov, the WP Enclave is not recruiting new forces for Milgov. It is making radiation surveys and attempting to make friendly contact with those they encounter. The people at WP are acting on information transmitted to them by NORAD during the nuclear exchange

## Check It Out!

Call or write for your free pilot issue of the following GDW newsletters:

*Command Post*  
for **Command Decision**

*SitRep*  
for **Harpoon**

*Ether Society*  
for **Space: 1889**

*Eternal Soldier*  
for **Twilight: 2000** 2nd ed.

*Imperiallines*  
for **MegaTraveller**

GDW  
PO Box 1646  
Bloomington, IL 61702-1646 USA  
Phone: 1-800-383-3512

about a possible dud nuclear warhead that came down near Cattlesburg, KY. The message above indicates that there may indeed be an intact nuclear warhead and that recovery operations should be commenced. To this end, the 477th Nuclear Emergency Response Team—with an M35A1, M880 and armed HMMWV—are being dispatched to the area for recovery operations.

If the player characters infiltrated WP AFB under friendly disguise, they may be asked to accompany a radiation survey mission to Ironton to determine radiation levels. They may even be let in on the operation should it be successful and asked to aid in the warhead's return to the nuclear warhead bunkers at WP.

If the PCs broke into WP and were captured, they will be detained and considered unfriendly. In that case, they will have to formulate and implement a feasible escape plan.

Either way, the PCs will want to send word back to Civgov concerning the information they've gained. The group will then be instructed to ensure that the warhead, if recovered, is returned to WP or to Columbus. The Ohio government would not want the warhead to fall

into any hostile or nongovernmental hands.

## IRONTON

The 477th survey party's camp has been raided by marauders, and only one member of the survey team survives. The marauder band is still active in the area, and encounters are likely.

The operation will take two to three days to locate the warhead, two days for recovery and another day for packing up for return to WP. The recovery team will find a 0.5 MT nuclear device buried in the bottom of the Ohio River, the remnants of a Soviet MIRV.

The return to WPAFB will be harrowing: Civgov of Ohio does not keep secrets well, and the New America Cell in Ohio has a few friends in the Ohio government. So it will not take long for Bruce Alexander and his new group to find out about it, and they will certainly plan an ambush.

Alexander is an Elite NPC armed with an Uzi. His followers are three Novice and five Experienced NPCs armed with sporting rifles and two fragmentation hand grenades. For more on Alexander and his thugs, refer to "Lima Incident" by Paul T. Riegel in **Challenge 56**. Ω



# ILLUMINATI™

## The Play by Mail Game of Conspiracy and Intrigue

### CONQUER THE WORLD - BY MAIL!

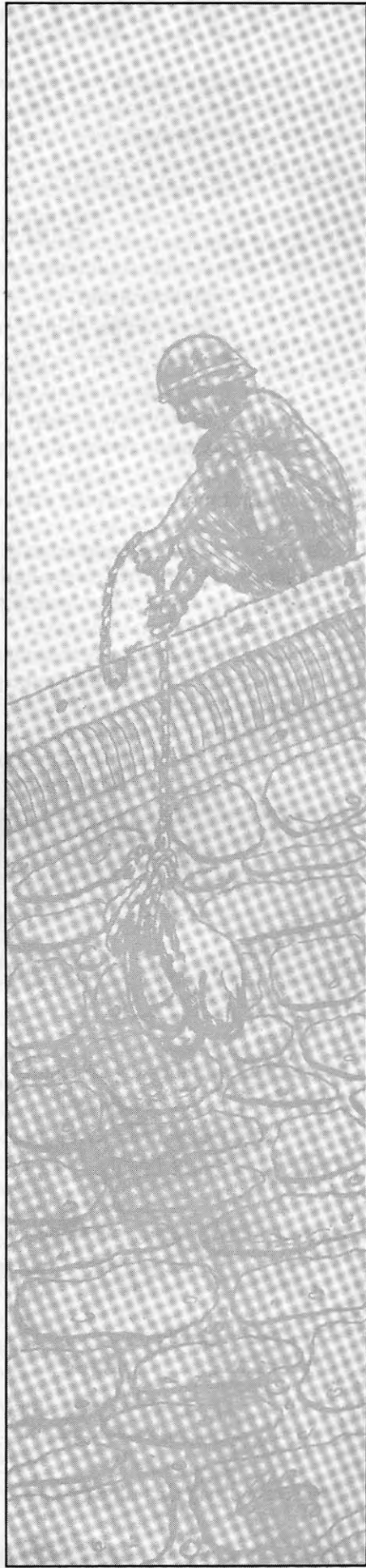
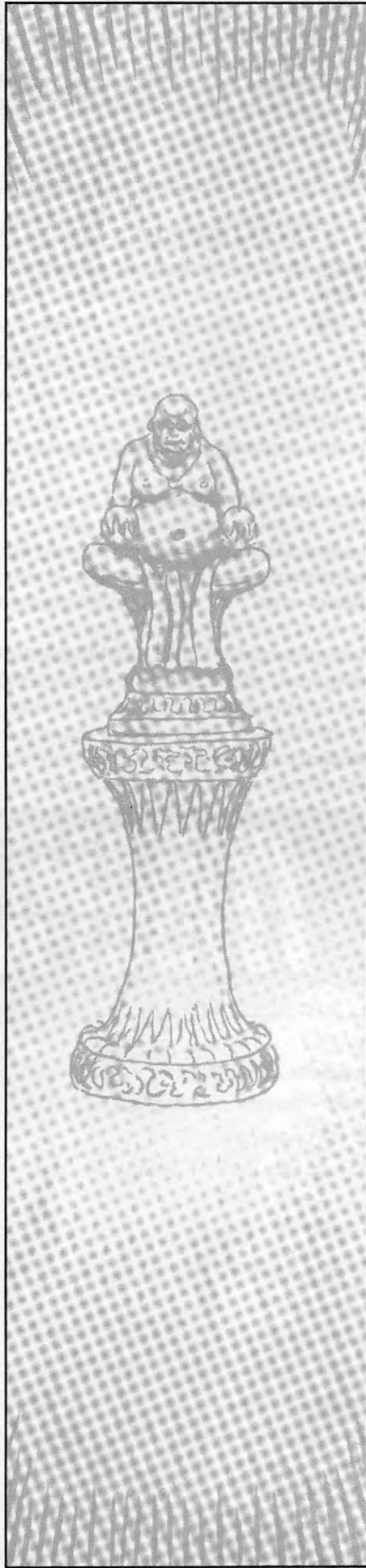
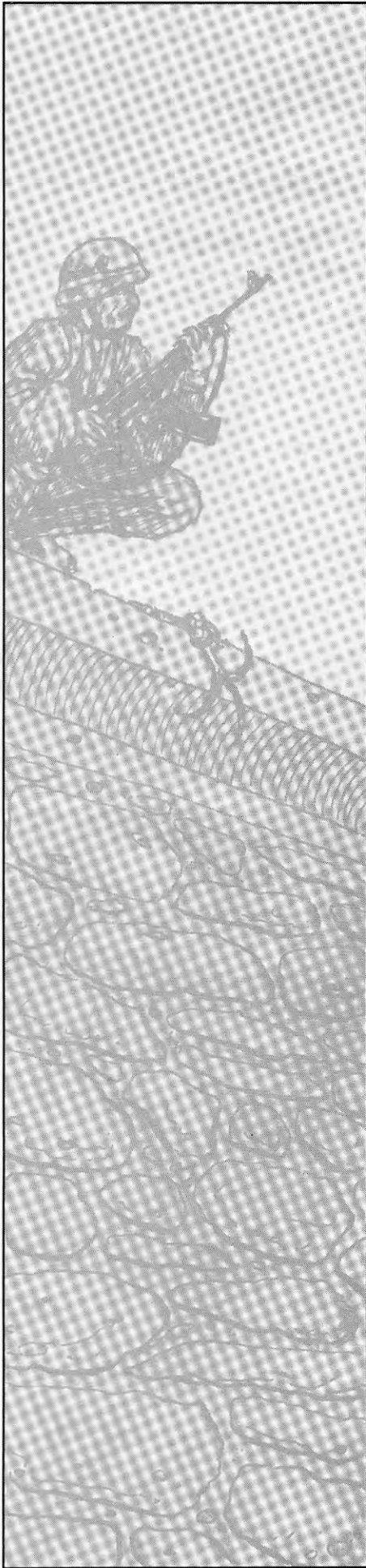
Based on the wildly popular card game by Steve Jackson Games, ILLUMINATI PBM, is a game where all conspiracy theories are true! Yes, the Little Green Men control the post office; the Pod People control the IRS; the KGB controls the Boy Scouts; and the Dead Rock Stars control the Moral Majority! And YOU are one of the secret organizations trying to take over the world! Write for a FREE catalog, or send \$2 for the rulebook, or \$8 for the rules to all our Play-By-Mail games. We accept Mastercard, Visa & Discover.



**Flying Buffalo Inc.**  
P. O. Box 1467 Dept CHAL  
Scottsdale, AZ 85252

ILLUMINATI and the all-seeing pyramid are registered trademarks of Steve Jackson Games Inc. and are used with permission.





# Silence is Golden

By Craig Sheeley

**T**here is an underside to the mercenary lifestyle. Many jobs demand a lack of ethics or honor rather than face-to-face, honest combat. Mercs are usually called in to tackle the tough jobs, filthy messes their employers don't want to handle or consider too dirty to risk themselves. Mercs are expendable and deniable.

This scenario involves one of those dirty jobs. An anonymous wealthy client (dealing through intermediaries) is willing to pay an immense amount of money to possess a minor idol. The offer is highly tempting: \$10,000 per person on the mission (limit 10), with \$1000 in advance for expenses and the rest on delivery of the idol.

The mercs are to gain entrance to the temple where the idol is located, secure the artifact and then extract themselves on their own. Two boats will be waiting at the waterfront a mere 1000 meters away. One boat, a speedboat (equal to a fast patrol boat but unarmed and capable of hauling 12 men), waits to whisk the mercs downstream to a waiting sea-plane.

The other boat, an innocent-looking sampan, waits to receive the idol. The idol will be spirited away by a minisub lurking beneath the sampan, off to join the patron's collection.

## IDOL

The idol is a small golden Buddha, resting in the Wat Suthat temple of Bangkok. It weighs approximately 100 kilograms and is small enough to fit into a backpack. It is in the Bot, the chapel of the Wat, on the shrine altar, according to all reports. The Wat is open to tourists (although not to cameras), so the idol's location can be checked daily.

The Wat is in one of the rougher districts of Bangkok, a district ruled by one of the Chinese gangs, a triad. It is suspected that the triad uses the Wat as a storage house for drugs and other valuables (and contributes richly to the temple's welfare), and so has added some defenses to the Wat.

Also, the temple is guarded by soldiers of the Triad. No weapons are permitted inside the Wat. Firearms and heavy weapons are kept in a guardhouse (a fortified building) next door to the temple—largely AK-47s, some PK machineguns, several RPG-16s and SA-7 Grail SAMs (laughingly referred to as the "Holy Grails"). The monks on guard there have responded quickly to past threats, with lethal force. The guardhouse is manned at all times by at least 30 armed men, and commands fire zones surrounding the temple and its grounds.

## RECONNAISSANCE

Once they arrive in Bangkok, the mercs can easily go to the Wat to see the idol for themselves. They are not permitted to bring in weapons, cameras, or radios. They must bring an offering of fruit and/or flowers to be allowed into the Bot to see the shrine.

The Wat's layout is simple, consisting of the Bot, the monks' quarters, the abbot's house and the transients' house. The walls are three meters high and one meter thick, tipped with sculpted brass spikes one meter apart (mostly decorative). The gates are made of thick wrought-iron and are secured every night. There does not seem to be much security past the gates.

Inside the Bot, the idol sits among other Buddhas, a sight to make the greedy salivate. The other idols are festooned with ropes of pearls, implanted with valuable-looking jewels, and covered in gold leaf. The dais of the shrine cannot be approached directly—a three-meter-deep, four-meter-wide ditch surrounds the dais. A simple iron fence, waist-high, lines the outer edge of this ditch. The pious use long bamboo poles to place their offerings upon the altar.

The Wat is inhabited by about 300 monks and a number of Triad soldiers in civilian dress. The monks are silent and attentive, clad in their simple robes and sandals. Worshipers are equally peaceful and well-mannered.

## GUARD ACTIONS

The temple compound is patrolled at all times by six pairs of guards. These

guards wear kevlar vests under their clothing. They carry quarterstaves and nunchaku (which are technically not weapons, the quarterstave being a form of walking stick and the nunchucks a type of threshing implement). The guards are Veteran NPCs (Initiative 4, stats 6, skill 5, unarmed combat damage 3). Any time suspicious activity is detected, the guards will move to investigate.

If a major battle starts in the temple grounds, the searchlights from the guardhouse will be trained on the area. The armed guards will only start shooting if the intruders are armed with firearms and are slaughtering the monks in the compound.

## GETTING IN

The mercs can go in during the day in a frontal assault or in disguise, or they can sneak in at night.

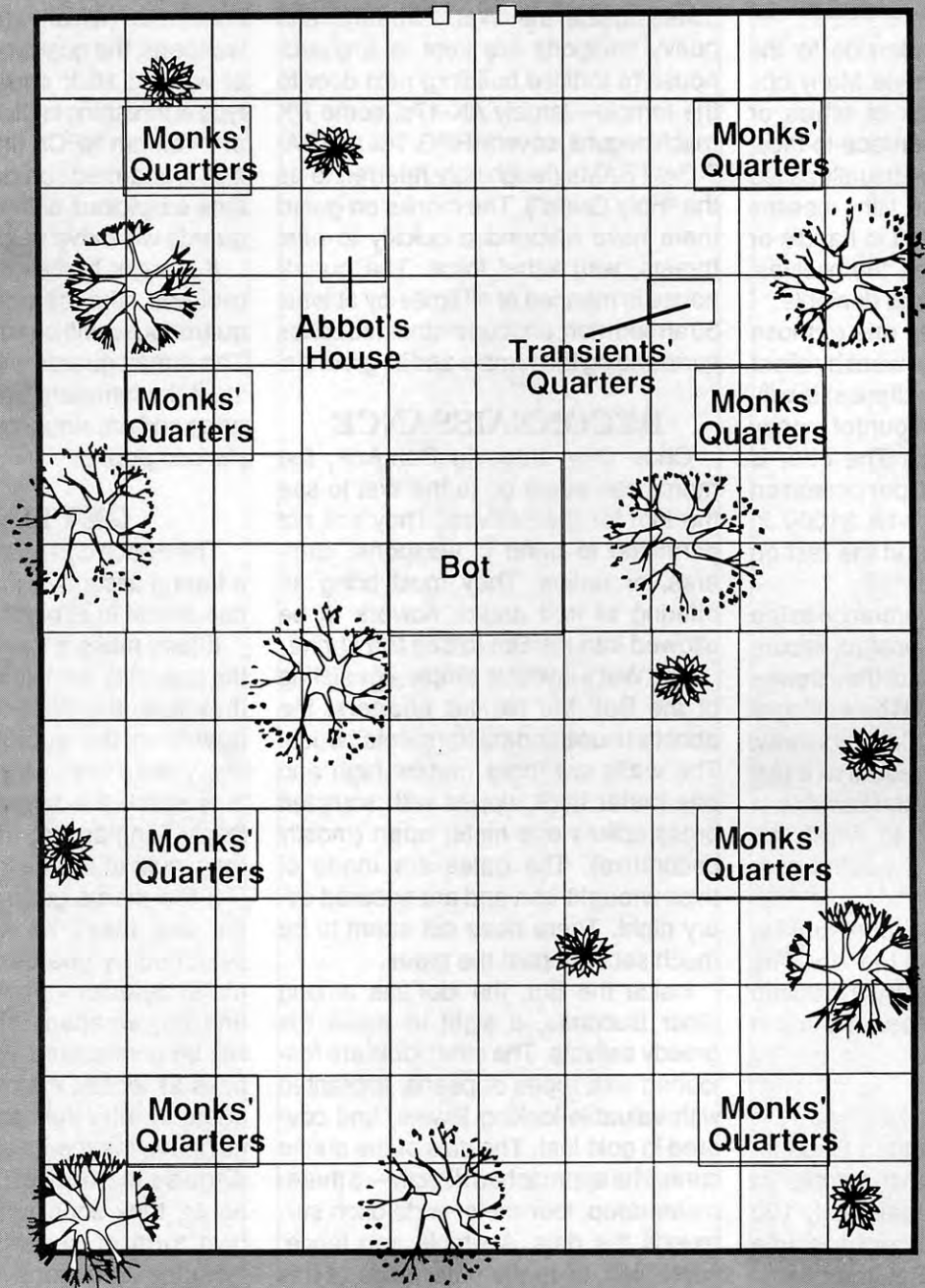
If they make a frontal assault during the day, they are likely to be spotted as they rush the walls or the gate. The guards in the guardhouse will make every effort to stop the attackers before they reach the temple grounds, fearlessly firing among their own people if they must to kill the interlopers.

If the mercs go in disguised during the day, they'll be well and securely searched by guards with a hand-held metal detector (among other things), and any weapons and other devices will be confiscated. If the mercs try to pass as locals, the real monks will repeatedly offer their assistance and will not leave the mercs alone. If the mercs disguise themselves as monks or students, they soon run into the monks' own form of security system, which includes questions drawn from the teachings of Buddha. Responding correctly to one of these sayings is Difficult: Education (unless the character in question was trained as a Buddhist monk, in which case it's an Average: Education task). A missed question will tip the monks to the mercs' false identities, and the guards will be summoned.

If the mercs try to sneak in at night, a simple scan with IR and UV goggles will reveal no IR or UV security setups—there is no electronic sign of ground radar, and

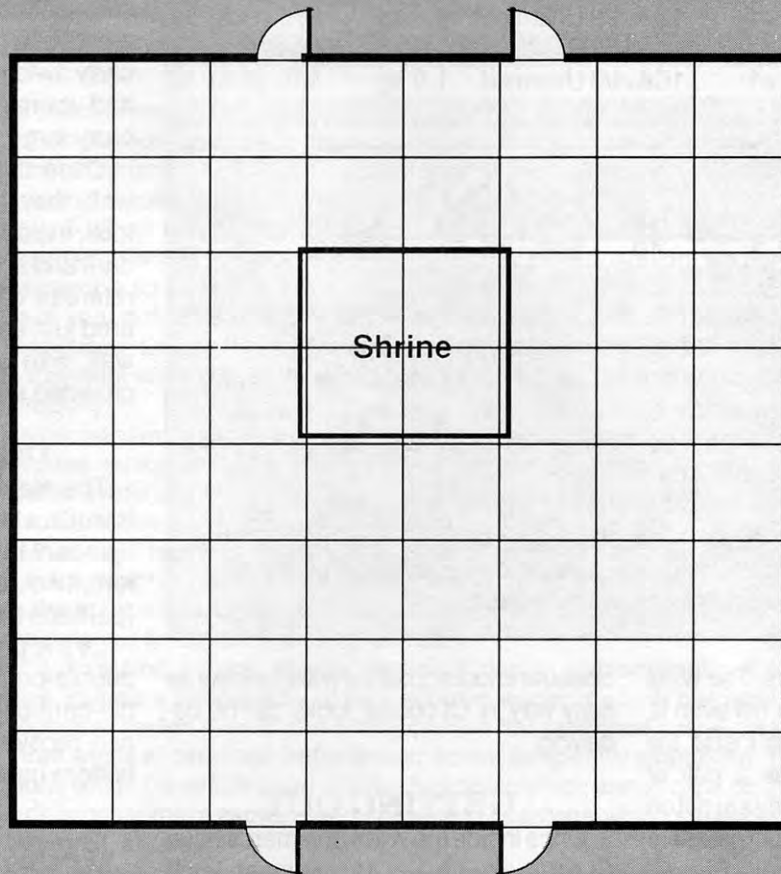


# Thai Wat

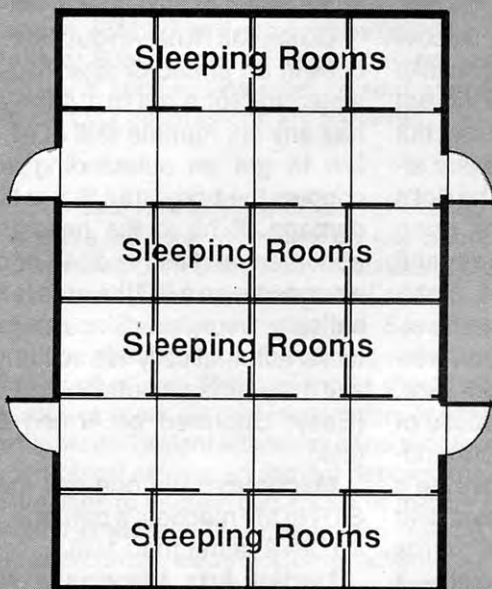


0 8 16  
Meters

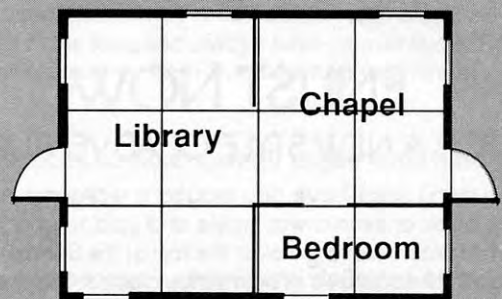
# Thai Wat



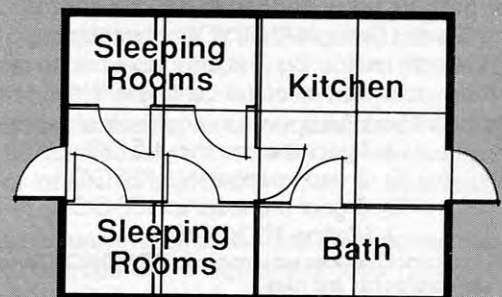
BOT  
(Chapel)



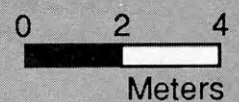
MONK'S QUARTERS



ABBOT'S HOUSE



TRANSIENTS'  
QUARTERS





## Melee Weapons

| Weapon       | Range | Hit Mod. | Damage          | Weight | Cost        |
|--------------|-------|----------|-----------------|--------|-------------|
| Nunchucks    | S     | -1       | 1D6+Unarmed     | 1.0 kg | \$100 (S/C) |
| Quarterstaff | L     | 0        | 1D6+Unarmed     | 2.0 kg | \$10 (V/V)  |
| Sai          | S     | +1       | 1D6+1/2 Unarmed | 0.5 kg | \$75 (R/S)  |
| Sword        | L     | 0        | 1D6+STR         | 1.0 kg | \$350 (S/S) |
| Tonfa        | S     | +1       | 1D6+1/2 Unarmed | 1.0 kg | \$50 (S/S)  |

## Cobras

| Meat    | Move   | #Appearing | Hits | Attack | Hit# | Damage | CON |
|---------|--------|------------|------|--------|------|--------|-----|
| 1D6x1kg | 2/6/12 | 1-2        | 10   | 30%    | 5    | 1D6p3  | 12  |

When a person is bit by a cobra, see if the damage of the attack (the number or die roll preceding the "p" in the damage code) penetrates the armor value of the area. If it penetrates, then the poison goes to work, doing a number of dice damage to the chest area (only, ignoring armor) each phase after the first for 12 phases. Antivenom stops any further poison damage the round after administered.

For instance, a man bit by a cobra in phase 1 suffers 3D6 damage in phase 2 and 3D6 damage per phase to his chest until critically wounded. If the poison victim receives antivenom, the poison damage stops in the next phase, after the antivenom has been administered.

there appear to be no sensors. The walls and the temple's environs are not even lit, except by dim lanterns hung inside the temple. The guardhouse has a pair of searchlights on the roof, but they are not on and merely stand ready. The front gates are

closed and locked, but the walls look like an easy way in. Of course, looks can be deceiving.

## GETTING OUT

Once inside the walls, the mercenaries have

to move at least 32 meters from the wall to the Bot, without being seen, heard or discovered. Ten monks are inside the Bot during the day, but none are there after dark. The Bot's doors are open during the day and closed at night. Opening them silently is an Average: Stealth task.

The purpose of the pit surrounding the shrine's dais becomes clear once the mercenaries see it at night—it is full of three-meter-long cobras (see statistics and poison rules below).

Somehow, the mercenaries have to get

across to the dais and lever a 100-kilogram idol across the four-meter gap, without getting snake-bit or discovered. Carrying the idol will take at least three characters (or two incredibly big and strong characters) if they want to make any speed. Remember, characters can carry twice their Load at half-speed, and mercenaries can assist each other to carry large weights.

Once the mercenaries get the idol to the wall, they have to get it over (quite a trick, especially if you have to do it in the dark and absolutely silently). Theatrical referees can have the mercenaries discovered just as they lever the idol over the wall, with a merry chase through the crowded streets of Bangkok.

## DOUBLE-CROSS

The mercenaries might decide that the idol is worth a lot more than a mere \$10,000 apiece. Melted down for the gold content, it would easily be worth \$1,500,000 (perhaps more to the correct collector).

Or the patron might have decided to double-cross the mercenaries, planting a radio-controlled bomb in the sampan (he can recover the statue from the river bottom using a minibus).

## VARIANT MELEE COMBAT RULES

Following are optional rules to increase the perceived realism of melee combat.

**Quick Kill Rule:** An outstanding success in an armed or unarmed combat melee roll (or a roll of 1 if the attacker has any appropriate skill at all, but too low to get an outstanding success) cripples the body area that is hit by the damage. If hit in the head, torso or abdomen, an NPC is dead or critically wounded—on a PC the area is listed as critically wounded. Since surprise attacks automatically hit, roll anyway to see if the hit is an outstanding success (Easy: Unarmed or Armed Combat task).

**Machetes:** Add one-half the user's STR to the machete's damage, making it 1D6+2 rather than 1D6.

**Martial Arts Weapons:** Weapons such as quarter-staves, nunchucks, sais, tonfas and the like depend on skill to do damage rather than raw power. Refer to the Melee Weapons Table in the sidebar. Add Unarmed Combat damage to their damage roll instead of STR, as noted. Ω

## ENLIST NOW!

### FOR A NEW STYLE OF ADVENTURE!

How many times have you played a wargame, read a history book, or seen a war movie and said to yourself,

"What was it like to go over the top at the Somme, move through the hedgerows of Normandy against the dreaded Waffen SS, or go on a search-and-destroy mission in Vietnam?"

Well, here is your chance to find out! The 20th Century Tactical Studies Group WANTS YOU to participate in WWI/WWII/Vietnam reenacting. This enjoyable hobby of recreating the pivotal battles of this century, with the actual use of original uniforms, weapons and vehicles of the periods.

- 1 year membership \$15.00
- 2 year membership \$25.00
- 3 year membership \$35.00
- Lifetime \$300.00

NOTE: Membership includes subscription to BREAKTHROUGH magazine, membership card, patch, and rules.

20th Century Tactical Studies Group  
P.O. Box 945

Cape Girardeau, MO 63702-0945  
(314) 651-4876 (evenings)

BECOME A PART OF ONE OF THE FASTEST GROWING  
HOBBIES IN AMERICA!



Special Mysteries Issue

# CHALLENGE™

# 59

The Magazine of Science-Fiction Gaming

US \$3.50

MEGATRAVELLER®

**Coreward Conspiracy**

*James Maliszewski*

GURPS CYBERPUNK®

**Me, Myself and I**

*James L. Cambias*

TWILIGHT: 2000™

**A Question of Identity**

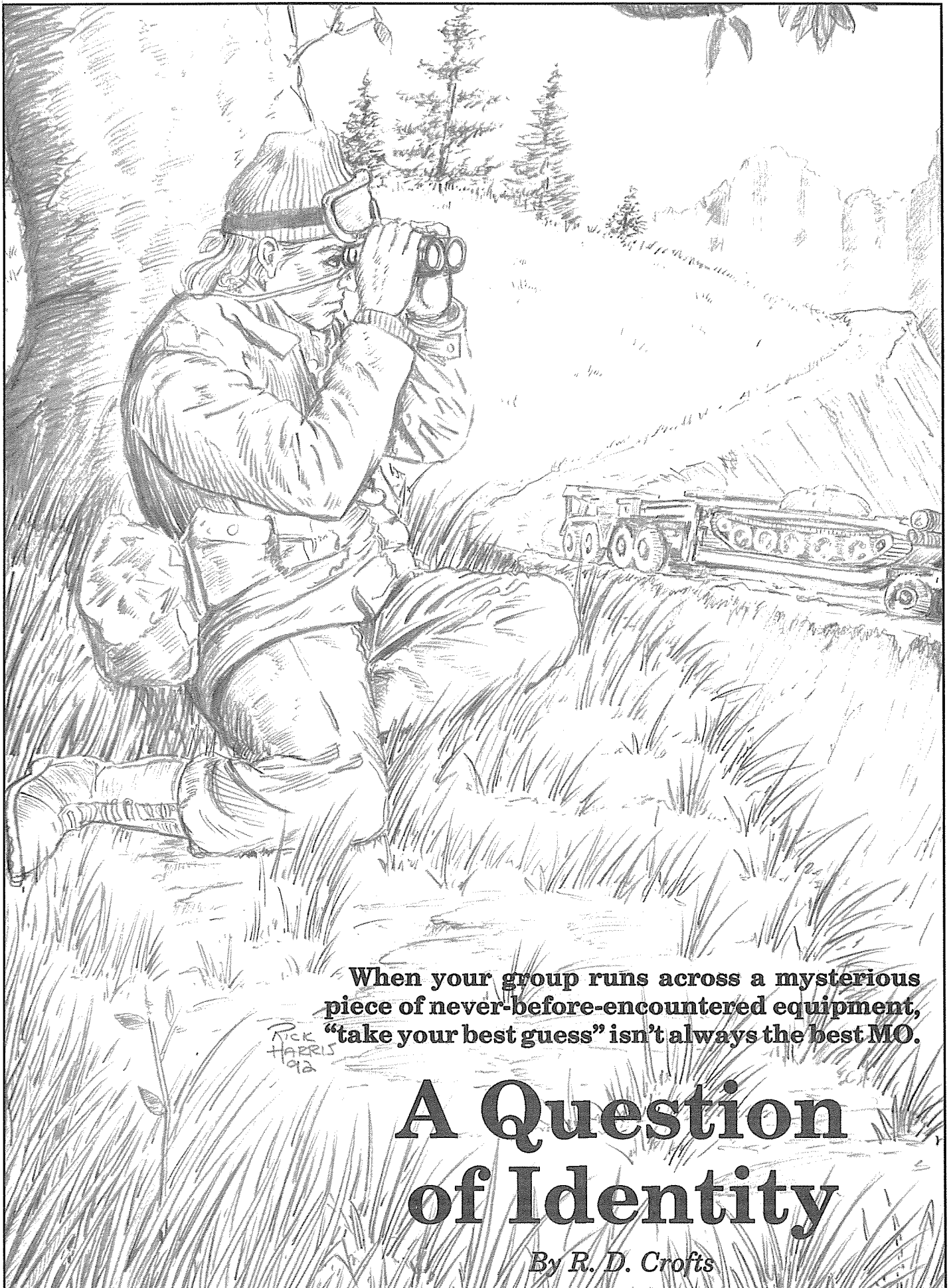
*R. D. Crofts*

**GDW**

*Includes:*  
CHALLENGE 59½

**APRIL  
FOOLS  
ISSUE**





When your group runs across a mysterious piece of never-before-encountered equipment, "take your best guess" isn't always the best MO.

RICK  
HARRIS  
9/2

# A Question of Identity

By R. D. Crofts

*We're on a deep-penetration mission is the Zagros mountains. Suddenly, this combat chopper starts sweeping the area, and we all make for cover. All except Freddy, that is. He just carries on driving as if he can't see the bird. The chopper just buzzes us, then flies on its way.*

*Freddy explains: "Quite a rare old bird, that French Aloue. Surprized they can find one that still flies!"*

*Freddy amazes me. There ain't a vehicle he doesn't know. I guess it goes back to all those model kits he collected. He used to try to educate the rest of us. Those helis all look the same to me!*

*And I can't help feeling that maybe even the Russians have got an Aloue tucked away somewhere.*

**W**hen your group runs across a mysterious piece of never-before-encountered equipment, "take your best guess" isn't always the best MO. Wouldn't it be great if someone in the group had the ability to identify technical equipment of a military nature? Hence, Equipment Identification skill.

Equipment Identification is a new skill for *Twilight: 2000*. The associated attribute is Education. The skill is available from the following careers as a subsequent terms skill: national military academy, government agent and all military occupations. It is also available as a secondary activity (wargaming or modeling).

**Intelligence Gathering:** The proper identification of military equipment, especially vehicles, is a vital part of intelligence-gathering. Major tactical decisions may have to be made dependant on the information supplied. Consider the following situation:

The recon team for an armored cavalry squadron encounters Soviet forces. The Soviets are equipped with BRDMs armed with SA-13s. The recon team unfortunately identifies the missiles as AT-5s.

Perceiving a threat to his tanks on receiving this intelligence, the squadron commander calls in an air strike to destroy the "antitank" vehicles. Several A-10s are sent in response but fall easy to prey in the SAMs.

Clearly, bad intelligence can lead to tragic consequences.

**Setting the Mood:** By keeping the identity of a vehicle secret, the referee can instill that feeling of uncertainty which keeps them on the players toes. It will discourage the rules merchant who takes the edge off the fear of the unknown when he quotes, "Oh, that's got a 73mm gun which will only hurt our vehicle if it rolls 18 and hits us from the rear. We can attack without fear."

**Determining Success:** The amount of information the players receive from the skill depends on the level of success in the skill roll.

Identification amounts to three levels of information.

- **Nationality:** Determined by an Easy roll.

- **Function:** For example, MBT, APC, comms vehicle, decontam unit. Determined by an Average roll.

- **Game Statistics:** Determined by a Hard roll.

Catastrophic failures result in major errors. These should be as realistic as possible. Nobody in a sober state of mind is likely to identify a jeep as an MBT. A turreted APC, on the other hand, could be confusing. And an attack chopper could be wrongly identified as a scout or transport chopper with potentially nasty consequences. Above all, let common sense prevail.

The game referee may also use this skill for identifying equipment from the character's own armed forces. In this case the skill rolls should be one level easier.

The referee may require that the skill be averaged with skill appropriate to operation of the equipment. For example, to identify a helicopter, average the skill with Pilot.

**Visibility:** A major factor that will affect identification is visibility. It is pretty easy to

# TWILIGHT: 2000

recognize the function of a piece of equipment if you are standing next to it on a bright sunny day. It is something else to even recognize the nationality while on a smokey battlefield in dim light.

In any circumstances, a character will have a maximum visibility range. Any piece of equipment beyond half that range requires that the skill is one level harder.

Appropriate vision devices will negate this handicap.

It is probably worth mentioning that binoculars are in fact useful for night observation. However, the light level must be above zero. They will always be inferior to starlight and the like in such circumstances, however. ☺

*Don't miss "Surprise Party" for Merc: 2000 in this issue's April Fools Special Insert.*

## ENLIST NOW! FOR A NEW STYLE OF ADVENTURE!

How many times have you played a wargame, read a history book, or seen a war movie and said to yourself,

"What was it like to go over the top at the Somme, move through the hedgerows of Normandy against the dreaded Waffen SS, or go on a search-and-destroy mission in Vietnam?"

Well, here is your chance to find out! The 20th Century Tactical Studies Group WANTS YOU to participate in WWI/WWII/Vietnam reenacting. This enjoyable hobby of recreating the pivotal battles of this century, with the actual use of original uniforms, weapons and vehicles of the periods.

- ☐ 1 year membership \$15.00
- ☐ 2 year membership \$25.00
- ☐ 3 year membership \$35.00
- ☐ Lifetime \$300.00

NOTE: Membership includes subscription to BREAKTHROUGH magazine, membership card, patch, and rules.

20th Century Tactical Studies Group  
P.O. Box 945

Cape Girardeau, MO 63702-0945  
(314) 651-4876 (evenings)

BECOME A PART OF ONE OF THE FASTEST GROWING  
HOBBIES IN AMERICA!



April Fools Special

# CHALLENGE 59½

The Magazine of Science-Fiction Gaming

**DARK CONSPIRACY™**

**I Hate Mondays**

*Adam Geibel*

**MERC: 2000™**

**Surprise Party**

*George W. Herbert*

**CYBERPUNK 2.0.2.0.™**

**Send in the Clowns**

*Craig Sheeley*

**GDW**



# Surprise Party

*By George William Herbert*

**A**n apparently legitimate businessman from Florida, Pedro Guerremo, wants to hire the PCs. He says that a friend of his, Doug Sewell, has been kidnapped and must be rescued from a remote island in the Bahamas. He doesn't want to involve the authorities, as they would undoubtedly pry into his friend's business, which is somewhat less than legitimate. And to avoid legal repercussions, Guerremo *insists* that the rescue be pulled off without harming anyone.

Guerremo offers \$3000 total per person, paid half now and half upon successful completion of the mission. If the characters insist that the nature of the mission (nonlethal weapons, etc) makes it more dangerous than usual, he's willing to go as high as four times that much.

Guerremo can provide waterborne transport (a high-speed, deep-V, ocean racer yacht) to the island for insertion and extraction. He also gives the PCs a map of the island and several photos of his friend.

The rescue will be made three days hence between 10 p.m. and midnight local time.

## REFEREE

The PCs may think they're wading into a nest of drug dealers. Despite what Guerremo told them, they will probably go well armed. But they should remember that the rest of their payment depends on their completing the mission without harming anyone.

The truth of the matter is that Guerremo is lying to the characters. His friend has not been kidnapped, though he's about to get tied down. Three days hence, Sewell's bachelor party is going to be held at a friend's mansion on the island of Baranos. Guerremo was asked to provide "a surprise" for the party.

Guerremo never did have very good judgement.

## ISLAND

Guerremo meets the PCs at the airport and drives them to the boat. The boats' skipper and owner is in on the joke. He has brought along a friend (and a pair of M-16s) just in case, but both will stay with the boat.

The island is about a kilometer long and half a kilometer wide, with the long axis running east-west. The mansion is the only structure on the island, sitting about 50 meters from the north shore near the middle of the island. Except for a lawn between the mansion and the beach, the rest of the island is lightly forested.

On the evening of the planned rescue, there is light, high cloud cover and a quarter moon (Light Level 3). The boat has silencers on its motors (Sound Level II if it moves under five kilometers per hour).

If the PCs observe the island from a distance, they will see 10 apparently unarmed individuals engaging in unknown activities around the mansion and on the beach.

How the PCs proceed with the rescue is up to them. The boat will land them wherever they want and wait there until they return.

**Ambush:** When the characters set foot ashore, they will be "ambushed" by two people sleeping in the bushes. If the characters don't threaten them too badly, the two will assume the characters are part of the party and go back to sleep. In any case, they're too drunk to explain the purpose of the party.

**Rescue:** The mansion is two stories tall. The ground floor is filled with party-goers, about 100 overall. On successful Observation skill checks, the characters will locate Sewell. He's apparently unconscious, tied to a chair in the middle of the main room, disheveled and shirtless. His best man (6'3", 220 pounds and obviously physically fit) stands next to him. The PCs will probably assume he's been beaten and is being guarded, a sick party sideshow.

Presumably, the characters will go in guns (or stun grenades, etc) blazing. Perhaps five of the guests are armed (handguns only), but are unlikely to fire unless they think their life is in danger.

If the characters are there for more than a minute or two, someone will try to tell them that this is Sewell's bachelor party.

The characters may respond as they believe.

**Guerremo:** The man responsible for all this is upstairs. If he hears anything beyond normal party sounds, he'll come downstairs to investigate in a couple of minutes. If the characters haven't left yet, he'll try to explain to them that this is all a big joke. Again, the characters may respond as they believe.

## CLEANUP

Eventually, the characters will learn that Sewell indeed was at his bachelor party.

If no one else tells them, Sewell will clue them in when he wakes up on the boat on the way home.

What they do at that point is up to the PCs. Assuming that nobody got killed in the raid, they can return Sewell and try to collect their pay from Guerremo.

If someone was killed or seriously injured, the PCs forfeit their pay, and the local authorities will want to know what happened.

If the characters have relatively good reputations or high renown, or if Guerremo survives to explain, the authorities will buy the explanation—but they'd better stay out of the Bahamas for awhile. If the PCs went berserk, they'll probably be charged with any crimes they committed.

Either way, Guerremo is in a bit of hot water. He'll be held responsible for any damage and injuries that occur.

If no one was hurt, Sewell may reward them for having made his bachelor party a memorable experience. After all, it was a good surprise. Ω







*By Adam Gettel*

*I hate Mondays. Take today, for instance: A lifetime ago, it was it only a few minutes?—I stumbled like a zombie into the bathroom, intent on my morning ritual. I flipped back the toilet lid and nearly got a faceful of needles.*

*This...thing...jumped out of the stool and slamdanced around the bathroom like a ping-pong ball on coke. All I could do was try to avoid becoming its breakfast.*

*Finally, I got my little friend securely wrapped up in a towel. And now I'm ready to call the gang, the FBI and the local liquor store—but not necessarily in that order.*

**I**t's early morning and a lone player character stumbles to the bathroom. During the night something malevolent has gurgled up into the toilet, patiently floating...waiting.... It's a Bloat, and it isn't pretty.

Most encounters with Dark Minions and their ilk occur out



in the world, when the adventurers are at least somewhat prepared to face horror. Rarely are the PCs challenged when and where they are the most vulnerable, immediately after waking up and in the supposed safety of their home. Or maybe after a party or night of drinking, during a lunch hour, or in someone else's dwelling.

The beastie opposition should be tailored so that the meeting isn't overwhelmingly one-sided. (For example, instead of a Bloat, the resident of the bowl could be a leech, rat, giant cockroach, snake or baby alligator.) The player character will be in a state of undress (e.g., two pieces of underwear, cartoon-printed pajamas, or naked as the day he was born). He will start the encounter at a slightly reduced Initiative (at least two levels below his regular Initiative, with a minimum of Initiative 1). The character's regular Initiative returns as soon as the action begins, since being attacked by a small, nasty homicidal pincushion first thing in the morning is more electric than any cup of coffee.

### WHAT'S BEHIND THIS DOOR?

Most bathrooms have a linen closet, hamper, mirror, shelves, sink with a cabinet below it, standard toilet bowl with the toilet's water closet behind it, bathtub with showerhead and faucets, and shower curtain or glass shower door. The toilet lid can be open, closed or broken. A vent and fan draw off the steam into the dwelling's central venting system.

The linen closet, shelves and sink cabinet generally hold an assortment of generic or gender-specific items—towels, toilet paper, soap, razors, shaving cream, scissors, rubbing alcohol, bandaids, medicines, combs, hand mirrors, cosmetics, hairspray, muscle and moisturizing creams, cleaning supplies, plungers, portable radio etc.

A power switch generally activates lights over the mirror and on the ceiling, as well as an electrical socket.

### ALTERNATIVES

When the Bloat attacks, the PC will basically have three options—annihilate the little bugger, capture it or just try to get away. Do not allow the player much more real time than game time to think! This is a situation where imagination is the best guideline for player and referee alike.

**Get Me Out of Here!** Running away merely puts off dealing with the inevitable. The PC will have to go home sometime, and the Bloat will be waiting.

**I Got It!** In the ensuing fight, the character will scramble for whatever he can use to nail this critter. The referee will have to determine the effectiveness of any attempt to capture the Bloat. For example, is the towel big and thick enough to trap the little bugger?

**Kill It, Kill It!** The Bloat's capabilities make it a formidable

opponent in a small enclosed space, as it can bounce off of the walls like a maniacal pinball. The effectiveness of expedient weapons is a subjective decision of the referee. Will the bright blue cleaning fluid be toxic to the bloat? A fast swat might just send the portable radio head-on into the Bloat as the critter makes its leap out of the bowl, sending both beastie and electronics back into the water for a shocking resolution.

**Help Me!** The worst-case scenario is that the character is stuck by the Bloat and rendered helpless until somebody arrives to unpluck it. If that somebody isn't friendly, the PC could be in for a worse turn of luck.

If the PC "wins," questions will begin to brew as soon as he's had a chance to calm down. How did the critter get in the toilet? Is it somebody's warped idea of a joke? Revenge tactic? Combination of bad luck and worse plumbing? And what will the PC do with the critter now that the dust has settled?

### BLOATS

Bloats are amphibious creatures about the size of a human fist, housed in a leathery black shell and covered on all sides with tough, barbed spines which are about four centimeters long. For statistics and additional information on Bloats, see page 190 of *Dark Conspiracy*.

### LEECHES

To down-scale the opposition in this scenario, the referee may use a somewhat less formidable an opponent than the Bloat—a parasitic slug known as a Leech. It is unknown whether the Leech is a new alien lifeform, a genetically engineered creature, or a variation or deliberate mutation of the insectoid alien.

The Leech measures 0.3 to 0.5 meters in length and 0.15 meters in diameter. It resembles an overgrown terran garden snail, with slimy gray skin, two eye stalks, and three 0.3-meter-long chitinous tendrils above a toothless mouth.

The Leech is a very intelligent creature that uses human hosts to interact with society and achieve its unfathomable goals and missions. After entering the human body, it attaches itself, via its tendrils, to the host's spine, "hotwiring" itself to the host's central nervous system. In this configuration, it can access to 95% of the host's thoughts, acquired knowledge and skills.

Infestation by a Leech short-circuits the host's freewill and increases the host's necessary calory consumption. Other symptoms of infestation are sluggish, almost jerky body movements and a less social demeanor—both signs of the creature's difficulty in relating to human society.

Humans can theoretically recover from infestation by a Leech, though no recoveries have been known to to date.

#### Leech

Strength: 3/as host

Constitution: 6

Agility: 1/ (as host-1)

Intelligence: 8

Special: Darkling Empathy.

Education: 2/as host

Charisma: —/(as host-1)

Empathy: 4

Initiative: 4

Move: 2

Skill/Dam: 5 (as host)/1D6

Hits:3/10 (+host)

#Appear: 1

Statistics for infesting creature are listed in parentheses. In preinfestation form, the creature attacks to enter host body. Ω



Bonus! Includes our 2nd Annual Swimsuit Issue!

# CHALLENGE 60

The Magazine of Science-Fiction Gaming

US \$3.50

MEGATRAVELLER®

Wet Navy, Part 3

Terrence R. McInnes

TWILIGHT: 2000™

Sailing

Mitch Berg

SHADOWRUN™

Vampires!

Jeffrey Groteboer



GDW



# SAILING

An unofficial variant  
By Mitch Berg





*I was born and raised in the great maritime state of Montana, so I'm not what you'd call the world's most natural sailor. But when we trooped into Bremerhaven and saw the last ship pulling out past the channel buoy, things sort of changed fast.*

*We were surrounded by a lot of German troopies who were looking sideways at us and a lot of civilians who were grumbling. We all knew guys from units that were planning on staying in Germany. Not us, brother. We figured it was time to bail.*

*We lit out for the outskirts of town and wound up in this little fishing village controlled by a bunch of Dutch Army refugees. It was a match made in heaven. We had a tank—actually an LAV-75—that they wanted worse than toys at Christmas. They had a bunch of fishing boats and a coastal sailing barge that looked almost seaworthy. They called it Schuidtje. We just called it a skoot. We cut the deal, loaded up the rest of our gear and pushed off. Our destination—America. Sheesh.*

*Cap's dad had been a lobsterman, so he figured he could sail the thing. Bevis was a sailor—he knew the basics of navigation, as well as how to sail. We had a couple Rangers—Willis and Karales—who thought they could handle a boat, and Corporal Rogers used to be a windsurfer in Minnesota. Me—I figured I had a lot to learn.*

*When we started seeing the wrecks of other boats that had tried what we were trying, we realized we all had a lot to learn.*

**T**he world of the year 2000 bears a striking resemblance to the world of 1500. Air travel isn't so much a thing of the past as a fond dream for the future. Railroads, for the most part, are idled due to lack of fuel. The once-proud highways are travelled at one's own risk, even in areas ostensibly controlled by a government. In a world without petroleum, the only plentiful fuel is the wind—or balky coal, wood and alcohol engines. And the real highways are now the rivers, lakes and oceans.

The waterways are just as hazardous now as they were in 1500. Pirates, the human enemy, are the least of the post-holocaust mariner's problems. There are no more navigational aids—even the old-fashioned lighthouses are abandoned. Even in peacetime, the world's coast guards had difficulty keeping up with shifting shoals, channels, reefs and sandbars. Now, every passing storm, tide and winter makes whatever charts the adventurers have more and more out of date.

## A TO B OR BUST

Before setting off, the party needs to determine the crew's Boat Handling factor and list the supplies the vessel is carrying.

**Determining the Crew's Boat Handling Factor:** Any vessel needs a crew—preferably a crew that knows how to operate the vessel. The minimum crew to operate any vessel for an extended period is listed on its vehicle card. Operating a vessel with less than this minimum number causes the crewmembers to accumulate an additional point of fatigue per day. They will have no time for anything but sailing and sleeping (no fishing, reconnoitering or anything else).

The Boat Handling factor is the average of all the crewmembers' Small Boat Handling (SBH) ratings, with fractions rounded down. (Don't include ratings for any passengers who will not be involved in the day-to-day operation of the boat.)

**Listing the Supplies the Vessel is Carrying:** Use your common sense on this one. On motor vessels, one would obviously keep careful track of the vessel's fuel supply.

On short voyages, it may be unnecessary to keep detailed records of food and water consumption. On longer voyages, however, food and water storage can become life and death statistics. If the adventurers run out of fresh water halfway across the Atlantic, they are in a serious bind.

Sailing is hard work, so for longer voyages, the party should store at least eight liters of fresh water per crewmember per day of travel, double this in the tropics (at least during the summer). Crewmembers should receive one point of fatigue for every day of short water supplies and three points for every day they receive no fresh water. (Incidentally, a still will produce fresh water from salt water. Carrying enough fuel to run the still through an Atlantic crossing could be a problem, though.)

## ACTION SEQUENCE

Work through the action sequence at noon and midnight while the trip is under way. A sailing turn is 12 hours, rather than four. All travel movement rates are tripled to fit the 12-hour turns, as modified below.

**Figure Weather and Wind Direction:** For purposes of these rules, there are four weather conditions: calm, normal, gale and storm. Consult the charts on page 8.

**Set Sailing Conditions:** The crew picks its course and how it wants the sails set. There are four sailing conditions:

**Full Sail:** The vessel is attempting to sail at double the travel movement rate. Roll Easy: Boat Handling to attain full speed under sail.

**Normal:** Travelling at the regular travel speed.

**Short Sail:** Halves the travel speed, and makes the vessel safer in rough seas and high winds.

**Hove To:** All sails are reefed in, and a drogue anchor is streamed behind the vessel to keep the bow pointed into the waves. This is done in the most severe storms to keep a vessel from capsizing.



**Resolve the Turn:** The referee should secretly roll against the crew's Boat Handling rating:

*Calm Seas:* No die roll this turn. The boat doesn't move.

*Normal:* Roll Easy: Boat Handling.

*Gale:* Roll Average: Boat Handling.

*Storm:* Roll Difficult: Boat Handling.

Make the roll one level harder under full sail. Running in a storm under full sail makes the roll Very Difficult. Make the roll one level easier under short sail. Make the roll two levels easier when the vessel is hove to.

Failing the handling roll means the vessel is off course. The referee should secretly note that the vessel is 1D10 kilometers downwind of where the crew thinks it is.

Catastrophic Failure means that something very bad happened. Roll on the **Twilight** Navigation Hazards Table, adding 1 to the roll if the vessel is in a storm. If the vessel is not in sight of land, replace the "boat aground" result with "navigation error": The boat is 3D10 kilometers downwind of where crewmembers think it is. Also, if a "hull crushed" result is rolled, the vessel capsizes due to wind or wave action, or suffers some similarly undesirable mishap.

**Referee Notation:** The referee should secretly note how far off course the vessel is as a result of navigational errors. These errors should not be made known to the players unless they succeed at the next step.

**Roll Navigation:** The crew may now make one roll to attempt to gain a correct position fix. No attempt may be made during gales or storms because the sky is overcast.

The roll is Easy: Navigation if the navigator has access to all of the following navigational tools: sextant, chronometer, book of correction tables, detailed charts for the area the vessel is in.

The roll is Average: Navigation if the crew is missing one or two of the listed items.

The roll is Difficult: Navigation if the crew has only one or two of the tools.

The roll is Very Difficult: Navigation if the crew has no navigational tools.

If the crewmembers fail the navigation roll, they will obtain a false position fix. Roll direction as if rolling for artillery scatter and give the crew a fix 3D10 kilometers in that direction. In case of Catastrophic Failure, roll for artillery scatter and give the crew a fix 3D10x50 kilometers in that direction. The crewmembers may realize that their fix is wrong, but since fixes must be taken exactly at noon and midnight, they will have to wait 12 hours for their next chance.

It may be easiest to use two maps of the area—one to show the PCs where they think they are and one for the referee to keep track of where they really are. Otherwise, the referee can simply note where the party really is relative to the current fix on the map.

**Example:** The vessel listed above finds itself in normal winds from the north. The crewmembers set a westerly course and put up full sail to attempt to move double their travel speed (12x2, or 24 kilometers). They attempt Easy: Boat Handling on 1D10, rolling a 2. The handling rating is 2—Easy makes it 4. They will move 72 kilometers this 12-hour sailing turn. (12 kilometersx2 for full speed, 24kilometersx3 for the 12-hour turn.)

The referee now resolves what happens during this turn. He will roll 1D10 against the Boat Handling rating. Normal seas make this an Easy roll, but full sail pushes the difficulty up one level. The referee rolls a 4—they failed, but not catastrophically. The referee rolls another 1D10—the vessel is blown eight kilometers downwind (south) of where the crewmembers think they are. The crewmembers mark their

new map position, 24 kilometers west of their last position. The referee notes that they are actually eight kilometers south of that point.

Next, the crewmembers attempt to get a correct position fix. Bevis has Navigation: 2 and a full locker of navigational supplies. The weather is not gale or storm, so he can take a fix on the sun (or North Star, if it's a night turn).

The full nav locker makes it an Easy roll, making Bevis' 2 a 4. The referee rolls a 6—Bevis failed, but not catastrophically.

He screwed up one of the calculations. The referee rolls artillery scatter, getting a northerly result. The referee rolls 3D10 for a total of 17. Bevis' position fix shows the vessel to be 17 kilometers north of where it really is (and, incidentally, nine kilometers north of where the adventurers thought they'd be). Had Bevis rolled successfully, he would have gotten the boat's correct position.

## MARINE EQUIPMENT LIST

All navigational equipment is one level rarer if the party is shopping more than 50 kilometers from an ocean or inland sea.

**Sextant:** A device used to measure the angle of the sun or North Star above the horizon to determine latitude.

*Price:* \$500 (S/S).

**Chronometer:** A finely crafted, highly accurate clock. When correctly set (Average: Intelligence+Navigation), it is used to determine longitude.

*Price:* \$1000 (S/S).

**Book of Correction Tables:** Seasonal corrections for results supplied by the above instruments, to help the navigator obtain a more accurate result. PCs may scrounge books from libraries in coastal areas.

*Price:* \$200 (S/S).

**Charts:** A set of detailed charts for a particular area of the world. They include major landmarks, navigational beacons, water depths and important navigational hazards. The adventurers should note which general areas they own charts for. Note that it is easiest to obtain charts for the area one is currently in. The referee is advised to be very sparing in making charts for distant areas available to players, unless the group is located in a major port city or naval base.

*Immediate Area:* \$100 (C/C).

*Distant Area:* \$1000 (R/R).

*Mercator Projection of Ocean:* \$100 (S/S) (for long-distance, deep-sea navigation).

## WEATHER CHARTS

Die roll modifiers are as follows: winter, +1; summer, -1. South of the equator, winter comes in June, July and August. Tropics are between the Tropic of Cancer and Tropic of Capricorn. Middle latitudes are between the tropics and 60° north or south. High latitudes are between 60° north or south and the icepack.

## SAILING TURN SEQUENCE

**Before Sailing:** Calculate the Boat Handling rating and write it down. Note supplies carried, if necessary.

**Every 12 Hours:** Figure weather and wind conditions, set course and sails (full sail, normal sail, short sail, hove to), resolve the turn (vessel will move triple its modified travel movement—a sailing turn represents three periods), note new position (real and apparent), and attempt to gain a position fix using Navigation skill.

### Weather

| Roll | Tropics | Middle Latitudes | High Latitudes |
|------|---------|------------------|----------------|
| 1    | Calm    | Calm             | Calm           |
| 2    | Calm    | Normal           | Normal         |
| 3    | Normal  | Normal           | Normal         |
| 4    | Normal  | Normal           | Normal         |
| 5    | Normal  | Normal           | Gale           |
| 6    | Normal  | Normal           | Gale           |
| 7    | Normal  | Gale             | Gale           |
| 8    | Gale    | Gale             | Storm          |
| 9    | Gale    | Storm            | Storm          |
| 10+  | Storm   | Storm            | Storm          |

### Northern Hemisphere Prevailing Winds

| Tropics   | Middle Latitudes | High Latitudes |
|-----------|------------------|----------------|
| Southwest | Northwest        | Southwest      |

### Southern Hemisphere Prevailing Winds

| Tropics   | Middle Latitudes | High Latitudes |
|-----------|------------------|----------------|
| Northwest | Southwest        | Northwest      |



## Large Sailing Yacht

A large sailing yacht is a large pleasure boat, built to sleep four to seven people in relative comfort for voyages up to a week, sometimes more. They usually belonged to wealthy boaters who wanted to get away in style or professional yachtsmen who earned a fair living chartering the vessels out to vacationers. They have an open or half-covered cockpit either aft of the mast or at the rear of the vessel, and the roof of the cabin usually sticks a foot or so above deck.

*Price:* \$30,000

*Armament:* None, although two or three machineguns can be fitted

*Length:* 2

*Draft:* 3 m

*Speed:* 1D6+2 downwind, 1D6+4 upwind

*Turn:* 3

*Acceleration:* 0.5

*Pumps:* 1 or 2

*Night Vision:* None

*Load:* 3 tons

*Minimum/Optimum Crew:* 3/7

*Mnt:* 6

**Tr Move:** 16/16

*Config:* Flush deck

*Tonnage:* 30

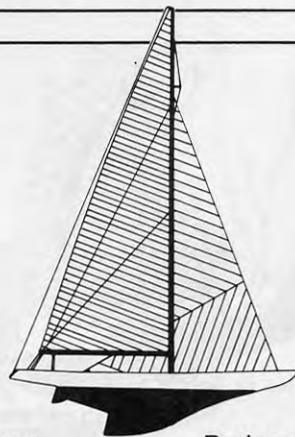
*Hull Armor:* 0

*Waterline Armor:* 0

*Propulsion:* Sails (auxiliary diesel)

*Size:* 2

|                      |      |      |      |      |      |
|----------------------|------|------|------|------|------|
| <b>Full Speed</b>    | □□□□ | □□□□ | □□□□ | □□□□ | □□□□ |
| <b>Dead in Water</b> | □□□□ | □□□□ | □□□□ | □□□□ | □□□□ |
| <b>Sunk</b>          | □□□□ | □□□□ | □□□□ | □□□□ | □□□□ |



## Racing Yacht

Racing yachts are very fast. To gain this speed, they trade crew comfort. The ride is rough, and the accommodations are Spartan and usually wet. Racing yachts are sometimes prone to capsizing in really rough weather. They are often built of high-tech materials which are very difficult to replace in 2000. They have an open cockpit aft.

*Price:* \$100,000

*Armament:* None, but a few machineguns can be fitted

*Length:* 2

*Draft:* 3.5 m

*Speed:* 1D10 downwind, 1D10+2 upwind

*Turn:* 2

*Acceleration:* 1

*Pumps:* 1

*Night Vision:* None

*Load:* 1 ton

*Minimum/Optimum Crew:* 3/12

*Mnt:* 14

**Tr Move:** 24/24

*Config:* Flush deck

*Tonnage:* 15

*Hull Armor:* 0

*Waterline Armor:* 0

*Propulsion:* Sails

*Size:* 2

|                      |      |      |      |
|----------------------|------|------|------|
| <b>Full Speed</b>    | □□□□ | □□□□ | □□□□ |
| <b>Dead in Water</b> | □□□□ | □□□□ | □□□□ |
| <b>Sunk</b>          | □□□□ | □□□□ | □□□□ |







## Interisland Schooner

**Price:** \$200,000 (R/R)  
**Armament:** Some can be fitted  
**Length:** 3  
**Draft:** 3 m  
**Speed:** 1D10+2 downwind, 1D10+4 downwind  
**Turn:** 2  
**Acceleration:** 0.5  
**Pumps:** 2  
**Night Vision:** None  
**Load:** 5 tons  
**Minimum/Optimum Crew:** 5/12  
**Mnt:** 20

|                      |                          |                          |                          |                          |                          |                          |                          |                          |                          |                          |                          |                          |
|----------------------|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|
| <b>Full Speed</b>    | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |
| <b>Dead in Water</b> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |
| <b>Sunk</b>          | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |

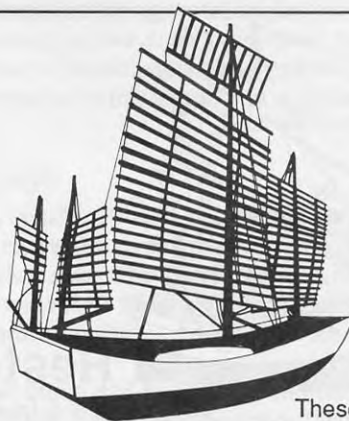
(Each box represents 5 flotation hits.)

Interisland schooners are most often found in the Caribbean. Most were owned by companies that chartered them out to tourists wanting to take an old-fashioned cruise. Some new ones are being built (see GDW's **Gateway to the Spanish Main**) by the rare shipwrights who never forgot the old-fashioned methods. They sail well, handle beautifully and work rough seas quite well.

They usually have an open cockpit or wheel position (almost never a wheelhouse) aft.

### Tr Move: 16/16

**Config:** Flush deck  
**Tonnage:** 100  
**Hull Armor:** 0  
**Waterline Armor:** 0  
**Propulsion:** Sails (2-3 masts)  
**Size:** 3



## Junk

**Price:** \$100,000 (S/S)  
**Armament:** None, but much can be fitted  
**Length:** 3  
**Draft:** 2 m  
**Speed:** 1D6+2 downwind, 1D6+4 upwind  
**Turn:** 3  
**Acceleration:** 0.5  
**Pumps:** 2  
**Night Vision:** None  
**Load:** 15 tons  
**Minimum/Optimum Crew:** 4/10  
**Mnt:** 10

|                      |                          |                          |                          |                          |                          |                          |                          |                          |                          |                          |                          |                          |
|----------------------|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|
| <b>Full Speed</b>    | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |
| <b>Dead in Water</b> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |
| <b>Sunk</b>          | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |

(Each box represents 5 flotation hits.)

These extremely durable cargo vessels are ubiquitous in South-east Asia. Vessels just like it are found in any maritime Third World country. They usually have a tiller (occasionally a wheel) in an open position aft.

The Arab *dhow* is similar to the junk, but has a large, triangular sail.

### Tr Move: 12/12

**Config:** Flush deck  
**Tonnage:** 80  
**Hull Armor:** 2  
**Waterline Armor:** 2  
**Propulsion:** Sails (2 masts)  
**Size:** 3







# One Night in the CITY

By Adam Geibel

*We lost the war and had zip to show for it. It was the same old story—too many of them, too few of us. I still don't know who our guardian angel was, but somehow we made it out of the pocket to neutral territory. Then, no thanks to our patron, we exchanged the rags of our uniforms for civilian clothes and flew back home. All I had when I got off the plane was a pocketful of worthless bank notes. I had to find some income, and I mean fast.*

**T**his adventure is a prequel to the Exterminators mission described on page 96 of **Merc: 2000**. There are no initial patrons in this adventure, nor is there payment beyond what the characters acquire during the course of the mission.

## MISSION BRIEFING

The PCs have recently been discharged from the losing side in a nasty bush war. They have nothing but the clothes on their back, maybe a few dollars in their pockets and whatever they have from character generation. They need to come up with straight jobs fast just to survive. Waiting tables, driving cabs, working in supermarkets—anything will do. They just need enough to pay the rent in the seedier section of the city—the better to witness the daily miasma of modern-day America. Nothing has changed since they left—not the people, not the news on the tube, not even the commercials.

At about the time the PCs become bored out of their gourds, one of them overhears some indiscriminate talk on the street. A drunken yuppie will brag to his girlfriend about a big score this coming Saturday night. It's a quick and easy cash-for-coke transaction that, if they come straight from the deal, should have him free by 11 p.m. at the latest. He'll make reservations at Hector's, a very exclusive restaurant only a few blocks away from the bridge where the transaction will take place. He mentions that she should drive, since "the guys" will drop him off at the restaurant.

Most of this rather one-way conversation is in trendy slang, and the young woman will quickly change the subject.

The PC should roll to avoid being detected eavesdropping (Easy: Recon). If the PC is caught, the woman will give him a dirty look. However, on a 1D10 roll of 1-2, she'll mention it to her boyfriend the next day (see Alternatives and Variants on the following page).

The adventurers learn of this deal on Monday night. They know nothing other than the approximate time (shortly before 11 p.m. Saturday), place (under the cross-town bridge) and participants (yuppies)—the value of the deal is a mystery.

Under normal circumstances, the PCs might pass this situation off as too risky. But they're bored and desperate—maybe enough so to take a chance.



They could be on a wild goose chase or walking into a death-trap, and they'll have little advantage other than surprise. But the rewards might make it worth their effort—knocking over a drug deal could provide money and weapons (and enemies) for future encounters.

## NPCs

This is not the first deal between the two groups, so their nerves won't be brittle, but they'll be on their toes. The plan is simple enough—at the appointed time, both sides roll up to their spots beneath the bridge. Everyone gets out, and one person from each side walks to the halfway point. They exchange goods, and everyone drives away happy.

**Kingston North Posse:** The drug sellers, a gang of Jamaican expatriates known as the Kingston North Posse, are the core of a local criminal network. They have brought a dozen independent operations under their direct control and have plans to expand exponentially.

Six Veteran NPCs arrive in a Mercedes-Benz sedan and a Toyota land-cruiser. The boss man and his driver/bodyguard, both armed with .380 automatics, two magazines each, ride in the Mercedes. The weapons are legally registered to be carried concealed.

The other four gangsters ride in the 4WD vehicle, armed with two folding-stock AKs with four magazines each, two Uzis with five magazines each, two .44 S&W revolvers with three speedloaders each, an MAC 10 with four mags, and a sawed-off, double-barreled 12 gauge with 10 rounds. Two suitcases with 10 kilos of cocaine apiece are in the back of the Toyota.

**Buyers:** These white collar criminals will sell the drugs to fellow corporate climbers. Three of them will be in a Nissan sedan, four in a Toyota Camry. Two are Experienced NPCs (each with .38 snubbies, three speedloaders, an H&K MP5K and four mags); two are Veterans (with CAR-15s and two drums apiece); three are Novices (each with a folding-stock 12-gauge riot gun with no extra ammo and a 9mm automatic with two spare mags). The two Experienced NPCs and one Novice (the driver) will be in the Nissan. A suitcase in the Nissan holds \$300,000 in \$100 bills.

## APPROACH

The adventurers have no firearms to start with. Since they have very little

money and no street contacts, they will need a fast, semilegal way of obtaining weapons. Shotguns do not require contacts to purchase, in the regular sense. They are often advertised in local "swap" newspapers, especially after a holiday or hunting season, when folks need cash. To find sellers, the PCs should roll once per day (Easy: Scrounging) per type of shotgun (double, pump or semi) per newspaper they peruse. Note that sporting rifles can be acquired the same way, but they might be beyond the PCs' budget.

It's considered tactically "daring" to insert oneself between two opposing armed bands and start shooting, but the team can hope to capitalize on confusion and have each side assume the other is engaged in a double-cross. This mistaken-identity/intention trick has been used (successfully) before in more conventional warfare.

Remember, this is a gritty situation, not an *A-Team* adventure. Encourage improvisation (mines made from golf course fertilizer, Molotov cocktails) and scrounging, but hold fast to reality. Make the team members use their skills. But when things blow up, people get hurt (not necessarily the intended targets) and it attracts attention. And drug deal or not, lots of shooting in the fringe of a downtown area will warrant a police investigation.

The adventurers will want to scout the area and assume hidden positions (if any) long before the deal.

## RETRIEVAL

The team members will be responsible for their own extraction. They will need a fast exit out of the area, and they probably do not have access to a car. Since it would be impractical to catch public transportation laden with automatic weapons, they might want to acquire a car or a boat.

## MAP DESCRIPTION

The referee should draw a map with the following features.

**Bridge Piers:** These are massive, three- and four-story stone supports for the bridge. The top stories have girders that would make excellent sniper roosts (detection is Difficult: Recon). Access to these vantage points can be by climbing or picking the lock (Easy: Lockpick) on the stairwell door.

**Sea Wall:** This heavy stone wall rises

a meter above the river. There are various handholds and expedient tiedowns, but no ladders or stairways, so it is easily climbed in dry weather, treacherous in rain or snow.

**Fences:** These wire-mesh fences are intended to prevent John Q. Public from hurting himself. They are two meters high and topped with barbed tape. They can be climbed or passed through at occasional holes.

**Sewers:** Manhole covers provide negligible barriers (Easy: Strength) and allow adventurers to view the street from the storm gutter, much like a pillbox/bunker. A few centimeters of water and scum have accumulated in the storm drain. Assume the storm drain pipe will act like a grenade sump.

**Warehouse:** A three-story brick structure, locked and protected by a security system. There are no human guards, as it is empty and available for rent.

**Mall:** This is a collection of low-budget retail stores that close around 9 p.m. All have security systems, but the adventurers can access the roof.

## ALTERNATIVES AND VARIANTS

There is a 20% chance that the yuppie's girlfriend mentioned the PCs' eavesdropping. She won't admit indiscretion before the sting, but afterward there might be inquiries. If the indiscretion is uncovered, he and his girlfriend will be coerced to remember the eavesdropping PC's face. This might come back to haunt the PCs at a later date.

Alternatively, one or both of the gangs involved in the deal may intend to double-cross the other. This involves setting snipers or other ambushes in the area, and substituting bogus cash or drugs.

An innocent bystander (e.g., a homeless person) might complicate the situation. Or police could blunder into the area and feel compelled to stop and chat with the loiterers. There would be one Veteran and one Novice (the driver) in a patrol car, each with a ballistic vest, 9mm automatic and three spare mags. A 12-gauge riot gun with 20 rounds would be in a front-seat rack between the driver and passenger. The two business parties would quickly vacate the area, laying down suppressive fire and immobilizing the patrol car. PCs engaging cops or ignoring them may be severely penalized. Ω



# CHALLENGE™ 61

The Magazine of Science-Fiction Gaming US \$3.50

*Heavy  
Metal  
Issue!*

STAR WARS®  
**Rogue Metal**  
*James B. King*

TWILIGHT: 2000™  
**Spooktek**  
*Roman J. Andron*

DARK CONSPIRACY™  
**Out of the Depths**  
*Michael C. LaBossiere*

**GDW**

NELSON



CLASSIFIED FILE  
021715723110

**SURVEILLANCE  
DEVICES  
SCHEMATIC**

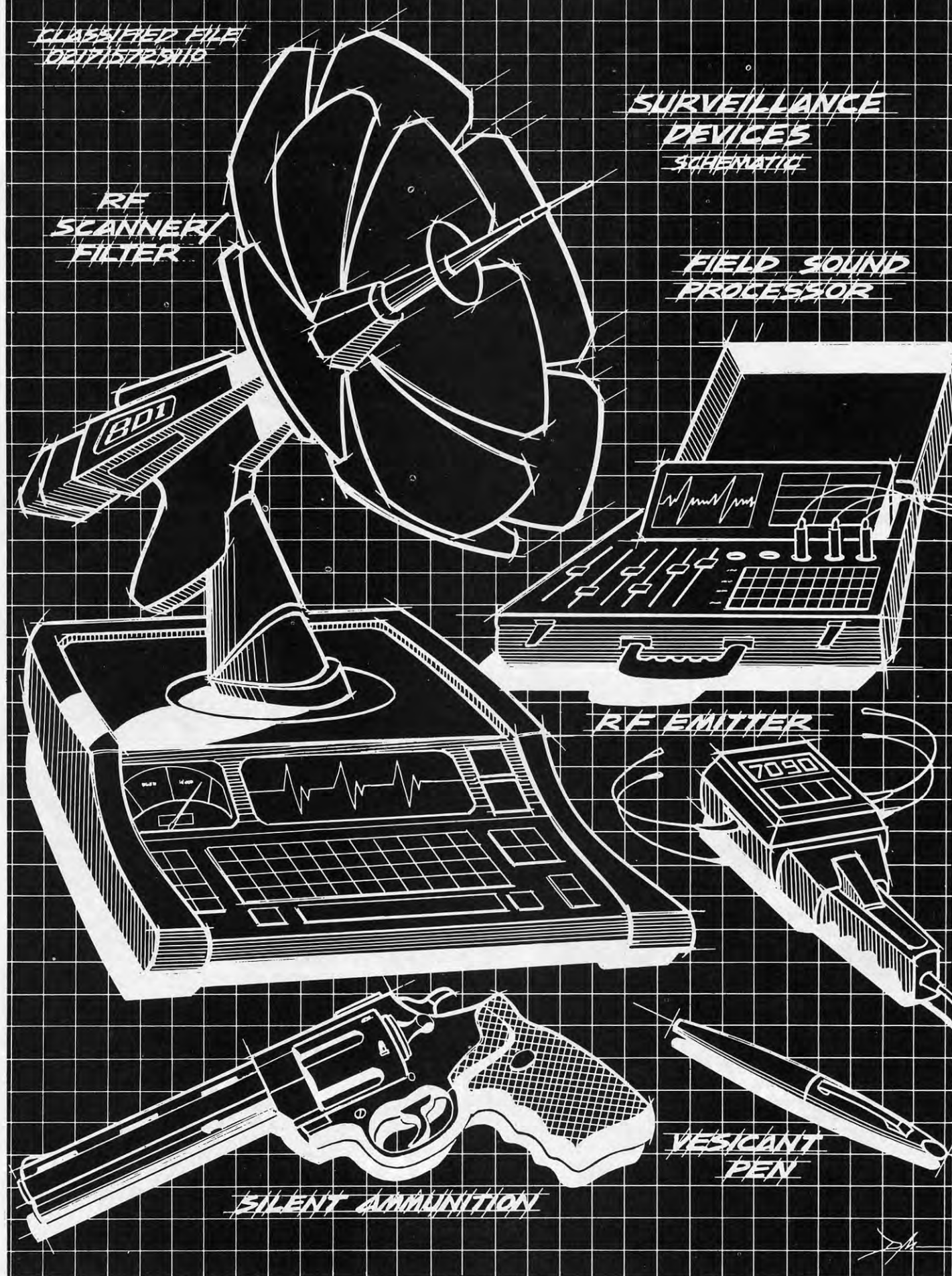
**RF  
SCANNER/  
FILTER**

**FIELD SOUND  
PROCESSOR**

**RF EMITTER**

**VESICANT  
PEN**

**SILENT AMMUNITION**



# SPOOKTEK

*Unusual equipment and weaponry  
for modern espionage*

Something about spooktek always fascinates people. The technology used by spies in their missions is so far out of the experience of the ordinary person that spooktek almost always draws amazement from civilians and immediately generates ideas for applications from those who have an interest in such lore. This article explores the tech aspect of spooklore by showing off some of the more unusual devices.

Game descriptions are provided for **Twilight: 2000** and, where necessary, are divided into "current tech" and "hi-tek." Current tech gives 1990s capabilities for the items, while hi-tek gives capabilities for the near future world of **Dark Conspiracy**. Availability for devices is usually through very good contacts in the espionage/law enforcement community, unless otherwise noted. Price estimates are based upon current 1990s prices, and referees should adjust these as required. Any special skills required for the device are listed in the description.

## **SURVEILLANCE DEVICES**

Spooktek surveillance devices include the following:

### **RF Scanner/Filter**

The RF scanner is an incredibly useful device for SIGINT (Signals Intelligence) spooks. This device is capable of picking up RF emissions across a wide band and passing them along to other devices for processing. To operate the scanner/filter properly is AVG: Electronics. What can be done with this device is nothing short of amazing. For example, the device could detect RF emissions of computer monitors, allowing other monitors—following signal processing, DIF: Electronics—to reproduce what is displayed on the eavesdropped monitor. The same can

be done with computer microprocessors. Or cordless and cellular telephones. Or radio transmissions. The scanner/filter can pick up transmissions within the range of the transmitter. For low-power emissions, such as monitors and microprocessors, this is limited to 200 meters. For cordless/cellular telephones, this is one kilometer. For all others, range is indefinite and depends on transmitter strength.

Also, such devices can be used as direction-finding gear to locate RF emissions. This is DIF: Electronics.

**Current Tech:** This device is a small, hand-held unit with an LCD display showing the current frequency and signal strength. An attached speaker/headphone jack can be fed into processing equipment. This device is available to any civilian in Western nations.

**Wt:** 2 kg.

**Cost:** \$750.

**Hi-Tek:** Unchanged from current tech.

### **RF Emitter**

The RF emitter can create RF emissions at frequencies set by the user. This is most commonly used for jamming other devices, especially communications devices. However, the RF emitter has several advanced uses—DIF: Electronics to succeed—such as jamming microprocessors, video screens and microprocessor-controlled equipment. Success means that the equipment is jammed and inoperable. Range for such jamming is limited to the strength of the emitter, but for the models shown below is 200 meters.

**Current Tech:** This is a hand-held unit with an integral transmission antenna and an LCD display showing current frequency. This device is available to any civilian in a Western nation, but spraying RF emissions without regard for radio communications guidelines is illegal in all jurisdictions.

**Wt:** 1 kg.

**Cost:** \$200.

**Hi-Tek:** Unchanged from current tech.

### **Fiber-Optic Sensors**

It is a little known fact that the pattern of modulation in a fiber-optic cable varies with the pressure placed on the cable. NATO considered using this principle in an array of ground-sensor mechanisms in Europe to pick up advancing tank vibrations. The fiber-optic sensor can also be used as a microphone inside buildings. The fibers must be placed within the targeted building, either inside a wall or attached through adhesives, then illuminated by a tiny diode laser. A photo receptor on the other end of the fiber picks up the laser light, modulated by any sound in the environment, and passes the data on for transmission or storage.

**Current Tech:** This kit consists of a five-meter spool of optical fibres, a diode laser and transformer so the laser can feed off of house AC current, and a photo receptor module with a serial output jack. Available to the general public in Western nations in component form. Assembled kits are only available to government personnel.

**Wt:** 1.3 kg.

**Cost:** \$120.

**Hi-Tek:** Unchanged from current tech.

### **Field Sound Processor**

Roughly the size of a small briefcase, the field sound processor (FSP) is packed with electronics, allowing the user to record audio inputs and perform real-time analog processing at the same time. Capabilities include a high-gain/low-noise amplifier, speech passband filter, compressor and equalizer. Essentially, this means the unit is able to take in a weak signal and boost it to within a set range, to filter out all noise beyond the human speech range, and to improve the quality of the sound within that range. To work properly, this requires the new skill of Sound Processing, which is a cascade of Electronics.

**Current Tech:** Current tech field sound processing gear is as described

**By Roman J. Andron**



above. The unit runs on a set of rechargeable 9.6V batteries, with a duration of seven hours before recharging. This item must be custom built.

*Wt:* 7 kg.

*Cost:* \$850.

**HI-Tek:** No new features, aside from smaller size and manufacture by government contractor. This unit is only available to government personnel.

*Wt:* 5 kg (about the size of a handbag).

## Digital Sound Processor

Digital sound processing (DSP) manipulates sound waveforms as bits of data and allows much greater alteration of audio input than the analog sound processor described above. This item requires the Sound Processing cascade skill or DIF: Computers skill to use properly. Because it is heavily computer based, the DSP has the same processing capability the FSP does, but also has the following:

**Speech Repair/Extrapolation:** This is the synthesization of words missing in the audio input but either identified by computer or deduced by context in the conversation.

**Translation:** Once identified, the computer can synthesize the speech as if it were spoken in another language.

**Voiceprinting:** The computer automatically generates a voiceprint from the spoken sample.

**Switching:** The computer is able to synthesize the speech as if it were spoken by a different person.

**Voice Stress Analysis:** The computer can also add or eliminate microtremors which indicate voice stress.

**Keyword Scanning:** The computer is able to search for specific keywords and phrases in the speech, then flag them for the surveillance expert's attention.

**Mixing:** The DSP allows the blending of multiple audio sources so as to

appear that only one source was used.

**Current Tech:** In current technology, the DSP is limited to post-processing because of its bulk and power requirements. The DSP presented here is actually a special board for a personal computer. The board allows all DSP functions except speech repair/extrapolation and translation. Functions at this stage require custom software and much more powerful computers. This system is available to all civilians in Western nations.

*Wt:* N/A.

*Cost:* \$800 (board), \$500-\$2000 (software).

**HI-Tek:** The DSP is shrunk down so that it will fit within a palmtop computer for real-time processing. Speech repair/extrapolation and translation functions become available to laptop and desktop computers, but require custom software. The custom software is only available to government agencies.

## WEAPONRY

All weaponry is currently available and is not expected to change over time.

### Sap Glove

A glove which has had 170 grams of lead shot sewn into the knuckles. This adds 3 to the user's Damage rating.

*Wt:* 0.5 kg per pair.

*Cost:* \$80.

### Silent Ammunition

This is the development of a round used by Tunnel Rats in Vietnam. A piston in the casing launches the bullet forward, then rams itself against a rim on the casing mouth, sealing the propellant gases within the casing. The only sound is that of the hammer falling. This is available to government personnel only for .38 and .357 revolvers, for 12-gauge manual shotguns,

and for a special twin-barrel 7.62R launcher.

See the Silent Ammunition Table for statistics. Launcher stats follow:

*Ammo:* 7.62R individual.

*Wt:* 2.5 g.

*Mag:* 2 individual

*Price:* \$500 (NATO Availability: —; Soviet Availability: R)

## 12-Gauge Flamer Ammunition

This round uses incendiary chemicals as a payload and is only usable in manual shotguns. The round is ignited in the shotgun, and the composition burns powerfully, spewing high-temperature metals out in a brilliant fireball two meters in diameter by 100 meters in length. The fireball lasts for three seconds, and the fireball spray can be swept from side to side in an arc up to 90 degrees.

A player firing this round must declare up to three (one-second-long) two-meter-wide swaths in a 90-degree arc. If less than three swaths are declared, the remaining swaths are simply added onto an existing swath, so a person holding the shotgun only to one swath would have the equivalent effect of three swaths for damage purposes.

To be on target, the firer must roll a hit as if he were firing a slug—a miss means that the swath goes up into the air without hitting anything. If the swath hits, every target in that swath rolls 1D6. On a 3-6 at short range and a 5-6 at medium range, the target is hit and takes 2D6 flame damage per body part, with all body parts being hit. This procedure is repeated for each swath, even if the later swath covers the same area as a previous one, with later swaths subject to recoil modifications.

Targets bracketed by two hitting swaths are also subject to injury and take damage on a roll of 4-6 at short range and 5 at medium range. If one swath of the two misses, these targets are safe. The flamer acts like a flame-thrower for incendiary purposes and antivehicle attacks.

See the 12-Gauge Flamer Ammunition Table for statistics.

### Vesicant Pen

The vesicant pen is an ordinary felt-tip marker pen which has been filled with a blister agent. The user contaminates dis-

### Silent Ammunition

| Ammunition         | Dam      | Pen | SS | Burst | Rng |
|--------------------|----------|-----|----|-------|-----|
| .38 Special silent | 1        | Nil | 6  | —     | 3   |
| 12-gauge buck      | 7 close  | Nil | 4  | —     | 25  |
|                    | 1 medium | Nil |    |       |     |

| Weapon                   | ROF | Dam | Pen   | Blk | SS | Burst | Rng |
|--------------------------|-----|-----|-------|-----|----|-------|-----|
| 7.62R<br>silent launcher | SA  | 3   | 2-Nil | 3   | 2  | —     | 20  |

crete areas by simply drawing on them. The blister agent remains active for up to two days. Injury is as per the blister agent contamination rules in **Twilight: 2000**. This device is only available to government personnel.

Wt: Negligible.

Cost: \$15.

## Personal Defense Aerosol

These have been marketed extensively to civilians and police forces in the United States, but civilian sales have been prohibited in other Western nations, such as Canada. Normally, the filler is CS or CN aerosol, but it can also be 1% capsaicin, a cayenne pepper derivative. All fillers act as per irritant gas rules in **Twilight: 2000**. A special 5% capsaicin solution is sold only to law enforcement personnel, and the irritant gas rules are modified for this by making the Constitution roll at DIF level. Hitting is accomplished according to standard direct-fire rules, with the total range being limited to 10 meters. The spray contaminates any surface it hits, but disperses within 10 minutes.

Wt: 0.2 kg.

Cost: \$25.

See the Personal Defense Aerosol Table for statistics.

## Paint Pistol/ Capsaicin Paint Pellets

Custom-made pellets filled with 5% capsaicin solution. They are designed to be fired out of a standard .68-caliber paint pellet pistol of the sort used in paintball wargames. Anyone in the same two-meter

square as an impact is attacked and must follow the irritant gas rules in **Twilight**. If a person is actually hit by a pellet, he makes a DIF: Constitution roll rather than following the irritant gas rules. Failure means that he suffers standard irritant effects.

Wt: 1.3 kg.

Cost: \$200-\$600

See the Paint Pistol/Capsaicin Paint Pellets Table for statistics.

## 12-Gauge Flamer Ammunition

| Ammunition      | Dam | Pen | SS | Burst | Rng |
|-----------------|-----|-----|----|-------|-----|
| 12-gauge flamer | *   | Nil | 3  | —     | 50  |

Maximum range is medium. Burn time is three seconds.

\*Damage is described above.

## Personal Defense Aerosol

| Weapon                   | ROF | Dam | Pen | Mag | SS | Burst | Rng |
|--------------------------|-----|-----|-----|-----|----|-------|-----|
| Personal defense aerosol | SA  | *   | Nil | 25  | —  | —     | 10  |

## Paint Pistol/Capsaicin Paint Pellets

| Weapon       | ROF | Dam | Pen | Mag | SS | Burst | Rng |
|--------------|-----|-----|-----|-----|----|-------|-----|
| Paint pistol | SA  | *   | Nil | 50  | 2  | —     | 8   |

\*Damage varies according to the ammunition. Normal paint pellets will not cause damage other than a welt or possibly an injured eye if they strike there. The effects of capsaicin-laced pellets are described above. Ω



The most powerful force  
in the universe is the  
**Vortex**. Nothing can  
escape it's pull. Not light.  
Not **YOU**.

No genre escapes our pull, we cover it all.  
Fantasy, Science Fiction, Horror...

**Vortex** Magazine provides you with a fresh, unbiased approach to gaming in all it's varied forms. Adventures, articles, expansion ideas, and more are yours in every issue. Ask for **Vortex** at finer game stores and hobby shops in your area.

A one-year subscription, consisting of four fabulous issues, can be yours for only \$10, (California residents, unfortunately, must add 8 1/4% sales tax). Send check or money order to: **Vortex** Publishing, 5506 Beaudry St #C, Emeryville, Ca. 94608



# MURDER CENTURY

## M-100 Special Objectives Firearm

*By Captain Thomas E. Mulkey, U.S. Army (retired)  
With the technical assistance of Captain Greg D. Bahl,  
North Carolina State Militia*



**U**S Special Operations Command (USSOCOM) in 1991 issued a Joint Services Operational Requirement (JSOR) for an offensive handgun for issue to Special Forces, Delta, Ranger, SEAL and other elements of the command.

The principle reason behind the JSOR was the perceived need for a light weapon able to take out sentries silently with assured single-shot effectiveness. The 9mmP Mk-22, then the standard weapon, lacked the lethal trauma-producing effects needed to ensure that the target went down and stayed down. Already in the inventory and capable of doing just that was the venerable .45-caliber automatic Colt pistol (.45 ACP) bullet.

The new weapon would be in that caliber and use both standard .45 rounds and a family of new high-lethality rounds as well. It

would be silenced and equipped with both conventional and laser dot sights. The weapon had to be airdrop and underwater swim capable. The specifications appearing in the JSOR led one publication of the day to refer to the weapon as an SOF "Supergun." The final selection, Freedom Firearms Inc.'s "SOF-100," brought into the inventory in 1994, was just that. The M-100 SOF has since become "the weapon of special operations forces," the hallmark of USSOCOM.

**Weight:** 1.4 kg, empty without silencer and attachments; 2.5 kg, loaded with 10 RD magazine and silencer; 3.1 kg, loaded with

silencer and thermal imager.

**Magazine:** 10/30 RDS. Variable feed angle bull-pup configuration.

**Ammo:** .45 ACP FMJ, .45-caliber automatic Colt pistol, full metal jacketed (standard issue).

.45 ACP FMJ HLR, high-lethality round.

.45 ACP HJHP XLR, half jacketed hollowpoint, extreme-lethality round.

**Price:** \$5000 (R/—). All special rounds: \$2 per round.

### SPECIAL FEATURES

**Sights:** Adjustable front and rear rectangular iron sights with three-dot Tritium illumination.

Adjustable electro-optical beam sights, water resistant (to 50 meters), shock resistant (to 12G). With red laser dot sight visible to 25 meters in full daylight, infrared laser sight visible to 25 meters in full moonlight using current passive night vision goggles, white light flash light able to recognize individual human faces at 25 meters.

Quick installation attachment for thermal imager/vision intensive sights with retained battle sight zero.

**Firing Stability Aids:** Adjustable folding shoulder stock, adjustable folding bipod legs.

**Silenced Features:** Silencer inaudible beyond 10 meters, retain silenced function up to 100 full autofire shots, retain silenced function up to 300 semiautomatic shots, retarded blowback and slide dampening pads to eliminate the need for a slide lock.

**Selectable Functions:** Single or double action, semiautomatic or three-round controlled burst fire, ambidextrous decocking lever, safety/select fire switch magazine release, action and cocked, bolt grip safety, detachable silencer, barrel extension and sight packages, single-round manual feed and magazineless fire function. Uses special 10-round or standard 30-round M-3 magazines, uses standard .45-caliber ACP FMJ ball service rounds or specialized high lethality and/or armor piercing rounds.

.45 ACP FMJ/Teflon-coated, armor-piercing HLR.

.45 ACP half jacketed, hollowpoint, extremely HLR.

**Reliability:** 100,000 rounds between malfunctions.

Compatible with current equipment and doctrine in Halo and static line airborne operations.

Fully functionable and reliable in any SOF mission environment. Able to evade current metallic security scanners (unloaded).

### Weapon Stats With Silencer and Full Sight Package

| Weapon      | ROF | Dam | Pen   | Blk | Mag   | SS  | Burst | Range |
|-------------|-----|-----|-------|-----|-------|-----|-------|-------|
| .45 ACP FMJ | 3   | 2   | Nil   | 1/2 | 10/30 | 3/2 | 5/3   | 12m   |
| FMJ HLR     | 3   | 3   | 1/Nil | 1/2 | 10/30 | 4/2 | 8/4   | 15m   |
| HJHP XHLR   | 3   | 5   | 1/Nil | 1/2 | 10/30 | 4/2 | 8/4   | 15m Ω |



Origins/GenCon Preview Issue!

# CHALLENGE 62

The Magazine of Science-Fiction Gaming US \$3.50

MEGATRAVELLER™

Into the Gap

Greg Videll

TWILIGHT: 2000™

Spectres in the Sky

Robert James Christiansen

CYBERPUNK 2.0.2.0.®

Fun with the Trauma Team

Patrick Sheats and Andrew Cather



NICK  
SMITH

GDW



# ***SPECTRES***

**in the sky**





*Down to our last ammo, we were pinned by a group of Moluccan pirates, thanks to some lousy intelligence. Just as we were preparing for the last stand, we heard music—yes, music. Way off in the distance, someone was playing the 1812 Overture!*

*Everything stood still for a minute—even the pirates stopped firing. Then it seemed like a volcano erupted. All around us, the jungle was drenched in the heaviest gunfire I've ever seen in 20 years of military service. In about two minutes, every single pirate was dead.*

*Afterward, I caught a glimpse of a large plane through the jungle canopy. Looked like a C-130 transport. It was then that I realized Armageddon Airlines had saved us.*

**A** new mercenary unit formed in the year 1997. By 2000, it has become one of the most feared merc groups in the world—and one of the few remaining air units. It's known as Armageddon Airlines (AA). This merc unit promises mass death and destruction in the blackness of the night sky. So far, it has kept good on that promise.

*By Robert James Christensen*



## HISTORY

The story told of the founding of Armageddon Airlines is one of trickery and deceit:

As part of the USAF Special Forces based at Hurler Field, Florida, the 16th Special Operations Squadron (SOS) of the Special Operations Wing (SOW) flew the AC-130U Spectre gunship. When first deployed in Vietnam, the Spectre quickly became the main destroyer of North Vietnamese convoys along the Ho Cho Minh Trail. By the time the SOW was formed in the early 1980s, the Spectre had evolved into a heavily armed bird, crammed with sophisticated electronics and vision systems. Covert operations included missions in El Salvador, Nicaragua and Colombia, but the first publicized action was the destruction of Panamanian despot Manuel Noriega's headquarters during the invasion of Panama.

Following that mission, the unit first began its "pirate" look, with skull pin-decorated black berets, goofy nose art and cockpit stereo systems.

The 16th SOS came into maturity with action in Desert Storm in the Middle East, where it utterly destroyed artillery positions, supply convoys and, finally, the fleeing Iraqi troops along the Basra Road. Seventeen distinguished Flying Crosses and one Silver Star were awarded to crewmembers. All this was soon forgotten, however, and the unit faced disbandment in 1997. At least until the "accident."

The CO of the 16th, Col. Gary Cunningham, was not about to turn his beloved 130s over to the scrapyards. And his exec and flight engineer, Major Max Distaans, was not looking forward to unemployment. So along with 50 of their men, they conspired to save at least two of the planes for "more appropriate" purposes.

On September 17, 1997, two planes, Eve of Destruction and Bad to the Bone, were on a routine training flight over the Gulf of Mexico when garbled radio messages of "chest pains" and "look out!" were the last things heard from the planes. The next morning, the coast guard found an injured Sgt. Tony Angello among floating fuel and debris. He reported that Bad went out of control and smashed into Eve, both planes crashing into the sea. Of 26 crewmembers, he was the only one to get out alive. A mass funeral held for the lost crew was attended by President Tanner, a Saudi prince and 100 airmen.

*In reality, the two planes flew to Belize to take up the mercenary cause, with Angello volunteering to be dumped in the ocean. But Cunningham and his men became trapped in their own conspiracy when the 16th was not disbanded after all! After a month of painful reevaluation, additional air force personnel and several family members arrived in Belize. Under the command of Cunningham and Distaans, with Major Alvin Nagle in charge of finances, a mercenary air company was formed, and Armageddon Airlines was in business.*

Or so the story goes. Of course, this is the version for public consumption, "public" meaning the merc grapevine. What really happened is that Armageddon Airlines was formed with the complete cooperation of the USAF and CIA in order to give the United States a deniable means of supporting covert missions around the world. AA often takes on non-US clients to keep up appearances, but no mission is flown that acts against American interests.

## IN ACTION

Named after a C-130 transport Distaans once flew aboard, Armageddon Airlines provides its patrons with extended air patrol, close air support, and search-and-destroy missions. Due to high costs involved with aviation fuel and ammunition, the hiring price is very high—\$1 million a week, give or take donated fuel or ammo. The two gunships and their flight crews are extremely efficient and have quickly earned an acclaimed reputation for themselves as "death from the night sky." Now, the word of an appearance by the Spectres instantly panics those military and insurgent groups unfortunate to be on the receiving end of Armageddon Airlines.

**Missions:** In the first year of operation, AA is reported to have taken on counterinsurgent missions for the El Salvadoran, Peruvian and Venezuelan governments, and even an American billionaire reportedly hired them to take out several of the Colombian drug lords' jungle estates. The unit has more recently relocated to Bathurst Island on the northern coast of Australia for work in the Indonesian and Philippine civil wars, being hired by Australia and Hong Kong in 1998, and by Manila in for two months in 1999. Most of the missions flown are either ground support, or search and

destroy. One of the more odd jobs is to insert commandoes into heavily defended areas, using the AC-130Us' advanced ECM systems to avoid detection. The current job for the Australians is attacking Indonesian rebel camps on Sumatra and in the Moluccas, as well as hunting down pirate groups.

AA has refused to attack heavily populated civilian areas. A patron supposedly once dismissed AA for that reason, but rehired the group a week later.

**Tactics and Strategy:** The U version of the Spectre now has six battle management operators (the new term for gunners), a fire control officer and just two loaders, as well as the four-person flight crew.

The AC-130U is a fairly new version of a Vietnam-era gunship, being delivered in 1992 with more advanced electronic, vision and fire-control systems than the H model. It is a night-flying plane, using its inherent infrared and night vision gear to pick out targets while circling above. The computer-enhanced night vision systems have a resolution of 0.5 meters from an altitude of 15,000 feet in total darkness. Lasers are used to lock on up to 12 targets for the desired guns. Day attacks are conducted only for poor weather, offensives and ocean patrols.

The AC-130Us are equipped with electronic jamming gear, but this is only used if the opposition has radar-guided AAA or missiles. An infrared decoy system handily deals with man-portable missiles such as Stingers and SA-7s. Flying overhead with muffled engines, the first evidence of the Spectres is the whirring sound of the Gatling guns and the thump of the cannons.

A favorite tactic of AA is to sneak up on an enemy camp and begin blaring out music via four large, outdoor speakers. *Die Walküre*, *Night on Bald Mountain*, *1812 Overture* and old Van Halen tunes are favorites.

Another tactic uses forward-facing M2HBs and rockets for frontal attacks on pirate shipping, although this is usually a chance occurrence.

**Life of a Merc:** Surprisingly, Armageddon Airlines has rapidly become a very family-oriented business. Some of the original personnel brought their wives and children to Belize, then to Australia, where the unit has set up a Gypsy camp-type home of tents and prefab buildings. Family members now provide skills in maintenance, business

and education, as well as housekeeping. Homecrafts such as weaving, gardening, beekeeping and fishing keep the family members busy and well-stocked with food, although many foodstuffs are bought in from Darwin. Cunningham's 15-year-old son, Derek, is starting to fly alongside his father, while the Dristaans handle flight engineering and navigation together. The life-style of this extended clan is slightly Spartan due to the location, but morale is very high.

Armageddon Airlines now has 61 aircrew and maintenance personnel, and 97 dependents.

## EQUIPMENT

The main air assets in the Armageddon Airlines inventory are, of course, the pair of AC-130Us. But the group's resources also include a 33-year-old Gokker F.27-500 *Friendship* cargo plane (nicknamed *Bullwinkle*), used for transporting personnel and supplies, and a 28-year-old Grumman *Gulfstream I* (*Rocky*), recently added as a business plane.

Both *Spectres* have two GAU-2B miniguns, two 25mm and 40mm autocannons, and a 105mm howitzer. The *Spectre's* top speed is 602 kph, with a cruising speed of 556 kph. Range is 7900 kilometers. The AC-130U was the first USAF plane to use light-weight ceramic armor on critical areas like fuel and control lines, ammo boxes, and crew spaces. AA recently purchased more miniguns and is in the process of installing them. Each plane has been modified by sheet metal spaced armor on the port firing side, plus a S-55/32 rocket launcher and a fixed twin M2HB pod (500 rounds) on the starboard wing. *Bullwinkle* has a top speed of 480 kph and a range of 3500 km, with two 300kg drop tanks. It can carry up to 56 passengers, five tons of supplies or 6000 liters of aviation fuel. *Rocky* has a speed of 560 kph and range of 4088 km, and can take 24 passengers or 2500 kg of supplies.

**Personnel Arms:** Small arms consist of 9mm pistols and Uzis for the aircrews, and a mix of pistols, AUG Steyr and FN-FNC assault rifles for personnel on the ground. Four captured PK machineguns waiting to be installed in the *Gulfstream* can be used in a dire emergency, although only 320 rounds are available.

**Vehicles:** The group has five pick-up trucks of various makes and three Land Rovers, along with two forklifts for personal and base use.

Homemade alcohol is used as vehicle fuel to save money. The prize wheels are two Commando Scout cars (armed with M2HBs), used for patrolling the base perimeter.

## OPTIONS FOR MERC: 2000

While the reasons for teaming up **Merc: 2000** players and Armageddon Airlines aren't too clear at first glance, the two can be incorporated. Besides, just being associated with AA would do wonders for a team's renown.

**Transportation:** While the main mission of the 16th SOS was aerial firepower, another was to drop off small units of special forces behind enemy lines. PCs could subcontract air transport alone for twice typical air rates, due to the AC-130U's superb night-flying ability. Up to 10 characters can be seated on the relief deck (under the flight deck) and jump via the rear exit doors. A patron could also hire AA outright as transport and close air support for the team.

**Security Forces:** The airline's main base in Australia could come under threat of attack by pirates or Indonesian insurgents, and the gunships are not too effective on the ground. The rescue of kidnapped family members is another possibility. AA could hire the PCs as rescuers, backup security forces or a training cadre for its own security personnel.

**Commando Attack:** The PCs could be hired to attack the base by the groups AA is fighting against. The PCs would have to reach the base, neutralize any armed personnel and blow up the *Spectres* on the ground. Of course, this would make the players traitors in the eyes of the US government and turncoats in the eyes of some fellow mercs.

## OPTIONS FOR TWILIGHT: 2000

If WWII had broken out, there would be no Armageddon Airlines, but the 16th SOS would find itself in a similar situation. The most likely areas of operation for any remaining *Spectres* would be either the Middle East or the western United States. Since the 16th performed so well in Operation Desert Storm in 1991 and since oil is

available there, attachment to the 6th Air Cavalry Brigade would be a logical choice.

A more mercenary approach would have the two *Spectres* fighting for Israel or one of the minor gulf kingdoms.

In the case of the US, Texas, California and Alaska present the best areas for locating the squadron, due to the availability of oil, aerospace industries (spare parts) and invading enemy forces.

Although families would have been left behind in Florida (the site of the nuclear strike on Eglin AFB), the female military NPCs would be included, while the additional aircraft, vehicles and non-USAF personnel would not. The biggest problem facing the unit in a **Twilight: 2000** scenario would be the availability of fuel and ammo, which would force reducing the unit down to the two planes named above. But with heavy aerial firepower, the surviving *Spectre* gunships would still find themselves as a much-sought-after military unit, both by allies and enemies.

## MAJOR NPCS

**Col. Gary Cunningham:** The former CO of the US 16th Special Operations Squadron, Cunningham is now the leader of Armageddon Airlines. He was a top AF ROTC cadet at Stanford. After graduating with a degree in political science in 1977, he entered flight school and ended up flying the C-130, which he fell in love with. He saw transport duty in Europe, Africa and Asia before being selected for special forces. A nonchalant officer, he allowed the rather odd behavior of his men, which included the music, odd plane names and nose art, and unofficial emblems (pirate flags, black berets and skull pins). The silliness quickly turned to cool professionalism in Panama and Iraq, when Cunningham's crew rescued a fellow *Spectre* crew and later destroyed a fleeing Iraqi convoy. His love of flying is equaled only by the devotion to his comrades and their families. He has an English wife, Jacqueline, and three children—Derek (15), Ben (12) and Sally (10).

He has a Pilot skill of 6.

**Max and Kathleen Dristaans:** Max Dristaans, age 36, first enlisted in the Air Force Reserve at age 17. He went regular after dropping out of college and began his career with the Herc as a mechanic/loadmaster for the Tactical Airlift Command. His first taste of combat came in Grenada with the 82nd



Airborne. He attended NC State, got a degree in mechanical engineering in 1987 and breezed through OTS. While at flight survival school that year, he met brand-new 2nd Lt. Kathleen MacGuire. She was a Texas-born army brat from Ft. Hood who had studied math at Texas A&M and was training to be a navigator. The pair became fast friends but lost touch when reassigned. Max found a home with the 16th SOS, showing off his talent with the "Herky Birds." While at the Eglin PX, he happened to bump into Kathleen. She had driven over from Tyndall AFB, where her E-3 AWACS squadron had been sent. The two fell in love and were married in 1989, five months before Max went off to blast Manuel Noriega. When Iraq invaded Kuwait, Kathleen went to Saudi Arabia, and Max followed. One night, when another *Spectre* was shot down, Max and the major decided to try a rescue. For risking his life pulling crewmembers out of the burning wreck, Max received a Silver Star and promotion to captain. He and Kathleen now act as the unit's "social directors," keeping unit and family morale up. They have a 4-year-old daughter, Nausicaa.

Both have a default Pilot skill of 2.

**Senior Master Sgt. Hal Williams:**

Hal Williams first joined the air force as a way out of the Harlem slum he grew up in. Discovering a talent for engines, he soon found himself in Vietnam working on C-123 and C-130 engines, including the first batch of *Spectres*. Continuing to have a successful career with the USAF, he was assigned to the 1st SOW in 1979 and soon became the unit's chief mechanic. He was about to retire when the Persian Gulf War erupted and soon had him in Saudi (with the 16th Squadron). Upon retiring, he settled down in Pensacola with his wife, Esther, and opened a small machine shop. But when it failed and retirement benefits were cut, Hal was very receptive to his former CO's invitation to become a merc. Esther was one of the first family members to go along, and her sharp bookkeeping skills have contributed to AA. Hal has worked miracles with jury-rigged and hand-made aircraft parts, and he is one of the reasons AA is still flying and fighting.

He has Machinist and Mechanic skill of 7.

**Capt. Dan Briddles:** The soft-spoken pilot of *Bad to the Bone*, Briddles is an avid fly-fisherman and blues harp player, as well as cracker-jack pilot. His wife, Janet, is a folk artist who leads the craft workshops for the family members.

He has a Pilot skill 5.

**Major Alvin Nagle:** The chief financial officer of AA, with an MBA from Harvard, Nagle was the former logistics officer of the 1st SOW. He keeps AA quite profitable with his managerial style.

He also pilots the *Gulfstream*, and he has a Pilot skill of 4.

**Captain Christina Shaw:** A former USAF aviation instructor turned airline pilot, Shaw left American Airlines to join up with her old academy buddy, Nagle, to finally fly combat missions. She takes turns as pilot, copilot and

navigator on each of AA's aircraft.

She has a Pilot skill of 5.

**Lt. J.T. Carpenter:** Briddles' copilot is a wild pilot and would-be comedian who conspired with Max to make a "Desert Shield Follies" comedy video tape (a big hit with the troops). He is living with a local Australian girl.

He has a Pilot skill of 4.

**WO3 John Amick:** The odd army man in the unit who joined up in El Salvador, Amick is responsible for keeping the ammo dump safe and well stocked, as well as the general supply depot.

He is a master scrounger and loves foreign military gear.

**Lt. Dave Servill:** Servill is the co-pilot of *Eve of Destruction* when Cunningham isn't giving flying lessons to Derek. He is also the pilot of *Bullwinkle* when it's time to pack up or pick up fuel and supplies in Darwin.

He has a Pilot skill of 5.

**WO2 Al Bunochelli:** *Eve's* burly fire control officer, Bunochelli has an uncanny knack for finding hidden targets no one else can spot, even with electronic night sights. He is also the group's best cook. He and his wife, Gaye, have four children, ages 13, 11, 9 and 7.

**MSgt. Roy Berry:** Crippled due to his injuries in the *Spectre* crash in Saudi Arabia, he has devoted his former talents as a fire control officer to AA, partly out of respect for Max Dristaans, who saved him from a fiery death. He and wife, Alice, have two teenage sons.

**TSgt. Beth Parsons:** She is the unit's chief flight controller and electronics expert. Her husband, John, a gunner, died in 1996, leaving her with two children, a boy and a girl ages 8 and 6.

**Sgt. Tony Angello:** Nicknamed "Flipper" for his intentional dunking in the gulf, Angello is still a crack gunsmith and loader, as well as a great shot with an assault rifle.

**Sgt. Steffie Garanzola:** A tomboyish southern girl of 26 who is an ace with an aircraft engine and enjoys hunting with her 30.06. She also commands a Commando Scout car.

**Sgt. Richie Thompson:** A top-notch gunner on *Eve* and an equally talented machinist, he is secretly romantic with Sgt. Garanzola.

**Jocko McDougal:** The sole Australian member of AA (and at 59, the oldest), McDougal is responsible for base security. Ω

# DENIZEN

## 25mm SCIENCE FICTION



### 4 FIGURES/PACK -- \$6.00

#### VENTAURAN STAR LEGION

DSF200 OFFICERS  
DSF205 LEGIONAIRES I (MARINES)  
assault weapons, laser cannon  
DSF210 LEGIONAIRES II (MARINES)  
assault & laser carbines, pistols

#### FEDERATION SPACE MARINES

DSF300 OFFICERS (male/female)  
DSF305 MARINES I  
DSF310 MARINES II  
DSF320 MARINE SNIPERS  
DSF350 MANTA MISSILE LAUNCHER

DSF100 THE HITCHHIKERS  
DSF175 SPACE ADVENTURERS

DSF150 STARSHIP CREW  
DSF180 SPACE POLICE

### THIS IS JUST THE BEGINNING - MORE TO COME!

Send \$4.00 for our 45 pg. miniatures catalog  
Everything from Ancients to Science Fiction!

## Stone Mountain Miniatures, Inc.

P.O. BOX 594, DEPT. CG

BROOMFIELD, COLORADO 80038-0594

VISA AND MASTERCARD ORDERS ACCEPTED—PHONE: 303-465-4246

### UNITED PARCEL SHIPPING RATES

ORDERS TO \$20.00 = \$3.00, \$20.01-40.00 = \$4.00, \$40.01-60.00 = \$5.00

\$60.01-80.00 = \$6.00, \$80.01-100.00 = \$7.00, \$100.01+ = FREE

USPO TO P.R., APO/FPO, CANADA, MEXICO add \$1.00, over \$125.00 = FREE

The following adventure is designed for a small mercenary group, preferably consisting of three to eight PCs. The text is written for **Merc: 2000**, but it can be easily transposed to **Dark Conspiracy** as an opportunity for the normally outgunned PCs to have a chance to kick some can with confidence for a change. The adventure can be set in whichever city the PCs happen to be in or near at the time.

### PATRON

The mercenaries are contacted discretely, via third-party emissaries. The first message comes through a trusted contact

### RESTRICTED ACCESS

When the mercs can get it to a computer, the disk reveals the following information:

>TERMS OF CONTRACT: Complete task mentioned below within 48 standard terrestrial hours of agreement to contract. Remuneration will be made in the form of a special account set up with Banke Suisse, #9812-J, to total \$10,000 American per contractee. The account will contain \$1000 American per contractee, as a standard retainer fee, once contract is accepted.

>REQUIRED ACTIVITY: Destruction of top floor of

# THINGS GOT WEILADEN

By Craig Sheeley

or agent, someone the mercs have dealt with before. The memo is enigmatic and laconic: "Someone is interested in your services. Please submit a way of reaching you and wait for further contacts."

The second communication comes through this message drop. It is equally laconic and to the point: "Come to the airport lobby. Bench near Boarding Ramp 2. 0330 hours, two days from now. Talk to the old man with a gray handlebar mustache. Very covert. Attract no attention."

By this time, the mercs may well be wondering what they're letting themselves in for (and if they're not wondering this or something similar, they're insufficiently paranoid for this line of work!).

The PCs can check around with their contacts and informants, but no one has a line on who's trying to deal with them or why.

At the airport lobby, security is naturally tight—after all, airports are a prime target for terrorists. Metal detectors and computer-enhanced security cameras are everywhere, scanning for concealed weapons. Treat the security forces as having a general Observation skill of 6. Airport police respond very swiftly and nastily to anyone trying to carry a weapon into their little bailiwick. SWAT teams respond, and they have no qualms about shooting first and asking questions later. Inform the players of the risks and penalties before they make a decision to try smuggling arms into the meeting.

The contact man is quite obvious—he's the only person in the place with a handlebar mustache. He's reading quietly, apparently waiting for the PCs to show up (the book is *The Adventures of Sherlock Holmes*). He appears to have no weaponry and no luggage. He doesn't look up as the mercs approach, and he reacts only when spoken to or when someone sits down beside him (whichever comes first). When he does speak, he addresses the PC nearest him by name, commenting on the character's punctuality (or lack thereof). He offers the closest PC a computer disk. "You'll find what you need on this," he says. "Nice doing business with you."

He then stands and takes his leave. Should the PCs desire to follow him, they're out of luck! He's boarding an airliner due out at 0350 hours, slated to go to Bermuda. There are no tickets left on that flight, and there are no other flights to Bermuda for another 12 hours.

Triangle Building. Destruction must be complete, and there must be no witnesses or bodies.

>REQUIRED EQUIPMENT AND TRANSPORT: Provided by contractees.

>SECRECY: Fully covert. Revelation of any details of the mission or the target, present or future, will result in termination of contractees.

>TIME LIMIT: Contract must be accepted or dismissed by 1200 hours this day.

>ACCEPTANCE: Dial International 000-0101 to accept. Dial International 000-1010 to decline.

Uh-huh. Several things are weird about this contact. It's way more than the standard pay. Destroying the top of an entire building is risky and bizarre. The methods of contact are definitely out of the ordinary. And that bit about "contractee termination" in the event of an information leak goes two steps beyond weird and right into ominous. Sounds like someone wants something distinctly illegal done. Like explosive murder.

### MISSION BRIEFING

Should the mercs choose to accept this mission, all they have to do is get on the phone and dial International 000-0101. When they do, a recorded message sounds over the line: "Mission information access code is Octopus. Repeat, mission information access code is Octopus." The line goes dead.

Once the PCs go back to the disk and type in "Octopus," a number of files show up on the disk: Briefing, Money and Floorplan.

### Briefing

The Briefing file contains the following information:

>Your mission is the destruction of the top floor of the Triangle Building. The Floorplan file contains floorplans of the building, concentrating on the top floor.

>Known security systems for this building include state-of-the-art infrared, sonic and pressure detectors. All detectors are monitored by computer, the CPU of which is located on the top floor. In addition, live guards patrol lower floors at frequent and irregular intervals. These guards are supported by a special weapons reaction





Continued on page 16.



team that responds in case of emergency. Available information suggests that these guards are not allowed on the top floor. It is likely that active security systems

are in charge of dealing with intruders on the top floor.  
>Guards wear sidearms. Special weapons teams use military-class armament and armor.

>Specifics for structure of Triangle Building, according to filed data:

(What follows are mathematical computations. Anyone with Demolitions skill can decipher them to mean that the walls have an Armor Value of 10, and the support members have an Armor Value of 15. Doors and elevator doors have Armor Values of 3. A few quick calculations show that blowing the entire floor in the simplest fashion—by blowing the structural supports—would require 12 three-kilo charges of plastique explosives.)

>Normal business hours at the Triangle Building: 6 a.m. to 9 p.m.

### Money

This file contains the phone number of the bank containing the retainer fee payment.

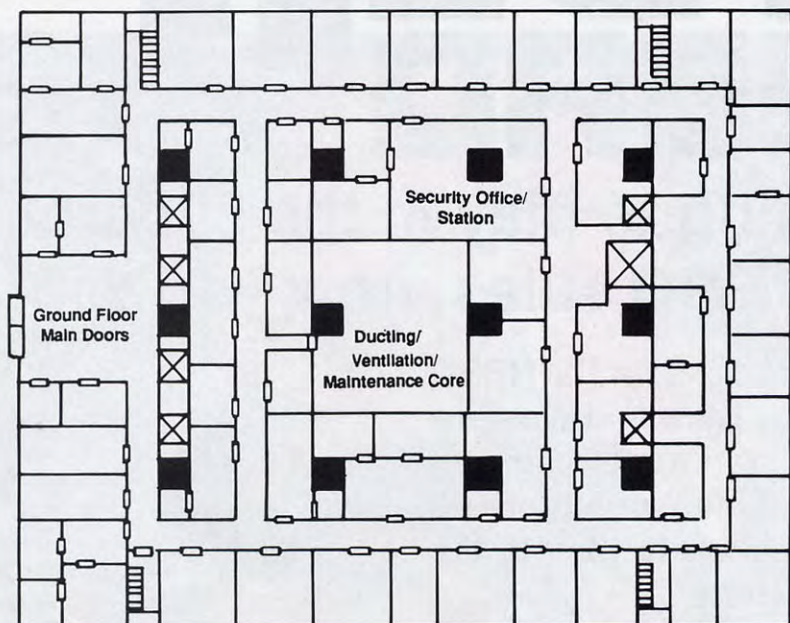
### Floorplan

This file contains the floorplans to the left, which are the general building layout and the specific layout of the top floor. A note accompanying these floorplans points out that the plans are extrapolations of information filed with municipal agencies for licensing purposes, so the information may not be completely accurate.

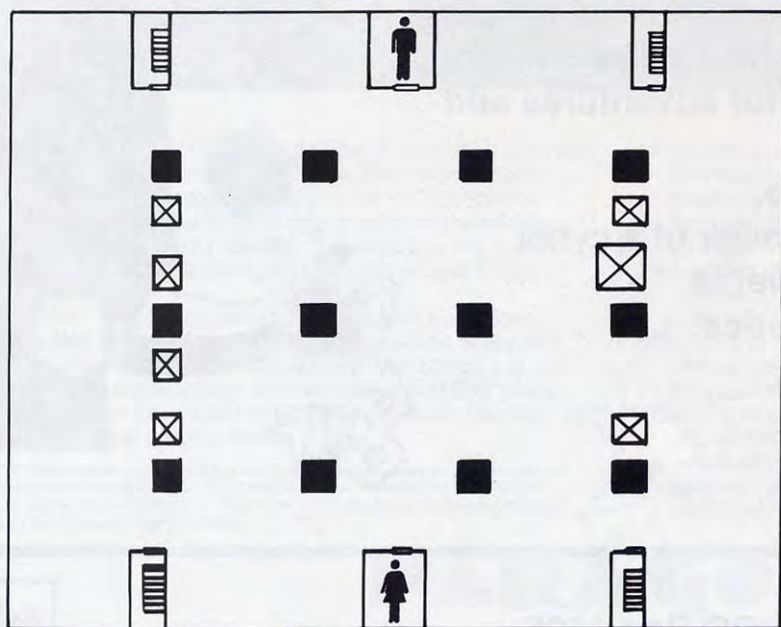
### PLANNING

The mercs have 48 hours in which to complete their mission. In this time, they must plan what they want to do and acquire the equipment. The referee can have some fun with them if they're trying to find some stuff that is rare or difficult to come by. Suppliers might start asking questions, and the word may circulate on the street that someone is up to something strange.

## General Layout



## Top Floor





## INSERTION

Getting in to the Triangle Building is a real trick. The PCs may consider a variety of alternatives.

**Daytime Entry:** The mercs can try to walk in, but Triangle security is quite good. Whatever the PCs try, their attempts to sneak in during business hours garner plenty of suspicion. Even if the PCs are completely unarmed and are there on legitimate business, security men and cameras follow them around, keeping an eye on them. Any PCs with large guns (weapons other than concealed sidearms) have the SWAT team called on them and are ejected from the building. If the mercs do something stupid like opening fire, the SWAT teams will return the present with interest from their larger weapons.

**Breaking In:** Breaking in is also difficult. All entry points, from doors to ventilation shafts and water mains, are covered by sensors. Doors are monitored by cameras and induction sensors; shafts and vents are rigged with pressure sensors and heat detectors. Even the rooms have noise sensors that monitor unusual noise in the rooms.

The upshot of this is that if one of the alarms is tripped, the security forces are advised to investigate. The noise detectors are set off by any loud noise. For each combat turn spent in one of these deserted rooms, make an Average: Stealth roll. Failure indicates that a noise alerts security.

The sensors at the vents and shafts require a successful Difficult: Electronics roll to disarm the alarms. Failure alerts security to the tampering.

The doors are even worse, due to the fact that they have multiple sensors, induction and video.

**Air Approach:** Approaching the Triangle Building from the air is also difficult. The building's area is a restricted aerial grid, where no traffic is allowed unless specifically cleared by the Triangle Building. And in this age of corporate savagery, any aerial intrusion into the Triangle Building's airspace would be met with armed hostility as security scrambles to the roof to deal with the problem.

**Referee:** Unless the PCs try some absolutely unpredictable method of getting into the Triangle Building, they are spotted. No amount of subtlety will protect them; it's as if the guards can read their minds and detect their intentions as soon as they enter the building—which is very close to the truth.

Of course, security is less likely to realize that there's trouble if the PCs try something completely unhinged (like trying to HALO a landing on top of the building, which would be Difficult: Parachute, at best, with mishaps ranging from hitting electrical aerials to missing the top of the building to smacking into the side of the building!).

## WELCOMING PARTY

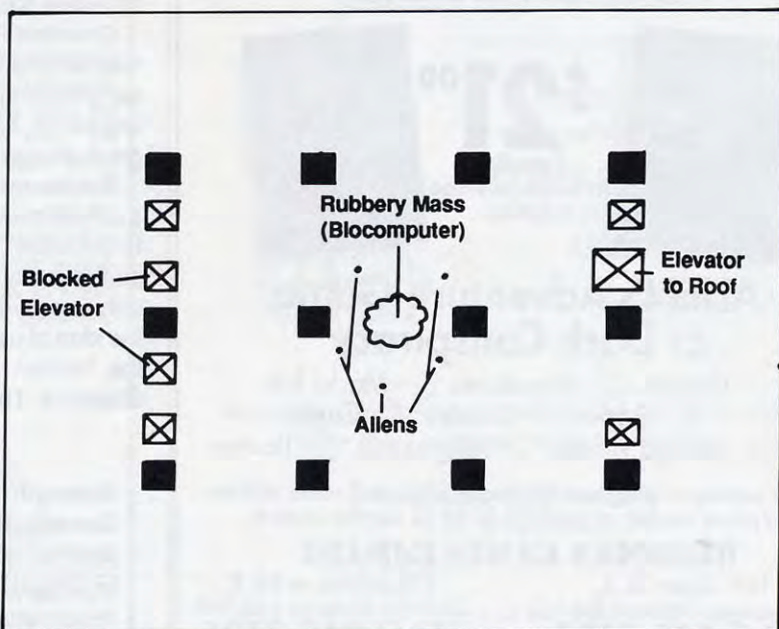
Unless the mercs do something totally unexpected, security is going to rumble onto them preemptively. If the PCs managed to gain entrance at the bottom floors of the building, this means they have a long trip ahead of them, punctu-

ated by elevators that don't work (or start to work, then drop dramatically toward the basement), steel grilles sealing off sections of the corridors, special weapons security teams popping up to order the mercs to surrender, and thick fire doors (Armor Value 3) to the stairs that lock from a remote location, completely violating fire regulations.

To make things worse, the elevators to the top floor are blocked. Completely. The elevators just will not go to the top floor (there are three elevators that pass through the top floor and communicate with the roof), and the stairs do not go to that floor either, truncating with added concrete. If the PCs manage to scale up an elevator shaft to the top floor, they find that the doors are quite heavy and tough—and locked (Armor Value 10). Indeed, even the vent shafts and water mains are blocked by heavy grates (Armor Value 4—these will have to be blown, not cut).

The security personnel at the Triangle Building are all considered Veteran NPCs, except the officers, who are Elite. The security staff members work in pairs or in five-person special weapons fire teams. The pairs are patrol staff, armed with M9 pistols with two clips, one pair of handcuffs, one concealment grenade, and individual tactical radios, which also act as transponders (although the mercs have no way of knowing this). The special weapons fire teams consist of one officer and four troopers, all with Kevlar body armor and helmets, gas masks, M9 pistols with two clips, one tear gas grenade, one concealment grenade, one "flash-bang" grenade, and individual tactical radio/transponders. In addition, three out of four troopers have either H&K MP-5 SMGs or M16A2 rifles. The other trooper has an MM-1 grenade launcher (**Heavy Weapons Handbook**, page 24). This is a 12-shot 40mm grenade launcher, nine kilograms unloaded, ROF 5) loaded with an equal mix of stun, tear gas and HE grenades. Officers retain only an M9 pistol as a sidearm.

## Top Floor Actual Layout





## OCTOPUS' GARDEN

Once the mercs make it to the top floor (either by fighting their way up or by inserting there), things get weirder. The entire top floor bears little resemblance to the plan the patron provided. Careful scouting reveals that the structural members supporting the roof are still there, as are the elevators. And that's all that's normal.

The rest of the top floor looks like some bizarre hydroponics experiment. The entire floor is awash in knee-deep water, the liquid thick with sludgy impurities, brackish and smelly. It does not taste at all good, should anyone try it. Wild plants clutter the space, growing up out of the water and looking like nothing so much as undersea plants growing in air instead of being submerged. Walls, placed apparently at random, look more like coral than drywall. The place is lit by spots of phosphorescence, and everything is undersea blue-green.

The mercs haven't a chance of being quiet here, since they slosh every time they take a step. In addition, the water teems with swimming things that would give deep-sea dwellers nightmares. They are not dangerous, but the creatures that slither by defy description, save by someone of H.P. Lovecraft's graphic writing talents. Give the PCs a nasty turn with a suitably horrible account of one of the grotesqueries that swims between them, and be sure to use adjectives like slimy, protuberant, pustulant, fanged, barbed, spined, rubbery, gangreous, etc.

As they push past some of the almost-tentacular foliage, one plant darts out a mess of hollow fronds and tries to sting one or more of the PCs! The plant/animal (a sort of anemone, actually) catches them off guard, and the only thing they can do is block the attacks or dodge (dodging is an Average: Agility test, and a successful dodge means the character has dived into the knee-high water). If the anemone's attacks are not avoided, it has a

1p2 paralytic poison (meaning it does 1 point of damage for penetration purposes, then does 2 dice of damage per phase to the victim's chest total for the next 12 phases). Victims whose chest hits total rise to Critical are incapacitated, paralyzed by the toxin.

Following the initial attack, the plant/animal continues to attack with a skill of 4 and an Initiative of 6. It has enough long tentacles to attack every merc within a four-meter range. It dies when hit by flame weapons (WP grenades, flamethrowers, the slug of a HAFLA, etc.) or when it receives 20 points of weapons fire damage (or 10 points of damage from edged melee weapons—a machete makes short work of this creature).

The noise of the attack awakens the denizens of the central area of the level, and they prepare a trap for the mercs who threaten them. When the PCs stumble into the central area, they find a curious collection of flesh-pink, spongy pads arrayed in a circle around a large, grotesque collection of seemingly living matter (this mound of life is actually the building computer—a living machine incorporating slices of terrestrial brains). As they slosh forward, the PCs are surprised by five gruesome creatures which appear from the water, striking from behind the mercs. Any merc succeeding at a Difficult: Observation task is not surprised in combat; otherwise, the creatures manage to attack by surprise and hit the PCs.

These creatures are slightly shorter than man-size, and they resemble great lumps of mobile, pickle-shaped, green-gray flesh sprouting tentacles and featuring fish-like eyes and mouths (referees of **Dark Conspiracy** will recognize them as tentacular ETs). These ferocious entities fight to the death, attempting to kill the mercs before the mercs can kill them.

## FINISHING THE JOB

If the mercs survive the attack of the octopus-people, they can complete their demolitions job and withdraw. Getting out might be a bit of a problem, due to the fact that the security special weapons teams are now covering the roof and all exits. The PCs may well have to fight their way out, and it's likely to be a stiffer fight than the way in!

When the mercs are safe again, they find that their mysterious patron stands by the deal—they've got another \$9000 apiece in their Swiss bank account.

Once the PCs have had a chance to catch their breath, they may ask themselves exactly what happened. However, this is a dangerous question, and one they will probably never know the answer to. Should they learn the answer, their lives may be in great danger.

But the referee may want to know the story. The matter was a simple one—one corporate group wanted to wipe out another. In this case, the corporate group funding the destruction happened to be a clique of man-sized insects, bent on nipping an intrusion by hostile intruders—the tentacular ETs. They hit on the idea of using indigenous troops to do the job, and they hired the human mercenaries through twisted and untraceable channels. The ultimate in plausible deniability.

## TENTACULAR ETs

|                         |                      |                        |
|-------------------------|----------------------|------------------------|
| <b>Strength:</b> 11     | <b>Education:</b> 6  | <b>Move:</b> 2/4/8/15  |
| <b>Constitution:</b> 11 | <b>Charisma:</b> 1   | <b>Skill/Dam:</b> 6*/5 |
| <b>Agility:</b> 5       | <b>Empathy:</b> 4    | <b>Hits:</b> 13/25     |
| <b>Intelligence:</b> 11 | <b>Initiative:</b> 3 |                        |

\*Each attack does 1D6 attacks per action in melee combat, due to their multiple tentacles.

**Special Skill:** Swimming 10. Ω

## BUSHMAN GAMES



**\$21<sup>00</sup>**  
Canadian  
Includes postage  
& tax!



## ALIENS Adventure Game or Dark Conspiracy

Games ☆ Miniatures ☆ Model kits  
☆ Books ☆ Comics ☆ Cards  
☆ Manga videos ☆ Magazines ☆ Posters

For our **catalog** covering new items, send \$2.00, with name, address and phone number, or send \$18.00 for 12 monthly issues to:

### BUSHMAN GAMES CANADA

168 Queen St. S.  
Mississauga, Ontario L5M 1L2

**(416) 858-7507**

178 Lakeshore Rd. E.  
Oakville, Ontario, L6J 1H6

**(416) 845-8706**

Cheque, money order, or accepted.



Origins/GenCon Issue

# CHALLENGE 63

The Magazine of Science-Fiction Gaming US \$3.50

MERC: 2000™

Dark Angel of the Night

Robert James Christensen

MEGATRAVELLER™

Silent Wings

Terrence R. McInnes

CALL OF CTHULHU®

From the Trenches

Adam Geibel







# DARK ANGEL OF THE NIGHT

*By Robert James Christensen*

Kathryn DeCavour has been kidnapped. The rock world is shaken.



**K**

athryn DeCavour of the progressive music group Nachtuhu is kidnapped after a concert. The rock world is shaken. Authorities are befuddled. Only a courageous and wily band of mercs can get her back alive.

The PCs are contacted by Georgia-based merc recruiter Bill Crittenden. Somehow, he came across evidence that a merc unit was hired to carry out a "major snatch job" by one of his more unscrupulous competitors, George McClan. Crittenden offered his assistance to Nachtuhu manager Roosevelt Scott to get Kathryn back. Scott, along with several very famous rock musicians, is offering a substantial reward to rescue DeCavour, with \$5000 up front. Crittenden can rent the team silenced Heckler & Koch MP-5SDs and assault suits.

### BACKGROUND

Nachtuhu (German for Night Owl) has a good-sized and loyal following. The music has been described by one critic as "neopsychedelic electric folk rock with an edge," although it has traces of jazz, blues, heavy metal and Asian, all with very literate lyrics. The group also has a fabulous light show.

The kidnapping took place on a Saturday night following a sell-out concert. Five Uzi-toting roughs broke into Nachtuhu's hotel as the band returned from the show.

Four security men, six hotel employees, an off-duty police officer and two friends of the group were killed. DeCavour's husband, guitarist Richard Kalmer, and five others were injured.

Boston police have exhausted all leads, and even the FBI is baffled, since no ransom was ever called for. So far, the only clues in the case are the eyewitness reports of black-clad roughs bursting into the hotel hallway, the use of 9mm ammunition, a blown-in service door, and the bodies of hotel employees in the main service stairwell. The police officer was killed when the kidnappers made their getaway in a stolen van, which later turned up abandoned in Lawrence, MA, with no prints and no further leads. The attack has been estimated to have taken just three minutes, with the main hallway assault taking just over 55 seconds. The FBI is looking into right-wing hate groups as possible culprits due to DeCavour's far-left leanings, but this trail is going nowhere.

### REFEREE'S INFORMATION

DeCavour is the victim of her own success. She attracted the devout attention of a mentally unstable young man, Miles Malthus, who has been a Nachtuhu fan since he was 16. After inheriting over \$10 million from his developer father, Malthus retired to the family vacation home in Maine and spent \$1 million to "acquire the permanent visitation" of his crazed devotion, DeCavour.

The family lawyer, Jason L. Smith, contacted McClan to arrange the "visit." McClan immediately got one of his most ruthless projects, the Flaming Skulls, to carry out the mission.

The Skulls tracked the band and its entourage, picked up their idiosyncrasies and habits, then made a move in Boston. Driving to Lawrence, they switched vehicles, drove to Portland and sailed to the Malthus island estate. They were under orders not to harm DeCavour in any way.

Malthus has been trying to get the affection of DeCavour by means of gifts, intellectual conversations and serenade. He insanely wants her heart and soul. She is kept in an elaborately decorated guest room, with a piano and 24-hour room service. DeCavour realizes Malthus is quite insane, no matter how polite and devoted he may seem. She has discovered that a mere pat on his hand or cheek will send her admirer into a squealing frenzy of delight.

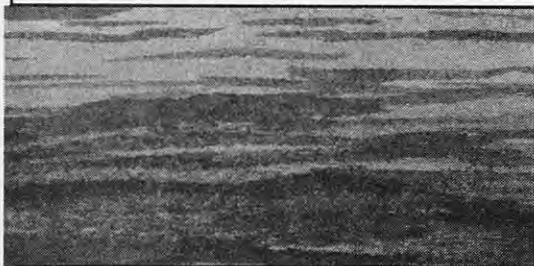
But how long she can convince him that she is his friend—without becoming too friendly—is a troubling doubt. The Skulls are on guard day and night, and there seems to be no way off the island.

**Only a courageous and wily band of mercs can get back alive.**

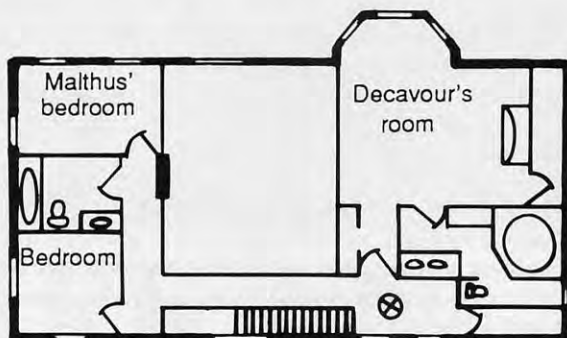
### CRITTENDEN'S EVIDENCE

Crittenden's evidence consists of a photocopy of a fax sent to McClan's HQ in Havana, Cuba. The fax reads as follows: "J.S. Smith of Portland requires a 1 Mil Bag, no comebacks, for client. Details provided by Confcall: )( !%, ) (@&." The symbols correspond to standard keyboard numbers (@ is 2, # is 3, etc.). The translation of the message is a \$1 million kidnap job, details in a conference call at 9:15 on Sept. 27.

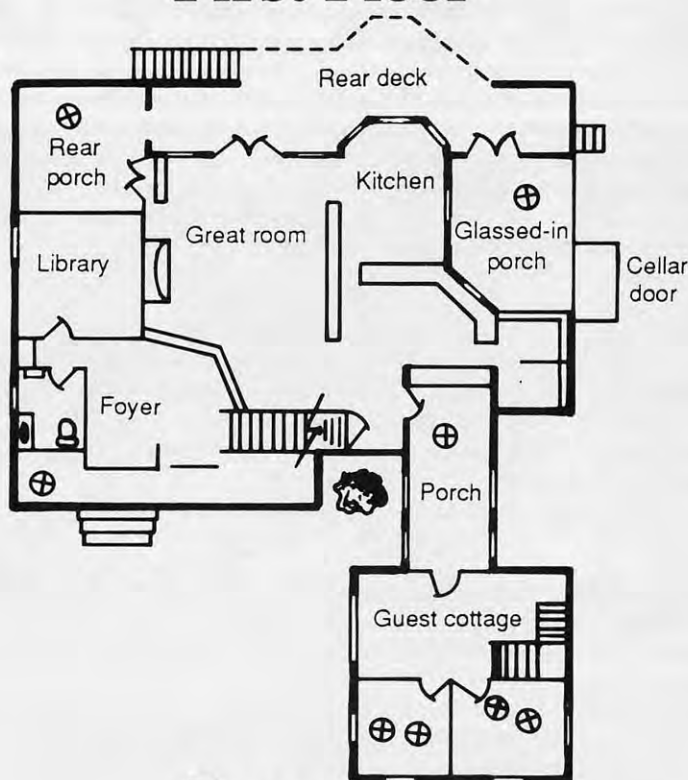
PCs with Computer 3+ can enter the phone company's computer to see which "Smith" called Havana at the time of the call.



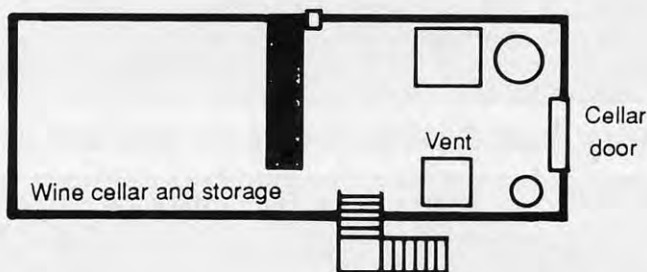
## Second Floor



## First Floor



## Basement



## Malthus Estate

### McCLAN'S HEADQUARTERS

McClan's operation is located in the north-eastern part of Havana, in a rather plain building, with a bar on the street level. A barred reception window is located on the far wall. If the PCs pose as mercs looking for work and ask to see McClan, they will be given a pile of forms to fill out and told to wait. After over two hours, a large Cuban retrieves the PCs.

The office portion of the building is heavily fortified with 24-hour guards, murder holes, intruder alarms and booby traps—not an easy place to get in, or out, of. After an interview with McClan's officers, a personal interview may be granted if the team has references of renown.

McClan is in his plush office, sitting back, looking out his huge one-way window, spying on beach beauties with binoculars. He offers the PCs a shot of bourbon and starts the interview with questions on the team's specialties.

The PCs have a variety of options for trying to get information out of McClan:

If the PCs attack or threaten him, McClan will press a hidden alarm button on the chair. The room will fill with well-trained and heavily armed thugs, and the PCs will find themselves in a battle for their lives.

If the PCs try to drink McClan under the table, he may begin to brag about a hot bag in Boston, dropping the name of Jason Lewis Smith of Portland, ME.

If the PCs put McClan out with tranquilizers and search the room, they can locate a Flaming Skulls file in 5D6 minutes. A notation on the file lists Smith's Portland phone number.

### SMITH'S PORTLAND OFFICE

Smith's office is in his home, located in a posh suburb of Portland. Smith and his wife, Mary, are the usual occupants of the residence. The house has an extensive home security system, overcome with an Average: Electronics or Difficult: Computer task. The PCs can locate the Malthus estate by either ransacking Smith's files, taking 3D10 minutes to locate the land title, or by interrogating Smith (Average: Interrogation).

If the neighbors become suspicious of any strange activity, they will notify police, who will arrive in only 2D10 minutes. The FBI will then take over the case, and the PCs will forfeit their reward and get jailed for burglary, while Crittenden takes an extended vacation.

Smith's file on the Malthus estate reveals the following information: Located on Harvabunk Island in Casco Bay, the estate consists of a 2500-square-foot, two-story house, a boathouse and a small barn. A 20-foot launch is tied up at the dock. The only



contact with the mainland is via a short-band radio. Electricity is provided by a basement generator, and there is a home security system.

## MALTHUS' ESTATE

The shoreline of the island is rocky and mostly 10 to 15 feet above the waterline. The team will probably land by boat to get the house, which is guarded by at least two Skulls at all times. The Skulls are also equipped with IR goggles and a starlight scope.

**Basement:** The main entrances are the coal chute and the stairs. A large air vent for the generator under the deck can be forced open (noisily). Combined Strength needed is 16.

**Guest Cottage:** Connected to the main building by a glassed-in porch, the cottage has two bedrooms and a bath upstairs, and a third bedroom and small den on the ground floor. This is where the Skulls take turns sleeping and eating.

**Foyer:** A small covered porch with several squeaky boards. Inside the door, the floor is hard polished stone. The stairs to the second floor are next to front door, with the stairs to the basement on the other side. A guard always patrols these areas.

**Great Room:** A 17x21 sunken room with a high vaulted ceiling. French doors open onto the porch.

**Library:** The Flaming Skulls use this room as their meeting room, when necessary. The

window is set with a demo charge to discourage intruders or provide an easy escape route. Blast Damage=3D6.

**Rear Porch:** The guard here patrols the back deck every 10 minutes.

**Rear Deck:** A large wooded deck with a scenic view of the upper Casco Bay. There is a one-half-meter clearance beneath the deck.

**Kitchen:** Unoccupied except for meal-times (8 a.m., noon, 6 p.m.) and late-night snackers.

**Glassed-In Porch:** The guard stationed here alternates walking the deck with the guard stationed in room the rear porch.

**Bedrooms:** The southern room is empty.

**Malthus' Bedroom:** This room is filled with Nachtuhi-themed pictures, books and CDs.

**DeCavour's Room:** Decorated in an elaborate Victorian style, this room has a piano, writing desk, fireplace and small, covered deck. DeCavour is either at the piano, gazing out the north windows, sleeping or conversing with Malthus. The door is locked, and only Malthus has the key. Ironically, the outside deck door is unlocked due to the tight ground security.

## ASSAULT

During an attack, Malthus will go completely mad and try to escape with DeCavour, using the island launch. He carries no weapon.

The guards are armed only with pistols

but can become fully armed in about two minutes, with 10 clips of each ammo type. Their main defensive tactic will be to hold the upstairs floors and bloody the attackers enough to force retreat or surrender (then execution). If forced outside, they will set fire to the house in order to cover their escape. If escape is impossible, they will fight to the last round.

## CONCLUSION

If the PCs rescue DeCavour unharmed, they will receive money, renown and free concert passes. If Malthus is captured alive, he will spend the rest of his life in the state mental hospital. If Malthus escapes, the PCs will have a very angry and insane enemy to deal with in the future.

## NPCS

**Kathryn DeCavour:** The intellectual soul of Nachtuhi, she enjoys singing, dancing, and playing the flute, keyboards and percussion. A pale and mysterious beauty with her long hair and tinted granny glasses, she has been married to guitarist Richard Kalmer since 1985. They have no children (but are godparents to a few dozen). She is politically liberal and quite active, but somewhat old-fashioned in her ways. She is fluent in French and German, with a spattering of Russian.

**Miles Malthus:** A very disturbed young man of 28, he has been a fan of Nachtuhi since he was 16. He lives off his inheritance. Having seized his long-sought after prize in

# Don't just play a role...Fight!

## LaserGrenadiers

Wargaming Rules for 25mm Science Fiction Miniatures.

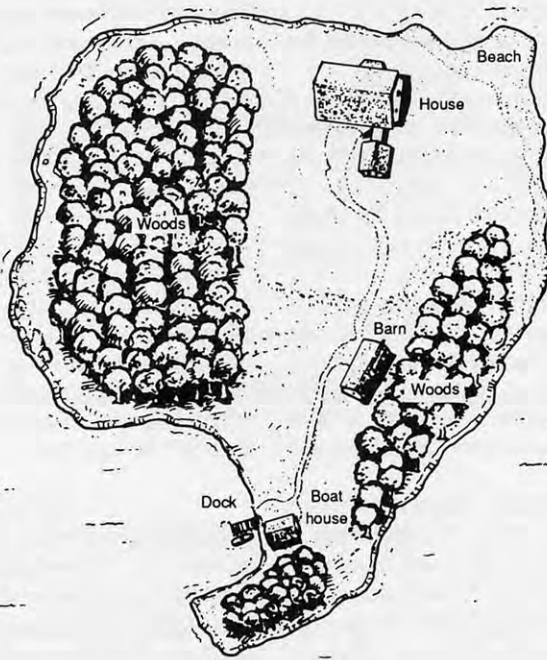
Create and field your own forces in futuristic combined arms warfare. Outmaneuver and outfight your opponent to dominate the field. Use any lines of figures or plastic models. Fight major battles or small raids with infantry, armor, artillery and aircraft. Extensive weapons tables. Campaign and optional rules. 8.5x11 format. 104 pages. Wirebound for easy reference.

**LaserGrenadiers** — The science fiction rules that wargamers have been waiting for.

Ask your dealer, or send a check or money order for \$20.00 plus \$3.00 shipping and handling to:

**Godfox Enterprises P.O. Box 941699  
Atlanta, GA 30341-0699**





## Harvabunk Island

DeCavour, he treats her with undying affection and devotion, though he barely has the courage to touch her. To him, she is a goddess of magic and light.

**Bill Crittenden:** A 57-year-old Vietnam vet who became such a fanatical American Civil War buff that he has been wearing various Confederate Army uniforms since

1975. He owns and operates a chain of 15 military surplus stores throughout southern United States (Texas to North Carolina) and is the publisher of *Military Universal* magazine (read by mercs worldwide). His headquarters is located in downtown Macon, GA. He is a wily businessman with an eye for any merc mission he can organize.

**George McClan:** Formerly of the US Rangers, McClan went renegade after being kicked out of the army for stealing and selling weapons. Escaping from jail, he has set up his own mercenary referral company in Havana, Cuba. He specializes in very dirty jobs, hiring mostly Cubans and former gang members from America. He is not as interested in the motives of his employers—just their money.

**Flaming Skulls:** Murderous thugs numbed by years of violence, driven by greed and delight in taking human life. Their specialty is quick and extremely deadly raids on unsuspecting victims. The Skulls consist of two former members of the Miami Boys drug gang, two Cuban teenagers and four heavy metal biker types.

**Jason Lewis Smith:** Smith is a former corporate lawyer who lost most of his business scruples in the 1980s. He remains loyal to the Malthus family because he is well paid for his loyalty. Smith is a combat Novice. His contacts with McClan began with an article in "Legalities and Legislation," a Bar Association PAC newsletter. Ω

# How's That?

*Submitted by Floyd Zollars*

Military terminology has different meanings to different branches of the military. For instance:

If you tell a navy officer to secure a building, he locks the doors and turns off the lights.

If you tell an air force officer to secure a building, he goes out and rents one.

If you tell an army officer to secure a building, he posts armed guards.

If you tell a marine to secure a building, he calls for artillery and then attacks. Ω



# BATTLESIGHT

## A rules variant for Twilight: 2000

By Capt. Thomas E. Mulkey, US Army (Retired)

*Sniper, n. In military usage, a sharpshooter concealed to harass the enemy by picking off individual members, usually at long range with a telescopic rifle.*

**T**hese optional rules were created when two problems cropped up during sessions of my regular playtest campaign.

First, one player experienced acute frustration upon being told that his character's Barret M-82 "Light Fifty" was "out of range" at 550 meters. The real Barret uses the same ammunition as the M2HB, as the player, a Special Forces sergeant in an active reserve SF group well knew. The correct battlesight zero for the M2HB is considerably greater than the 1200m extreme range given in the rulebook. Fifty-caliber MGs had been used in Vietnam and Korea to reach out and "touch" the dog tags, helmets and name tags on the fatigue shirts of unfriendlies at ranges out to and beyond three kilometers. In the single shot aimed fire role, the M2HB remains the most accurate flat-trajectory small arm in the US inventory. I resolved this reality glitch by declaring the M-82 to have a short range of 350 meters. Using optical sights and an aimed shot, the maximum effective (extreme) range becomes 2920 meters, close enough for government work.

The second problem occurred when another player character—armed with a WA-2000, a thermal imager and a Small Arms Rifle (SAR) skill of 8—discovered his chance of hitting a moving motorboat's engine with a called shot at 370 meters was a big 1. That is pretty poor shooting for an alleged "expert," considering that the boat was moving at only 14 mph (31.2 meters per phase) and that an inboard engine is as big as an average man. Rather than recalculating the range for every weapon in each of the various books, as I had begun with the M-82 in the first example, I came up with the following optional rules.

### QUALIFICATIONS

Any individual with an SAR skill of 7+ qualifies as a sniper for purposes of these rules. Not everyone who is a very good shot is also a *military* sniper, a position requiring specialized training in addition to SAR 7+.

### BENEFITS

A trained sniper can zero-in or "battlesight zero" individual telescope-equipped rifles and selected pistols to conform to the sniper's individual aiming idiosyncrasies and ensure high individual accuracy in his hands alone. As the sniper increases his SAR skill, he can adjust his battlesight zero to be effective at greater range.

### GAME MECHANICS

Subtract 5 from the sniper's SAR and multiply the result by

the close range of any weapon the sniper has previously battlesight zeroed. The result is the effective close range for that sniper with that weapon. Treat this new close range just like that of any other weapons' close range for purposes of determining the chance of hitting for the sniper who did the zeroing only. A weapon zeroed by one individual is not considered zeroed for anyone else, even another sniper.

The rule adding 15 to a weapon's close range when a telescope is attached is suspended, but treating extreme range as long range for aimed shots with a telescope still applies.

For example, a sniper with an SAR of 8 has zeroed a Barret M-82 "Light Fifty." The original range for aimed shots using a bipod was 90m.  $SAR\ 8-5=3$ .  $Range\ 90 \times 3 = 270$  meters close range, 540 meters medium range, 1080 meters long range and 2160 meters extreme range.

Remember that aimed shots with a telescopic sight treat all extreme ranges as long for purposes of determining a hit. These ranges do not apply to quick shots or to shots from other than bipod-supported firing positions and still require one full action to aim. The 15-meter telescope bonus does not apply here, but remains in effect for nonsnipers.

It is an Easy: SAR task to set a battlesight zero on any rifle or pistol equipped with adjustable telescopic sight. It is an Average: SAR task to zero adjustable iron sights and a Difficult: SAR task to adjust factory-installed fixed iron sights. Gunsmithing skill makes each of these task rolls one level easier.

Only pistols equipped with telescopic, laser beam or adjustable iron sights or rifles may be zeroed in this manner. Iron sights welded or molded into the body of the gun may not be adjusted—they may only be allowed for by the firer, which is not the same as zeroing the sights.

Zeroing the weapon requires a minimum of five minutes, 12 rounds and access to a range having targets at distances equal to the weapon's original close range.

While any weapon with an adjustable sight can (and should) be zeroed by its regular operator, this rule expressly excludes nontelescopically equipped crossbows, pistols, hunting or target bows and all heavy weapons of any sort, with or without telescopic sights.

Quick shots and automatic fire *never* gain the benefit of zeroing. Nonsnipers still gain 15 meters to close range using telescopes, and all telescopic-aimed shots at extreme range are still considered long range to determine to-hit numbers.  $\Omega$

---

*This article was written with the advice and suggestions of Sergeant Ross Beaver (USAR Special Forces), Specialist Jeffery Swain (ex-USA Signal Corps) and Specialist John Leight (ex-USA Signal Corps). Playtested by Largo Adventurers' Guild.*





# CHALLENGE 64

*The Magazine of Science-Fiction Gaming* US \$3.50

DARK CONSPIRACY™  
**Shadow Over New Brunswick**  
*Dustin Browder*

CALL OF CTHULHU®  
**Valley of Twisted Apes**  
*Paul Sudlow*

MEGATRAVELLER™  
**Missing Links**  
*Ken Pick*

8-page MegaTraveller Insert  
**WHEN  
EMPIRES  
FALL**  
8-page MegaTraveller Insert

**GDW**



**I**n the worldwide collapse of **Twilight**, a variety of fire-arms would be available to the civilian populations. NPCs are often armed with high-tech, modern, military weapons, all of which cannot possibly be covered in the rules.

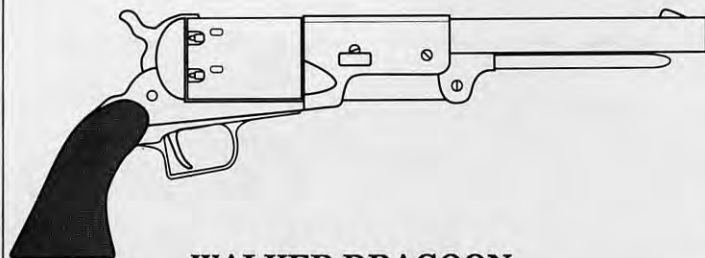
# Handgun Alternatives

*Black powder revolvers for Twilight: 2000.*

*By Daniel Casquilho*

who used the weapon was Wild Bill Hickok, who carried a matched pair of 1851 Navy revolvers.

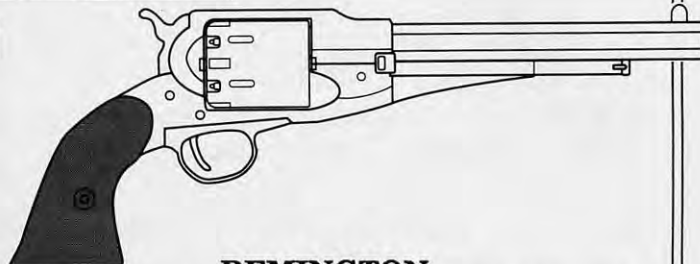
The 1851 Navy was a light pistol, weighing in at two pounds. It had a 7½-inch barrel length and an overall length of 14 inches. This made it very popular because it was light and could be quite handy.



## WALKER DRAGOON

The Walker Dragoon was designed by Texas Ranger Captain Samuel H. Walker and Samuel Colt, the originator of the Colt firearms company. The Dragoon was one of the most powerful handguns of its time.

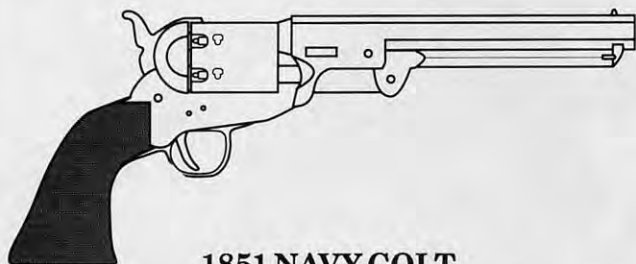
The Dragoon was quite a large weapon at four pounds, 11 ounces. It had a barrel length of nine inches and an overall length of 16 inches. Despite its size, the Dragoon turned out to be liked by the troops and served throughout the Mexican War.



## REMINGTON NEW MODEL ARMY REVOLVER

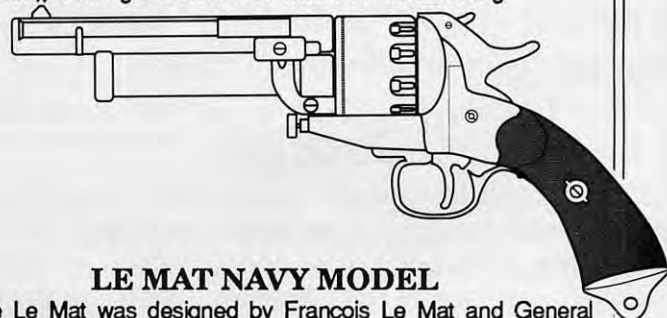
This is one of the last cap 'n' ball designs purchased by the US military. The Remington has a solid frame. This gave it a better accuracy, so was well liked by the troops. It was second in popularity only to the 1851 Navy Colt, both during and after the American Civil War. This .44-caliber revolver was not quite as powerful as the Walker Dragoon, even though they were the same caliber. The cylinder was shorter, so less powder could be loaded into it.

The Remington weighed two pounds, eight ounces. It had a barrel length of eight inches and was 14¼ inches long.



## 1851 NAVY COLT

This .36-caliber revolver is one of the more famous Colt revolvers. Many of the later revolvers manufactured by Colt followed the styles and patterns originally developed in both the Walker Dragoon and the 1851 Navy. The 1851 Navy was used by both the Confederate and the Union troops throughout the American Civil War. Probably one of the most notable individuals



## LE MAT NAVY MODEL

The Le Mat was designed by François Le Mat and General Beauregard. It was a nine-shot, .44-caliber revolver with a .65 smoothbore barrel doubling as the cylinder axis pin. This design gave the Confederate officers a very powerful handgun. Another unique feature of the Le Mat was that the same hammer could fire both the

## BLACK POWDER REVOLVERS

| Weapon     | ROF | Dmg | Pen   | Blk | Mag | —Recoil— |      | Rng | Ammo   | Wt  | Cost |
|------------|-----|-----|-------|-----|-----|----------|------|-----|--------|-----|------|
|            |     |     |       |     |     | SS       | Brst |     |        |     |      |
| Dragoon    | SAR | 3   | 1-Nil | 2   | 6R  | 3        | —    | 10  | .44/BP | 2.2 | 250  |
| 1851 Navy  | SAR | 1   | Nil   | 2   | 6R  | 2        | —    | 8   | .36/BP | 1.0 | 135  |
| Remington  | SAR | 2   | Nil   | 2   | 6R  | 3        | —    | 8   | .44/BP | 1.2 | 150  |
| Le Mat .44 | SAR | 2   | Nil   | 2   | 9R  | 3        | —    | 8   | .44/BP | 1.6 | 550  |
| Le Mat .65 | SS  | 3   | 1-Nil | 2   | 11  | 4        | —    | 10  | .75/BP | 1.6 | 550  |
| Stock      | —   | —   | —     | +1  | —   | -1       | —    | +3  | —      | 1.0 | 150  |

Weight is listed in approximate kilograms. Cost is approximate modern dollar cost. The stock attachment can only be used with the Walker Dragoon or the 1851 Navy.



revolver or the smoothbore. This was done by flipping a miniature hammerette at the top of the hammer. The user could choose between firing the nine .44-caliber shots or flipping over and firing the single smoothbore. And even when it was completely field stripped, the user could still load and fire the single-barrel smoothbore. The Le Mat was a favorite of General J.E.B. Stuart. General Beauregard also carried a Le Mat. The weapon was mostly manufactured in France and England. Note that the ram rod was located on the left side of the weapon and not below the barrel as in most revolvers.



## 1851 NAVY COLT WITH STOCK

### GAMING IDEAS

Black powder revolvers can be introduced into your campaign in a variety of ways. Following are three examples.

**Gun Collector:** A gun collector has used his collection to arm his family, friends, men or gang. This can be a way to introduce many different weapon types to your PCs.

**Junior Militia:** A local militia uses black powder weapons to train younger members, leaving the modern weapons to the more experienced men.

**General:** A man riding a horse and dressed in the uniform of a Confederate general shows up. He claims to be J.E.B. Stuart, complete with his Le Mat. This NPC can provide either a comic relief or a real problem.

### NEW EQUIPMENT NEEDED

All the revolvers will need the same items to fire—namely, a ball of the correct diameter, some black powder, a patch and a primer cap. For ease of play, the black powder ammo listings found in the basic rules can be used.

**Ball, Black Powder, Patch and Primer Cap:** These may be wrapped in paper as separate units or in grouped in bulk. The powder used should not be the same powders used in modern firearms. Most black powder revolvers are not strong enough to use the new, more powerful, powders.

**Weight:** 1 kg per 40; **Price:** \$25 per 40.

**Black Powder Tool Kit:** A black powder tool kit contains the wrenches, ball molds, powder measure, powder flask and cleaning tools needed to maintain a black powder firearm. Cleaning is very important to the life of a black powder firearms, as the powder residue can damage the weapons very quickly.

**Weight:** 1.5 kg.; **Price:** \$150.

**Stock:** An attachable stock can be added to the Walker Dragoon or the 1851 Navy Colt to create a light carbine. Statistics are listed in the weapons table. Ω

*The following were used as references and idea material:*  
Navy Arms Company Catalog, 689 Bergen Blvd., Ridgefield, NJ 07657.

*Guns of the Wild West by George Markham, published by Arms and Armor Press.*

## MECHFORCE NORTH AMERICA<sup>®</sup> THE OFFICIAL **BATTLETECH<sup>®</sup>** PLAYER'S ORGANIZATION

Now is your chance to get all of the latest information on the Inner Sphere, the Clan invasion and all the latest news on FASA products. **Mechforce North America (MNA)** is the only FASA approved players' organization dedicated to the warriors who count!

-As a member of **MNA** you will receive:

- One 24 page Mechforce Manual
- One Mechforce Membership Card
- One Mechforce Membership Certificate
- One FASA poster (if available)
- Four quarterly issues of **MECH** magazine
- The ability to purchase Battletech products, many of which are exclusively available to members
- And much, much more!

For more information write to:  
AWOL Productions  
2101 W. Broadway #305  
Columbia, MO 65205-6018  
USA

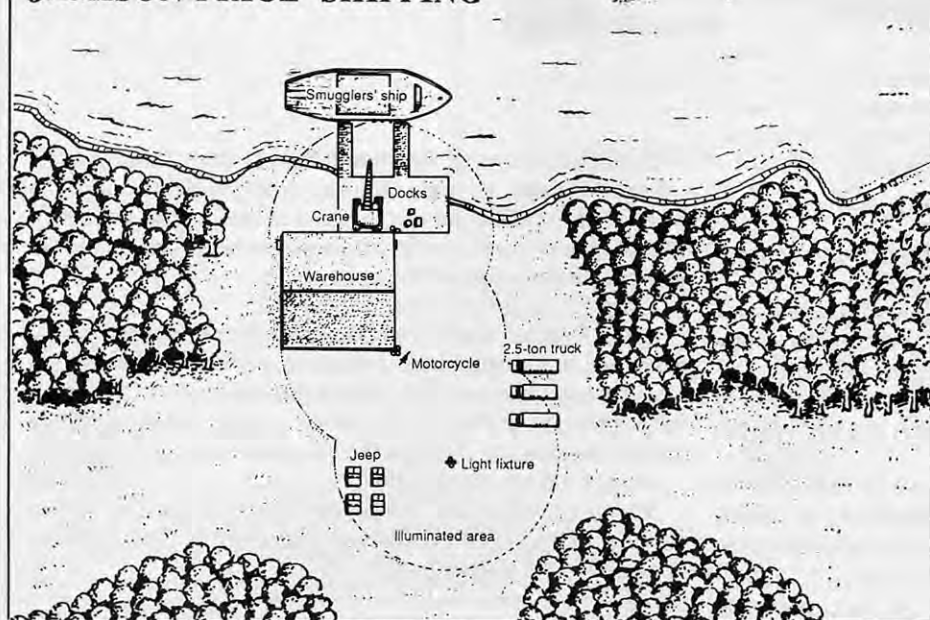
Or call 24 hours a day:  
(314)-446-AWOL [2965]

Membership in **MNA** is only \$20.00 (payable in United States Currency) and all materials are mailed US First Class. For postage, Canadian and Mexican memberships require \$4.00 extra, overseas memberships require \$6.00 extra.

# Ship Shape

By John T. Swann

## JAMISON-PRICE SHIPPING



**T**he PCs are approached by a courier who identifies his employer as Mark Price, junior partner of Jamison-Price Shipping. Price has heard of the PCs by reputation and would like to arrange a "mutually beneficial" meeting. If the PCs agree to the interview, they are directed to go immediately to a small hotel just outside of Port Angeles, Washington.

### SITUATION

Price informs the PCs that valuable shipments leaving his company have been found short of the full order lately. Price believes there are leaks in his company who inform a group of smugglers about valuable cargo. Price would like the mercs to go undercover, discover the leaks and subdue the smugglers. He initially offers \$15,000 but is willing to pay up to a maximum of \$25,000. He will pay \$5000 up front, with the rest upon completion of the mission.

### JAMISON-PRICE SHIPPING

Jamison-Price Shipping sees a fair turnover in employees, so a few new faces will not rouse much suspicion. But simply reporting for work is one thing—earning the confidence of the crew is another. To gain any information during their undercover stint, the PCs must "mesh" with the employees. Skills which may help the PCs fit in include Persuasion, Scrounging (resourcefulness), Small Boats and Mechanic.

Even if they make a few new friends, all will not be smooth sailing. Each day, the PCs will face 1D6+2 situations that could jeopardize their cover. The exact nature of these situations is up to the referee, but some suggestions include: hidden weapons could be accidentally revealed, incriminating evidence could be seen in the PCs' lockers, the PCs may not tell consistent or convincing tales, their questions might seem too pointed, etc. The referee can determine the seriousness of each potential breach of security, depending on how the PCs handle the encounters.

Eventually, if they earn the employees' trust, the PCs will be approached by Peter Davies, one of the night security guards. Davies will offer the PCs a "cash bonus" if they "help with night security on Wednesday."

### NIGHT SECURITY

As they probably suspect, a large cargo hand-off is planned for Wednesday night, with Davies and Vince Harmon in charge. When the PCs arrive, they will be met by Davies. Harmon will arrive soon after on his motorcycle, acting skittish and casting the PCs more than one sideways glance. Shortly thereafter, the smugglers will make their debut from the area of the docks.

If the PCs did something earlier to jeopardize their cover, the smugglers may have set up an ambush.

Otherwise, it will be up to the PCs to make the first aggressive move.

The shipping area is well lit, so there will initially be no penalties for combat. However, the lights may be shot out. Davies and Harmon will initially fight on the side of the smugglers. But neither is willing to die for the cause, and they will surrender or flee if their lives are on the line.

### NPCS

**Peter Davies:** A night security guard for Jamison-Price Shipping. He is the one who originated the idea of leaking information to smugglers, and he talked Harmon into the scheme. Davies is a Novice NPC. He has Small Boat: 1, Mechanic: 1 and Small Arms (Pistol): 2. He is armed with a .357 magnum.

**Vince Harmon:** A night security guard for Jamison-Price Shipping. Harmon dislikes the idea of inviting the PCs to help in this mission. However, he and Davies cannot handle this large shipment alone and must seek help. Harmon is an Experienced NPC. He has Small Boat: 1, Mechanic: 2, Small Arms (Pistol): 3 and Unarmed Combat: 1. He is armed with a .357 magnum.

**Smugglers:** There are 11 smugglers, including Michael Clive and Janos (see below). The smugglers are loyal to their leaders, and won't lose morale unless Clive runs or is incapacitated and Janos is incapacitated. The smugglers are Experienced NPCs. They have Small Boat: 2, Mechanic: 1, Small Arms (Rifle): 3 and Melee Combat (Unarmed): 1. Each is armed with an M9, an Uzi with an extra clip and a frag grenade.

**Michael Clive:** Clive is the captain of the smugglers. He shows a carefree, nonchalant attitude, but in reality is a stoic killer. Clive is skilled, but if he looks to be outclassed, he will make a run for it. Clive is a Veteran NPC. He has Small Boat: 5, Mechanic: 3, Navigation: 4, Small Arms (Pistol): 5 and Melee Combat (Unarmed): 4. Clive is armed with an HP-35 and a Vz-62 Skorpion with two extra clips. He wears a Kevlar vest.

**Janos:** Janos is the massive Polish first mate. He says nothing. Janos will fight until he is killed or incapacitated, and will take as many PCs as possible with him. Janos is a Veteran NPC. He has Small Boat: 4, Mechanic: 4, Heavy Weapons: 3, Small Arms (Rifle): 5 and Melee Combat (Unarmed): 5. Janos is armed with a .38 revolver, an FAMAS with four extra clips, and two frag grenades. He wears a Kevlar vest.

### PAYOFF

If the PCs are successful in defeating the smugglers, they will be paid the amount promised and may keep any weapons they confiscate. Price will offer to retain the PCs as regular enforcers. If they accept, they will receive an extra \$5000 stipend.

The PCs will receive partial payment if they capture Davies and Harmon, but not the smugglers. Ω





*Jamison-Price Shipping has a leak.  
Can a group of undercover PCs solve the mystery  
and bring the smugglers to justice?*

*Bizzardo*



# CHALLENGE™

The Magazine of Science-Fiction Gaming US \$3.50

# 65

3rd Annual  
**HORROR**  
Issue!

MEGATRAVELLER®  
Deadly Artifact  
*Michael Brines*

DARK CONSPIRACY™  
Dark Halloween  
*Michael C. LaBossiere*

SHADOWRUN™  
Freshly Kilt  
*Christopher E. Wolf*

plus—  
TWILIGHT: 2000™  
CALL OF CTHULHU®  
CYBERPUNK®  
and more!

# GDW



# It Was Unlikely...

## ...That America would come apart at the seams.

But it did.

## ...That a town would be deserted.

But after the attack on the US, the town of Cedar Rapids, Nebraska was abandoned by its inhabitants. People took what they could carry and left, leaving an intact, unlooted jewel in the heartland. A ghost town in the middle of nowhere.

## ...That lunatics would rule the land.

Willowview Mental Hospital lies 10 kilometers southeast of Cedar Rapids. In late-1997, the staff released the 150 patients, reasoning that their only chance of survival lay in escape. Now, the lunatics have made Cedar Rapids their home. And visitors are always welcome.

## ...That werewolves would stalk at night.

But they seem to be terrorizing this strange, small town.

By Legion

### A SAFE HAVEN?

Cedar Rapids is a strange place to visit. About 100 lunatics live there now, so daily life is admittedly somewhat bizarre. The inhabitants do their best, though, to emulate a normal town. Of course, that task is made easier since most of them *believe* they are just your average rural folk.

What is most remarkable is how their isolation in Willowview has affected them. The staff there felt it was best not to bother the patients with the more mundane aspects of life outside—like the war, for instance. So after their release, it was not too difficult for the patients to form their own world view, doing their best to carry on a “normal” life. And normal lives don’t include wars. Their collective reality remains locked at about mid-1997, when America was still a normal working, living, spending country of “hot dogs and apple pie.” Only one of them (Old Man Wilson) believes the war even took place!

These people are lunatics, not idiots. They hunt, keep gardens and fish. A couple even brew alcohol for fuel (“I sure can’t figure out why the gas delivery is so late this week.” Week after week.), and most will defend themselves if attacked.

Some of these townfolk have opened stores and now run them as though they were pre-war businesses. Of course, they will only sell things for pre-war US dollars. Some will even take credit cards! None, however, will take gold or barter.

That ought to mess with your players’ minds.

### SEND IN THE CLOWNS

The PCs are travelling east along State Highway 56 in eastern Nebraska. Lying directly across their path is the town of Cedar Rapids, Nebraska. The road bridge across the river at the north end of town is ruined. To continue on their way, the PCs can try to build a makeshift bridge, find a suitable ford or go back the way they came to attempt a crossing at some other point. During their stay in town or from reconnaissance of the area, the PCs will discover that the only place where vehicles can cross the river is at Willowview, over a covered bridge. Meanwhile, the townfolk are very nice for these times. Why don’t the travellers rest up for awhile?

### PAYDIRT

In October 1998, Cedar Rapids was “discovered” by detachments from

both the 35th Engineer Brigade (Combat) and a sizable marauder group operating out of Grand Island to the southwest. During the short but furious engagement that followed, the 35th lost an M60A3 to the marauder’s antitank fire. Both sides withdrew, badly bloodied. The 35th abandoned its knocked-out M60 half buried in a collapsed house, and the marauders blew up the bridge just north of town to prevent pursuit.

Now, lying abandoned and rubble-covered in a house near the center of town is a burnt-out M60A3. The vehicle is irreparable—its interior was completely gutted when the tank’s ammunition blew up. Covering the turret and hull front are a number of Blazer Block reactive armor units. The PCs can recover 11 units if they clear away the rubble. Salvaging the Blazer Blocks will take four hours if the PCs have appropriate tools, eight hours if they’re winging it. Add another four hours to clear away the rubble and another four to recover the rest of the reactive armor.

### WEREWOLVES

The first night the PCs spend in town, they will be attacked by three rabid “werewolves” from the asylum. The lunatics will attack until one of them is injured, at which time they will retreat into the dark woods, running for their “den” in Willowview.

Of course, the PCs don’t believe in werewolves. But this is an odd little town. And the world has become a strange place. And there is a full moon. Be sure to play the situation up for all its worth.

If any of the PCs are bitten by the werewolves, they may want to visit the asylum and raid the pharmacy to find relief from possible rabies infection. If they decide to search for and destroy the rabid lunatics terrorizing the town, their quest will lead them to the asylum, where the werewolves are holed up. Either way, looks like they’re going to the asylum.

### WILLOWVIEW

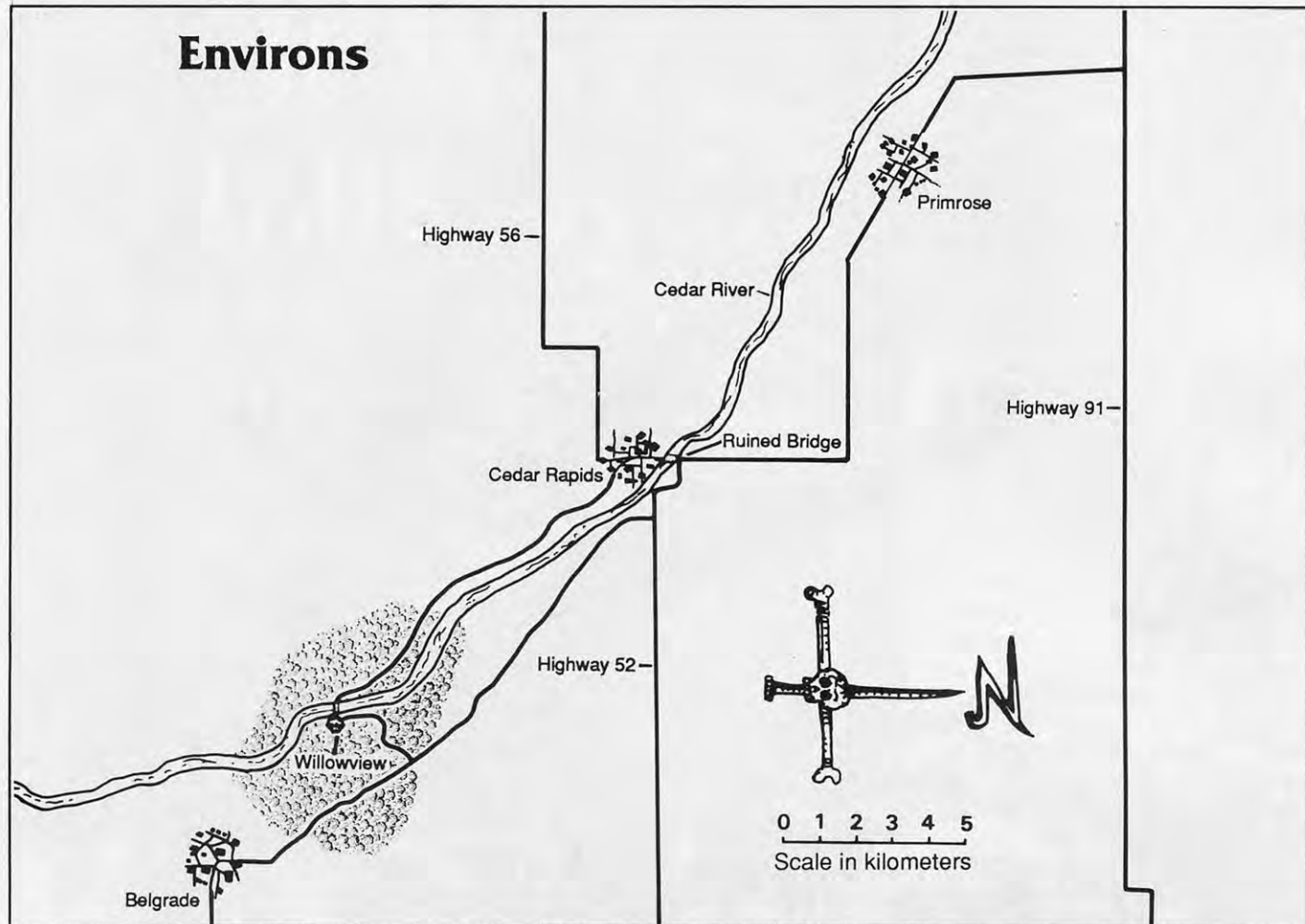
Willowview Mental Hospital was built in the mid-1990s as a residential sanitarium for persons diagnosed with nonviolent and “quiet” mental illnesses.

Located on the north bank of the Cedar River, which flows shallow and slow here, it is surrounded by thick





## Environs



woods. The establishment is accessed by a two-lane drive which runs up one side of the river and down the other.

A 10-foot-high chainlink fence runs around the entire perimeter of the site. Before the war, it was electrified with a very low charge, more to keep the woodland animals out of the grounds than to keep the patients inside.

**Covered Bridge:** This modern-built replica has a concrete superstructure and is covered by a wooden tunnel. It once had electric lighting, but since the war, it remains dark and gloomy. The ceiling is covered with cobwebs, the walls with moss, the pavement with twigs and dry leaves. This is a fairly lightweight structure, as bridges go. Two lanes wide, it has a maximum load limit of 15 tons.

Only vehicles 15 feet high or lower may pass through the bridge's "tunnel." If they so desire, the PCs can reinforce the bridge (Average: Civil Engineer) to allow heavier vehicles (like tanks) to cross.

Lying at the south end of the bridge

is a man's corpse. He is curled into the fetal position, his mouth gaping in a drawn, silent scream. This poor wretch was one of the four rabid lunatics terrorizing the area. His disease finally got the better of him.

**Security Shacks:** These two buildings are both one-story, 10-foot-square wooden structures. A variety of office supplies and furniture inside might be of interest to the PCs.

**Administration Building:** This expansive building is one-story high. It also is made of wood and contains office equipment and stationery.

**Hospital Building:** This is a two-story, concrete monolith. The most interesting part of the hospital, as far as the PCs are concerned, will be the pharmacy. Because rabies had been contracted by over-friendly patients in the past, the hospital maintained a few lots of antirabies serum in the dispensary. There are still two complete treatments worth of serum in the locked pharmacy room, at the back of the infirmary. To make the PCs' lives a little easier, the serum is still good. But if you really want to

throw a PC a scare, have him get an expired lot of serum.

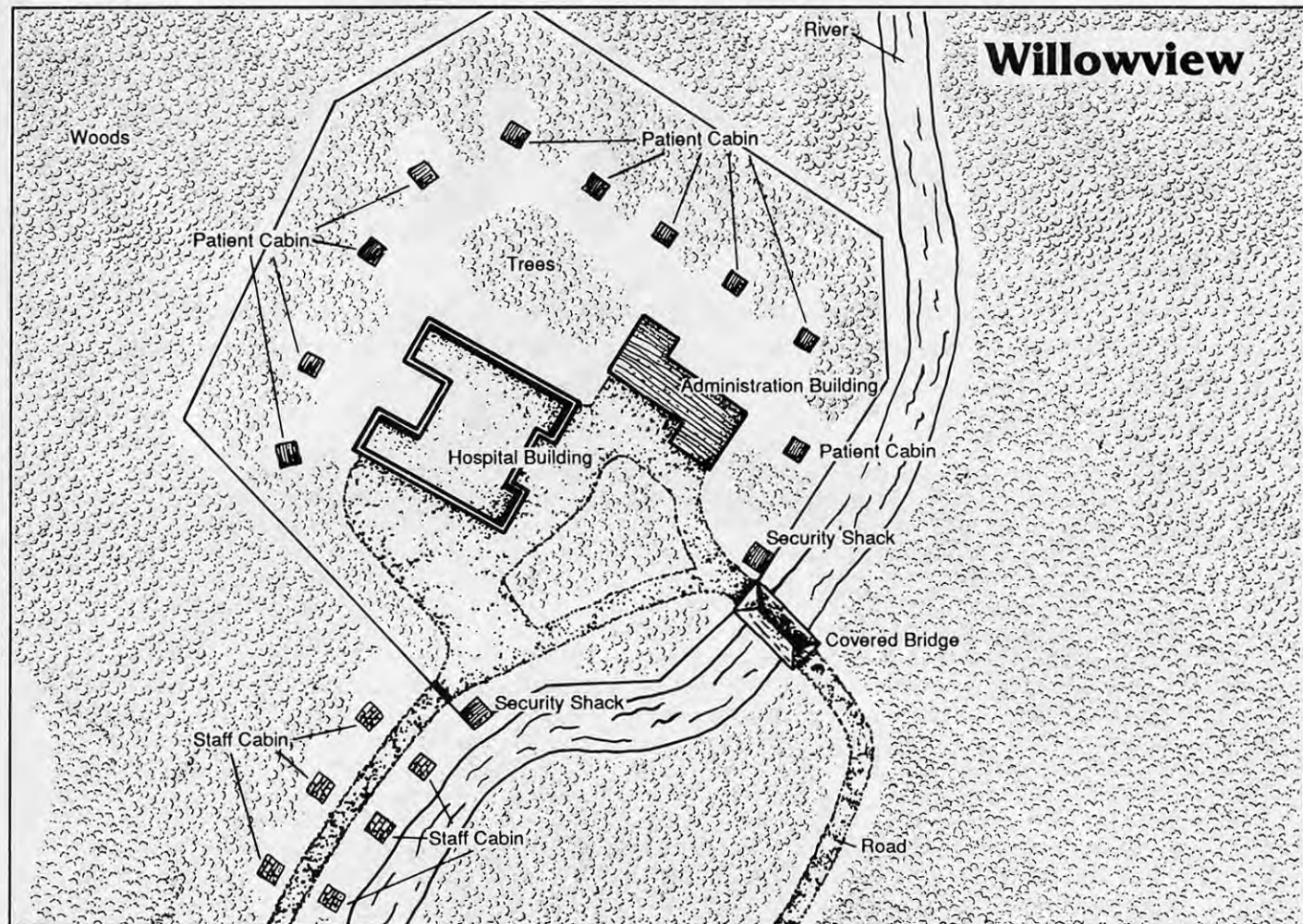
**Patient Cabins:** These buildings are similar to the security shacks described above. Each is a 15-foot-square, one-story, wooden construction. Inside are an assortment of bedding and furniture.

**Staff Cabins:** These six buildings were permanent quarters for the hospital's live-in staff members. They are one-story, brick buildings. Searches might turn up anything that could be found in an unlooted home.

## CONCLUSION

Any surviving werewolves will attack the PCs in multiple hit-and-run ambushes from the cover of woods and buildings on the asylum grounds.

They will continue to harass the PCs until they are eliminated or until the PCs leave the area. If the werewolves are allowed to continue their depredations against the surrounding area, they may infect more people. The last thing post-war eastern Nebraska needs is a rabies epidemic. If that is not enough to



motivate the PCs, the townsfolk can offer some sort of reward for the PCs' services.

Like I said, these people are lunatics, not idiots. Who wants to be terrorized by werewolves?

### NPCS

The following nonplayer characters will be useful in this adventure.

#### Doc Witherspoon

In the late 1980s, it was revealed that Doc Witherspoon had absolutely no real medical training. Shortly thereafter, he was arrested for practicing medicine without a license. Still, he believes he is a fully trained and licensed doctor.

Of course, when the patients from Willowview moved into town, he took over the town doctor's clinic.

He looks and acts for all the world like he knows what he is doing. It is a Difficult task (Observation+Medical)+2 to notice his lack of Medical skill.

If the player characters get injured and go to him for help, they better

take their lucky rabbits' feet with them. Doc is a Novice NPC.

#### Sheriff Hoover

This man labors under the delusion that he is J. Edgar Hoover. He will willingly help anybody he doesn't suspect of being a communist. He will come to the PCs' aid when they are attacked by the werewolves. If any of the PCs have been bitten by the foamy-mouthed terrors, he will tell them to go see Doc Witherspoon. He will also mutter something about "the hospital."

The PCs should know from their drive through the town that there is no hospital here.

If they question the sheriff further, he will whisper that there is a hospital southeast of town, on the river, that he is "sure is where subversives meet to plot."

Despite his zealous belief in this, he will not go to the hospital himself. "I've got to stay here to protect the townfolk," he explains.

Hoover is a Veteran NPC.

#### Old Man Wilson

This unpleasant but well informed individual lives in the mansion on the hill near the center of town. He is crabby and very rarely leaves his house during daylight. He is the most knowledgeable resident of town regarding the war because he has found and read the previous occupant's diaries of the events of the late-1990s. He will never volunteer information.

He is an Experienced NPC.

#### Werewolves

A few weeks ago, four lunatics out for a walk in the woods near town were attacked and bitten by a rabid fox which they attempted to take home as a pet. These poor wretches are now in the excitation period of their rabies infection—beyond help—and will perish in less than a week.

Each believes he is a nocturnal monster of one variety or another. When not attacking other people, they often claw and bite each other. They hide out at the asylum during the day and only "hunt" at night.

They are all Veteran NPCs. Ω



# TERROR

**The SCO drilling and production platform has stopped responding to radio messages. A corporate team sent to investigate has lost contact. Now SCO is looking for mercs with special operations experience to figure out what's going on.**

**T**he characters are contacted by a representative of South Coast Oil (SCO) Company. They are looking for some mercenaries with special operations experience for a short counterterrorist operation. An SCO drilling and production platform, SC-14, has stopped responding to radio messages, and a corporate team sent to investigate lost contact after landing by helicopter on the platform. All SCO knows for sure is that the team reported the rig to be visibly intact, but with no human presence visible. SCO received a serious if vague terrorist threat recently, and believes that the platform may have been taken over by hostiles.

The SC-14 rig is within Cuban waters, part of a joint SCO/Cuban government project. As a result, SCO can't call for US government help, and SCO doesn't trust the Cuban police and military with the safety of the platform. SCO guarantees that it will cover any international legal repercussions with the Cubans, should they come up. All the team has to do is figure out who's holding the platform and eliminate them.

The platform is worth over \$200 million and produces roughly that amount of oil per year. SCO is willing to pay \$100,000 per person on the raid (an eight- to 12-person team is expected) base salary, plus 1% of the following year's production value from the platform, thus encouraging the team to avoid damaging the production facilities. SCO will provide transport to near the platform on a company helicopter. Once the situation is under control, the team is to call in company workers. If things go wrong, the PCs can opt to abort the mission, in which case SCO can provide any pickup option the team wants short of a submarine.

## REFEREE

The SC-14 platform has indeed been the victim of a terrorist attack. A previously minor anticorporate terrorist gang called "Libre" arranged for one of its members to be hired as a worker on SC-14 several months ago, and a week ago he smuggled a medium-sized chemical agent bomb onto the platform. It was supposed to contain a disabling chemical agent, one that would not hurt the workers on the platform but that would totally disrupt production until an expensive and

time-consuming cleanup was completed.

Unfortunately for the terrorists, the bomb they purchased from a black market arms dealer contained a very different chemical agent from what they thought they were getting. Though labeled "incapacitating," it actually contained a powerful psychotropic agent. The drug, the experimental HD-45 acts very powerfully on the visual center of the brain and on the optic nerve, producing strong hallucinations and psychosis that intensify greatly when the victim is exposed to light. A strong dose also takes two to four weeks to wear off.

When detonated in the ventilation system three days before the team arrives, the bomb dosed everyone on the platform with enough HD-45 to make them psychotic during the night—and uncontrollable and self-destructively violent during the day. The bomb went off just before noon. It affected the rig's crew fast enough that nobody sent a distress call. Before nightfall that day, half the crew had died of suicide, accidents or at each others' hands, including the hapless terrorist. After nightfall, a few of the less effected individuals tried to make it to the radio room, but the lights in that section of the rig had been left on, and they lost control of themselves before they got close to the radios.

A residue of the drug remains on the platform, and it will take a week to become inert by exposure to natural forces. When the helicopter investigating the radio silence arrived, the three crewmembers contacted this residue and (since it was daylight at the time) reacted very badly. As the copilot and technician they'd brought along became psychotic, the pilot of the helicopter tried to take off and flee, but instead flew into the ocean.

## PLATFORM

The platform is built on a truss structure going down to the sea floor 250 feet down. The rig is about 80 meters square, with five levels in the main structure (averaging four meters high) from A level (the main deck, with the drilling derrick and the helicopter pad) down to E level, with most of the levels containing either oil drilling or pumping equipment, or storage for drilling pipe. Above the main deck, opposite the helicopter pad, is a smaller eight-story living tower, with 25 apartments

By George William Herbert

# in the Light





DM 9/2



on each level. Offices and common rooms like the cafeteria and exercise rooms are mostly on B level, immediately below the main deck. There are limited access routes to the girder structure under the platform (ladders and narrow catwalks).

### WHEN THE PCS ARRIVE

Of the original 220 crew, only 25 are left alive on the platform. The rest all died of suicide (quite a number have jumped into the ocean and drowned), accidents or at each others' hands. The survivors are all quite insane, very violent and hiding down in the darkest sections of the SC-14 rig's interior.

Unless the PCs are wearing chemical protection gear (unlikely), as soon as they arrive on the platform, they will begin to absorb small doses of the drug from the residue around the platform. The concentration will be low enough that they won't notice any strong reactions at first, especially since they're undoubtedly highly tense and a bit paranoid already. In low dosages, the hallucinatory effects of the drug don't appear, just slowly increasing fear and paranoia. Most teams will choose to arrive at the platform at night, so the worst effects of the drug will be masked by the darkness.

About half the platform is still lit (internal lights and electricity are working) or has natural lighting during the day (the main deck and equipment well, for instance). The rest of the rig is dark even during the day.

As the team explores the platform, the referee should roll 2D6 on the following table once every 10 minutes.

### Encounters

| Roll  | Result   |
|-------|--|
| 2-4   | Nothing occurs.  |
| 5     | 1D6 dead bodies discovered, along with signs of violence.  |
| 6-7   | A survivor can be heard moving somewhere nearby, but the characters can't locate exactly where.  |
| 8     | A survivor armed with an improvised weapon (club) attacks. Even if subdued, he is psychotic and cannot be reasoned with. Survivors will shy away from, or attempt to destroy, any lights or flashlights present.             |
| 9-10  | Nothing occurs.  |
| 11-12 | The characters encounter a pocket of stronger drug residue. 1D6 of them become noticeably more irritable and paranoid. After three such doses, a character will begin hallucinating, and after four, he will become violent. |

### A CALL FOR HELP

Eventually, the team will probably figure out that something is very wrong here and will try to call for extraction or rescue. If they've waited until daylight to make the call, anyone outside (or in bright inside lights, for that matter) is treated as having been exposed to one more dose of HD-45 than they actually have been. When they do call for help, a nervous company executive who's manning the radio will give the wrong confirmation codeword for the early extraction request. The characters should become extremely agitated, especially the ones who have received stronger doses of HD-45. The company executive, unable to tell what the characters want as the conversation becomes less coherent, will not do anything. The characters will have to wait it out through the rest of the day and the following night.

If they stay to the upper levels or the deck of the platform, the characters won't get any worse, though during the day they will feel worse. If they explore or camp in the lower levels, roll 2D6 on the following table.

### Further Encounters

| Roll | Result   |
|------|--|
| 2-5  | Nothing occurs.  |
| 6    | 1D6 dead bodies discovered, with signs of violence.  |
| 7    | A survivor can be heard moving somewhere nearby, but the PCs can't locate exactly where.   |
| 8    | A survivor attacks with an improvised weapon (club).   |
| 9-10 | PCs hallucinate sounds of movement and other sounds nearby. If characters talk about the sounds, other characters will start to "hear" them also.      |
| 11   | If any characters have been exposed to the stronger dosage, one of them will suddenly collapse and start babbling about strange visual hallucinations. |
| 12   | The PCs encounter a pocket of stronger drug residue.   |

The characters should survive the night, but in extremely frazzled condition. The next morning, the company sends a helicopter out with a team of protective-suit-equipped investigators, having guessed that there's some sort of contamination on the rig. If the characters don't massacre them on sight, they'll rescue the team and return them to shore and a couple of weeks of recuperation in a mental clinic. The rig will be decontaminated quickly, and the team will recover completely over the next few weeks.

### ROLEPLAYING PSYCHOSIS AND PARANOIA

Some referees and players may have problems roleplaying the sense of slowly disintegrating personalities. Here are a few tips on how to create the right mood for this adventure.

The key is information. Make it clear to the players that they shouldn't idly chat about what's going on during this adventure—what they say is what their characters say. Don't let them talk enough to "figure it out" among themselves.

The referee is encouraged to write notes to his players. A note can be anything from a message that could have been said out loud ("Frank, your character sees something moving behind the stacks of pipe."), to messages designed to induce paranoia in the recipient ("Hernandez keeps looking at your character, Bill. Remember when those federal agents said he'd been working with the Cubans?"), to messages designed to induce paranoia among someone else ("Nothing important happening that you can tell" given to the player running Hernandez immediately after the above note to Bill).

Don't be afraid to take a player out of the room and privately tell him that his character is going insane or psychotic. If they're a good roleplayer, they'll take that information as a challenge and will do quite a bit of your work for you.

Finally, build mood. Tell the team that there's this funny creak behind them wherever they go. Pass a note to one character saying that some bodies you saw before moved since you last saw them (if the others ask, roll dice and tell them, "You don't think so."). Surprise them if at all possible.

### VARIATIONS

To add additional twists, consider the following ideas:

**Aggressive Survivor:** One of the survivors is better armed and coherent, if insane. Think of Dr. Hannibal Lecter from *The Silence of the Lambs*, but with an arc welder and nailgun.

**Cubans:** At an inconvenient point, a Cuban navy patrol boat shows up to investigate reports by fishermen nearby that "something weird is going on."

**The Stranger They Come:** One of the characters gets a heavy dose but feels fine, until he gets a single catastrophic hallucination (i.e., a seagull on the platform turns and starts reciting maritime poetry to the character) that may leave him with a character quirk for life. Ω



# CHALLENGE™

The Magazine of Science-Fiction Gaming US \$3.50

# 66

**MEGATRAVELLER®**

**Advanced Lasers**

*Ken Pick*

**DARK CONSPIRACY™**

**Trick or Threat**

*Craig Sheeley*

**CYBERPUNK®**

**Dark Side of the Moon**

*Michael C. LaBossiere*

plus—

**TWILIGHT: 2000™**

**STAR WARS®**

**SHADOWRUN™**

**CALL OF CTHULHU®**

**STAR TREK®**

and more of the usual

**COOL STUFF!**

# GDW







# Achtung! Minen!

## OPTIONAL RULES FOR GETTING YOUR GROUP THROUGH A LIVE MINEFIELD, PLUS A “DROP IN” MINEFIELD AND TWO SAMPLE ADVENTURES.

BY MIKE SWEENEY

*When I came around the vehicles, the captain was already out there, randomly jabbing his Ka-bar knife into the soil. “Freeze, Sir!” I yelled. “A guided tour through a dummy FASCAM field,” I told him when I got nearer, “doesn’t make an engineer out of a tread-head. There’s things out there you haven’t even dreamed of. Best let a Fort Lost-in-the-Woods grad take over before you get yourself blown up. Sir.”*

**W**hen the PCs are pinned down in a live minefield, rounds spanging into the dust and pursuing armor roaring around the bend toward them, the lowly engineer task of getting them through becomes a key element of play. Minefields fall into several basic classes:

*Interdiction fields* are used to harass the enemy, are usually FASCAM or air-dropped, and are often placed on top of

or to the rear of his advance.

*Protective fields* are often hastily laid, usually around defensive positions. A typical example is a brace of Claymores under electric control.

*Point minefields* deny a particular area to the enemy, such as an airfield or key intersection.

*Tactical fields* are part of a comprehensive obstacle plan, set to channelize the enemy, to create and enhance a killing zone. They are laid according to a standard pattern, marked and recorded to NATO doctrine.

In the rapid movement of the war years, a minefield may be breached, damaged, misplaced or all of the above. Mines are uncovered by weathering, some set off by shifting earth or rusting parts. Trip-wires rust and go slack, a few cow-burgers are created, and explosives get old and grouchy.

Soviet forces favor mine-laying vehicles. A typical field is three rows, at least one of pressure-fused AT and one of AP, four to 5.5 meters between mines and 10 to 40 meters between rows, the field 300-500 meters wide. A peculiarity of Soviet minefields is the use of induction, magnetic, delayed, vibratory and other sophisticated fuses to close the lanes their own troops have used.

The families of scatterable mines, dropped from helicopter or plane, or fired in special artillery shells, produce random pattern fields with densities around 0.01 mines per square meter (typical is a 35-meter radius gator-shot of 21 mines).

The standard pattern minefield is hand laid. Each strip is established between two marked points. It may contain marked turning points. Clusters of mines sit three meters from the strip, on alternate sides of the strip at three-meter intervals.

The clusters are two meters in radius, centered around an AP or AT mine, and contain no more than five mines. The clusters off a particular strip are identical, and only the AP mines on the enemy side of the strip are equipped with trip-wires. Only one mine, the center mine, is an AT; all others are AP.

To confuse the enemy, the strip on his side contains the irregular outer edge (IOE)—a series of short strips angling off the final strip. There are no trip-wires in the IOE.

Clusters may be omitted because of obstacles, turns or lanes. A person lane is two meters; a one-way vehicle lane is eight meters; and a two-way vehicle lane is 16 meters. Hastily abandoned minefields might not have closed lanes.

Minefields are marked by wire—two-

strand barbed wire or a single roll of concertina. At 15-meter intervals are red triangular signs. If a lane is still established, it is separated from the minefield by wire and marked with arrows in red and white.

Average frontage is 300 meters, with a mix of mines—200 ATs of various types, 20 or so with antihandling devices, 600 bounding APs and 400 "toe-poppers" to protect the ATs and whittle down infantry. The sample minefield illustrated is somewhat smaller.

## EXECUTION

The best thing to do with a minefield is avoid it. The second best thing is to take a plow, or sheep's-foot roller, and push it through the minefield with an armored vehicle. The third best thing is to use explosives.

But when there is no equipment available, or when silence is imperative, manual detection, marking and removal is the only way left. One mine detector operator, working in 20-minute shifts, takes four hours to sweep an eight-meter vehicle lane through the minefield, an Average task using CBE. If the detector operator does not get 20 minutes off for each 20-minute shift, the task becomes Difficult. As many mines have little or no metal, use of a civilian metal detector or AN/PSS-11 also makes the task Difficult. A relief operator cuts the time needed in half, but inclement weather or hostile forces doubles it.

Without a detector, the minefield must be probed. Probing an eight-meter lane, using a wooden stick (not a knife!), takes eight hours, and is an Average: CBE or Difficult: AGL task.

As each method clears a two-meter lane at a time, as many as four teams may operate simultaneously to save time. Mine detectors must be separated by eight meters because of interference.

Failure in any of these tasks means one or more mines are undiscovered (probably toe-poppers). Catastrophic failure means the detector operator/prober has set off a mine.

**Removal of Mines:** Once the mines are marked, someone has to go out there with nonsparking tools and cast-iron nerves.

Going around cutting trip-wires is a quick way to get dead; the M3 pull-release firing device will go off if you pull or cut the trip-wire.

The best thing to do to fuses is to replace the safety pins with a bit of wire. Trouble is, the typical antihandling device for an M21 AT is a pressure release "mouse-trap" buried under the mine.

You have to uncover the mine, gently dig around all sides, then, feeling around in the dirt, get safety pins into dirt-clogged, half-rusted holes somewhere under five kilos of hair-trigger explosive. Time per mine is 20 minutes for an AT, 10 minutes for an AP, one hour per average cluster.

To disarm a mine cluster by hand is an Average: CBE or Difficult: AGL task. On normal failure, an AP mine goes off (trip-wire, or an M14-type under the PC's knee). On catastrophic failure, an AT goes off in the character's face.

**Noisy Methods:** Bangalores and the like have problems—they may set off trip-wires and go off prematurely, and they only clear a narrow lane. The mines to either side of the lane may be "shocked" into greater sensitivity.

In Vietnam, the infantry would often dress one soldier in a head-to-toe smock cobbled out of five to 10 flak jackets, then he'd throw a grappling hook into the trip-wires. The standard method today is for a prone soldier in full gear to toss a grappling hook before anyone, even a mine detector operator, enters the minefield. Of course, the standard assault breaching technique calls for smoke, covering force and use of artillery to suppress the far side of the minefield, too.

To use a grappling hook to clear trip-wires is an Easy: CBE or AGL task. Failure means some trip-wires remain. Catastrophic failure means you looked up at the wrong moment. Note that nontrip-wire APs will still be deadly.

Mines may be dragged out of the ground with a long rope, or blown in place with one or two pounds of TNT per mine.

To remove mines with rope is an Average: CBE or Difficult: AGL task. Failure merely means you have to try again. Catastrophic failure means a mine goes off while the rope is being placed.

To destroy mines in place with explosives is an Average: CBE task. Failure means some mines were not destroyed and may be shocked. Catastrophic failure means the explosives go off prematurely.

## AP MINES

AP mines fall into four basic classes.

*Basic AP mines* are trip-wire or pressure triggered, and do their job with blast and fragmentation.

*Bounding mines* are more effective. They leap from the ground to about waist height, then send fragmentation around like a daisy-cutter bomb.

*Claymore types* are essentially remote-controlled shotguns.



*Toe-poppers* are very small, almost undetectable, and pressure-fused. They blow off the knee or elbow of the unlucky engineer trying to disarm a nearby AT mine. Other soldiers then endanger themselves to evacuate the engineer.

AT mines are most often pressure-fused and require around 500 pounds. The tilt-rod, used in high grass or in streambeds, is more sensitive, as are antihandling devices.

The sophisticated, acoustical, discriminating, off-road and similar mines cannot be simply categorized. They are, fortunately, rare, as opposed to Soviet chemical mines (including bounding chemical APs!).

Thus, the damage from a toe-popper is limited to one limb and is crippling, not deadly. The damage from a bounding mine affects all characters within the 30-meter fragmentation radius. An AT will not leave much of anyone within 10

meters or more, and a chemical mine will contaminate everyone within the minefield.

## VILLAGE

Following is a simple adventure situation for getting the PCs involved in mine detection. The team is in the medium-sized village of Illysun (any village, including the one described "The Village" in **Challenge 41**, may be used instead). Illysun is far from the front lines and rather peaceful. It also has an old minefield blocking the main road, just outside the village limits.

The PCs have been trying to ingratiate themselves with the locals for a week. Then one morning there is an explosion. The PCs discover an ad-hoc town meeting being held in loud, angry voices outside the mayor's home. A local child has stumbled into the minefield and lost his life.

If one of the PCs does not suggest it, Mayor Krozny will request that the PCs use their skills to deactivate the minefield and remove the danger. The PCs will gain much goodwill, and perhaps some much-needed gear, for this service.

For this scenario, the minefield is fenced and marked, and the eight-meter vehicle lane is clear. Some of the mines are uncovered by weathering. A civilian metal detector will be provided upon request. Task levels given below are for clearing an eight-meter vehicle lane. For this scenario, each success will clear one strip (including the IOE); three series of success rolls clears the minefield.

**Spicing Up the Scenario:** The child, instead of being killed, is critically injured and in the middle of the minefield.

## RECON

Below is a more detailed adventure involving the PCs in mine detection.

The PCs are attached to "The Dragons," a loose conglomeration of mechanized forces gathered around Major Verne Buckley and a few surviving pieces of mobile artillery.

The Dragons mean to close with a badly organized but nonetheless dangerous group of marauders (both forces may be substituted with forces active within the campaign). But to make the rapid road movement plausible, Buckley needs detailed and accurate reconnaissance.

The PCs must scout out the road, examining turns, bridges and fording sites. They must avoid enemy patrols and come up with plans to penetrate any obstacles found. Buckley will ask for a lane to be breached, quietly, the night before the attack. An AN/PSS-11 (metallic) mine detector is available from the Dragons.

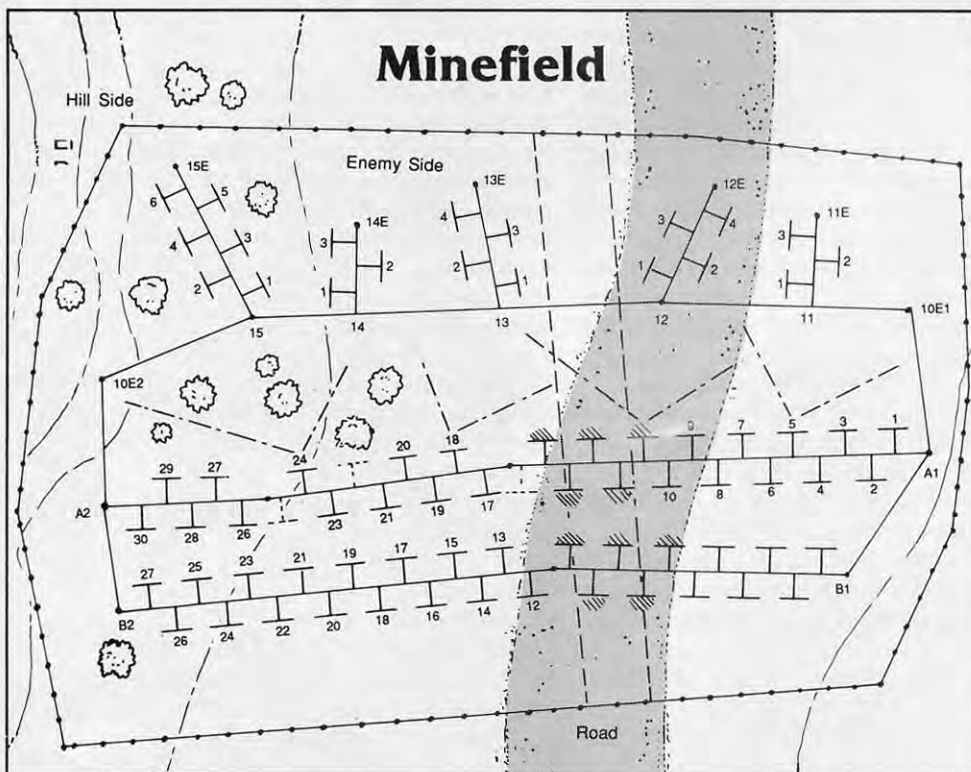
If the mines are taken care of properly, the PCs may expect some gratitude. If the PCs take the long route, they may end up owning a selection of mines, which could be used as-is or rendered into explosives. They also get to keep detectors and other equipment.

For this scenario, the minefield is camouflaged, and the PCs approach from the north. The vehicle lane has been closed with one metallic mine per cluster.

**Enemy Forces:** The marauders have no real title, or much of a group identity. They have little equipment and little morale, but they do have numbers.

The group includes three Experienced NPCs, once part of a US PsyOps battalion. They have three M16s and one M60 (jeep mounted).

## Minefield



| Area    | Composition   |
|---------|---|
| IOE     | One M21 "Killer" AT with pressure fuse<br>Two M16A1 "Bouncing Bettys" with pressure fuse  |
| Strip A | One M21 with tilt-rod, antihandling device every fourth mine<br>Two C3 "Elsie" APs<br>One M16A1 pressure or (every third cluster) with two trip-wires |
| Strip B | One M19 plastic AT (nondetectable) with pressure fuse<br>Four M14 (toe-popper) APs, nondetectable   |
| Lane    | One M21 with pressure fuse or<br>One M16A1 with pressure fuse   |

The minefield effectively closes the only road. The stream has a rock-strewn bed and steep banks. Although infantry can cross it or use it to avoid the minefield, vehicles may not. There is a bridge about a kilometer before the minefield—unfortunately, it is shaky, the wood is rotten and it would not support any tracked vehicle.

The ground climbs rapidly to the west, composed of loose shale-type rocks—it is impassable without a lengthy detour.

There are also 40 Green NPCs, four armed with M16s, others with a variety of civilian hunting rifles; none have more than 10 rounds of ammunition.

The group has one jeep (with a radio and pintle mount for the M60), one Econoline van (painted dark green and sandbagged, rear doors removed, used as troop carrier) and two motorcycles (one a trailbike, and the other a well-worn Ninja, used for scouting purposes).

All vehicles are converted to alcohol fuel, of which the gang has stock-piled some 100 gallons, about half in five-gallon containers (when the gang is in motion, stored in the Econoline). When not on the move, the containers are dispersed in a variety of civilian tents and rude shelters. The group has a temporary camp centered around a well-used mobile home.

**Friendly Forces:** The Dragons are a disciplined, well-armed force. They mean to consolidate power and are determined to restore a semblance of order and (civilian) government. They include four Veteran NPCs (including Major Buckley), 15 Experienced NPCs and two Green NPCs (locals being trained as replacements). Most of the force speaks English, and the majority are American, British and Canadian.

The nucleus of Buckley's force are two M106A2s, 107mm mortar carrier variants of M113s. The group has two

M113s fitted for command-and-control duty. Each has a 50 caliber on the commander's hatch and two M60Es that fire from makeshift shields fitted on either side of the rear top hatch. Tracks have been converted with a special US-made package to dual fuel, and they carry 10 to 20 gallons each of emergency-use diesel. In addition, the group has two jeeps, a Gamma Goat and one five-ton, from various allied units.

**Service Support:** The PCs will have better luck if they have engineer training or, better yet, equipment. If the group is fortunate to have an engineer or two, they may have the AN/PRC-8 (density difference) mine detector. If they are very fortunate, they may have Bangalore, Diamond Lil or Miclic (previously covered in new equipment listings.) If they are completely lacking in engineers, the referee may wish to introduce Sergeant Julie Carson as an NPC.

**Sergeant Julie Carson (Experienced NPC):** Carson is an experienced combat engineer (CBE 9, CVE 4), but her training includes ADM (MWH 6). During her reserve years, this led her state-side, into the Department of Energy. A persistent and untrue rumor of Civgov connections has made it difficult for Carson to find a permanent posting.

She is a competent but unaggressive infantryman, and use of her in a fireteam or on point is a waste of her talents.

Despite her shyness, she is a good supervisor and teacher. When there are no obstacles to demolish, she is effective leading a work party in road building, water management and other civil engineer tasks.

Carson is a small woman of about 27, dark-haired, light-skinned, with a faint Tennessee accent. She is quietly professional, utterly cool under fire or when working with explosives. She hates to see innocents endangered, and will work hard to aid locals when possible. Reckless weapons fire and explosions anger her, but she has a real horror of nukes.

**Alternate Solutions:** Tackling a minefield with pointed sticks is suicidal. The referee should award the PCs for original thinking—for putting together a mine roller from agricultural equipment, for making an improvised Bangalore from ammonium nitrate explosives and pickets from the barbed-wire fence, for coming up with a way to reinforce the bridge, etc. If the PCs remember that minefields must be recorded, let them find the minefield record in Major Buckley's papers, or within abandoned papers at the town hall. The minefield record will reduce the time by half and make all tasks one step easier.

**Spicing Up the Scenario:** An enemy patrol surprises the PCs within the minefield. The only thing worse than a minefield is a minefield under fire. Ω

There's interesting people  
living in the night...  
Just hope you don't have to  
meet one of them soon.



Night's  
EDGE



An Alternate Reality Sourcebook  
from Ianus Publications, Inc.  
for use with *CYBERPUNK 2020*®  
Under license from R. Talsorian Games, Inc.

## Transactions of the Royal Martian Geographical Society

The Royal Martian Geographical Society wishes to inform the public that its quarterly publication devoted to Victorian Era roleplaying is now available on Earth. Each thirty-two page issue contains:

### -Adventures-

Space 1889, Cthulhu by Gaslight, and the Wild West

-New Equipment and Inventions-

-Cloud Captains' Corner-

-Edward's Guide to Syrtis Major-

-Victorian History-

-New Rules and Scenarios-

The Society is also proud to announce that future issues will incorporate the Ether Society Newsletter.

Sample: \$3.50

One Year: \$14.00

Overseas add \$4.00

TRMGS

598 Thompson Station Road

Newark, DE 19711-7520



# WARNING

**F**or much of our history, when people went to war, the weapons in their fists were bows. At Agincourt, the yeoman archers of England decimated the French nobility despite the protection afforded by their heavy armors. Even as recently as the American Revolution, the proposal went out to arm our minutemen with the longbow instead of the musket (proposed by Benjamin Franklin) because the bow had a greater range, striking power and terror value than the musket of the time. Indeed, when

first introduced, the crossbow, like the machinegun and poison gas, was thought to spell the end of war because of its terrible effect on a man. And it is not for a light reason that our nation's symbol, the eagle, clutches a sheaf of arrows in one claw as a sign of our determination to fight rather than submit.

Below is an optional archery supplement for **Twilight: 2000**. Maybe the next time a member of the Polish militia pulls out a crossbow, the players will pay attention.

**By Chris Csakany**

for Antiquity







## BOW AND CROSSBOW

| Weapon                         | ROF | Dam | Pen   | Rld | Blk | Recoil |       | Rng   |
|--------------------------------|-----|-----|-------|-----|-----|--------|-------|-------|
|                                |     |     |       |     |     | SS     | Burst |       |
| Self bow                       | SS  | -1  | N     | 1   | 4   | 4      | —     | 15    |
| Heavy self bow                 | SS  | +1  | N     | 1   | 6   | 6      | —     | 20    |
| Hunting bow                    | SS  | 2   | 1/N   | 1   | 5   | 6      | —     | 25    |
| Light crossbow                 | SS  | 1   | N     | 3/1 | 4   | 2      | —     | 20/25 |
| Medium crossbow                | SS  | 2   | 1/N   | 4/2 | 4   | 3      | —     | 25/30 |
| Heavy crossbow                 | SS  | 4   | 1/2/N | 5/3 | 5   | 4      | —     | 25/30 |
| Oversized crossbow with tripod | SS  | 7   | 2/3N  | 5   | 8   | 8      | —     | 30    |
|                                |     |     |       |     |     | 2      | —     | 50    |

The damage code of +1 indicates 1D6+1 hits.

When attacking people wearing light body armor (AV 1) or behind thin cover (AV1 and organic, like piles of cardboard boxes or plywood siding), treat the attack as a melee attack for damage, and subtract the armor value from the damage roll. Do not use the standard penetration rules. The bolt or arrow tends to tear through ballistic cloth, rather than dissipating its kinetic energy throughout the material like a bullet does. The reload rates and range listings for crossbows are presented in the format for postwar/prewar models.

### DESCRIPTIONS

**Self Bow:** Any one of a number of prewar practice and postwar homemade weapons of 20 to 40 pounds pull.

Ammo: Arrows

Wt: 1 kg

Cost: \$50 (V/V)

| Weapon   | ROF | Dam | Pen | Rld | Blk | Recoil |       | Rng |
|----------|-----|-----|-----|-----|-----|--------|-------|-----|
|          |     |     |     |     |     | SS     | Burst |     |
| Self bow | SS  | -1  | N   | 1   | 4   | 4      | —     | 15  |

**Heavy Self Bow:** One of a number of prewar practice or postwar homemade bows of 45 to 60 pounds pull. The heavy self bow shows a much higher degree of skill and care in its design.

Ammo: Arrows

Wt: 2 kg

Cost: \$200 (S/S)

| Weapon         | ROF | Dam | Pen | Rld | Blk | Recoil |       | Rng |
|----------------|-----|-----|-----|-----|-----|--------|-------|-----|
|                |     |     |     |     |     | SS     | Burst |     |
| Heavy self bow | SS  | +1* | N   | 1   | 6   | 6      | —     | 20  |

\*1D6 + 1 damage.

**Hunting Bow:** A prewar compound bow with a pull of 60 pounds and up. Such weapons have been known to carry sights, be calibrated for windage, and even have quivers attached to the body of the bow. The truly sophisticated bows appear to almost be able to fire themselves. A truly deadly weapon in the hands of a skilled user.

Ammo: Arrows

Wt: 2 kg

Cost: \$500 (S/R)

| Weapon      | ROF | Dam | Pen | Rld | Blk | Recoil |       | Rng |
|-------------|-----|-----|-----|-----|-----|--------|-------|-----|
|             |     |     |     |     |     | SS     | Burst |     |
| Hunting bow | SS  | 2   | 1/N | 1   | 5   | 6      | —     | 25  |

**Light Crossbow:** A postwar design constructed from old rifle stocks and car springs with no internal cocking mechanism and less than 100 pounds of pull.

Ammo: Bolts

Wt: 4 kg

Cost: \$100 (V/V)

| Weapon         | ROF | Dam | Pen | Rld | Blk | Recoil |       | Rng |
|----------------|-----|-----|-----|-----|-----|--------|-------|-----|
|                |     |     |     |     |     | SS     | Burst |     |
| Light crossbow | SS  | 1   | N   | 3   | 4   | 2      | —     | 15  |

**Light Prewar Crossbow:** A prewar design of plastic and fiberglass, under 100 pounds of pull. Includes a mechanism to speed reloading.

Ammo: Bolts

Wt: 2 kg

Cost: \$300 (S/S)

| Weapon         | ROF | Dam | Pen | Rld | Blk | Recoil |       | Rng |
|----------------|-----|-----|-----|-----|-----|--------|-------|-----|
|                |     |     |     |     |     | SS     | Burst |     |
| Light crossbow | SS  | 1   | N   | 1   | 4   | 2      | —     | 20  |

**Medium Crossbow:** A postwar design like the light crossbow, but with 100 to 200 pounds pull. Does not include a reloading mechanism.

Ammo: Bolts

Wt: 6 kg

Cost: \$225 (C/C)

| Weapon          | ROF | Dam | Pen | Rld | Blk | Recoil |       | Rng |
|-----------------|-----|-----|-----|-----|-----|--------|-------|-----|
|                 |     |     |     |     |     | SS     | Burst |     |
| Medium crossbow | SS  | 2   | 1/N | 4   | 4   | 3      | —     | 20  |

**Medium Prewar Crossbow:** The crossbow made from specifically machined metals and hi-polymer plastics with pounds pull of nearly 200. Includes a reloading mechanism, and most come with a sight (use standard +15 to range for aimed shots).

This particular design, produced under a wide variety of manufacturers, was a popular hunting weapon in the United States.

Ammo: Bolts

Wt: 3 kg

Cost: \$500 (R/R)

| Weapon          | ROF | Dam | Pen | Rld | Blk | Recoil |       | Rng |
|-----------------|-----|-----|-----|-----|-----|--------|-------|-----|
|                 |     |     |     |     |     | SS     | Burst |     |
| Medium crossbow | SS  | 2   | 1/N | 2   | 4   | 3      | —     | 25  |

**Heavy Crossbow:** The heaviest of the man-portable crossbows, the heavy crossbow is constructed from truck springs and battle rifle stocks, and includes some functional museum pieces. The pull is somewhere between 200 and 250.

Ammo: Bolts

Wt: 8 kg

Cost: \$350 (S/S)

| Weapon         | ROF | Dam | Pen   | Rld | Blk | Recoil |       | Rng |
|----------------|-----|-----|-------|-----|-----|--------|-------|-----|
|                |     |     |       |     |     | SS     | Burst |     |
| Heavy crossbow | SS  | 4   | 1/2/N | 5   | 5   | 4      | —     | 25  |

**Heavy Prewar Crossbow:** Using the best and strongest materials, the bolts from this crossbow do more damage than some rifle shells. The pounds pull generated by this weapon is so extreme (200-250) that some states had banned it by the start of the war. Virtually all models include a sight and some form of crank to speed loading.

**Ammo:** Bolts

**Wt:** 5 kg

**Cost:** \$900 (R/—)

| Weapon         | ROF | Dam | Pen   | Rld | Blk | Recoil |       | Rng |
|----------------|-----|-----|-------|-----|-----|--------|-------|-----|
|                |     |     |       |     |     | SS     | Burst |     |
| Heavy crossbow | SS  | 4   | 1/2/N | 3   | 5   | 4      | —     | 30  |

**Oversized Crossbow:** A very large ballista made with scavenged materials such as 2x4s and semi springs. Includes and requires a large crank to pull the string back. This weapon is almost too unwieldy to be fired from the shoulder. Accepts a tripod of any one size at time of purchase.

**Ammo:** Oversized bolts

**Wt:** 20 kg

**Cost:** \$1500 (—/—)

| Weapon             | ROF | Dam | Pen   | Rld | Blk | Recoil |       | Rng |
|--------------------|-----|-----|-------|-----|-----|--------|-------|-----|
|                    |     |     |       |     |     | SS     | Burst |     |
| Oversized crossbow | SS  | 7   | 2/3/N | 5   | 8   | 10     | —     | 25  |
| with tripod        |     |     |       |     |     | 2      | —     | 50  |

### OPTIONS

The light reloading mechanism, medium reloader and crank each reduce the time required to load a crossbow by 1. They're only usable on postwar crossbows (the prewar models already include them).

**Tripod:** This is a primitive tripod designed to support an oversized crossbow. It can be found anywhere an oversized crossbow can.

**Wt:** 5 kg

**Cost:** \$200 (—/—)

**Light Reloading Mechanism:** A postwar device that greatly speeds the cocking of a light crossbow.

**Wt:** .25 kg

**Cost:** \$50 (C/C)

**Medium Reloader:** A mechanism to speed the reloading of the medium crossbow.

**Wt:** 0.5 kg

**Cost:** \$100 (S/S)

**Crank:** A small crank, or windlass, to pull back the string of a heavy crossbow and speed reloading.

**Wt:** 1 kg

**Cost:** \$200 (R/R) Ω

### Seeking Submissions From New Authors

**Challenge** is now seeking article submissions from new authors. We will consider articles on any science-fiction roleplaying game by any publisher.

Send in a SASE for our free submission guidelines and schedule of special issues.

## MILLENNIUM'S



## FIRE POWER

It's 975 kg. of steel muscle, composite armor skin, and neural microcircuitry brains. It's tough. It's powerful. It's the cutting edge of robotics and military technology in 1999. And it's missing.

### NIGHTWALKER

A BlackEagle cell is hired to recover the CA-213 Nightwalker, stolen in a daring raid on a corporate development facility. A trail of bodies leads halfway across the country, and straight into the middle of a major F.B.I. investigation. The client doesn't want the government to know about the theft, but the Feds are closing in on someone—and it might be the operatives.

### WAKE OF THE SAGITTERIAN

Alexander Villee, a shady Miami arms dealer, needs an incoming shipment intercepted before Customs sees it. It's a tricky assignment, in an area of intense drug-interdiction surveillance. Can a BlackEagle cell pull it off?

### THE VILLEE AFFAIR

Villee is back, and he's in trouble again. Two of his associates have disappeared, a week before all three go to court. What begins as a routine missing persons case explodes into an international race in this affair of blackmail, murder, and multiple doublecross.

## NIGHTWALKER/ THE VILLEE AFFAIR

Three complete *Millennium's End* adventures in one package.

Nightwalker/The Villee Affair (011-001) 88p. \$11.95

Millennium's End RP Game System (011-000) 144p. \$14.95

If you don't see *Millennium's End* at your game store, ask for it. Or contact:



**Chameleon Eclectic Entertainment**  
P.O. Box 10262 Blacksburg, Virginia 24062-0262 703.953.1658

*Millennium's End* is Chameleon Eclectic's trademark for its contemporary roleplaying system.



# CHALLENGE™

The Magazine of Science-Fiction Gaming US \$3.50

# 67

**TWILIGHT: 2000™**

**All That Glitters**

*Andrew Borelli*

**DARK CONSPIRACY™**

**Mall Rats**

*James L. Cambias*

**SHADOWRUN™**

**Nega-Magicians**

*David Perry*

plus—

**MEGATRAVELLER®**

**CALL OF CTHULHU®**

**STAR WARS®**

**CYBERPUNK®**

**BATTLETECH®**

and more!



0 86079 00067 7

ISBN 1-55878-144-7

# GDW





# OPERATION BOOMERANG

Everyone who's anyone in the merc business has heard of Martin Glain. Glain is the type who seems to have been born a spy, and he spent the first 20 years of his career in the field. Since then, he has spent 15 years as one of the chief coordinators of CIA operations in southeast Europe.

Glain has heard of the PCs by contact or reputation, and he has them in mind for a mission. He sends them a priority message and first-class airline tickets to Zurich, Switzerland.

When they arrive, Glain picks them up at the airport. He explains his situation:

Glain's protégé, Devon Masterson, was betrayed and captured by a rouge CIA agent. Franz Kohl, the rouge, has set up a temporary base in the Swiss village of Freundorf, about 30 kilometers southwest of Zurich. Glain needs the PCs to get to Freundorf, eliminate Kohl, and rescue Masterson. Upon Masterson's rescue, they are to return to Zurich and meet Glain.

He offers the PCs \$40,000 each and passage out of Switzerland for successful completion of the task.

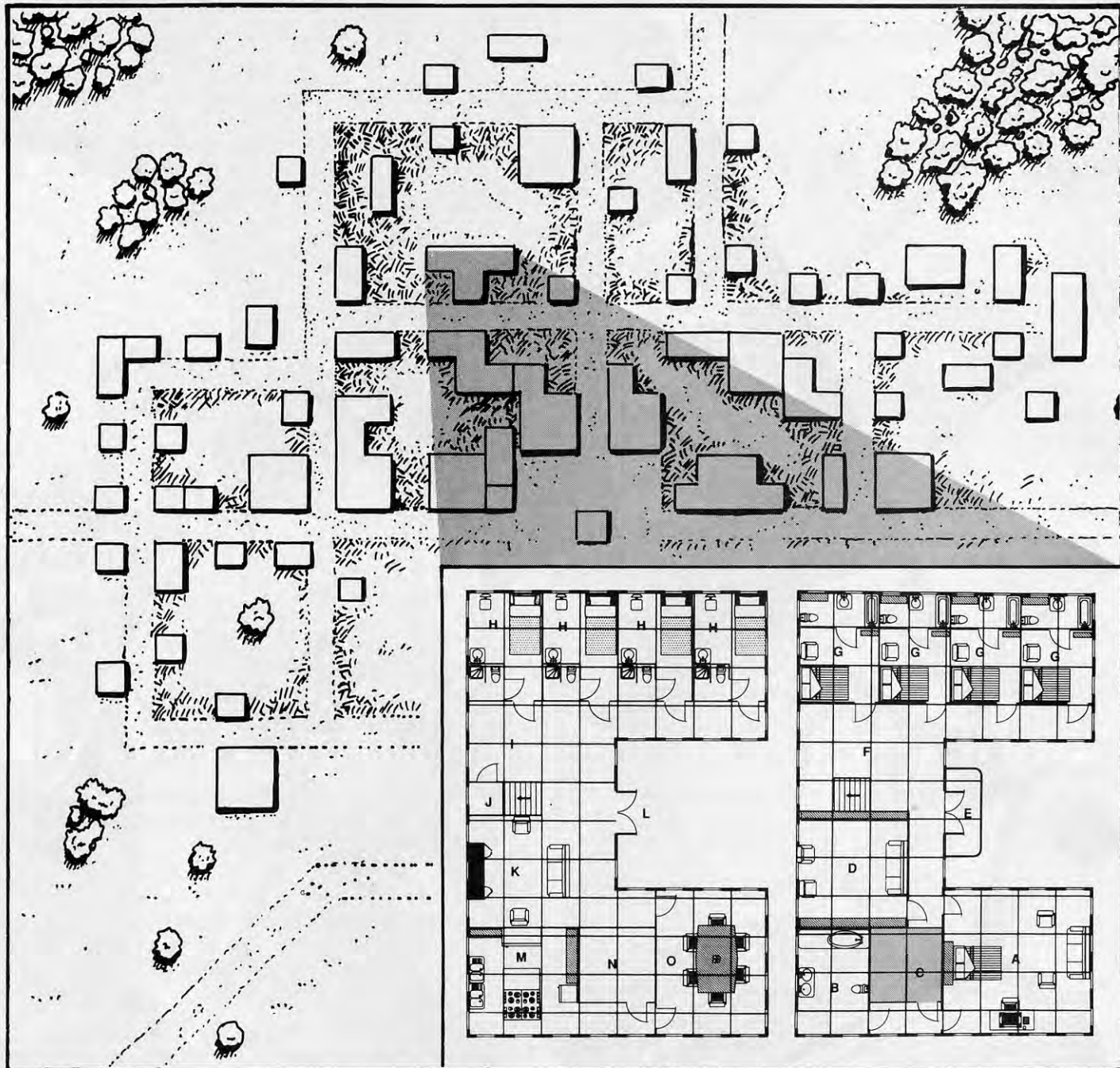
## APPROACH

The PCs should be as subtle as possible. Switzerland has a death penalty for murderers, so it is imperative they don't get caught. If the PCs do make excessive noise, the police will show up in short order.

BY JOHN T. SWANN







### MAP DESCRIPTIONS

**Freundorf:** Use the Flesh Peddlers map in *Twilight Encounters* for Freundorf (reproduced here for your convenience). None of the buildings are demolished. Kohl is holding Masterson in the northernmost "G" building.

**Building:** For the building, use the mansion map on page 76 of *Merc: 2000*. Masterson is in Room C.

### NPCs

**Devon Masterson:** Although he is a top field agent, Masterson has been starved and beaten. He is in no condition to help the PCs with the

rescue. He can only trot, not run, and even then only for short periods of time.

**Franz Kohl:** Kohl is a Swiss man who worked for the CIA until he joined with a European terrorist group. He captured Masterson and is holding him until he can turn him over to his terrorist cohorts. Kohl is a Veteran NPC. He has a full complement of espionage-related skills. He carries a knife and an M92S with three extra clips, and wears a Kevlar vest.

**Agents:** Kohl is helped by a cadre of six European terrorist agents. These terrorists are more than will-

ing to die if it will mean that Kohl escapes with Masterson. The agents are Experienced NPCs. They are equipped with PM Makarovs with two extra clips. Two of them also have Uzi SMGs.

### AFTERMATH

Glain will pay the PCs as promised. He will then provide them fake passports to allow them to get out of Switzerland. If the PCs are wanted by police, Glain will get them out even quicker than normal using his underground transport. Both Glain and Masterson, when he recovers, can be powerful allies. Ω



# Twilight: 2000/Merc: 2000 Referee's Screen

Errata & Clarifications

28 October 1992

The following are items that should supersede the corresponding sections in GDW's **Twilight: 2000/Merc: 2000 Referee's Screen**. The charts section is presented so that you can cut out and paste down the corrected charts over the incorrect ones.

**Corrections:** Delete the paragraph headed "Additional Note Concerning NPCs."

The HS Derringer's recoil values are unchanged; delete its line from page 6.

Unskilled tests are clarified on the replacement charts below.

Under the paragraph headed "Radio Detonation of Explosives," replace the sentence "The task is Average: (Combat Engineering/Electronics) given proper equipment, Difficult (Combat Engineering/Electronics) given improvised equipment" with "The task is Difficult: (Combat Engineering+Electronics)+2 given proper equipment, Formidable: (Combat Engineering+Electronics) given improvised equipment."

In the next paragraph, replace the sentence "Improvising a radio detonation receiver or transmitter from a normal radio is an Average: (Combat Engineering/Electronics) task" with the sentence "Improvising a radio detonation receiver or transmit-

ter from a normal radio is a Difficult: (Combat Engineering+Electronics)+2 task."

Under the bold, in-text heading "Radio-Detonation Receiver Unit," replace the phrase "(Average: Electronics)" with the phrase "(Difficult: Electronics)."

**D20 Clarification:** To convert old task difficulty levels to new ones, examine the old modification of the Skill Level and apply the same modification to the new system. For example, placing an explosive charge under the old system was an Easy task (roll versus 2xCombat Engineering skill). Under the D20 system, a 2x roll is an Average difficulty level, therefore placing a demolitions charge under the D20 system is an Average task.

Please note that combat-related tasks are a special case, and are discussed in the paragraph with the bold, in-text heading "Common Task Levels," which is under the "D20 System: Task Difficulty Levels" major heading.

## Charts

The two charts below were designed to be cut out and pasted over the relevant page 5 charts.

Cut Here

### D20 SYSTEM: TASK DIFFICULTY LEVELS

| Level      | Roll (1D20)                                       |
|------------|---|
| Easy       | $\leq 4 \times (\text{Skill} + \text{Attribute})$ |
| Average    | $\leq 2 \times (\text{Skill} + \text{Attribute})$ |
| Difficult  | $\leq \text{Skill} + \text{Attribute}$            |
| Formidable | $\leq 1/2^* (\text{Skill} + \text{Attribute})$    |
| Impossible | $\leq 1/4^* (\text{Skill} + \text{Attribute})$    |

\* Round fractions down.

**Auto Success/Auto Failure:** A 1D20 roll of 1 always succeeds, and a roll of 20 always fails, regardless of skill level (except in fire combat, where 17-20 always fails).

**Outstanding Success/Outstanding Failure:** A 1D20 roll of 10 points or more below the target number results in an Outstanding Success. A 1D20 roll of 10 points or more above the target number results in an Outstanding Failure. Effects of these are decided by the referee.

**Unskilled Defaults:** Characters may attempt tasks for which they lack relevant skill, at one difficulty level higher, rolling against the Controlling Attribute alone. Unskilled attempts at Impossible tasks are rolled against one-eighth the Controlling Attribute of the missing skill (round fractions down). Referees should feel free to allow automatic success (no die roll required) for everyday tasks in which a character has any relevant skill. There is no such thing as automatic success in a task for which a PC has no relevant skill.

Paste the following table over the relevant chart under the "D20 System: Common Task Summary" section on page 5.

Cut Here

#### Demolitions:

| Task Type                 | Task Difficulty | Skill                              | Effect               |
|---------------------------|-----------------|------------------------------------|----------------------|
| Set Charge                | Average         | Combat Engineering                 | Charge Readied       |
| Set Radio Charge          | Difficult       | (Combat Engineering+Electronics)+2 | Charge Readied       |
| Improvise Radio Detonator | Difficult*      | (Combat Engineering+Electronics)+2 | Detonator Improvised |

\*Becomes Formidable without electronics tool set.

# All that Glitters

By Andrew Borelli

During the German counterattack into Poland in 1997, the retreating 132nd Armored Task Force abandoned the town of Kartuzy. It left behind roughly \$750,000 in gold, plundered from the surrounding area and from a German tank division it had recently defeated. The gold was hidden under the town and, despite occupation by the Germans, Poles and then Americans, it was never discovered.

The Soviet tank unit that left the gold behind in 1997 is now a battered cavalry unit in 2000—and it wants the gold back. During recent antimarauder duties, the original CO was killed, but before he died, he revealed the story of the gold to a young officer. That officer has decided an attack on Kartuzy would serve a double purpose—the 132nd's sagging morale would be temporarily improved by defeating the Americans, and once the gold was found, every man in the unit would be rich, certainly making the morale problem moot.

The 41st has been encamped here since Thanksgiving of 1999, and it feels reasonably secure. But the attack comes at night during a storm, when the PCs are in Kartuzy.

The PCs are members of the 41st Light Mechanized Infantry, either by conscription or enlistment. The Soviets have been lightly shelling the town with mortars for two days. Now, on day three, they plan to attack. It has been also been raining for the past four days.

In addition to the 41st, the town is populated by 250 civilians, mostly farmers and their families.

## SURPRISE ATTACK

The first wave of the attack comes when at least two of the PCs are on guard duty. In addition to the PCs, 10 other guards patrol the perimeter. Seven Veteran NPCs are armed with M16 rifles, and three Elite NPCs are armed with belt-fed M249 SAWs.

The shelling suddenly gets heavier at 1 a.m. Five minutes later, the guards encounter two patrols of 10 Soviet troops each, armed with AK-74 rifles and grenades. The troops are Veteran NPCs.

Two minutes into the battle, the alarm sounds, and the 41st begins to assemble, which takes five to seven minutes. There are 135 men armed with rifles, grenades and fighting knives.

The second wave of the attack hits two minutes after the alarm is sounded. The town is attacked by 150 Soviet troops, 90 of whom are on horseback. The Soviets attack all at the same time, but are broken up into groups of 10. They are supported by two BMP-2s each containing 20 rounds for the 30mm cannon and 200 rounds for the PK MGs. The AT-5s have not functioned in over a year.

One group of Soviets is a sapper platoon. It will take this group five minutes to destroy the eastern wall. Until the wall goes down, the platoons must send men over one at a time, covering them by firing over the wall.

Combat will be affected by night and rain as per the normal rules. Naturally, mass combat is hard to run in an adventure. Let the PCs get in a few good licks, but in the end, the 41st is destined to be defeated. The unit CO, Captain Sutherling, will order a retreat when the battle begins to go bad. The 41st will then escape to the south, via the main road. In the motor pool are three five-ton cargo trucks the unit can use to escape. There is also an LAV-75 which doesn't have any fuel, an LWB Land Rover with no tires and one operable "throw to-

gether" M94 five-ton gun truck (M901 version, as seen in **Challenge 55**). Even if no one thinks to use the trucks, Sutherling will order the last men out to destroy the motor pool, to deny the building and equipment left behind in it to the Soviets.

## RETREAT

The remnants of the 41st will scatter into the woods about a mile from Kartuzy and remain there the rest of the night (roughly 75 men survived). Sutherling will order the men to encamp and ask some of the PCs with medical background to assist the wounded. He may also ask some of the outdoors experts (trackers, etc.) to help set up a temporary camp. At this time, the PCs will probably want to lick their wounds and work out what to do next. The survivors are pretty tattered and beaten. They are low on ammo to boot.

The Soviets, meanwhile, have marched back into Kartuzy and are scouring the town for the gold. They're also throwing one hell of a celebration at the same time. The sounds coming from the town are rowdy, drunken, and wild. The 41st can smell something roasting as well. The civilians who live here are staying indoors.

At 2200 hours that same evening, the Soviets send a patrol out to make sure the 41st is long gone. The encamped 41st will be attacked by 30 Veteran troops (who don't realize they're outnumbered) at 2220. The patrol is well armed and fed, but slightly drunk. Unless the dice rolls are incredibly unlucky, the angered men of the 41st will mop this bunch up pretty quickly. At the referee's discretion, patrol members who survive may tell the story of the gold.

## BURIED TREASURE

Ironically, the gold is hidden under the ruins of the motor pool. It's packed into five large chests which were placed in an empty aviation fuel tank under the building. Some "renovations" done by the Germans when they occupied Kartuzy cut the tank off from surface access, but the explosion and fire caused when the motor pool was destroyed has blown open the sheets of metal that were blocking the tank hatch in the floor. It would require a Difficult: Observation roll to find the opening and an Average: Intelligence roll to identify it.

*They've been shelling us with mortar fire for two days now. I don't know why mortar fire still rattles me. After four years, you'd think I'd get used to it.*

*We're the remnants of the 41st Light Mechanized Infantry, all packed into a small town near Gdansk. That's all this "base" really is—a small farming town we "acquired." Rumor is it's named after Captain Sutherling's favorite actor, but I don't care. Between the nonstop rain and the sudden interest Ivan's taken in this town, all I can think about lately is going home.*

**Firebase Nicholson,  
Poland, Fall 2000**





RICK  
HARRIS  
'92



## RECON

At 2300 the town becomes quiet, and Sutherling decides it's time to move (if a prisoner spills the story about the gold, Sutherling decides to move immediately after the battle, and the 41st is greatly motivated). The PCs are "asked" to join five other men to recon the town. Some of the PCs may opt to steal Soviet uniforms and patrol around, which requires a Difficult: Disguise roll (and a working knowledge of Russian).

Of the 150-man Soviet unit, 90 survived the battle. Twenty are with the 132nd's commander searching for the gold, and 65 are sleeping.

There are also civilians here, although none remain outdoors, but if the characters startle any civilians, some Easy: Persuasion rolls are in order to keep them quiet. All in all, civilians are friendly and probably remember a few faces from the 41st (since that unit spent nearly a year in Kartuz).

The five Russian sentries, all Veteran NPCs, roam around at random. Avoiding detection by a sentry requires an Average: Stealth or Difficult: Agility roll. If a PC is forced to kill or knock out a sentry, the disabled soldier will be discovered within 10 minutes (unless well hidden), and the alarm will be sounded. If any weapons are fired, the alert is sounded immediately.

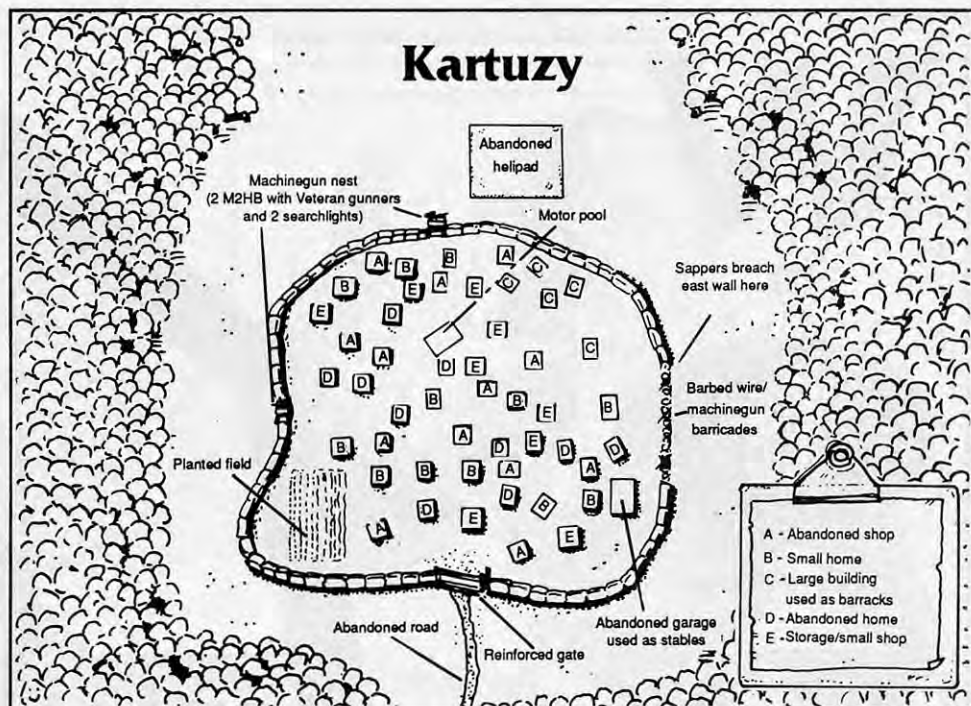
The Russian team looking for the gold breaks into building after building, searching everything thoroughly but finding nothing. The CO is getting impatient, and the team members haven't slept since before the attack, so they're in an evil mood. They are all Elite NPCs.

The recon group should select a point outside the town to regroup after the recon is complete. When everyone is assembled, the team reports back to camp. If the recon team is followed, a battle will take place with the Soviets in hot pursuit, and the camp will be destroyed.

## COUNTERATTACK

Assuming the recon team is able to report back to Sutherling without a hitch, Sutherling will ponder the information for a bit before deciding that the time is right for a counterattack. If the gold has been found, it's his first objective. The 41st will mount up and move out at 0300 hours. At 0345, the group reaches Kartuz, now silent and still. The rain is still pouring heavily.

Sutherling's plan is this: First, any vehicles with working weapons will open fire on the town. Exactly 10 seconds later, elements of the 41st (about 45 men) will attack the hole in the southern



wall and punch through the flimsy repairs the 132nd made. The remainder of the unit will go over the western wall and start doing damage. A major objective will be to destroy the buildings being used as barracks and eliminate as many bad guys as possible before they can assemble. A secondary objective is to stampede the horses, negating the 132nd's cavalry advantage.

At this point, some civilians armed with hunting rifles and shotguns may help the 41st. Although they're Poles and would prefer a Polish Army to occupy the town, Sutherling has been a good commander, and the men have always kept things in line.

If the alarm has been sounded previously, the Soviets are on the alert and awaiting the 41st's attack. This will make the battle much more difficult, because the unit is already assembled.

## RESOLUTION

Without some heroics on the part of the PCs, the 41st is eventually defeated, and the survivors scatter without gaining a penny.

If the 41st wins, the 132nd scatters into the night, and the civilian population turns out to celebrate (unless Kartuz is totally destroyed in the process). If the 41st already knows about the gold, then a massive scavenger hunt begins. If not, a Soviet prisoner tells the tale with an Average: Interrogation roll. It will take some cleverness on the part of the PCs to find the gold, but if they're stuck, some men of the 41st can help out.

The gold will be divided as follows: Captain Sutherling retains 30%, the PCs

(or whoever finds the gold) retain 10%, and the men of the 41st collectively retain 30%. The remaining 30% goes to the people of Kartuz.

## CAPTAIN RICHARD SUTHERLING

Sutherling is the CO of the 41st. He graduated from Penn State in 1994 and entered OCS. He opted for artillery, spending two years learning how to effectively lead an artillery battery. He served in heavy combat, shoring up the German lines in 1996, and was present at the siege of Warsaw in 1997. Being a competent leader, Sutherling was transferred to the 41st when the CO was killed while the unit was trapped in a pocket near Gdansk. The pocket was smashed, and Sutherling has served as the CO since.

*Initiative:* 3  
*Strength:* 6  
*Heavy Weapons:* 4  
*Melee (Armed):* 1  
*Melee (Unarmed):* 3  
*Small Arms (Pistol):* 2  
*Small Arms (Rifle):* 2  
*Thrown Weapon:* 2  
*Education:* 8  
*Constitution:* 5  
*Horseman:* 2  
*Swimming:* 1  
*Leadership:* 3  
*Agility:* 4  
*Small Boat:* 2  
*Warhead:* 2  
*Fishing:* 2  
*Intelligence:* 7  
*Forward Observer:* 1  
*Navigate:* 1 Ω



# CHALLENGE™

The Magazine of Science-Fiction Gaming US \$3.50

# 68

**MEGATRAVELLER®**  
*Lightning Never  
Strikes Twice*  
**James Maliszewski**

**DARK CONSPIRACY™**  
*Window of the Mind*  
**Michael C. LaBossiere**

**CHILL™**  
*Operation: 9 Hells*  
**Greg Unger**

plus—  
**SHADOWRUN™**  
**TWILIGHT: 2000™**  
**STAR WARS®**  
**CYBERPUNK®**  
**BATTLETECH®**  
and More  
**More  
MORE!**





By Andrew Borelli

# Poppies

*I remember when the local PLO cell broke into some corporate office downtown a few years ago and waxed a suit who worked there. Trashed the whole office too, as I remember. It turns out the guy was dealing opium on the side, running a poppy farm and financing the operation with the company's money. The PLO team that did it finally got taken down by the guy's security guards, but when the smoke cleared, lots of people were saying how nice it would be if the terrorists and the criminals would just kill each other.*

*Well, it just doesn't work like that. 'Cause lots of times, the terrorists and the criminals are in league together. Trust me. I know.*

Jerusalem, June 12, 2000

The Fathers of Muslim Revolution is a splinter PLO group with a base in Egypt, near the Israeli-Sinai border. The FMR is theoretically a political terrorist organization, but newer members act more like bandits and use marauder tactics to get what they want.

A number of unprovoked murders and burnings along the countryside have been attributed to this group, as well as dozens of bombings in the Israeli Occupied Zone. More and more, the FMR has turned toward criminal activity and lost sight of its original goals, if it ever had any.

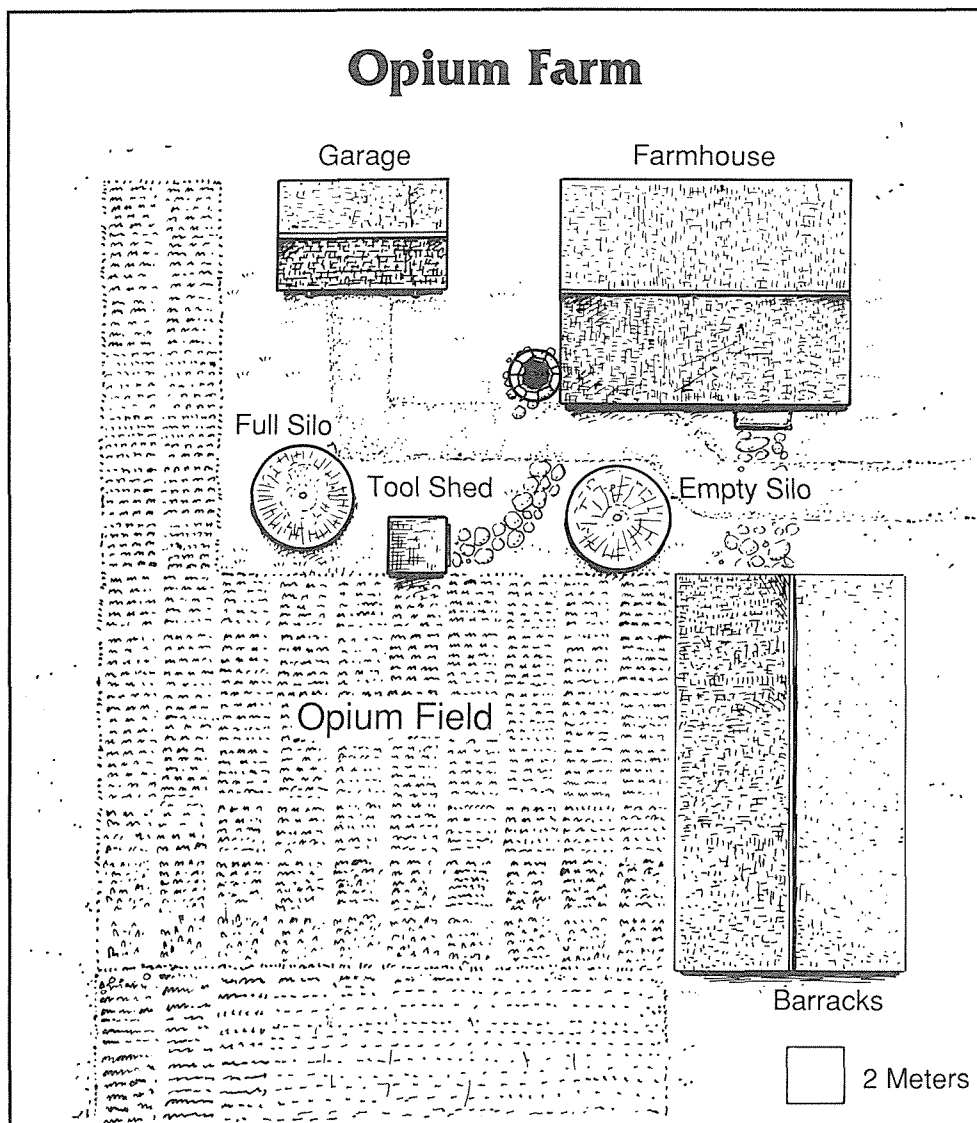
The PLO is planning to split with this group soon, and the leader of the FMR knows it. He also knows that without the military hardware and political support the PLO provides, the FMR will quickly collapse. Consequently, the FMR has turned to drug production to make up for the loss.







# Opium Farm



Members are currently farming a large poppy field in Egypt using technology and tools provided by a large criminal syndicate in exchange for labor.

The PCs are either an experienced team that has worked together before or individual operatives brought together specifically for this mission. They are contacted by a patron who knows them by contact or reputation, then provided flight tickets to Jerusalem for the start of the adventure. Their mission is to destroy the drug farm completely and eliminate as much of the terrorist group as possible.

The patron is anxious for the mission to succeed because the syndicate is particularly nasty, and the opium product has started to flood Jerusalem's streets. In addition, the FMR is wanted for a number of crimes, and the pressure to stop the operation is on the patron's shoulders.

Once in Jerusalem, the PCs will meet with the patron, and they can go over the plan and study the map. They can also request any equipment they may

need, but time and resources are rather limited here. From Jerusalem, they'll be transported to the Sinai, hidden as part of a routine convoy to the area.

## APPROACH

The PCs will be inserted via a UH-60 Blackhawk flown from a staging area in the Sinai. A Cobra armed with two FFAR pods, two TOW missiles and a 20mm gun will accompany the Blackhawk all the way to the landing zone. The team will touch down at LZ Gimel, located one kilometer south of the poppy farm, at 0115 hours.

The wind is calm, and it's a cool, dry night. The moon will be blotted out by a thick cloud cover until approximately 0200, so visibility will be affected as per the normal night combat rules. When the cloud bank lifts, the night sky will light up and visibility will improve—a help or hindrance depending on the PCs' situation at the time.

The team will march one kilometer across desert terrain to the outskirts of the poppy field. There the PCs can set

the poppies afire, proceeding quickly through the burning field. The PCs will be issued a certain chemical to use when they burn the fields. The chemical is in three aerosol spray cans which should be sprayed over as much of the field as possible and then ignited. This is a defoliant used to ruin the soil and make it unsuitable for further farming. The team will then secure the farming facilities and destroy them completely ("anything marked on the map with a star," as the patron tells them, which means just about everything).

The characters may deal "at will" with farm workers who react to the blaze; terrorists encountered should be eliminated.

## RETRIEVAL

The Blackhawk and Cobra will refuel at the staging area and fly to LZ Koph, half a click north of the farm. The retrieval will come exactly one hour after insertion. The Blackhawk will not land unless it spots red smoke and will only wait five minutes to see the signal. The Cobra will hang back and fly a slow circling pattern around the LZ, checking for signs of trouble.

If the PCs are pursued or if something really goes awry, the Cobra will provide air support to the PCs at the landing zone.

## REFEREEING THE ATTACK

Production has slowed down at this farm because the Fathers of Muslim Revolution have been devoting a lot of their time to anti-Israeli activities. What the PCs don't know is that a member of the syndicate that employs the terrorists is now at the farm to take over the operation. In his possession are a number of ledgers the patron would pay an extra \$4000 for. If the syndicate member and/or the terrorist leader are brought back alive, the patron will pay an additional \$3000 for each. The syndicate man is an Elite NPC armed with a G-11, combat knife, and Kevlar body armor.

Thirty workers at the farm help grow and harvest the poppy plants. The workers, armed with knives and clubs, are mostly Novice NPCs. The overseer, who carries an M1933 Tokarev, is Experienced.

In addition, 10 terrorists are stationed here, nine of them Veterans, one an Elite soldier. The terrorists are armed with six AK-74s, three Uzis and a double-barreled shotgun. One of the AKs has a Soviet BG-1 40mm grenade launcher attached to it, with six grenades immediately available. Each terrorist also has



a single fragmentation grenade. The Elite terrorist who heads the operation has an RPG-16 in his office with five rockets.

If the PCs are not spotted in transit to the fields (Easy: Stealth roll), then the workers will all be asleep. Three bored terrorists will be patrolling the fields, and the others will be sleeping. If the PCs are spotted or make too much noise on their initial approach through the field (Average: Stealth) the farm will go on alert, and all the terrorists will actively patrol the area while the workers stand guard over the fields.

When the fields start to burn, it will take one minute for the guards to notice. After that, the alert will be sounded, and the additional terrorists will take two minutes to assemble. The workers will start pouring out of their bunks four minutes after the alarm. They will be more interested in putting out the fire than dealing with the attackers, but they will fight back if attacked. They'll also fire first if they think they have a clear shot at a PC, then fall back and call for one of the terrorists.

Setting the charges to destroy the farming facilities requires an Average: Demolitions roll.

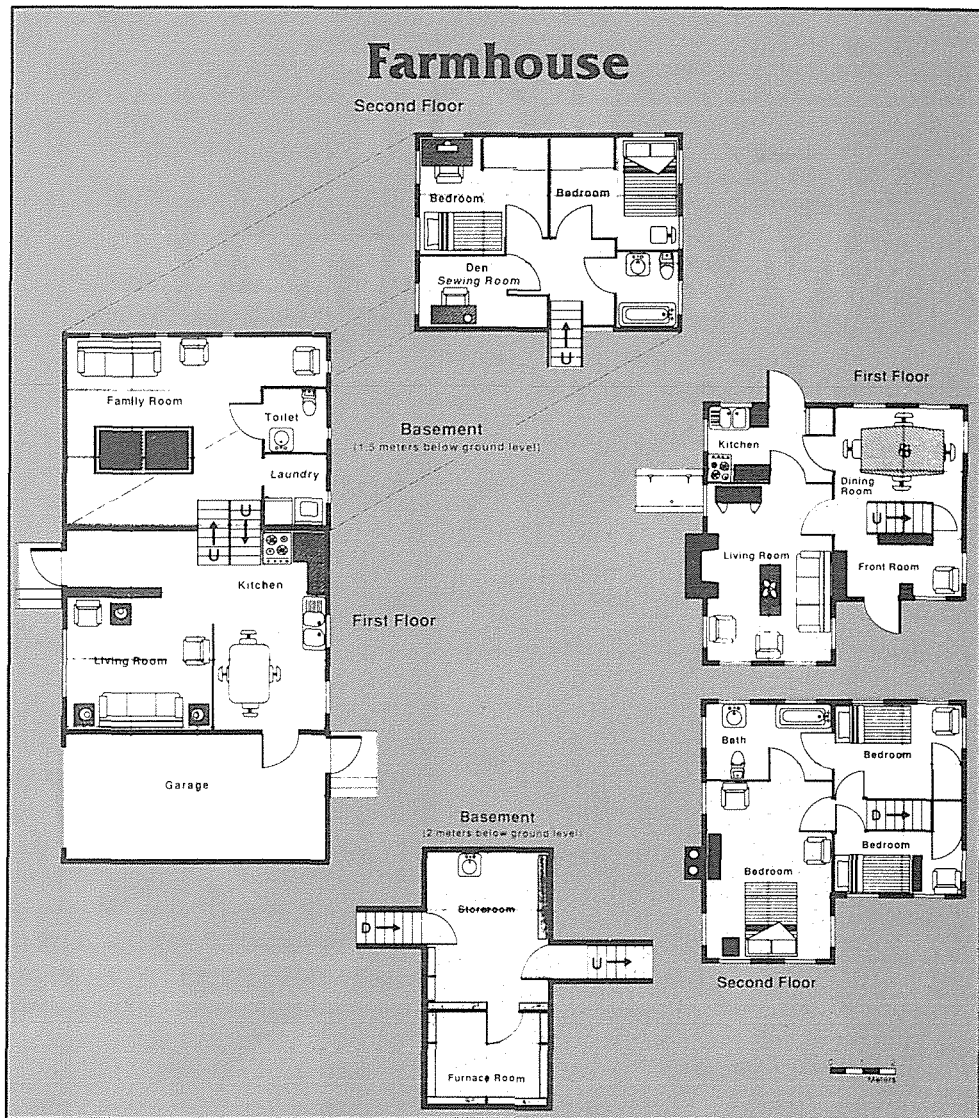
No roll is required for the PCs to know what to destroy because their maps are marked.

## MAPS

The farm map depicts the entire farm layout, while the farmhouse map provides the floorplan of the house itself. This floorplan, reproduced here for your convenience, is from the original *Twilight* rules, with some modifications, as outlined in the Farmhouse section below.

**Farmhouse:** This is a residential house built within the last 30 years. Use the suburban townhouse map from the original *Twilight* rules, with these changes: The family room is now the syndicate man's office, and he sleeps in one of the bedrooms on the second floor. The terrorist leader has an office in the living room, and he sleeps in the smaller bedroom on the second floor. The sewing room is used to store ammunition, while the kitchen and laundry accommodate the residents of the farm. The garage is used as a small lab where some of the poppies are converted to pure opium.

**Garage:** This is a recently built structure, much larger than the garage attached to the house. Parked in the garage are two 3/4-ton trucks used to transport the product and a civilian car for general purpose use. There is also a



beat-up Egyptian T-34. The engines and treads work properly (barely), but the turret is stuck in its current position and can only fire forward. The main gun has two rounds left, and the PK MG has 100 rounds still on the belt. The hull MG no longer functions. There is roughly 10 minutes worth of fuel left. The terrorists and PCs may try to use any of these vehicles at will.

**Silos:** These are large, bulky, prefabricated structures that resemble grain silos. One of the silos is currently empty, while the other contains harvested poppy plants and should be destroyed.

**Tool Shed:** This is a small shed made of corrugated metal where tools are stored. There is a tractor and a plow parked outside, which should be destroyed along with the shed.

**Barracks:** This is a simple wooden frame building where the workers and terrorists sleep.

## ALTERNATIVES AND VARIANTS

- The Sinai is an unstable region

which Israel shares uneasily with Egypt. Since the PCs are transported to the Sinai in an armored convoy, they may be targets of a terrorist attack en route to the staging site. Or, once at the site, it may be attacked, destroying the PCs' transport and leaving them to complete the job on their own. The number of terrorists and their armaments may be reduced or increased to balance out the fight; maybe the tank in the garage is actually a brand new T-86?

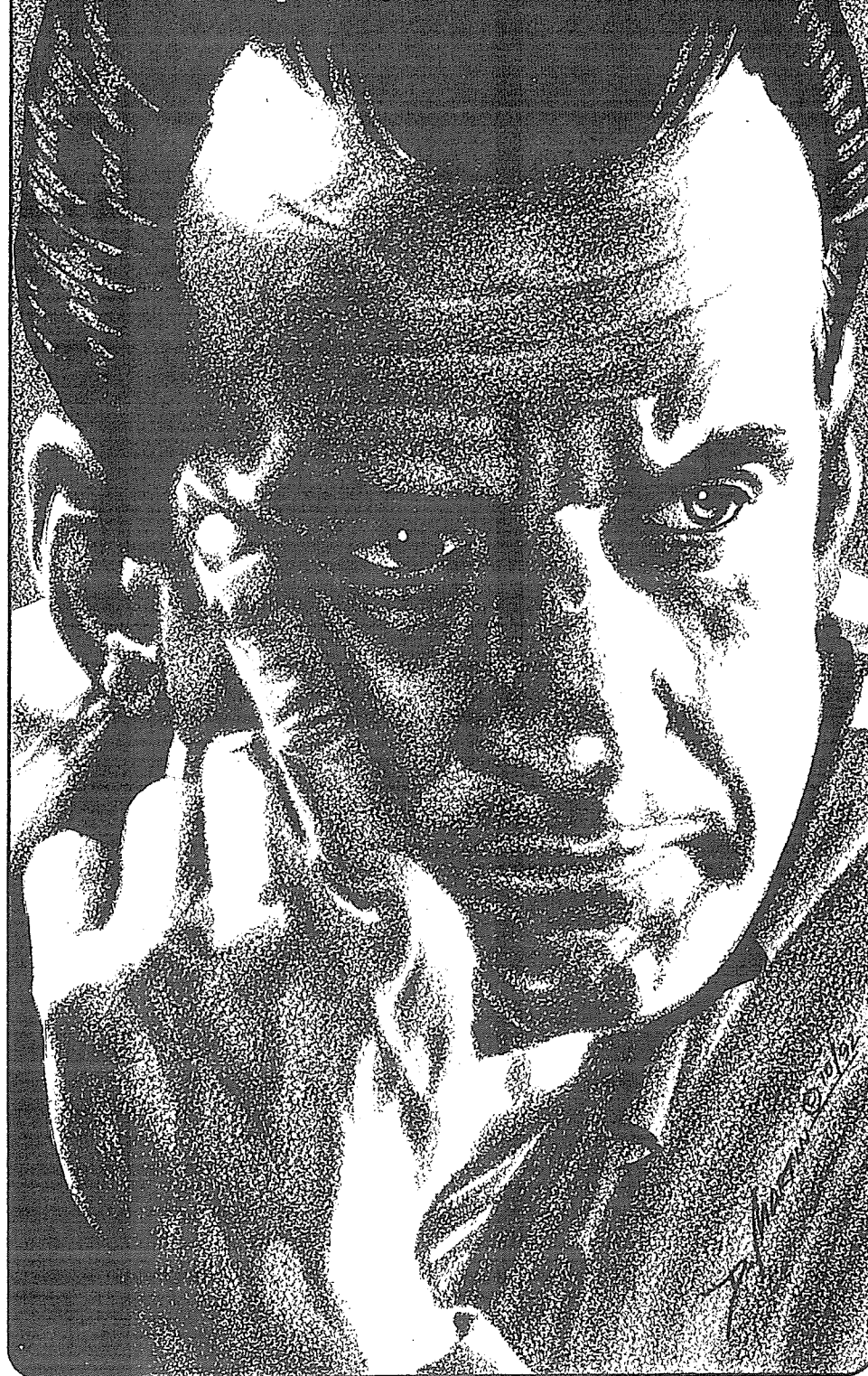
- The terrorists have been deemed inefficient and cut from the deal. When the PCs arrive, the farm is being guarded and operated by well armed, Elite syndicate muscle.

- The PCs are sent only to mark the field with flares and told to wait for an air strike—which either never comes or arrives very late.

- The raid is so successful and the patron so impressed that he offers more missions against the Fathers of Muslim Revolution or the syndicate they work for, based on information in the syndicate ledgers found by the PCs. Ω

# Rolf MacKenzie

An NPC patron by Robert James Christensen



**G**allowglass Military Services is considered one of the best mercenary recruiting services in the world (although not as important as the numerous operations in Singapore). It has become the leading employer of mercs entering the chaotic Chinese conflicts and the sole selection organization for persons desiring to join the Hong Kong Defense Force (but not involved in the Hong Kong Defense Force's day-to-day supervision).

Gallowglass is run by Major Rolf MacKenzie, a former member of the British Special Boat Service, who offers his vast experience and renown to his firm.

Mackenzie exclusively uses NATO weapons, particularly familiar British issue, the most noted being Sterling SMGs, HP-35 pistols, L1A1 battle rifles, FN-FNC assault rifles, HK-69 grenade launchers and Carl Gustav ATR launchers. If the team hired is currently without arms, MacKenzie will simply subtract the cost of any requested (and accessible) weapons from the total payment. Standard communication equipment issued (and sold) by Gallowglass consists of individual tactical radios (two-kilometer range) and a portable satellite communications downlink system to relay location, mission status and requests for retrieval.

Two conflicts MacKenzie is staying out of are the Indonesian and Philippine civil wars, although he does pass along certain pertinent intelligence to a friend in the Royal Australian Air Force.

## STATISTICS

**Rolf MacKenzie:** Major Rolf MacKenzie is a former member of the British Special Boat Service now residing in Hong Kong. Born of landed Scottish stock, MacKenzie has been decorated many times in service to both Queen Elizabeth and King Charles. Upon retiring from the Royal Marines, he set up his own military consultant firm in the city he skillfully helped defend.

Prospective employees can meet with the major at the Flying Tiger, a top-rated restaurant/bar known for great Cantonese cuisine and 1940s big band music. MacKenzie firmly believes in the personal interview. He deems a merc units' honor, skill and renown for military ingenuity more desirous than actual experience in battle. His clientele is appraised in the same manner; any patron thinking of forsaking the team in a jam or skipping out on paying may



expect a "surprise" from the major, and a rather nasty one at that.

In his usual dress of bifocals, wool business suit and kilt, along with his slightly graying hair and quiet eccentricities, the late-fortyish MacKenzie looks more the part of regal Scottish laird than mercenary leader; but his five extremely loyal Ghurka bodyguards tell otherwise. When travelling about Hong Kong in his personal V-150 (with escorting Fox armored car), MacKenzie is always accompanied by his Ghurkas, three Gallowglass staffers and his own personal bagpiper, Nate.

He has an English wife, Rebecca, and two sons, Roger and Maxwell.

MacKenzie is to be considered a Level III patron.

*Level:* Elite.

*Skills:* Persuasion: 6, Leadership: 5, Observation: 5, Small Arms (Pistol): 5, Small Arms (Rifle): 3, Swimming: 4, Mountaineering: 4, Melee Combat (Unarmed): 4, Small Boat: 4, Nepalese: 4, French: 3, Cantonese: 3, Mandarin: 3.

*Initiative:* 6.

**Ghurkas:** These five tough mountain warriors of Nepal first gave allegiance to the British Crown, but now their loyalty is Major MacKenzie and his mercenary consulting firm. Any hostile action against the major would result in the quick death of the assailants; heads would literally roll.

Each carries a Kuri knife and L2A3 Sterling SMG (102 rounds)

*Level:* Elite.

*Skills:* Melee Combat (Armed): 8, Foraging: 7, Small Arms (Rifle): 8, Observation: 7.

*Initiative:* 6.

### POSSIBLE MISSIONS FOR THE PCs

- General Quan Mingshui, a Western-looking Chinese military commander, has just succeeded in retaking the port city of Wenzhou from its despotic ruler. Unfortunately, his brigade-sized force was battered in the attack, and needs replacements and new equipment immediately. He cannot spare any of his remaining troops to train the locals. MacKenzie is hiring a small cadre force, preferably either ex-Green Berets or former drill instructors, to train four 300-man companies, and perhaps train and lead a 100-man quick-strike unit. Payment will be \$200 up front and \$800 a week for at least two months. Transport will be by yet another Hong Kong-based freighter. A total of 200 Italian AR-70 assault rifles and 600 old Lee Enfield rifles will be sent along, so the team will have to start

scrounging for more personal arms. While the group is training the new recruits, the old warlord will attempt to retake the city with over 2000 fresh troops (30% Veteran, 50% Experienced and 20% Novice NPCs).

- "Freedom fighters" (at least to MacKenzie) in Xinjiang have reported that one of the local warlords has five Long March missiles armed with nuclear warheads. The missiles are in the state of being repaired 95 kilometers out of the city of Muji. MacKenzie needs a team to infiltrate the area, investigate and verify this story. Payment is \$500 up front and \$1200 afterward. MacKenzie is working with MI-6 on this, and if the PCs have the opportunity to disrupt the warlord's project, they will be rewarded with \$20,000 and several high contacts at MI-6. Air transport will be provided to Kirghizia, with retrieval by a Kirghizian Army helicopter back to the Frunge airport. The missiles are maintained by 40 crewmembers (treat as Novice NPCs in combat), guarded by 200 Veteran NPCs with five tanks and 12 APCs.

- A large Japanese conglomerate is having serious problems with its Malaysian operation in the city of Ipoh. Hashish dealers have infested the area, and several dozen workers are regular customers. Theft, accidents and flagrant dealing on the site are ruining the profitability of this division, and the top executives want it stopped. The team is to capture some lower-rank dealers, interrogate them to learn the location of their jungle base, then stage a crippling raid on it. The team will be paid per member \$1000 up front, \$200 a day, then a \$1500 bonus afterward. Transport will be by commercial airfreighter to Kuala Lumpur.

- MacKenzie is on good terms with the king of Nepal, and frequently ships him arms to help defend against Chinese and Indian marauder bands. The PCs are to escort such an arms shipment to Kathmandu. The problems will be getting the arms into India, and avoiding the local authorities, numerous marauder gangs and "private" militias. The total team payment will be \$4000 up front, \$10,000 upon successful completion of the mission. This shipment weighs a total of 11 tons but is transported in 22 separate containers. The team will be given transport on a Hong Kong-registered freighter to a seaport (or isolated shore) of the team's choice, but all transport after that will be the concern of the team.

- Colonel Li Feng, a minor warlord in the Heilongjiang province, is in a di-

lemma. A marauding band of soldiers from the old People's Army has begun to cross the border into Russia to raid for food and supplies. Unfortunately for Feng, Russian military leaders suspect that his forces are to blame. So far, response has been limited to a few border incursions by Russian troops and an infrequent flyover of Feng's main city of Xuguit Qi by fighter bombers, but fear of a major Russian attack is preventing the bedraggled warlord from sending his forces into the border region to combat the marauders. MacKenzie is hiring a small merc team to track and find the marauder band, then cause enough damage to the group to make it ineffectual. Payment is \$800 up front, \$400 a day and a \$3000 bonus for success. Transport to Xuguit Qi will be provided by MC-130, with a brief stop in Korea (depositing yet another merc team on their mission). The marauder band is 218 strong (Experienced NPCs), with three tanks, five APCs and 30 horses.

- The United States Defense Intelligence Agency is getting little worried over the brewing border dispute between Japan and Russia over the long-disputed Kuril Islands. As a neutral party, MacKenzie has been subcontracted to send a reconnaissance party into the area and report on both Japanese and Russian military preparations. On the Russian side, the local civilian authorities are building hundreds of future underground bunkers and gun emplacements, and they are in the planning stages of laying minefields. Back on the Japanese side, careful infiltration of the coastal area near Shibetsu will reveal a staging area for a very large military force. If they pose as tourists in the nearby seaside villages, the team members will be recognized by old military buddies being hired on by the Japanese Defense Force as consultants for a future military operation to retake the islands. Fortunately, H-Hour for the invasion is nearly a decade away, but long enough for the Russians' defenses to be solidified. Sneakiness (and good roleplaying) will uncover all this information. If the team members can get the information back to MacKenzie, international diplomacy will prevent a major war from erupting. The major is adamant about one thing—going in quiet and getting out quieter. Payment to the player characters will be \$2000 up front, \$400 a day and a \$3000 bonus for success. Transport will be provided by one of Hong Kong's three 25-year-old surplus diesel attack submarines. Ω

GDW LIBRARY



# CHALLENGE™

US \$3.50

The Magazine of Science-Fiction Gaming

# 69

**MEGATRAVELLER®**

Good, Bad, and Vlan  
*Clayton R. Bush*

**TWILIGHT: 2000™**

Avery's Raiders  
*Andrew Borelli*

**SHADOWRUN™**

Who's on First  
*Chris Hussey*

plus—

**BATTLETECH®**

**DARK CONSPIRACY™**

**PARANOIA™**

**CYBERPUNK®**

**BONUS!**


includes the  
**TRAVELLER:**  
The New Era  
preview,  
**WHEN  
EMPIRES  
FALL III!**

**GDW**









*I served in 'Nam as a supply officer. Came back and settled down in my old hometown. Took out a loan, set up shop and ended up with the most successful general market in the county.*

*I was too old for the Twilight War, but it affected me anyway. Looting, food riots, constant supply problems, security costs through the roof—it almost fell apart in the early years. Even now, it's not easy supplying an entire town with the necessities. Gives me the willies sometimes.*

*Still, things could be worse. Patentown's got an ace-in-the-hole that keeps us running, even turning the marauder problem into a plus.*

Patentown, GA, September 2001

**N**orthern Georgia in **Twilight: 2000** is a terrorized area, but numerous towns are organized cantonments. One of those cantonments is Patentown—a former piece of small town America serving blue collar factory workers and their families. The old industries have closed down but the physical locations of the plants are largely intact, so some of the machinery is used by the town council to keep the place running. This practice also provides jobs and generally gives armed, scared people something creative to do.

The population is estimated at 2200, roughly a 50% reduction since the strike

**If the marauders  
steal things, fine.**

on nearby Dobbins AFB and the subsequent chaos. Patentown's surrounding countryside is dangerous but not quite anarchistic. Use the Fortified Village map from **Twilight Encounters** or the boxed set of **Twilight: 2000** 2nd edition to represent Patentown. Building locations may be improvised to your taste.

Food supplies are a problem in Patentown, especially when coupled with a drought. Georgia suffers from a plague of marauders, and Milgov isn't

**We'll just  
steal it back.**

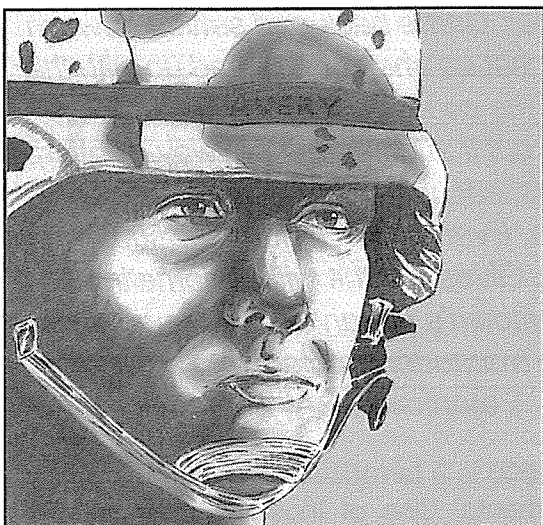
always around to help. There's a well armed militia of 400 men consisting of former soldiers, national guardsmen and survivalist civilians. Patentown's real avenging angels, however, are Avery's Raiders.

#### **AVERY'S RAIDERS**

Avery's Raiders are a group of 170 Elite Georgia National Guardsmen led by an ex-marine, John Lucas Avery. Avery founded the Raiders in response to the marauder problem and operates under an unusual premise: If the marauders steal things, fine. We'll just steal it back.

Avery's guard unit was destroyed in Europe, so he feels he has been unofficially discharged from





## John Lucas Avery

Commanding officer, Avery's Raiders

Rank: 1st lieutenant

Rads: 10

Initiative: 4

Age: 33

Service Branch: US Marines, Force Recon

Skills:

STR: 4

Heavy Weapons: 1

Melee Combat: 2

Small Arms: 4

Thrown Weapon: 2

AGL: 5

Stealth: 1

Wheeled Vehicle: 3

CON: 7

Swimming: 3

Motorcycle: 2

CHA: 5

Leadership: 4

INT: 5

Observation: 3

EDU: 6

Computer: 2

Avery was a computer technician's son from Atlanta who became fascinated with military hardware and entered National Military Academy after high school. Avery entered as a marine, rising through the ranks in Force Recon. When the war broke out, his 225th Marine Expeditionary Unit, with Avery as its leader, was one of the first to cross the border when the Bundeswehr began to falter. The 225th landed near Murmansk in mid-1997 to cut off Soviet marines retreating eastward and quickly mopped up enemy units in its region.

For nearly a year, the 225th served with distinction in this area before a tactical nuclear strike coupled with a swift counterattack trampled the unit in late 1998. Avery was one of the survivors, but could not face the war any longer. He brought the remains of the 225th out of Europe in 1999 during the evacuation, and the unit disbanded on the return home. Avery founded the Raiders six months later.

the marines. But the rest of Raiders—although they stay with Avery and operate only out of Patentown—still consider themselves members of the guard. After all, they are still defending the interests of Georgia, which was their job to begin with. There was talk of incorporating the Raiders into the local national guard and making it a Milgov unit, but Avery would like to remain independent as long as possible.

Avery's unit is an Elite team comprised of the remains of numerous elements: Georgia National Guardsmen, Elite law enforcement agents, well-trained civilians and survivors of the 225th Marine Expeditionary Unit. All are armed with military issue weapons. The team travels in two M60 tanks, an M1, an M2 Bradley, two M113s and five five-ton trucks. The trucks are mounted with M60 MGs and have improvised armored plates along the sides.

### REFEREEING THE ADVENTURE

The PCs may wander into Patentown while marching through Georgia and be asked to join the local militia. Or they may be approached by Avery's Raiders, or be taken as marauders and attacked. (If the latter happens, Avery's Raiders do take prisoners, so the PCs will end up in Patentown anyway.) New PCs may already be members of the town militia.

Whatever the case, the PCs are in Patentown when a crisis arises—the food supply is running extremely low. Normally, overproduction and aggressive trading with other towns would cover the difference, but word comes early one morning that marauders have defeated the militia of Hillsboro, a small town Patentown regularly trades with, and stripped the town dry. Surviving refugees are telling horror stories. Hillsboro was the closest community to Patentown, and it's too late in the trading season to mount up another convoy. Besides, other towns' surplus stocks are dry, and everyone is preparing to settle into winter quarters.

Avery's Raiders intend to hunt down and destroy the marauders that attacked Hillsboro, secure the stolen goods, and redistribute them so Patentown and the survivors of Hillsboro all get a share. Because of their extensive military experience, the PCs are asked along for the trip. The Raiders especially need people proficient in Tracking, Scrounging and Observation, since their first stop will be Hillsboro.

### MARCH

Getting to Hillsboro requires a 15-

mile march south down Interstate 225. It's a large, modern freeway, but the countryside is wild, and the roads aren't in the best of shape.

During the march, random encounters may be rolled at will to keep things interesting. When these rolls are made, there is a 40% greater chance the group encountered will be refugees flooding toward Patentown.

One mile outside the city, the PCs find a vehicle hidden in the overgrown foliage (Average: Observation) on the side of the road. The vehicle is a wrecked, eight-ton cargo truck. Debris is scattered all over the place, and it looks as though the contents were evacuated in a hurry. An Easy: Mechanic check will show that the engine's ball bearings are totally stripped, and the fuel system is badly damaged from lack of maintenance. The tires have been stripped as well. The truck is painted in faded US Army camouflage, but the old markings have been crudely painted over with obscene graffiti, gang names and a hand-drawn depiction of a human skull with a knife running through both eye sockets. This is the symbol of the Road Blight, the marauder gang that destroyed Hillsboro. Neither the PCs nor the Raiders will be familiar with this symbol (the gang is not local).

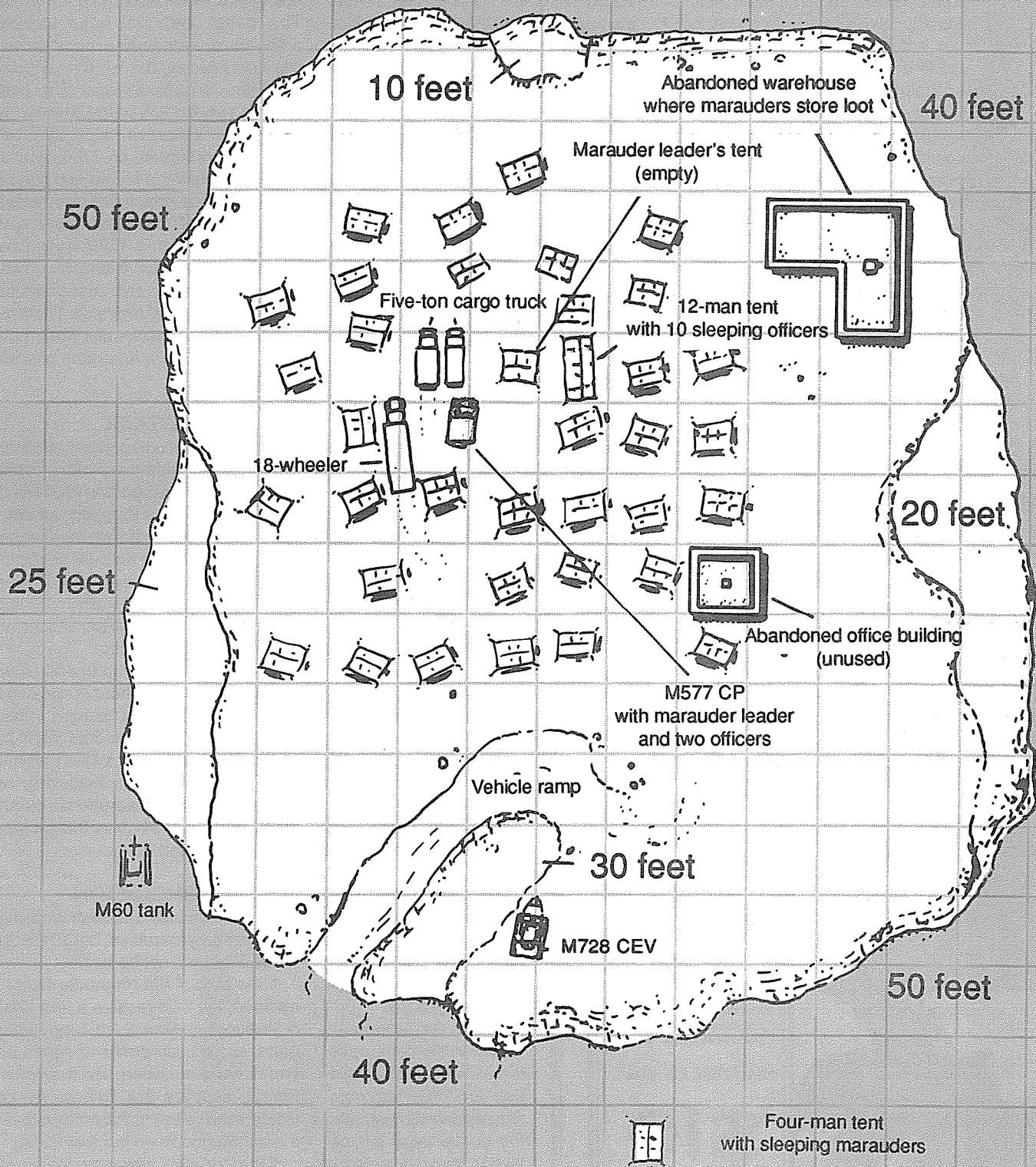
### HILLSBORO

Hillsboro is another fortified village, maybe one-third the size of Patentown. The main wall has been shattered by explosions in five places, and columns of smoke can be seen from five miles away. In the center of the town, the PCs find lots of bodies, mostly dead militiamen dressed in guard uniforms. Many civilians lie with them, brutally slain. The center of the town shows signs of a massive firefight, and the majority of the buildings are smoldering husks. The outer rings of the town are more intact, although a number of buildings there have been looted.

Once the town has been thoroughly searched, Avery will order the bodies to be lined up and covered with tarps. He will also order the men to deal with the fires raging out of control, if there are any. The PCs are welcome to help and will be "volunteered" if they have the appropriate skills.

A handful of survivors are scattered around the ruins. These are civilians of varied gender and age. When the PCs find them (DIF: Observation), the survivors will be huddling in corners or behind barricaded doors. Getting them to come out, other than by using physical force, will require DIF: Persuasion rolls

# Marauder Encampment





and lots of roleplaying. Failing that, measures such as breaking down doors will be needed since the survivors are quite shell shocked.

Providing the survivors with food and drinking alcohol is the first step toward getting them to talk. If the PCs have no such supplies, some must be acquired from the town stores, which may result in a scavenger hunt at the referee's discretion. The Raiders won't be of any real help here because they travel light.

Getting any real information out of the survivors requires an AVG: Persuasion or DIF: Interrogation roll. Using interrogative methods will yield little because the survivors will not respond to harsh questioning. If the PCs fail to get anywhere, Avery will take over. Eventually, the following tale will emerge:

The marauders hit around four in the morning, starting by firing five times at the town wall. All five shells hit, knocking huge entrance points in the wall. Their men flooded into the town using mass storming tactics, basically trampling anything that got in their way.

The shooting started when the militia assembled. Things got very confused then, and no one's sure just what happened. The gang leader was so incensed at meeting resistance that he ordered the whole town sacked and burned, but the sun was coming up and losses were on the high side, so

the gang members withdrew before they had time to destroy everything. They dragged away their casualties and disappeared.

There were roughly 300 marauders armed with a variety of weapons. The gang seemed to be on foot and wore a variety of clothes, although they all wore the same symbol of a human skull on their jackets.

Upon piecing together the survivors' stories, Avery will send a contingent of 25 men to escort the survivors to Patentown in two M113s. The rest of the Raiders will be ordered to saddle up, and the hunt will begin.

## HUNT

How this part of the adventure goes is really up to the players and referee. The PCs and the Raiders will most likely succeed, but finding a trail depends on an initial DIF: Observation roll to notice old tread tracks leading off into the countryside. Actually following up on the tracks and seeing where they lead requires a DIF: Tracking roll. If the PCs can't accomplish this, some of the Raiders may help, at the referee's discretion.

Assuming the trail is followed, a 30-minute march brings the PCs through rough country and small roads. Random encounters are at the ref's discretion, but things should run smoothly.

When the 30 minutes are up, the PCs (or the Raiders) find another marker—shallow graves containing 10 dead marauders behind a ramshackle house in the middle of nowhere. Finding the graves requires an AVG: Observation roll. The dead marauders are all wearing Road Blight colors.

In the house, two gang members have been left behind. They're Veteran punks, one armed with a pump shotgun and the other with an Uzi.

Unless the punks make an incredible panic save, they will not fight the Raiders. An AVG: Interrogation session will reveal that the punks were left behind to burn the bodies in the house, but they lost their nerve and instead opted to bury their comrades. Another AVG: Interrogation will break the punks, and they'll reveal

where the Road Blight usually camps out—in an abandoned rock quarry a few miles from the house.

The marauders are composed of 225 men, mostly Veterans armed with a variety of pistols, rifles and submachineguns. The gang leader and his 10 officers, all army deserters, are Elite NPCs. The gang does not have endless amounts of ammunition or access to heavy weapons, but all the personal hardware is quite modern. The gang rides in two five-ton cargo trucks, one 18-wheeler trailer, an M278 CEV with the winch removed, an M60, and an M577A CP with the M2HB and most of the electronics (which didn't work anyway due to EMP) removed. These have been replaced by a TOW II launcher with three missiles available. These vehicles are not in the best of shape, and all are covered in graffiti. The main guns on the two tanks still work, however, and there are a handful of shells for each.

## ATTACK

Avery will wait until nightfall to attack. At 2245, the Raiders will move out toward the quarry, where the M60 will be topside with orders to guard the down ramp. The quarry is out in an open field, so sneaking up on it will be impossible. The M60 will spot the Raiders three minutes into their approach and open fire. It will take the Road Blight four minutes to fully assemble.

The Raiders must capture the abandoned warehouse without destroying it. Unless the PCs want to fight a long, bloody battle, the marauders might not be killed to the last man. When the battle begins to go badly for them, they will retreat, burning the warehouse behind them. How the PCs solve this problem is up to them and Avery.

## CONCLUSION

If the warehouse was destroyed, then the supplies were ruined, but at least the Road Blight will not be back.

If the bulk of the marauder booty is retained, the PCs receive a nice share of the supplies. Alcohol, fresh food, spare parts, some body armor and ammunition of various calibers are available—though supplies are limited. Avery's Raiders will return to Patentown to distribute the goods—a job well done.

If the PCs wish, they may stay on with the Raiders for awhile. As a greater challenge, the PCs might want to track down any surviving marauders with plans to regroup. Or the PCs might want to volunteer to help rebuild Hillsboro, possibly adding skill points to their character sheets. ☐

PARANOIA  
MINIFIGS  
RAFM  
PRINCE AUGUST  
CITADEL  
VAMPIRE  
GURPS  
GDW  
AND  
CHESSEX DICE  
AND ACCESSORIES

WE EVEN HAVE  
COMPUTER GAMES!



**10% Off All Items!**

**TORG**  
INTRODUCTORY  
SPECIAL

GM's Screen  
"The Destiny Map" Module  
"Living Land Source Book"

**ALL THREE FOR ONLY**

**\$10**

109b College Avenue  
Blacksburg, Virginia 24060  
**1-800-747-8706**





Kirk  
Wescom  
Gib.G. 93



# OPERATION:

**M**ajor Brace Preheim is a soldier from the old school. He's old enough to remember the days when the US was an undisputed superpower of the world, and he doesn't like mercs. That's why it's such a surprise when he contacts the PCs. Though loath to do so, he has orders to hire a merc unit.

The PCs are to recon a suspected terrorist camp located in the African country of Gabon, in some proximity to Okandja. The PCs are to find the exact location of the camp, define its perimeters and deduce the number of terrorists. The military will send in special forces once they get the intelligence information. The PCs shouldn't have to fire a shot. Right.

Preheim is authorized to pay the PCs \$30,000 upon completion of the mission. The military will also provide some supplies (such as gear and ammo, but excluding weapons).

## ENTRANCE AND DEPARTURE

The action in this adventure all takes place in the jungle, so no map is needed. The PCs will be dropped by parachute about five kilometers from Okandja. If they have any vehicles, the military will risk the landing and set down in a cargo helicopter. They will be retrieved by the same helicopter that brought them in. The pickup point is a small clearing by the Ivindo River, 200 kilometers northwest of Okandja. The mercs have exactly 36 hours to make it to the zone.

## COMBAT

The terrorist camp is patrolled regularly, and frequent forays into the forest are known. One patrol, in particular, is set up to encounter the the PC unit.

The combat sequence could take place during any turn, depending on the course of action of the PCs. Remember that vehicles might not be an asset in the forest. The PCs will have 15 combat turns to finish the main patrol. After that, more patrols will enter the forest in search of the PCs. Once that happens, the PCs will be forced to make a run for it.

GDW LIBRARY

## NPCS

**Etienne Tronga:** Tronga is a high-level member of this terrorist cadre and a native of Gabon. It was Tronga's idea to set up a camp in his disordered country. Tronga is totally ruthless and won't stop attacking the PCs until he is dead. Tronga is a Veteran NPC and is accompanied by five terrorists.

**Skills:** Foraging: 4, Leadership: 5, Melee Combat: 4, Observation: 4, Small Arms: 6 and Stealth: 5.

**Weapons:** M1933 Tokarev, G3 with four extra clips and four frag grenades.

**Terrorists:** The five terrorists are Experienced NPCs. **Skills:** Armed Melee: 3, Observation: 2, Small Arms: 4 and Stealth: 3.

**Weapons:** M1933 Tokarev, G3 with four extra clips and four frag grenades.

## AFTERMATH

Preheim grudgingly pays the PCs for successful completion of the mission. The PCs are free to keep any gear they confiscated, as Preheim wants the PCs out of his face as soon as possible. The military will take the PCs to their original location; after that, the PCs are on their own. If Tronga survived the combat, he and his terrorist accomplices may prove to be interesting future adversaries for the PC unit. Ω





# CHALLENGE™

US \$3.50

The Magazine of Science-Fiction Gaming

Game Designers' Workshop

# 70

20th  
Anniversary  
GDW  
1973 - 1993

**TWILIGHT: 2000™**

**Goodrich Hill**

**Thomas E. Mulkey**

**SPACE: 1889™**

**Treasure of Melas**

**James L. Cambias**

**STAR WARS®**

**Bantha Cannon**

**Chris Hind**

plus—

**MEGA TRAVELLER®**

**DARK CONSPIRACY™**

**SHADOWRUN™**

**CYBERPUNK®**

**CTHULHU™**

**BATTLETECH®**

**and More**

**GDW**



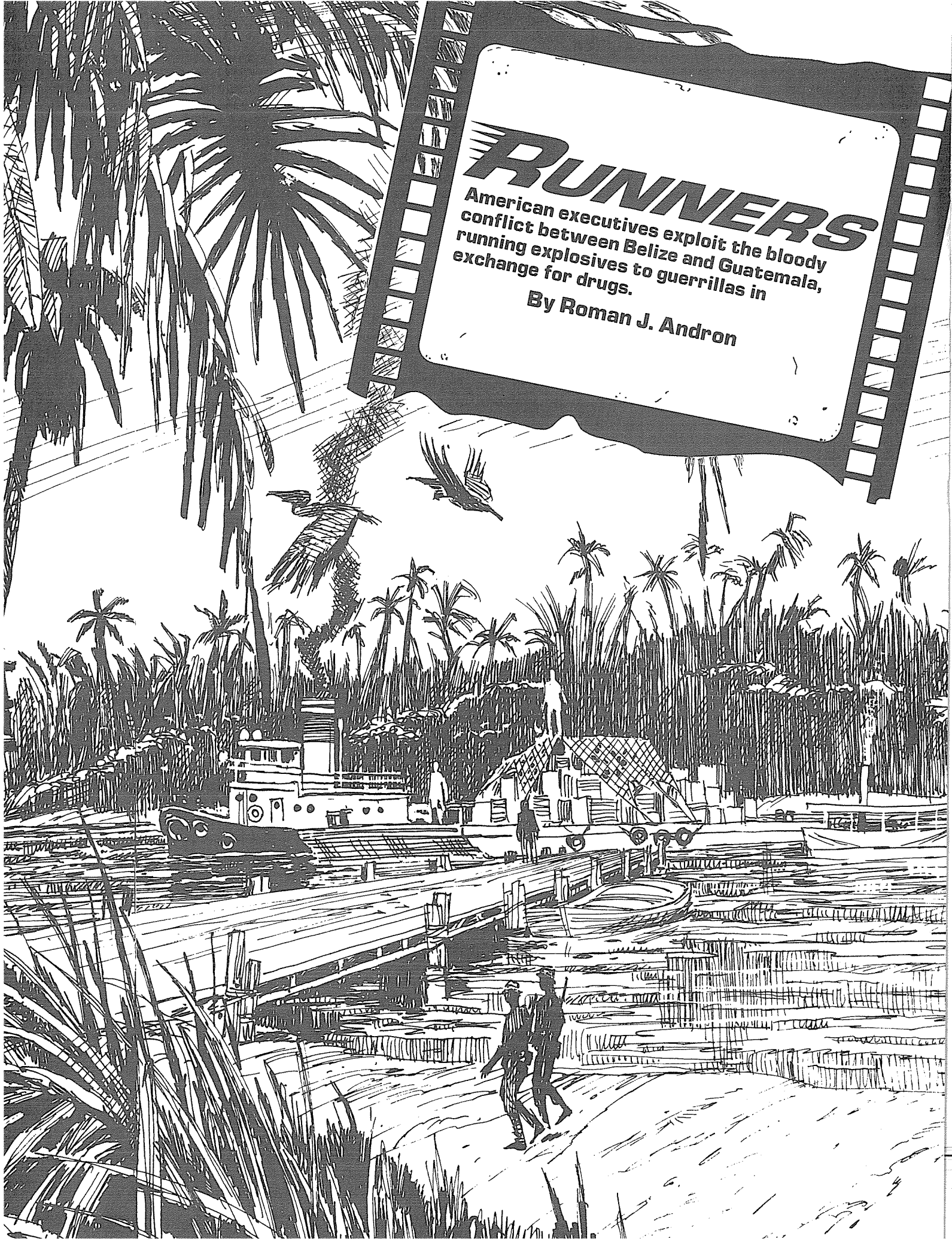




# ***RUNNERS***

American executives exploit the bloody conflict between Belize and Guatemala, running explosives to guerrillas in exchange for drugs.

By Roman J. Andron





**T**he discovery of petroleum deposits in Belizan territory has inflamed hostilities between Belize and Guatemala into a bloody war, igniting a series of subsequent offensives and lulls in the 18 months since the initial Guatemalan invasion. The conflict between these two nations has provided a pair of American executives with an opportunity to exploit the bloodshed and emerge with a small profit by running explosives to Guatemalan guerrillas in exchange for drugs. Players are approached by a major American chemical company to try to retrieve a shipment of explosives two of their employees diverted to a Central American war zone.

This adventure is designed for a fireteam or squad of player characters with a wide body of skills ranging from Demolitions to Electronics. Possession of the **Merc: 2000 Gazetteer**, while not required for play, is recommended.

### MISSION BRIEFING

Characters are contacted by Thorson Consultants, a private security/investigations firm which acts as a broker for merc activities in the United States. At a subsequent meeting, "Gunny" Thorson introduces the characters to Sarah Wilkes and Wilma Forsythe, two mid-level executives from a major American chemical company (a level III patron).

Wilkes briefly explains the crisis. Auditors discovered that five tons of nitrates and dynamite, as well as 300 pounds of C-4, were diverted from a subsidiary's warehouse in Toronto to a freighter headed for Central America. An internal investigation revealed that two mid-level employees, Jason Frapelli and Rochelle Stagmont, were responsible for the diversion, and these employees cannot be located.

Forsythe states that the company has information that the explosives will be delivered to the Guerrilla Army of the Poor in Guatemala via Belize. Thorson Consultants wants to hire a small team to destroy the explosives, preferably after delivery, and to bring the errant employees back to the country to stand trial. The company wants to avoid any bad publicity, and Forsythe insists that characters performing the mission remain as clandestine as possible.

Thorson provides the characters with photographs of the two employees and gives a brief background on each (see below). He also gives them the expected docking time of the *S.S. Newbrook*, a container vessel, in Belize City. He expects that Frapelli and Stagmont will be there to meet the ship, before proceeding on to the exchange point. Finally, he gives them a poor photograph of Commandante Rico Allegras of the Guatemalan insurgent Guerrilla Army of the Poor, which Thorson's sources suggest is the intended purchaser. The guerrilla army has focused its activities around Guatemala City and Puerto Barrios.

The characters will have full planning responsibility for the mission. The company will only provide a budget for supplies and pay salaries upon completion. Referees should keep the budget quite low, on the range of US \$10,000 for equipment and transport and the base rate for team members. If desired, a Thorson Consultants surveillance specialist and/or area expert can accompany the team to help smooth over investigations.

### REFEREE'S PREPARATIONS

The information presented here provides a very sparse framework, but this mission could develop into a full chronicle with a number of smaller episodes and complications. In any event, referees can adapt the mission data to their players' styles and preferences as well as filling in details.

A good place to start preparation is area knowledge. The **Merc: 2000 Gazetteer** contains a profile of the Guatemala-

Belize conflict, including organization tables and a map showing deployment of forces. An encyclopedia will also provide data on the nations, their histories and climates. The *Encyclopedia Britannica* is recommended for Guatemala, as it has a good article and an excellent map of Guatemala showing both departments and many small towns. *Fodor's Central America* is a travel guide which will supply some useful local color as well as more maps. Those who have access to Defense Mapping Agency TPC-series maps of the area should make use of them. This small amount of research and preparation will make the adventure go smoother.

The second major area of preparation is to modify the plot. A suggested plot is given later, but referees may put in subtle modifications to complicate matters. For example, rather than off-loading at Belize City, the freighter may meet with a barge near the Turneffe Islands and off-load at sea. Of course, players should be given clues that this is taking place, like having Frapelli and Stagmont discuss it within earshot or charter a motorboat and ask about the Turneffes.

Finally, several rivers could be used to transport the explosives, and referees will have to decide which they want.

### PLANNING

If the characters accept the mission, they must begin on an operational plan and get down to Belize City within four days if they want to meet the *Newbrook*. Considerations break down into four stages:

**Weapon Requirements and Acquisition:** Will the team members use their own weapons, or will they arrange for weapons in Belize or en route? What happens if the weapons don't arrive?

**Exiting the Country and Transport to Belize or Guatemala:** How will characters get to the area of operations without attracting attention? The obvious answer is air travel, but can the team charter a plane in the United States and avoid customs in Belize or Guatemala?

**Investigation:** The team will have to locate Frapelli, Stagmont, and the *Newbrook* in Belize in order to gather intelligence and better prepare for the next stage.

**Operations:** How will the team members track the explosives once they are in-country? How will they accomplish the mission objectives of destroying the explosives and "extraditing" Frapelli and Stagmont? And, finally, how will they exfiltrate Guatemalan or Belizan territory?

Players should be allowed to discuss an operations plan and contingencies for as long as they like. After all, if things go wrong, it will be their own fault. Gunny Thorson will help out with as much area knowledge as he has, but he is unable to provide any more data on Frapelli, Stagmont or the company.

### SITREP: BELIZE/GUATEMALA

The current war between Guatemala and Belize has its roots in the colonial era of the 19th century when Britain declared Belize a British colony in 1862. The region had been settled by the British since 1638 and had resisted several Spanish attempts to exert dominion. In 1859, conservative president Rafael Carrera signed a treaty with Great Britain defining the status and borders of British Honduras. Although the treaty survived a liberal coup by Miguel Granados and Justo Barrios (a.k.a. "the Reformer"), its interpretation remained a point of contention between Guatemala and British Honduras until 1991, when Guatemala surrendered its territorial claims to Belize.

The year 1991 also brought the election of Jorge Elias, who instituted a strong anti-corruption and pro-human rights campaign. Elias' ineffective campaign lasted until late 1993, when

a failed assassination attempt lodged shrapnel near his heart and forced his resignation.

Since Elias' resignation, the military declared a state of martial law, and General Serrano Barrilas assumed power. Almost immediately, death-squad activities increased. Barrilas revoked any peace agreements the previous administration negotiated with the leftist guerrillas. He also began agitating for the annexation of Belize, agitation which increased following the discovery of substantial oil deposits in Belizán territory.

Barrilas' actions finally came to a head in late 1998, when the Guatemalan Army tried to invade Belize. The Belizan and British garrisons were able to react quickly with some advance intelligence and stall the offensive.

**Op-Int:** Presently, both nations are engaging in low-intensity operations intended to attrit their opponents. Both sides have been hiring mercenaries as cadres, and Belize has even formed a mercenary air-mobile group of roughly battalion strength and kitted with advanced weapons paid for by the corporate shareholders of Petro-Belize S.A., the Belizan national oil company which is jointly owned by the Belizan government and some major world oil companies.

### OPFOR

The following data is public knowledge for a person who knows where to look. It may be provided by Thorson, or characters may have to do some research through newspapers. Characters who have spent time in the area will be able to press local intelligence officers for this data.

**Guatemalan Forces:** Guatemalan forces in the region consist of several infantry brigades of three battalions each, all clustered around the Guatemala-Belize border. One infantry brigade is stationed in the coastal towns of Puerto Barrios, Livingston and San Juan, performing rear-area security and counterinsurgency patrols. Two other full brigades are sta-

tioned around El Encanto and Sayaxche, also performing counterinsurgency missions. A fourth brigade forms the front-lines in Punta Gorda (Belize), with one infantry company stationed near the Mexican-Guatemalan-Belizan border, another in Melchor de Mencos, a third in Poptun, and the balance of the brigade in Flores. An armored company is stationed roughly 30 kilometers SSW of Middlesex (Belize). Two special forces battalions are operating somewhere in Belize and the Guatemalan departments of Peten and Izabal, but their present location is unknown.

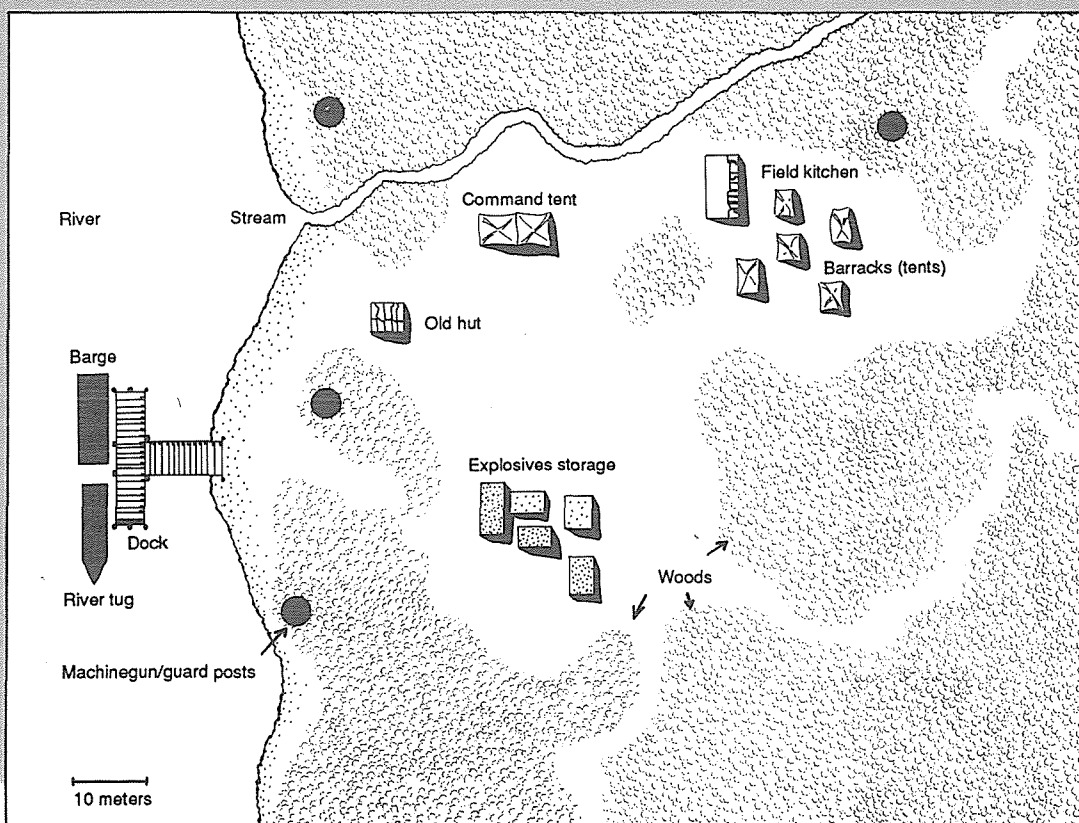
As an added note, the Guatemalan military is suspected to be supplying personnel to government death squads. In game terms, the death squads are six- to 10-member teams armed with military weapons and often in civilian clothing. These teams are commonly composed of Ladino officers (see below) or possibly some highly motivated enlisted men.

**DIT:** The Guatemalan Secret Police is primarily an urban internal security force. It is not normally attached to the military, but operates independently. There is no love lost between the DIT, which is predominantly Ladino (Mestizo and Creole), and the army, whose ranks are dominated by Indians. Ladinos occupy elite positions in Guatemalan society, and there is a strong racial bias against the local Indian population, which is reflected in DIT attitudes. For our purposes, the DIT has the role of guarding against treason, and members may be encountered on military bases as liaisons to ensure proper procedures are followed. DIT paramilitary squads will also perform raids on any urban bases used by the players, and they will act as prison guards and death squad members. They are armed and trained to the same standards as the military, but are much more self-serving and corrupt.

**Guerrilla Army of the Poor:** The Guerrilla Army is a terrorist group operating in Guatemala and is the recipient of the smuggled explosives. A breakaway faction of the Guate-

## Allegras Exchange Point

Suggested Layout





## Suggested Organization and Equipment

### Guerrilla Army

10 squads

8 assault rifles

2 SAWs

Includes two RPG-7V or RPG-16 gunners

Each squad while on duty operates two MG/guardposts

1 battery

2M-37 82mm mortars

Includes six gunners armed with assault rifles or SMGs

50-60 noncombatants

### Runners

Frapelli

P-85 9mm plus M-870 12-gauge pump

Stagmont

P-85 9mm

### Riverboat Crew

5 G-3 assault rifles

2 M-870 12-gauge pump

2 noncombatants

malan National Revolutionary Union (GNRU), the Guerrilla Army kept forces in the field during 1991-1992 negotiations with the Elias government and was one of the first groups to mobilize following the former president's attempted assassination. Like many of the other groups, the Guerrilla Army is based in Peten and the Mexican Yucatan, where it obtains funds from heroin plantations. The Guerrilla Army troop commanded by Allegras has 100 men in 10-man squads armed with Soviet assault rifles and SAWs. Allegras also has a battery of two M-37 82mm mortars which travel near the rear of his column.

**Belizan Forces:** Opposing the Guatemalan invasion are roughly two local infantry brigades based at Belmopan and Belize City, a British infantry regiment stationed at Staph Creek and a mercenary air-mobile battalion at Belize City. There are also numerous small merc units, drug smugglers and general-purpose criminals operating in the backcountry of Belize.

**British Intelligence:** Although unlikely to get involved, British intelligence services may take measures to ensure that the Guerrilla Army does receive the explosives in order to harm the Guatemalan war effort. They are unlikely to commit more than a single MI-6 or SIS agent to coordinate local police efforts to hamper the characters while in Belize.

## MAJOR NPCs

**Jason Frapelli (Experienced NPC):** Frapelli is a very greedy young man who has decided to better himself by entering the world of arms smuggling. He is the picture of the young professional, both handsome and intelligent. He also wanted to get a piece of the lucrative drug trade, so he and Stagmont brokered this deal on one of their vacations in Mexico. Jason likes the idea of breaking rules, but does not have the ruthlessness required to ensure his survival in the business, meaning he will not betray or expect betrayal from his partners. He normally carries a 9mm P-85 and adds a folding-stock Remington 870 pump shotgun for special occasions. He is a good shot with both.

**Rochelle Stagmont (Experienced NPC):** Stagmont is the perfect contemporary young professional. Blonde, attractive and with a total disregard for rules, Stagmont will do what it takes to achieve her own selfish goals. Although she is Frapelli's partner in both criminal and neo-relationship terms, she will not hesitate to testify against him to protect herself, claiming she was a dupe. Stagmont is a good shot with the 9mm P-85 she carries, but has no experience with other firearms.

**Rico Allegras (Veteran NPC):** Allegras is a regional commandante of a Guerrilla Army troop and is looking forward to continuing to corrupt *Norteamericanos* and continuing his revolution. Allegras is a devious man who has spent much of his life fighting in Peten and Izabal, and has frequently bested Guatemalan regulars. While not highly ideological, he does believe in the Guerrilla Army cause. Allegras plans to approach the transaction with Frapelli and Stagmont warily, but honestly, as he wishes to cultivate them as a new source of four old Soviet F1 fragmentation grenades.

**"Gunny" Thorson (Elite NPC):** Thorson is a crusty old war horse and veteran of MACV-SOG, Grenada, Panama and Desert Storm who has gone semi-independent. He has founded Thorson Consultants, a private security firm which works as a broker for talented mercenaries, notably veterans of the USMC, Rangers and SOCOM. He will work to get his friends jobs with major corporations and other governments, although rumors suggest his company is actually an Intelligence Support Activity (ISA) operation. The ISA is an elite, covert, military intelligence service operated by the US Army to provide intelligence from conflict zones which other agencies are unable or unwilling to provide.

## SUGGESTED PLOT

What follows is a suggested plot, highlighting areas of importance for the proper play of the adventure.

Following the briefing, the team plans the insertion into Belize. The characters can land in Belize City on-board a cargo plane and smuggle in their equipment. They will be accompanied by Scott Larson, a surveillance expert and part-time gunrunner from Thorson. Once at the Belize airport, the characters find themselves facing Belizan customs agent, who search their aircraft and impound their firearms. The characters then hustle off to Belize City to set up an operations base and to locate new firearms and their targets.

Since the *Newbrook* is not due in Belize for the next three days, characters split into two teams. The first searches the hotels and resorts for Frapelli and Stagmont, while Larson takes the others to some of his acquaintances to purchase weapons. It takes several stops, but characters are able to purchase assault rifles and even grenade and rocket launchers at a reasonable markup.

The second team finds the two "runners" at a harborfront hotel. Larson then rents a number of hotel rooms in adjacent hotels and sets up a series of directional and room mics to monitor the two runners' conversations. He also gives the PCs an electronic tracking unit and teaches them how to use it. It takes the better part of a day of surveillance, including a hasty scramble to escape when Belizan police raid the team's room on an "anonymous tip," but the team learns how the exchange will take place. Frapelli and Stagmont will arrange for the loading of the containers of explosives onto a barge, which will be towed to Puerto Barrios and then up the Dulce and El Golfete rivers to a contact with Allegras. In return, the runners expect to receive some 700 kilos of heroin.

The PC team again splits into two, this time leaving Larson with a two-person security element and allowing the strike team to travel behind Guatemalan lines to the exchange point.

It takes three days for the strike team to reach the exchange point, and they have to avoid Guatemalan regulars and Guerrilla Army sweeps all the way. By the end of the second day, they start receiving updates from Larson's team via secure satellite downlink that the barge is loaded and moving. The strike team bivouacs in a hide after reaching the exchange point and avoids contact with the Guerrilla Army patrols.

By the fifth day, the barge arrives, and the Guerrilla Army starts off-loading the explosives. The strike team videotapes the entire procedure as evidence for the chemical company and, after a final call to Larson's team in Puerto Barrios, moves in for the strike.

A demolitions expert silently infiltrates the explosives storage area and rigs the entire five-plus tons of material to explode after an hour's delay. Then, the remainder of the strike team silently eliminates Allegras and captures Frapelli and Stagmont, but not before Stagmont can alert the Guerrilla Army.

The team engages in a fighting retreat and evasion from the exchange site while it races for its pickup zone, where Larson's team waits with a UH-1 helicopter temporarily borrowed from the Guatemalan Army. While in the air, the team turns the videocamera toward the exchange zone to see a five-ton explosion devastate a substantial area of forest.

**Filling in the Details:** Obviously, the above plot is very sketchy, and the referee should try to add whatever details are required to personalize the adventure. Possibly the exchange zone is in Belize itself, along the Belize River. Or the exchange takes place beyond the Guatemalan garrison at Melchor de Mencos, or along the Folmul River. The team may elect to follow the barge by stealing along the riverside and continue to watch the drama of Frapelli and Stagmont forcing a river smuggler onward. There is also the potential

of a river fight with Belizan or Guatemalan patrol boats.

Key areas of the adventure include entering Belize, investigation, operations in Belize, crossing the Guatemalan border, getting to the exchange zone, operations at the exchange zone, and extradition and exfiltration. By focusing details on these key areas, the referee can prepare a flexible adventure plot.

### ALTERNATIVES AND VARIANTS

A number of ways have been suggested to make the mission more challenging, but none are as intriguing as making the players' team a decoy unit for another, more professional unit also secretly recruited by the chemical company. The company has leaked the nominal mission of the players' team to the Guerrilla Army and the DIT in hopes that the ensuing commotion will allow the second team to operate undetected. Characters will naturally be actively hunted even before they cross the Guatemalan border and may be ambushed in Belize by either side. Or characters may find themselves being called upon to support the main team which they never knew existed.

Another way to alter the scenario is to let characters play on the Guatemalan side and be assigned to stop a shipment of explosives to the Guerrilla Army which is being escorted by "corporate" mercenaries or even Belizan forces. They would have a full squad of Guatemalan regulars under their command to support the operation. Naturally, the characters will run head-on into the corporate team. In fact, if the group is large enough and patient enough, it can be divided into two sides—Guatemalan mercs and the company decoy team.

The company team is made up of five ex-Special Forces and Ranger personnel from the United States, Britain and Canada. These mercs are all highly experienced (Elite) and well-equipped with assault rifles and SAWs. Referees should play these characters as the professionals they are. Ω

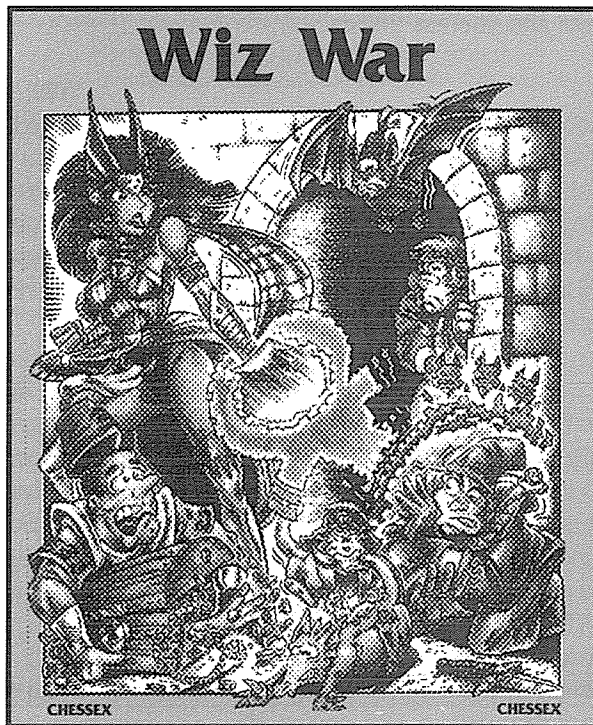
# WINNING WIZARDS WAIT WITH WONDER...

## For The 6th Edition Of Wiz War™



**THOSE** master magicians at **Chessex** have cast all new spells for the reintroduction of this classic game. You'll discover more fun than ever with all new graphics and artwork by Phil Morrissey, revised and expanded rules, reworked and improved playing board and cards. Cast spells, steal treasure, read minds, blast fireballs, turn to mist and more!!

**CHX 7000 Wiz War      Retail \$18.00**  
**CHX 7001 Expansion      Retail \$10.00**



Check with your local retailer. Retailers contact Chessex:

Chessex Manufacturing/(510) 843-1194    Chessex East/(800) 876-2193    Chessex Midwest/(800) 444-3552



Many weak and otherwise defenseless folk  
have taken to the use of booby traps in their self defense.  
Occasionally these devices can cause more problems than they solve.

# Goodrich Hill

By Thomas E. Mulkey  
Infantry, US Army (Ret.)

**T**he following encounter is designed as an interlude between major adventures. Most gaming groups should be able to play through it in a single session.

Arriving at a rural crossroads village while en route from one adventure to another, the characters observe a substantial gathering of locals in the village square. At the same time, the PCs intercept the following radio transmission:

"Help! I'm injured and need assistance!"

Glenn Goodrich, known hereabouts as "Doc," is the local herb doctor, acupuncturist and unlicensed dentist. He is also the closest thing to a full-time doctor available for 50 miles in any direction. Doc just contacted the villagers via CB and reported that he is injured and alone in his home. An old man in frail health, he is in dire need of medical assistance.

Unfortunately, no one but Doc's nephew ever goes up Goodrich Hill to Doc's home, and for good reason. The entire hill is elaborately booby-trapped! The nephew and Doc are the only ones who know the safe routes through the minefield. The nephew is out of town, walking to Gainesville, 50 miles away, to bring back one of Doc's grandsons. The young man has just completed his medical degree at Shands Teaching Hospital at the former University of Florida. They are not expected to return before late tomorrow afternoon. The weather is expected to fall to freezing or below tonight, and Doc will probably not survive unless help gets to him quickly.

The only one from the village who will volunteer to guide the PCs is Mike Shaw, a village boy who has been up the hill once before and thinks he can find the way again. The other townsfolk can be summed up as concerned but worth nothing but goodwill and useless advice.

## AREA DESCRIPTION

Goodrich Hill is a steep-sided prominence with 65- to 85-degree slopes, impassable to any wheeled or tracked vehicle the PCs may have with them. The hill is 75 meters tall and covered with the terraced herb gardens Doc uses in his work. The garden consists of patches of dense vegetation surrounded by neatly maintained, mulch-covered paths. The foliage has flourished, creating a thick, head-high jungle of greenery. The terraces are connected by a winding footpath, so steep in places that stair steps have had to be cut into the hillside. Doc's residence is located in a saddle atop the hill. A small cottage at the base of the hill is used as a clinic by the locals, who pull on the bell cable at his front gate to summon Doc down from his house and gardens above.

## REFEREEING THE ENCOUNTER

Doc has been bothered repeatedly by marauders seeking money and drugs. Fed up with such rude behavior, Doc has liberally seeded his herb gardens with hand grenade booby traps in mechanical ambushes. It is *extremely* hazardous to one's health to pay unannounced housecalls upon the doctor! Doc has a coded system to get through the booby traps, but the markers are specific types of herb plants and shrubs. Someone must successfully pass Average: Biology tasks (or Difficult: Farming tasks) to make repeated plant identifications and recognize the safe routes.

Doc uses monofilament firing line for tripwire, which is practically impossible to spot, especially if one doesn't know what to look for. It is a Difficult: Observation task to detect the monofilament tripwires and an Average: Observation task to spot the booby traps themselves. The red laser dot sighting beam will cause the monofilament fishing line tripwires to glow when they are struck by the laser, creating a fiber-optic cable-like effect. But that only works when it is dark enough to allow sufficient contrast. Meanwhile, Doc can't wait.







## ALTERNATIVES AND VARIANTS

If the PCs persuade Mike to lead the way through the booby traps (an Easy: Persuasion task), Mike gets struck down with a grand mal epileptic seizure halfway up the hill! Asking him to draw a map is fruitless at this point—the seizures leave him weak and confused for several hours.

From his antenna on top of Goodrich Hill, Doc is broadcasting to all listeners within 35 kilometers. The PCs can talk to Doc over his CB, but he is having alternating bouts of unconsciousness and incoherence.

Burning off a clear path (and hoping the grenades cook off in the fire) is a bad move for two reasons. First, the herb crop is worth a fortune, and some species are irreplaceable. Second, the crop is so dry that there is a good chance of setting Doc's house on fire with him still in it.

Running a herd of animals up the hill to detonate the booby traps would be a possibility, if only goats or sheep were available. Pigs or cattle will refuse to make the climb. And farmers will either refuse to volunteer their flocks or ask for compensation in exchange.

To make matters worse, no one thought to mention Doc's dog, a Rottweiler named Boomer. Doc is completely dependent on that old dog and loves him like a child. To Boomer, the PCs look and smell just like somebody who is out to hurt his master.

How about *another* group of eager adventurers who want to join the player characters in the dangerous journey to the top of Goodrich Hill? These individuals have never been up the hill either, but for dear old Doc's sake, they are willing to give it a try.

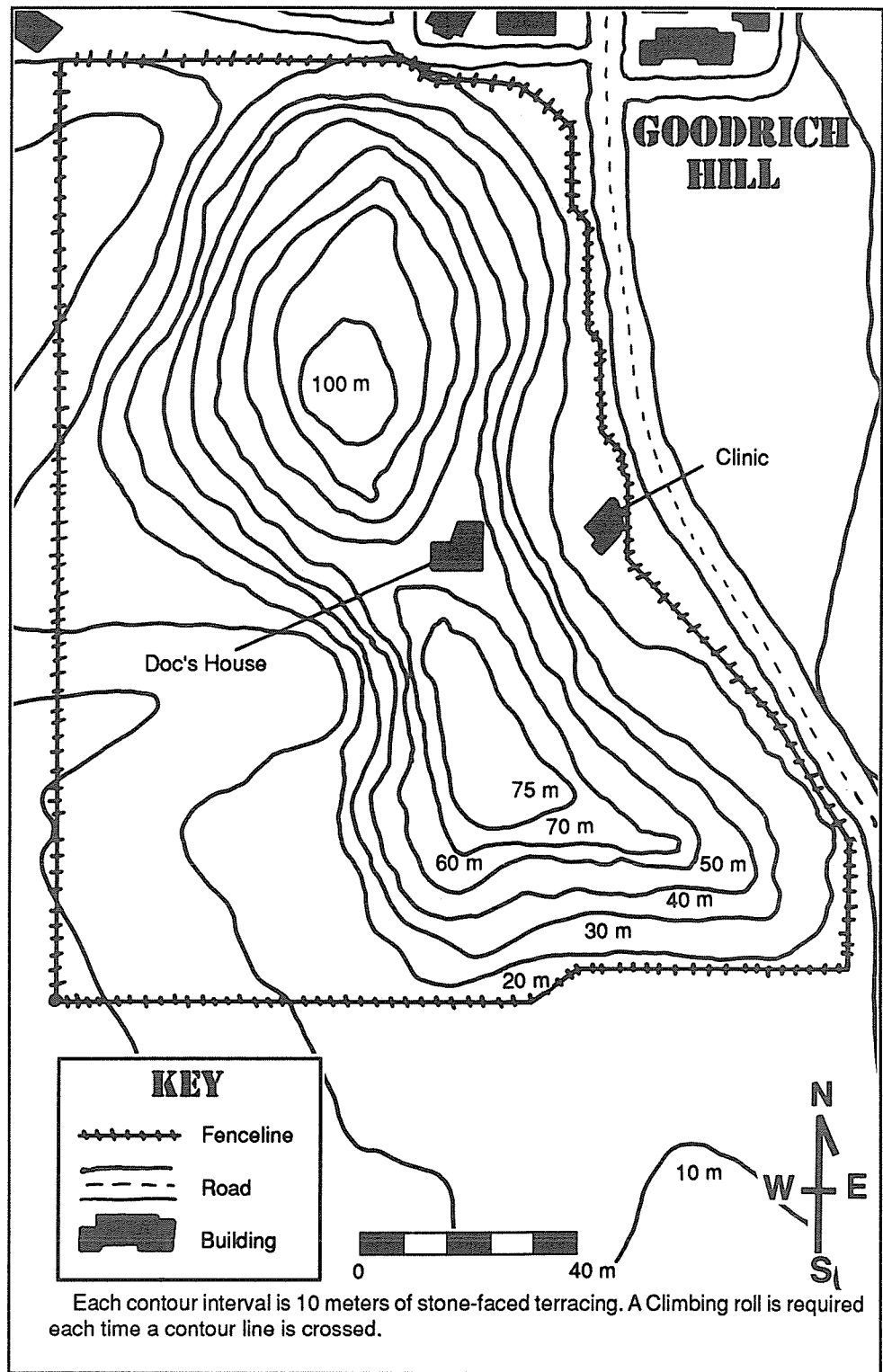
If their help is refused, they will race the player characters to the top of the hill for the opportunity to claim a hefty reward.

Oddly enough, these enthusiastic adventurers are strangers in town, too.

These individuals are actually marauders who just want to get their hands on the fabled cache of drugs Doc is supposed to have secreted on his mountain. Tailor the bad guys to challenge your particular party members according to their specific strengths and weaknesses.

## MECHANICAL AMBUSH RULES

Doc's minefield is laid out to a standard pattern with a basic density of four or five booby traps per eight-meter square. The mine locations can be handled randomly by rolling even or odd for four or five per eight-meter grid distribution. Roll dice equal to the number of eight-meter grid squares



the party has crossed, then multiply the even-numbered dice by four and the odd-numbered dice by five. Add the results together and divide by two for the average density and number of D10s to be rolled. The D10s are the chance of accidentally activating a tripwire—any result between 1 and 6 is an activation. Roll the Observation skill of the PC in the lead and subtract that result from half that PC's Observation skill. The result is the number of tripwires that would have been activated by the PCs that were discov-

ered by the pointman. If that number equals or exceeds the number of D10s that came up 6 or less, all the tripwires that would have been set off (but not all the tripwires that are there) were discovered without setting them off. If the number discovered is less than the number there, have the second character roll a Difficult: Observation task and repeat the process. If they are still undiscovered, the tripwires go off. Ω

*Playtested by Largo Adventurers' Guild.*



# CHALLENGE™

US \$3.50

*The Magazine of Science-Fiction Gaming*

# 71

**TRAVELLER®,**  
**THE NEW ERA**  
**Lasers in Space**  
**Combat**  
*Frank Chadwick*  
*& David Nilsen*

**DARK**  
**CONSPIRACY™**  
**Dusted**  
*Dan Snuffin*

**CTHULHU™**  
**Tea and Biscuits**  
*Greg Unger*

plus—  
**MORE TRAVELLER®**  
**TWILIGHT: 2000™**  
**SHADOWRUN™**  
**SPACE: 1889™**  
**2300 AD™**  
**CYBERPUNK 2.0.2.0.®**  
and More

# GDW





This difficult-to-obtain hardware may engender more complex roleplaying in your gaming group

# TOOLS

*of the Trade*

By Chuck Kallenbach II

Modern- and future-era roleplaying games are often criticized because hardware is just too easy to acquire and thus can reduce the amount of character interaction. To encourage your **Twilight: 2000**, **Merc: 2000**, **Dark Conspiracy** and even **Cadillacs and Dinosaurs** characters to interact more effectively, below are examples of hardware which is more difficult to obtain. These items may engender more complex roleplaying in your gaming group by forcing characters to cajole, threaten, seduce or otherwise interact with NPCs in order to locate and pay for them. In the case of the more obscure equipment in the "why-the-heck-would-anyone-want-this-junk" category, a true roleplaying challenge is presented as the PC develops peculiar persona traits explaining the attachment he has to his "plastic submachinegun." Rock and roll!

## Desert Eagle .50 Action Express (Semiautomatic)

The popular Desert Eagle pistol is also available with a thunderous .50 caliber "Action Express" round.

*Ammo:* .50 AE

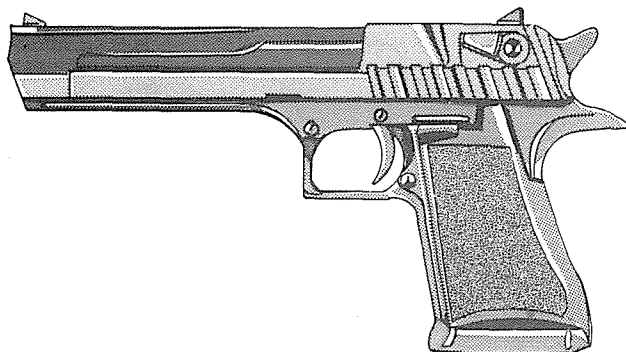
*Wt:* 1.5 kg

*Mag:* 7 box

*Twilight: 2000 Price:* \$1450 (—/R)

*Merc: 2000 Price:* \$1200 (R/S)

| Weapon           | ROF | Dam | Pen   | Blk | Mag | —Recoil— |      |     |
|------------------|-----|-----|-------|-----|-----|----------|------|-----|
|                  |     |     |       |     |     | SS       | Brst | Rng |
| Desert Eagle .50 | SA  | 3   | 2-Nil | 1   | 7   | 6        | —    | 12  |



## .50 AE (12.7mm "Action Express")

*Wt:* 1 kg per box of 50

*Twilight: 2000 Price:* \$100 per case (—/R)

*Merc: 2000 Price:* \$60 per case (R/S)

## 8.58mm (.416 Rigby Rifle Modified)

*Wt:* 20 kg per case of 500

*Twilight: 2000 Price:* \$250 per case (—/—)

*Merc: 2000 Price:* \$200 per case (—/R)

## 5.56mm SCF (5.56mm×45mm/1.6mm Flechette)

*Wt:* 5 kg per case of 1000, 0.6 kg per 24-round magazine

*Twilight: 2000 Price:* \$1200 per case (—/—)

*Merc: 2000 Price:* \$1000 per case (—/R)

## Ares FMG Folding (Submachinegun)

Concealable as an unremarkable, rectangular plastic box 26cm×8cm×4cm in size, the Ares FMG is useful for undercover duties. It can be unfolded, cocked and fired in two seconds (takes a five-second turn to prepare). A fashionable, blue plastic version of the weapon was featured in the movie "Robocop 2."

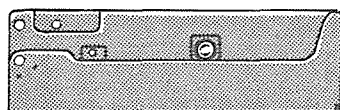
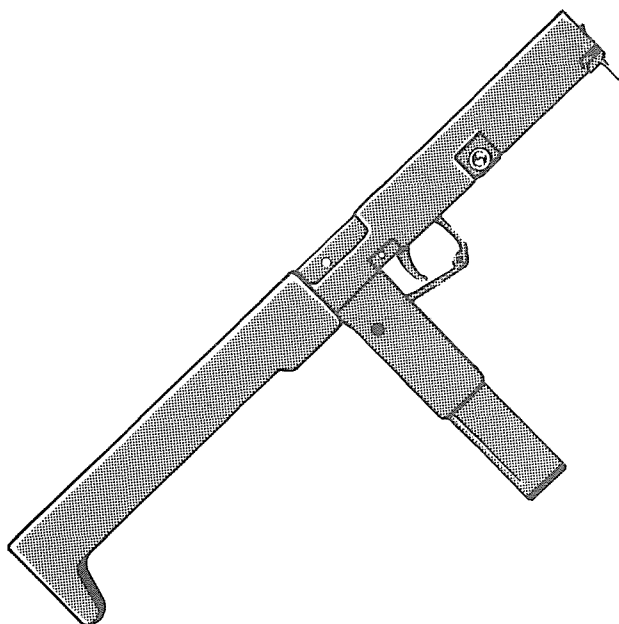
*Ammo:* 9mm P

*Wt:* 2.8 kg (32 rounds), 2.7 kg (25 rounds), 2.6 kg (20 rounds)

*Mag:* 32/25/20 box

*Twilight: 2000 Price:* \$1800 (—/R)

*Merc: 2000 Price:* \$1500 (R/S)



Folded

| Weapon           | ROF | Dam | Pen | Blk | Mag     | —Recoil— |      |      |
|------------------|-----|-----|-----|-----|---------|----------|------|------|
|                  |     |     |     |     |         | SS       | Brst | Rng  |
| Ares FMG Folding | 5   | 2   | Nil | 3   | 20/25/3 | 2        | 3    | 8 30 |

## Spectre M-4 (Submachinegun)

This handy-to-use weapon features large-capacity, four-column magazines. The Spectre is a recent design. A folding stock is included, and a front grip aids in control.

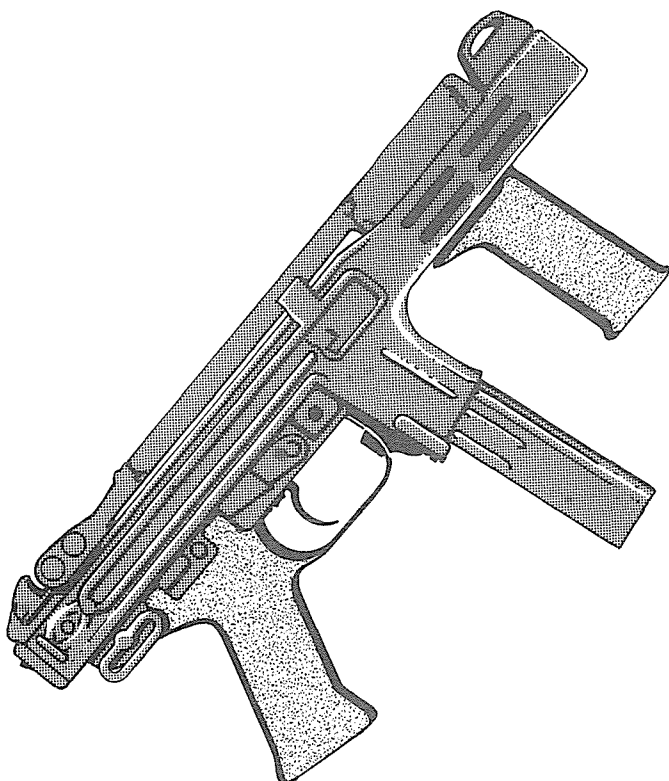
*Ammo:* 9mm P.

*Wt:* 3.8 kg (50 rounds), 3.5 kg (30 rounds)

*Mag:* 50/30 box

*Twilight: 2000 Price:* \$900 (—/R)

*Merc: 2000 Price:* \$750 (R/S)



| Weapon      | ROF | Dam | Pen | Blk | Mag   | —Recoil— |      |     |
|-------------|-----|-----|-----|-----|-------|----------|------|-----|
|             |     |     |     |     |       | SS       | Brst | Rng |
| Spectre M-4 | 10  | 2   | Nil | 2/3 | 30/50 | 2        | 8    | 30  |



| Weapon    | ROF | Dam | Pen   | Blk | Mag | —Recoil— |      |     |
|-----------|-----|-----|-------|-----|-----|----------|------|-----|
|           |     |     |       |     |     | SS       | Brst | Rng |
| Steyr ACR | 3   | 2   | 1-Nil | 3   | 24  | 1        | 2    | 75  |

## Steyr ACR (Assault Rifle)

A radical design for an advanced combat rifle, the Steyr ACR fires an extremely high-velocity flechette round. Similar in configuration to the H&K G11, the ACR is also a bullpup weapon in a molded synthetic stock. Unlike the G11, the Steyr is contoured in an ergonomic fashion to fit the firer's hands and shoulder.

The 5.56mm SCF (synthetic-cased flechette) has a muzzle velocity of 1500 meters per second. The round operates like a discarding-sabot tank shell and is fin-stabilized to give a long effective range. The light weight of the projectile produces almost no recoil, but the lethality of the flechette is suspect.

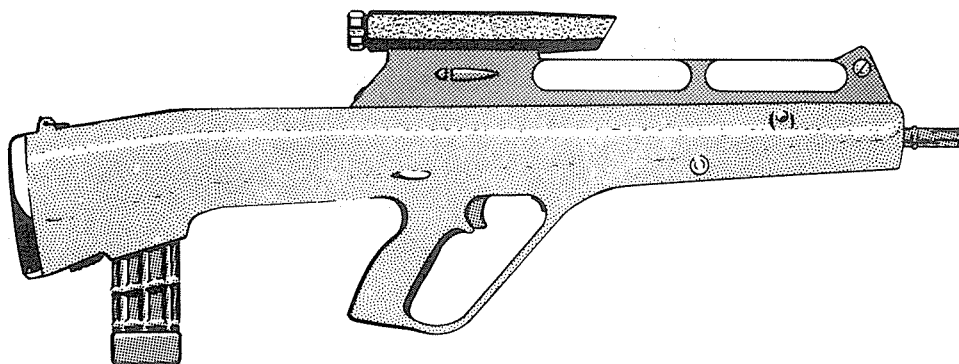
*Ammo:* 5.56mm SCF

*Wt:* 3.5 kg

*Mag:* 24 box

*Twilight: 2000 Price:* \$800 (—/—)

*Merc: 2000 Price:* \$650 (—/R)



## RAI Model 500 (Sniper Rifle)

Similar to the RAI Model 300, this weapon is designed to fire the .50 BMG round and includes a dual muzzle brake and flash hider.

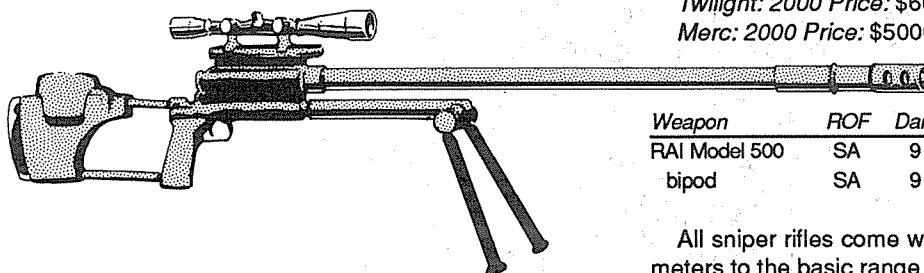
*Ammo:* .50 BMG

*Wt:* 15.3 kg

*Mag:* 1i

*Twilight: 2000 Price:* \$6000 (—/—)

*Merc: 2000 Price:* \$5000 (—/R).



| Weapon        | ROF | Dam | Pen   | Blk | Mag | —Recoil— |      |     |
|---------------|-----|-----|-------|-----|-----|----------|------|-----|
|               |     |     |       |     |     | SS       | Brst | Rng |
| RAI Model 500 | SA  | 9   | 2-2-3 | 5   | 1   | 9        | —    | 50  |
| bipod         | SA  | 9   | 2-2-3 | 5   | 1   | 5        | —    | 90  |

All sniper rifles come with a scope. With the scope, add 15 meters to the basic range for aimed shots. If the scope is later damaged or lost (or for quick shots), this modifier is not added.

## RAI Model 300 (Sniper Rifle)

This rifle is designed as a long-range, high-powered sniper weapon. It is supplied with an adjustable bipod and buttstock. A telescopic sight is provided. The Model 300 is available in two calibers, 7.62mm and a special 8.58mm round which is a modified .416 Rigby rifle round. Statistics for the 8.58mm round are listed in brackets below.

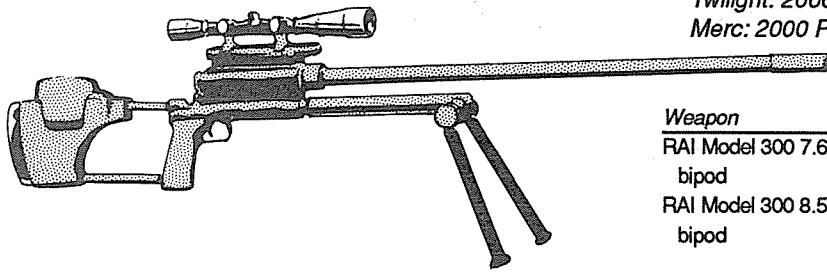
*Ammo:* 7.62mm N (8.58mm)

*Wt:* 6.7 kg (6.8 kg)

*Mag:* 5 box (4 box)

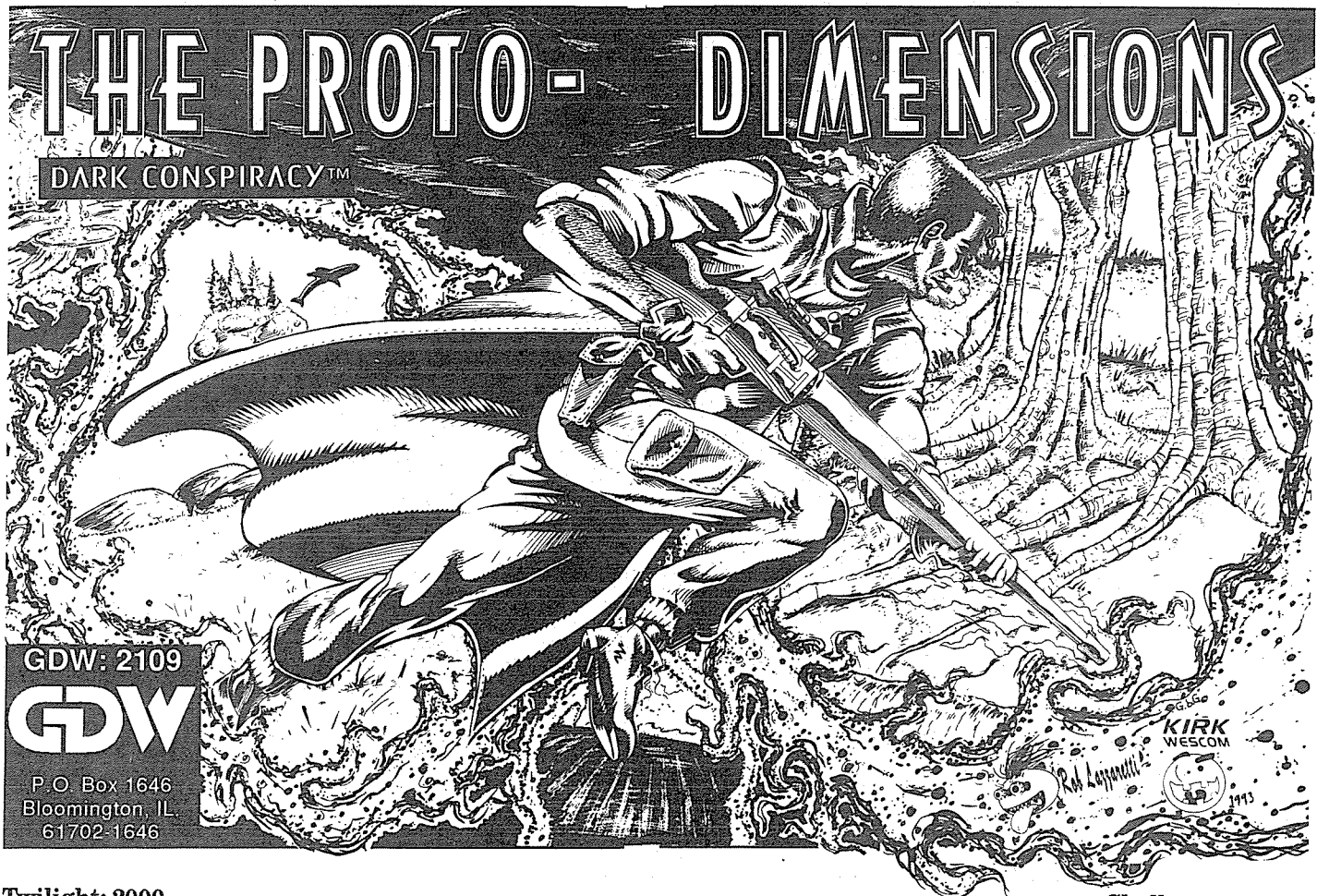
*Twilight: 2000 Price:* \$8400 (—/R) [\$9600 (—/—)]

*Merc: 2000 Price:* \$7000 (R/S) [\$8000 (—/R)]



| Weapon             | ROF | Dam | Pen     | Blk | Mag | SS | —Recoil— |     |
|--------------------|-----|-----|---------|-----|-----|----|----------|-----|
|                    |     |     |         |     |     |    | Brst     | Rng |
| RAI Model 300 7.62 | SA  | 4   | 2-3-Nil | 5   | 5   | 5  | —        | 60  |
| bipod              | SA  | 4   | 2-3-Nil | 5   | 5   | 3  | —        | 75  |
| RAI Model 300 8.58 | SA  | 6   | 2-3-Nil | 5   | 4   | 6  | —        | 75  |
| bipod              | SA  | 6   | 2-3-Nil | 5   | 4   | 2  | —        | 95  |

All sniper rifles come with a scope. With the scope, add 15 meters to the basic range for aimed shots. If the scope is later damaged or lost (or for quick shots), this modifier is not added. Ω





It's time to destroy the cancer that  
has taken over Breckenridge County.

# Go in Up the Country

Robert James Christensen



**B**reckenridge County used to be a quiet rural area, the main source of business coming from farming and the surrounding Albright State Forest. But that was before drugs moved in. Since the late 1980s, drug dealers first used the rugged terrain and forest thickets to farm marijuana, than started air-dropping small amounts of cocaine. The dealers and growers were quite secretive, and since the county sheriff's department was minuscule, nothing was ever done in terms of large police actions. But in the mid '90s, the drug business exploded when a Columbian cocaine cartel moved in. Soon the streets of Mathusen, the county seat, were teeming with bikers, urban gang members and other sleazy types, including a large number of transients who camped out in the state forest. The current county sheriff is paid by the main gang to look the other way, and the local police now deal only with the unruliness in the city streets. But a prominent businessman, Dean Whaley, is fed up with the situation and has contacted the PCs to destroy the cancer that has infected his hometown.

Whaley has promised the team a total of \$120,000 to "take out" the leaders of the gang and their lab, now housed in a former hunting lodge in the state park. He will provide room and board in his home for the team members while they're in town.

## BACKGROUND

Albright State Forest is over 14,000 acres of rugged pine forests, ravines, trails and meadows. Park attendance is way down due to the poor US economy, lower funding, and the presence of the drug gang. Having a police force on the take doesn't help either.

Luckily, one of Whaley's allies is Deputy Mitch Ivanson. A former marine, he is supposed to be on the gang's payroll, but has instead been giving his take to Whaley (to help pay for the team) and collecting information. He would have liked to take out the gang himself, but he knows the gang is heavily armed, and he is not stupid. Gathered intelligence indicates the following facts:

- The gang is under the control of a mid-level Columbian cartel member, Juan Vannesquae, and is headquartered in a private lodge about 29 miles inside the park via a dirt road.

- There are a total of 36 gang members, including the four "chemists" and Vannesquae's lieutenants, along with

seven female companions. There are also an indeterminate number of pickup men out in the woods.

- Visible weapons range from semi-automatic pistols to assault rifles and SMGs. The gang seems to have plenty of ammo.

- A lot of the transient guards are paid with money and drugs, so they might be easier to overpower.

- The road to the lodge is heavily guarded by better-armed men.

- Drug drops are carried out by para-

chuting drums of pure liquid cocaine into the forest to be picked by groups of transient "campers."

- Most of the high county officials are on the gang's payroll, including the entire sheriff's department except for Ivanson.

Ivanson and Whaley believe the last bit of info is the reason no major law enforcement agency has investigated the drug problem in the county.

- The following tactical facts are revealed by consulting the local county

## NPCs

**Mitch Ivanson:** Honest, all-American boy-next-door-type seeking to help save his town from the drug gang. Big, blond, with rugged ex-marine looks. Level: Veteran. Initiative: 4. Motivation: Honorable, Sociable. Skills: Observation 6, Small Arms (Rifle) 5, Ground Vehicle (Wheeled) 4, Unarmed Martial Arts 4, Interrogation 3, Climbing 3. Weapons: .38 revolver (24 rounds), pump shotgun (30 rounds), 30.30 hunting rifle (50 rounds).

**Dean Whaley:** Elderly but energetic, businessman who never forgot his humble roots. He lost a daughter to cocaine 10 years ago and hates all drug dealers and their ilk with a vengeance. If not for the leg he lost in Korea, he would eagerly join the PCs in fighting the gang. Level: Experienced. Initiative: 2.

**Juan Vannesquae:** A mid-level officer in the Caralone drug gang, he sees this operation as his way to top of the illegal drug trade. His appearance is all style and slickness covering a demonic temperance. Level: Veteran. Initiative: 4. Motivation: Ruthless, Very Greedy. Skills: Chemistry 8, Armed Martial Arts 6, Small Arms (Pistol) 6, Unarmed Martial Arts 6, Swimming 6, Small Arms (Rifle) 5. Weapons: 1 gold-plated Ruger Supreme 9mm pistol and a concealed VZ-62 Skorpion SMG.

**Senior Gang Members (5):** Vannesquae's most trusted lieutenants. Level: Veteran. Initiative: 4. Skills: Small Arms (Rifle) 6, Unarmed Martial Arts 4, Observation 4, Armed Martial Arts 3, Unarmed 2. Weapons: M12s, various handguns, four clips ammo each.

**Typical Guard (26):** Less trusted gang members from Miami, Atlanta and other large cities. Level: Experienced. Initiative: 4. Skills: Small Arms (Rifle) 5, Observation 5, Armed Martial Arts 4, Armed Unarmed Martial Arts 3. Weapons: AKMs, 9mm pistols, knives, six clips ammo.

**Typical Transient (43):** A motley collection of crooks, hoboes, ex-bikers, crazies and other social derelicts who have turned to working for the Vannesquae drug gang to survive. They are all quite antisocial. Level: Experienced. Initiative: 3. Skills: Small Arms (Rifle) 4, Armed Martial Arts 4, Observation 3, Unarmed Martial Arts 2. Weapons: Sawed-off shotguns, .38 pistols, clubs, knives, 2D10 .38 rounds, 2D6 shells.

**Ken Whitledge, Head Chemist:** A longtime maker of illegal drugs, he's also been using hallucinogenics since the late '60s. He is 49, but he looks much older. Level: Experienced. Initiative: 2. Skills: Chemistry 5, Biology+3, Ground Vehicle (Wheeled) 4, Unarmed Unarmed Martial Arts 2, Small Arms (Pistol) 2. Weapons: 9mm Glock 12, three clips.

**Assistant Chemists (5):** Ranging in age from 20 to 38, they assist Whitledge in the manufacture of various drugs, refined cocaine and crack being the most prevalent. Level: Experienced. Initiative: 3. Skills: Chemistry 3, Small Arms (Rifle) 2, Ground Vehicle (Wheeled) 3, Armed Martial Arts 3, Unarmed Martial Arts 3. Weapons: .38 snubnose, knives.

**Sheriff Glenn Burns:** The stereotypical corrupt rural lawman who got hooked on the easy money the drug trade doles out. He does try to kept the town's streets clear of trouble but ignores Vannesquae's operation. Level: Experienced. Initiative: 3. Motivation: Greedy, Selfish. Skills: Rifle 4, Ground Vehicle (Wheeled) 4, Small Arms (Pistol) 3, Interrogation 2.

**Corrupt Deputies:** Four good ol' boys who somehow managed to land jobs via nepotism and favoritism. The bribes keep them away from the gang's compound, but just as well—they're too scared to do anything. Level: Experienced. Initiative: 2. Motivation: Greedy, Cowardly. Skills: Rifle 4, Ground Vehicle (Wheeled) 3, Small Arms (Pistol) 3, Interrogation 2.



land title office: The lodge is located on a bridge overlooking a small river, fairly accessible from below (Average: Climbing or Difficult: Agility). The estate grounds cover about 100 acres. The compound consists of a two-story, 19-room lodge and four outbuildings, garage, covered shooting range, barn and generator shed.

Building permit records from the county courthouse will disclose the original floor plans, a pool and deck addition

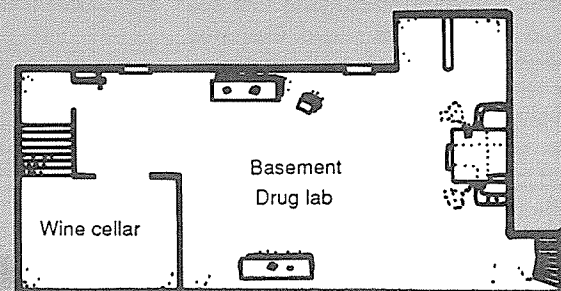
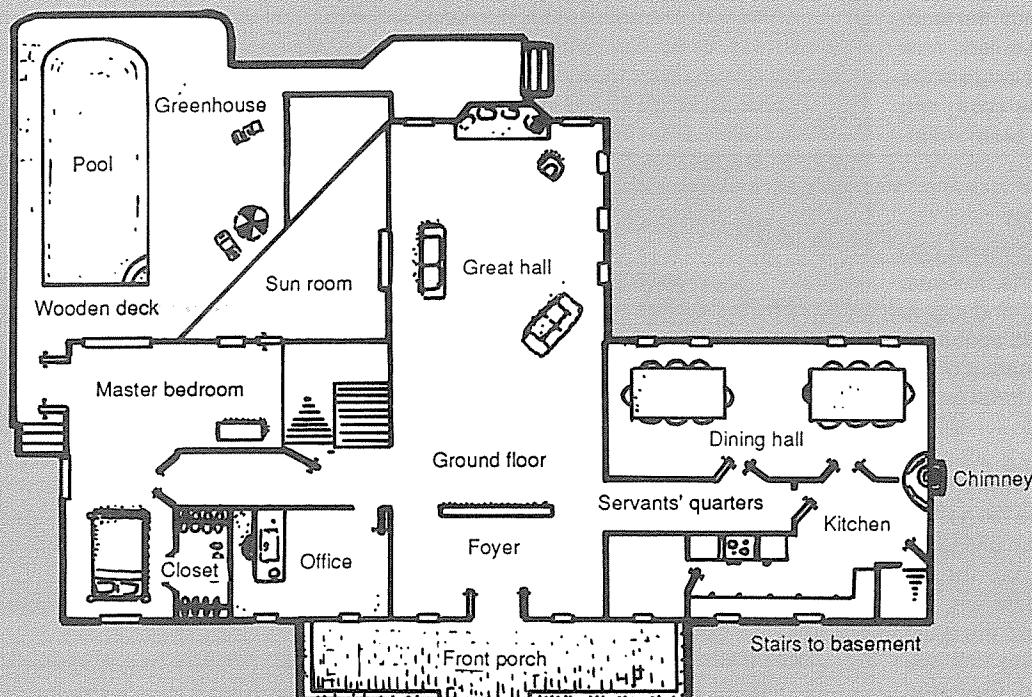
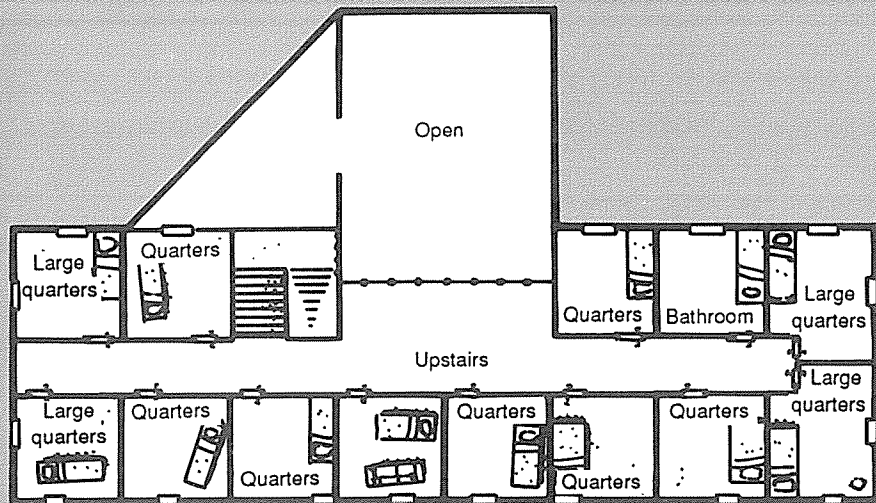
(1973), and a built-in solar energy system (1982).

### WILDERNESS

The rugged terrain, dense flora and relatively few main roads make the Albright State Forest a perfect area for Vannesquae's mode of smuggling in his cargoes—shock-proof drums in HALO rigs dropped from 25,000 feet and picked up by the transient element recruited by Vannesquae.

**Hobo Camps:** These camps consist mainly of 2D6 ragged and filthy people lounging around a small fire amid mounds of trash and smelly bedding. One to four will be women. One to three will be on guard outside their camps. Their main job is to spot the drop-off plane (signaling with two flares), retrieve the parachuting drum, then take it to the main compound. Only the transients who find the package first get paid (\$300 and "samples"), so quite a

## THE LODGE



few bloody fights have erupted. However, these lackeys are poorly armed with only knives, axes and one to four handguns. A strong showing by the PCs *might* convince them to give up quickly.

**Combat in the Forest:** The thick vegetation provides excellent cover and some sound absorption. Gunshots and loud yelling will be heard for 2D6x100 meters, heavy weapons and explosions twice that. Sounds of hand-to-hand combat will carry only a few dozen meters. Trails are usually only three to 10 feet in width.

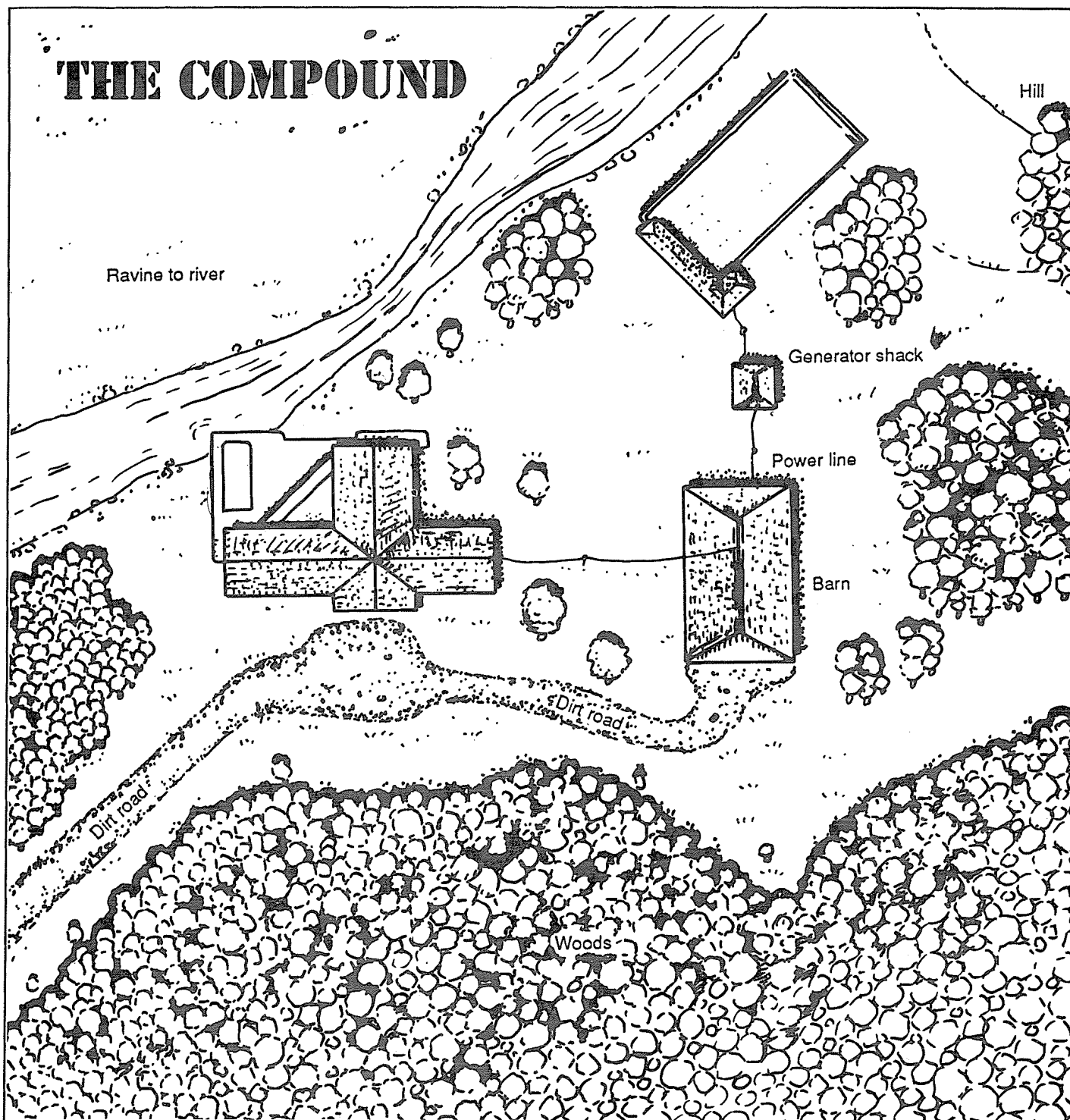
There are plenty of vines available for snares and traps.

### COMPOUND

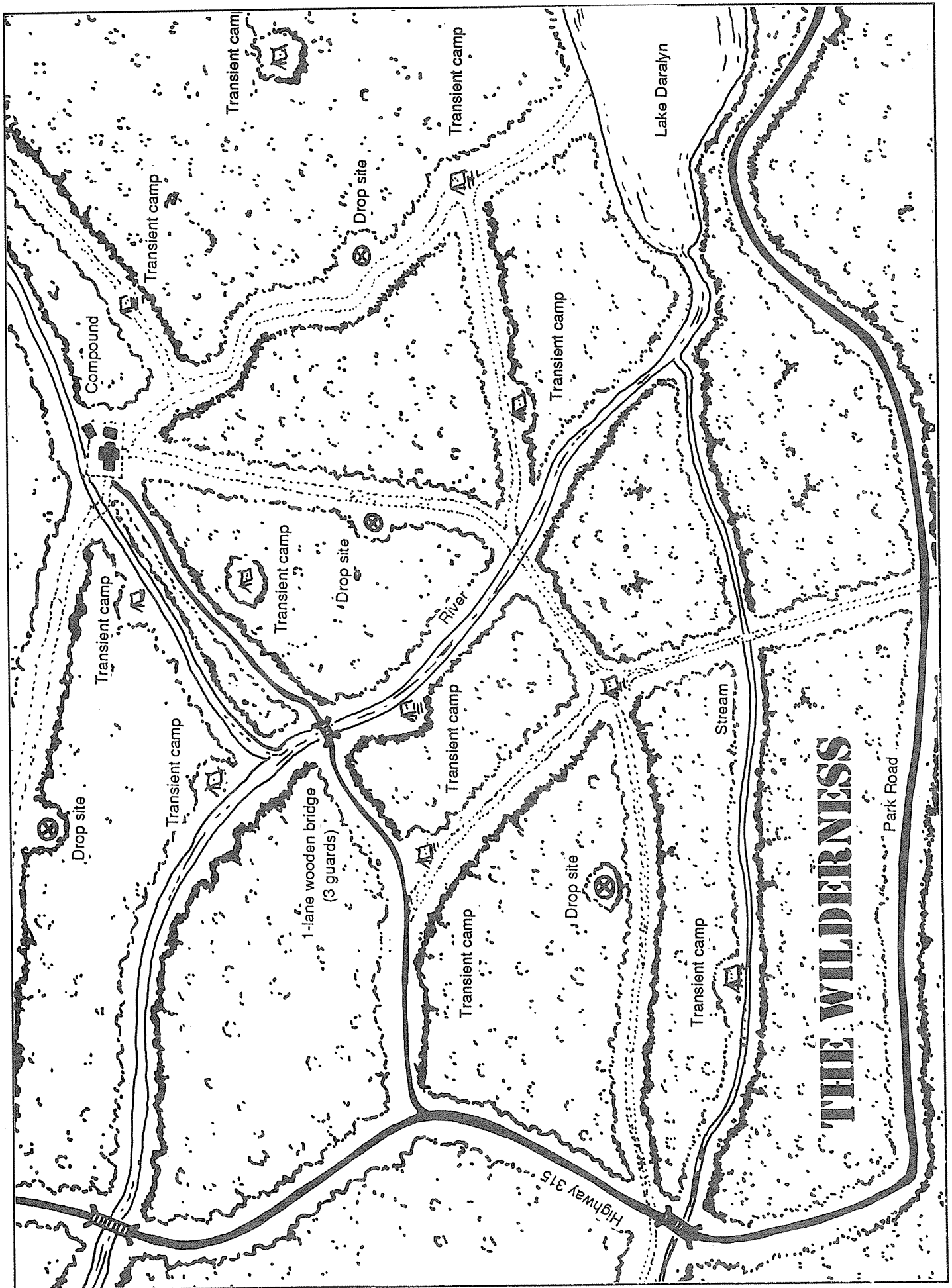
The lodge was built and owned by a wealthy steelmaker in 1912. It sat empty for 13 years until it was bought in 1972 by a prosperous local, but the gang took it over in 1989. The gang's leader, Vannesquae, began taking out the other pot growers in the area and started flying in coke. Then Vannesquae began hiring a gaggle of homeless squatters to pick up his airdrops out in the roughest part of the Albright wilderness.

**Shooting Range:** There is a 20% chance that one or more of the gang members will be using this facility to combat boredom. If shooting is going on here, distant gunshots will go unnoticed.

**Barn:** This was first used as a horse barn, then a marijuana drying shed, and now a garage for five luxury cars that belong to Vannesquae and his officers. They include a Jaguar SX10, a BMW 995, a 1999 Dodge SuperViper XL, a '97 Lexus Q66, and Vannesquae's armored Mercedes, which is equipped with a computer, cellular phone and







defensive oil-discharger. There are, however, three guards with AKRs on constant watch here.

**Generator Shed:** A 500-kilowatt generator and 100 liters of fuel are located in here. A lackey comes out once a night to check up on it.

The wilderness provides a good bit of cover with thick foliage, so any guard who happens to look out would require Formidable: Observation to spot the team, barring loud noises or gunfire. There are two armories in the lodge and the shed, which contain a total of three Italian M12 handguns, with about 3500 9mm rounds and 2500 5.56P rounds. They also have 29 dynamite sticks and four HE grenades.

### LODGE

Once was what a pristine and well-kept forest vacation home has slowly turned into a dilapidated dump. The gang has not done any maintenance to the lodge and the other buildings. Broken windows and bullet holes scar the outside, and trash is strewn across the compound. Loud music blasts from one of the open windows. The covered shooting range is littered with spent bullet cases and shredded targets. An occasional 1D6 guards walk from building to building.

**Front Porch:** One to three bored guards are here at all hours.

**Foyer:** The main entry with a small fireplace against the north wall.

**Great Hall:** Taking up most of the center lodge, this room has slate granite floors, rough hewn log walls, a large fireplace and damaged furniture. It also has a TV set which two to four gang members may be watching.

**Sun Room:** Added on by the previous owner, this room has an eight-meter-high floor-to-ceiling window, and terra cotta flooring which provides passive infrared heat at night. The greenhouse addition is cluttered with broken panes and clay pots (noise!). There is always at least one guard in here at night.

**Kitchen:** Vannesquae has two servants cooking for the gang; they sleep in the side room, are Novice NPCs, and will hide if an attack is under way. Meals are served at 9 a.m., noon, and 6: 30 p.m.

**Dining Hall:** An eight-meter-long oak table dominates this room.

**Upstairs Quarters:** These rooms are where gang members sleep and relax. One to two gang members will spend the day kicking back while boom-boxes blare out the broken windows and two to four sleepers snore away the

night, weapons within easy reach. The senior members and the head chemist use the bigger corner rooms. Occasionally, the lower-grade members bring in female hoboos.

**Bathrooms:** Dorm-style showers and toilets, with frosted windows.

**Master Bed Chamber:** This is the most elegant personal room in the lodge (in a tacky '70s kind of fashion), and Vannesquae has claimed the room for him and his consort, Channa, with its waterbed, velvet shag carpet/wall covering, paintings, and 36-inch TV and VCR. A gold-plated .357 Magnum (five rounds) is on the nightstand, along with various drug paraphernalia and extra keys to the Mercedes. Channa will surrender, but then attack unwary PCs with a hidden switchblade.

**Office:** Vannesquae's private office is a former den converted to a make-shift business center. He will be here 75% of daylight hours, either behind the desk or pacing the floor arguing obscenely over a cellular phone.

**Porch and Pool Area:** An odd-shaped redwood deck fits around the backside of the lodge and surrounds the backside of the new pool. Vannesquae, his officers or their lady friends usually lounge here during warm days. There is a two- to five-foot clearance underneath the porch, except where the pool is.

**Basement/Lab:** The stairs down here are located underneath the main staircase. There is a heavy door (STR=25) at the bottom leading to the lab. This is where the 55 gallons of pure cocaine extract is turned into several thousand "rock" doses. The lab is occupied by the "head chemist" and his five assistants, along with 1D6 guards. Entry points are the stairwell, a coal chute and four small windows at the ceiling level. The room has another added danger—the amount of flammable material used in processing.

### TROUBLE BACK IN TOWN

Meanwhile, back in town, Sheriff Glenn Burns and his corrupt deputies are preparing to take action. If the team members attack the

camp, then saunter back into town like nothing happened, they will find themselves under arrest for murder and robbery as Burns does not want to go down with Vannesquae.

But if the team keeps the action up at the lodge relatively quiet, or coordinates with Ivanson, they have a good chance of taking the entire department without bloodshed.

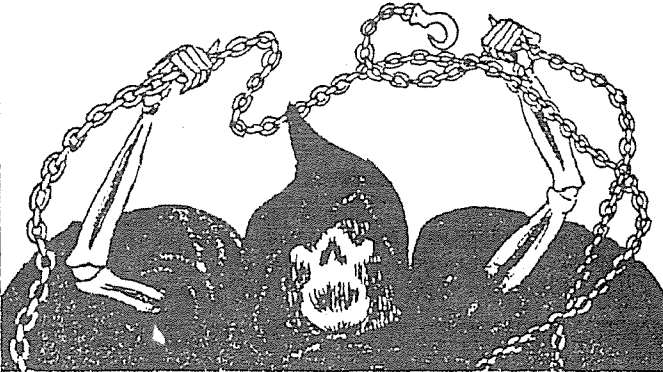
If not, the PCs will have a royal shoot-out with the local cops resulting in either complete victory, prison, or becoming fugitives from the law, not to mention widespread damage to the town. Deputy Ivanson will then take the matter into his own hands and contact state authorities.

### FINISHING THE ADVENTURE

Once the PCs take care of the gang's leaders, most surviving members will flee the area in panic, trying to carry as much cocaine as they can get a hold of. Whaley and Evans will provide the team with sanctuary until federal authorities clean things up. Remember, the US government frowns on internal merc actions. However, turning Vannesquae over alive to authorities will bring \$30,000, even renown, and a contact at the DEA. The cars in the barn are, of course, available for "confiscating."

**NEW** **LOST SOULS**  
**SECOND EDITION**  
**ROLE PLAYING IN THE AFTERLIFE**

"Its premise is unusual, its characters exciting, and its mechanics fun . . .  
I heartily recommend this game."  
- Lester Smith, Dragon Magazine #186



Only \$19.95 - \$4.00 s/h. Send check or money order  
to: Sage Lore, Inc., PO Box 14616,  
Portland, OR 97214



Whaley will pay the team upon completion of the mission.

### VARIANTS

Referees can substitute real national or state forests, counties and cities for a more realistic game or for having fun in their own local areas. Basic NPCs would remain the same. Other scenario options include:

- Turning the drug dealers into Mafia-backed heroin importers. Add 1D10 more mob enforcers (Veteran NPCs) armed with Uzis and 9mm automatic pistols. Not used to the country, these guys wander around the compound avidly looking out for "lions, tigers and bears" (or snakes). Add 1 to their Observation rolls for city slicker paranoia. Defeating these guys will land the PCs up to \$75,000 and contacts at the US

Justice Department, but also vendettas from several mob leaders.

**Mob Enforcers:** Level: Veteran. Skills: CRM=3, OBS=3, Persuasion=4, MC=3. Weapons: Pistols, SMGs, black-jacks, knives.

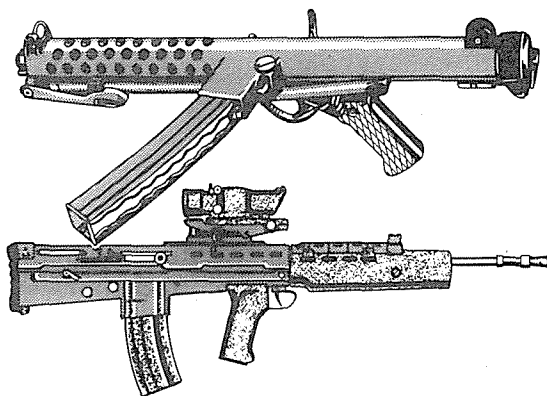
- The drug cartel leaders have signed a pact with various Middle East terrorist groups. Now, in trade for heavier arms, the cartel has started infiltrating Libyan terrorists into the US via their Albright base. Now include 3D6 Libyans each armed with either AKRMs or AKRs, one to three grenades and 1D6 RPG-7 ATRs. Add 1D10 more AKRs and 6D10 kilos of Plastique explosives. The Libyans are restless due to their recent insertion into "evil Amerika" and have pretty itchy trigger fingers. Defeating the terrorists and turning the survivors over to authorities will get the team an additional \$100,000, exoneration for past legal infractions (i.e., this and other merc jobs) and contacts at the CIA, FBI and US State Department for other possible missions.

**Libyans:** Level: Experienced. Initiative: 3. Skills: CRM=5, Observation=4, HW=3 Stealth: 3.

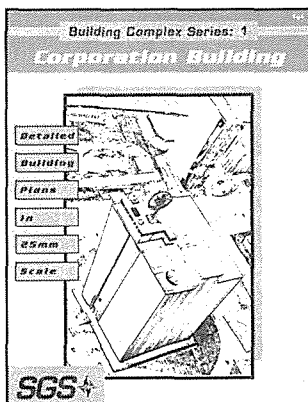
- Just prior to the assault, head chemist Whitledge suffers a complete chemically induced mental breakdown; now he sees the local denizens of the county as "monstrous beings from an alter-

dimension seeking to conquer the world and devour his immortal soul." After killing one to two of his own assistants, he is planning to dump over a 110 gallons of highly potent liquid cocaine and 95 gallons of other toxic materials into the local reservoir in order to destroy the "alien invasion." This all comes from his journal sitting on a lab countertop. The team, after taking control of the lodge, will have to race him to the lake to avoid a mass poisoning which could kill hundreds. He is driving a small four-wheel-drive ATV (treat as a motorcycle) with the chemical drums in a cart towed behind. Watch what the PCs hit, as any stray rounds could cause a toxic spill or, worse, a large toxic explosion. Only fast talk (Formidable: Persuasion) or a well-aimed bullet will stop him.

- The PCs can be government agents, either with the FBI, the DEA or Delta Force. In this case, treat Whaley as the state agency coordinator and Ivanson as an undercover agent. The main plan will be to capture the accomplices in the woods, then attack the main compound. The PCs will be assisted by members of the state militia in arresting and holding any prisoners taken. PCs will have to abide by law enforcement restrictions, rather than just blasting the bad guys to pieces. Ω



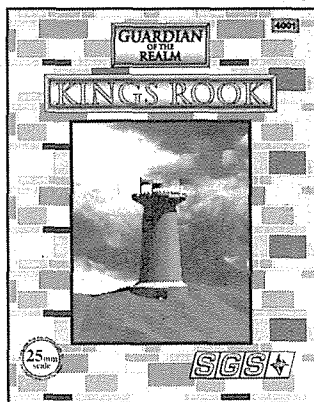
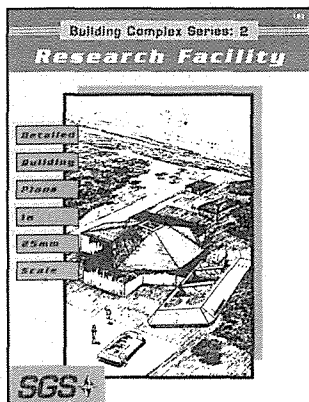
## The stage is set – Step into the Action!!!



The stage is set for the drama and suspense with the **Corporation Building** and the **Research Facility** from SGS. Both products are fully detailed in 25mm scale, offer descriptive text and information, a 3D perspective view, and include a referee's master overview of each structure. The **Corporation Building** and the **Research Facility** are the first two volumes of SEEKER Gaming Systems' "Building Complex Series," a collection of buildings designed for use with role-playing games set in both the near and far future.

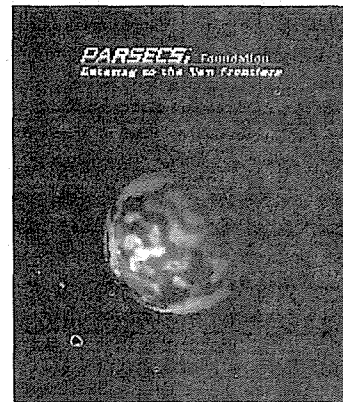
#101 Corporation Building \$12.95

#102 Research Facility \$12.95



Knights in shining armor and fair damsels in distress. Gallant heroes and cunning villains. Step back into the era of chivalry, romance, and swashbuckling adventure with **Kings Rook** – medieval fortification floor plans available for use with any role-playing game.

#4001 - \$12.95



Enter the universe of **PARSECS**™, which combines a series of science fiction stories, illustrations, and data files to create the setting for adventure and intrigue. Ideally suited for both the casual reader and the gaming enthusiast, the material is readily adaptable to any role-playing game system. New worlds, new adventures, new challenges... **PARSECS**™: Foundation. Coming Feb-Mar 93.

#7001 - \$14.95



Ask your local dealer for these products or order direct.

**1-800-487-7289** Orders only Please!



Write for your **FREE** catalog today!

**SEEKER GAMING SYSTEMS**  
P.O. Box 1027, Spanaway, WA. 98387  
Voice/FAX Line (206) 535-6513

AD11



# CHALLENGE™

US \$3.50

The Magazine of Science-Fiction Gaming

# 72

**TWILIGHT: 2000™**

*Sabre Rattling*

*Allen Ray Garbee*

**DARK CONSPIRACY™**

*Last Stop*

*Michael C. Labossiere*

**SHADOWRUN™**

*Prey for Death*

*David Perry*

plus—

**SHADOWRUN™**

**CYBERPUNK®**

**2300AD™**

**SPACE: 1889™**

**CTHULHU™**

**STAR WARS®**

**STAR Trek®**

and More

# GDW



© 1992

PAUL JACOB



# Advanced Infantry Weapons

By Hans-Christian Vortisch

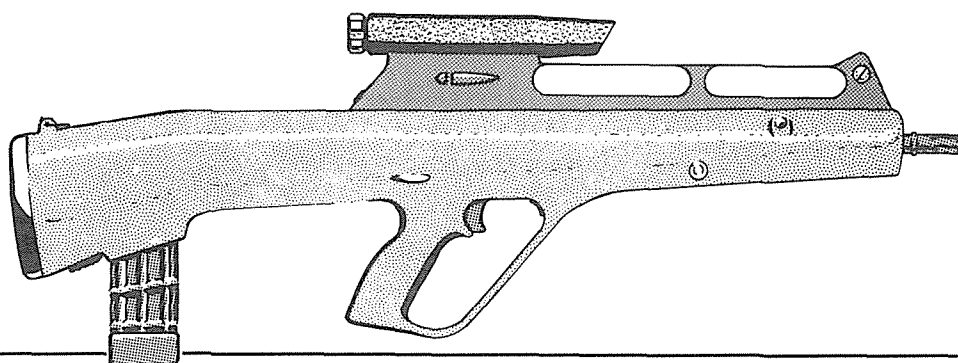
## Steyr ACR

Another product of the NATO ACR competition, this is a bullpup configuration flechette gun of Austrian manufacture. It fires plastic-cased, fin-stabilized, hardened darts (flechettes) at very high velocities. These projectiles have extremely good penetration and long range. An integral sight with variable settings from 1.5x to 3.5x is standard. It cannot fire normal 5.56mmN ammunition. The gun is used by the Austrian Army and some Yugoslavian partisans which maintain loose contact with the Austrian troops.

Round: 5.56mm SCF  
Weight (Empty): 3.2 kg  
Magazine: 24  
Price: \$750 (R/—)

| Weapon    | ROF | Dam | Pen     | Blk | Mag | SS | Brst | Rng |
|-----------|-----|-----|---------|-----|-----|----|------|-----|
| Steyr ACR | 3   | 2   | 1-1-Nil | 4   | 24  | 1  | 2    | 75  |

**5.56x45mm Synthetic-Cased Flechette**  
Loaded Magazine (24): 0.3 kg, \$20  
Case (1500): 7.5 kg, \$750 (R/—)



## Colt M16A4 ACR

Like the G11, this is a result of NATO's Advanced Combat Rifle program. The Colt entry was basically a product-improved M16A2 with an adjustable telescoping stock similar to the M177/M4 carbine series, redesigned handguard with heat shielding, heavy barrel with new muzzle brake, ambidextrous controls and an integral Leitz *Wildcat* 3.5x optic sight. The scope can be replaced by a carrying handle incorporating iron post sights. The M16A4 was especially designed to fire the 5.56mm duplex round, which features two smaller-than-normal bullets point-to-tail. This increases hit probability (and in effect doubles rate of fire), but also significantly reduces effective range. Standard ammunition is usable.

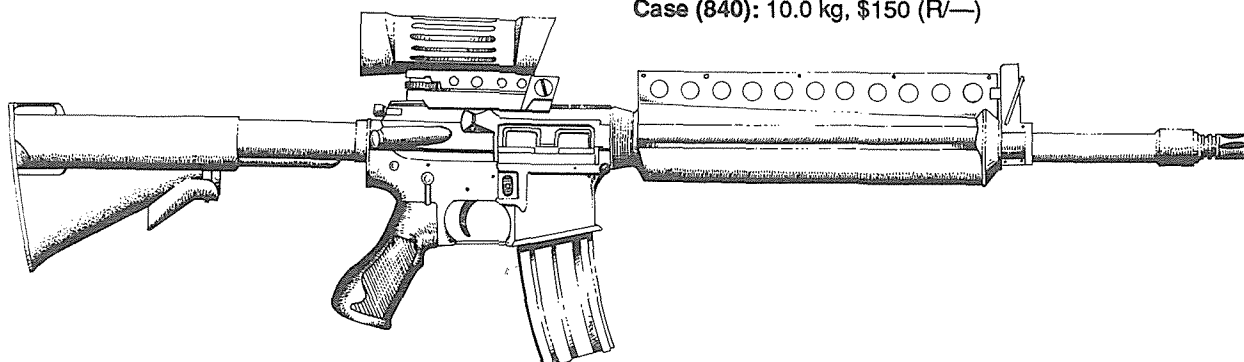
**Editor's Note:** The author's treatment of duplex rounds differs from that used in *Dark Conspiracy*

Round: 5.56mmN  
Weight (Empty): 4.0 kg  
Magazine: 20/30  
Price: \$550 (R/—)

| Weapon           | ROF | Dam | Pen   | Blk | Mag    | SS | Brst | Rng |
|------------------|-----|-----|-------|-----|--------|----|------|-----|
| M16A4            | 5   | 3   | 1-Nil | 4/5 | 20/30  | 2  | 4    | 55  |
| with duplex ammo | 10  | 2   | 1-Nil | 4/5 | 20/30* | 2  | 4    | 30  |

\*Each round of duplex ammo fired consists of two bullets (e.g., a single burst consists of 10 bullets, although only five cartridges were fired).

**5.5x45mm NATO Duplex**  
Loaded Magazine (30): 0.5 kg, \$15  
Case (840): 10.0 kg, \$150 (R/—)



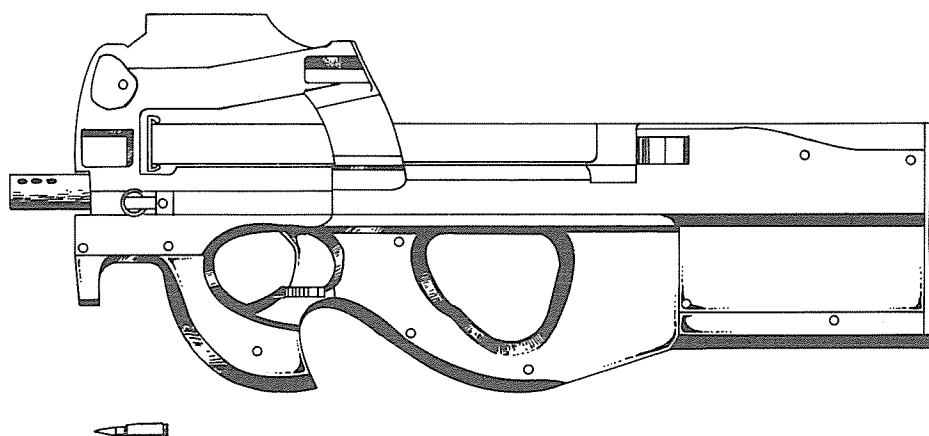
## FN P90 PDW

The requirement for a personal defense weapon to replace handguns, submachineguns and carbines in use with vehicle crews, HQ staff and noninfantry-type troops was identified by NATO in 1989. The Belgian *Fabrique Nationale* developed the P90 especially for this purpose. This gun is of an advanced design featuring an all-plastic outer shell, bullpup configuration, nonmagnifying optic sight and a 50-round clip feeding from the top. It fires the new 5.7×28mm round of ammo which was developed solely for the P90. A special sabered, high-velocity round with superior penetration is also produced. Lightweight and easy to handle, it also has limited low-light capability built in the optics. The P90 has been in production since 1992 and is used by Belgium, Saudi Arabia and several special forces.

**Round:** 5.7mmFN  
**Weight (Empty):** 2.8 kg  
**Magazine:** 50  
**Price:** \$650 (R/—)

| Weapon       | ROF | Dam | Pen     | Blk | Mag | SS | Brst | Rng |
|--------------|-----|-----|---------|-----|-----|----|------|-----|
| P90 PDW      | 10  | 2   | 1-Nil   | 3   | 50  | 2  | 7    | 30  |
| with HV ammo | 10  | 2   | 1-1-Nil | 3   | 50  | 2  | 7    | 40  |

**5.7×28mm Fabrique Nationale**  
**Loaded Magazine (50):** 0.4 kg, \$25 (HV ammo, \$225 (R/—))



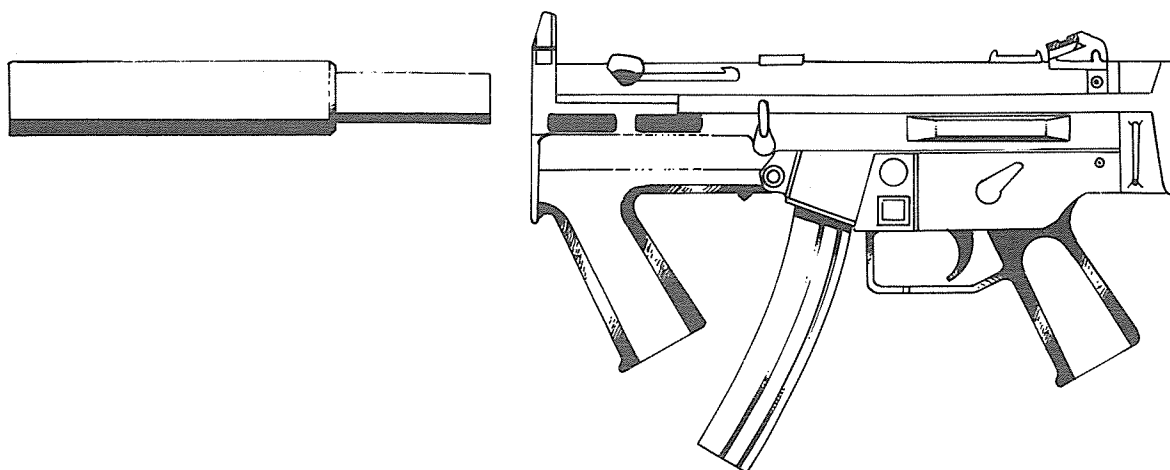
## Heckler & Koch MP 2000

The MP 2000 was developed to specifications of the US Navy SEALs and several other special forces. It combines the best aspects of the MP 5 series into a single package and also adds some new ones. General layout is similar to a somewhat streamlined MP 5K, with various new features: removable sound suppressor, collapsible buttstock, luminous sight inlays for low-light fighting and new plastic magazines (which won't work with the MP 5). It has selective fire capability, including three-round bursts. The silencer is incredibly effective, even with standard ammunition. Prototypes were first seen in the early 1990s, but the gun was not mass-produced until 1994. It is used by the US Navy SEALs, US Army Special Operations Forces, German Army Fernspah troops and the German GSG 9, among others.

**Round:** 9mmP  
**Weight (Empty):** 2.8 kg (with silencer, 3.6 kg)  
**Magazine:** 30  
**Price:** \$950 (R/—)

| Weapon        | ROF  | Dam | Pen | Blk | Mag | SS | Brst | Rng |
|---------------|------|-----|-----|-----|-----|----|------|-----|
| MP 2000       | 3/10 | 2   | Nil | 2/3 | 30  | 1  | 2/6  | 30  |
| with silencer | 3/10 | 2   | Nil | 3/4 | 30  | 1  | 2/4  | 20  |

**Loaded Magazine (30):** 0.44 kg Ω





# SABER RATTLING

BY  
ALLEN  
RAY  
GARBEE

Jane Smith, a former co-worker now highly placed in a Western national security agency (CIA, MI-6 etc.), contacts the player characters with a job offer. Recent information indicates that the former Soviet biological weapons program (*Biopreperat*) has not been totally dismantled. Worse, intelligence sources indicate that the research-and-development facility outside Rostov-on-Don is now controlled by a right-wing militia. Smith explains that Western governments are reluctant to interfere in Russian affairs, especially after the fiasco in the Balkans. The Russian government is powerless to fight the political clout of the right-wing coalition. What is needed is a third-party group to reconnoiter the laboratory's facilities and eliminate any biological threat. Are the player characters up to the challenge?

## SUPPORT

To aid the PCs in this difficult and politically sensitive mission, Smith's government will pay a base fee of \$10,000 plus \$1000 a day per person, and provide any and all Eastbloc/European weapons and munitions. Moderate amounts of cash are available for transportation purposes. The details of their transit to Russia is up to the PCs, though flying into Moscow is probably not high up on the list.

The flip side to the generous pay and total independence from micro-management is total deniability. All serial numbers have been removed from equipment. As much as possible, "generic," commonly available equipment is provided. If the PCs are apprehended, they are on their own. The West will make no effort to retrieve the PCs or even acknowledge their existence—to do so would cause extreme political embarrassment in the world community.

## LABORATORY

The *Biopreperat* labs in Rostov-on-Don are located in the heart of the light industry area of the city. The buildings

are locked. The labs and offices have been stripped of equipment. There are approximately 20 large (three-meter by three-meter) crates stacked on the loading dock. They contain common lab equipment found in any biology/chemistry facility, along with two personal computers. In the shipping/loading dock office is a clipboard with the following papers: instructions on loading delicate scientific equipment, a road map with a route marked to a mining facility outside Rostov and a copy of the Red Army's NBC defense handbook with a bookmark in the chapters on decontamination and medical treatment.

## MINE

The mine is an abandoned manganese mine dating from the great industrialization efforts of the '50s. Unprofitable, it was closed and occupied by the right-wing extremist mercenary group called the Cossacks after the fierce raiders of the Russian steppes. It consists of barracks buildings, elevators, engineer offices, a vehicle park, ore cracker with tailing dump and a little-used rail yard. The Cossacks have converted the mine into an operational military base. The vehicle park holds the brigade's equipment (mostly trucks and jeeps). The tailing dump makes an ideal firing range, and the barracks buildings fulfill their original function. The mines have become a series of storage bunkers for weapons, excess equipment, ammunition and, most recently, thanks to Col. Boris Chilykan, the location of a biological weapons lab. The exact layout of the mine is up to the referee. Efforts to enter the base will meet a competent, well trained security force, with a 300-man parachute battalion to back it up.

## THE TRUTH

While the brigade has most of the lab's equipment, it lacks two critical items—formulas of biological agents and the creative intellect to develop it. Col. Chilykan has been unable to convince any of the project's former members to return to work.

As things stand, Chilykan has Rus-

sia's most expensive chemistry set! While the PCs could wreck the equipment (assuming they find it), they should realize that everything here can be replaced fairly easily. The only remaining step is to get out and give their report to Jane Smith.

## ORIGINS

In 1991, the breakup of the Soviet military began in earnest. Units based in Eastern Europe for the last 40 years returned to a rapidly disintegrating state. The soldiers found a system unable to provide the most basic housing and welfare. Many units lived in tents through the fierce winter. Competing nationalist "defense forces" sprang up in Russia, Ukraine, Georgia and Kazakhstan. The closure of inefficient industries and political upheaval of the failed 1991 coup left many officers and men unable to find work after being discharged. Runaway inflation of the ruble rapidly devalued the gains the few employed persons tried to secure. Simultaneously, there was rapid growth in both the number and the power of the hard-line nationalist parties opposed to Russian President Boris Yeltsin's democratic reforms.

These factors, similar to conditions in the post-WWI German Weimar Republic, led to the formation of various private "militias" serving the needs of political extremists, the mafias, daring opportunists and small areas trying to preserve a small amount of order in the rising tide of intolerance and ethnic violence. Originally, these militias were little more than gangs armed with automatic weapons and a bloodthirsty political ideology.

A turning point occurred in late 1992. A group of hard-line Russian extremist parties formed an alliance against the reform-minded Russian government and its support of the West's "New World Order." A major spin-off of this alliance was the establishment of the Cossacks Brigade, under Gen. Vladimir Filitov—an ex-Soviet infantry commander. The Cossacks were a paramilitary unit formed to further the right-wing nationalist coalition's goals. The





brigade's first operations were in Serbia, where it operated against Croatian and Bosnian forces. It was also a highly visible telegenic sign of "Slavic unity."

Following its Serbian operations, the Cossack brigade received offers from other hard-line nationalist regimes to aid them in various operations—asaults, garrisons and large-scale counterinsurgency work. The Cossacks soon became a regular sight in Eastern Europe, Africa, Asia and occasionally South America.

### TO&E

The brigade uses a modified Soviet triangular organization. Capitalizing on the near-universal basic military training provided by the former Soviet conscription policies, all squad-, platoon-, company- and battalion-sized formations use essentially Soviet organizations. The brigade is composed of three battalions. The first is a motor infantry battalion, the second, a conventional leg infantry battalion, and the third, a composite air assault/light infantry battalion. Brigade headquarters consists of a headquarters company providing staff, intelligence, radio and basic administrative functions, along with a platoon of ex-Soviet Spetsnaz special forces troops.

In the Eastern European sphere, Cossacks are equipped with typical Russian equipment: AK-47 assault rifles, RPG-7 antitank grenade launchers, SPG-9 recoilless rifles, PK and DshK machineguns, 82mm mortars, AGS-17s and typical vehicles, such as GAZ-66 trucks and GAZ jeeps. The brigade headquarters has a pair of Mi-4 helicopters used for shuttling officers, equipment and occasionally the Spetsnaz platoon.

### HISTORY

The Cossack brigade operates extensively throughout the world, typically in battalion or company strength.

The brigade's most famous (or infam-

ous) operation was the motor battalion's pursuit and annihilation of Liberian leader Flight Lt. Alexander M'bwanté and his followers (under Col. Boris Chilykan), during what became known as the "Gbarnga massacre." The Cossacks operate from a secure, semi-official base in southeastern Russia. Nationalist elements in the Russian government provide airlift/air evac services, spare parts and a limited resupply (by diverting government stores "lost in transit").

The Cossacks keep a "black list" of people or organizations that have betrayed or grievously injured the brigade. Primarily, the black list carries anti-Slavic people or groups, though several Western mercenary groups (which earned their success at the Cossacks' expense) are also listed. The black list is a reminder to the members of the brigade of unfinished business with those groups and individuals.

### PERSONALITIES

The following is a description of the key officers of the Cossack brigade. All information can be considered accurate and has been verified by at least two independent sources.

**Gen. Vladimir Filitov:** Gen. Filitov, an ex-Soviet infantry officer, commanded a motor rifle regiment in Afghanistan. His experiences there shaped his outlook as to the superiority of the Russian people. His primary concern is the brigade's well-being. To this end, he has taken a hard stand on pay and provisions with his political patrons. Often, Filitov's hard-line stands work to his detriment, as his political "masters" debate whether he is too independent for the coalition's use.

**Col. Stephen Gorki:** Gorki is an ex-GRU intelligence officer. Following the breakup of the Soviet Army, Gorki joined the brigade on the advice of a friend. Information about Gorki is scarce, stemming from his GRU past. What is known is that he is a sadistic, thorough intel-

tual. The best physical description of Gorki is that of a "short, bald man wearing glasses." Gorki serves the brigade as an effective intelligence operative and as second in command to Filitov. The Spetsnaz platoon is under Gorki's personal command, befitting its GRU origins.

**Col. Boris Chilykan:** Chilykan, another ex-infantry officer, served with Filitov in Afghanistan as well as taking part in the withdrawal from Eastern Europe before being discharged. He is disgusted at the state of Russia in the world today and believes that the hard-liners are Russia's last hope for a return to strength. Chilykan ordered the death of Liberian leader Alexander M'bwanté and his followers after they had surrendered under a guarantee of good treatment. He is highly unstable and prone to violence. A prime candidate to succeed as commander of the brigade, he is held back by three things: Filitov's relative youth and connections, Col. Schmidt's abilities (see below) and his own blood-thirsty streak. Rumors suggest that Chilykan may be plotting to seize power by overthrowing Gen. Filitov, but such a possibility is discounted by those who know the general.

**Col. Jan M. Davidoff:** Davidoff is an ex-Soviet armor officer, who joined the Cossacks for lack of anything better to do. A true mercenary in every way, he owes his loyalty to the brigade and its paycheck. At heart, the closest thing to motivation Davidoff possesses is a desire for the brigade to acquire some armor. As such, he may take large risks if he believes it will result in capturing tanks or other AFVs.

**Col. Richard Schmidt:** Schmidt is an ex-East German special forces officer and a perfect example of a politically motivated soldier. Upon the fall of the German Democratic Republic, Schmidt fled to the Soviet Union and fell in with the hard-line elements in the state security apparatus. Schmidt had a minor role in the 1991 coup against President Gorbachev's government. He joined with the right wing to gain safety from the arrest and trial of the other coup members. Schmidt runs the parachute battalion in a typical Prussian hard-line manner. (In private, with friends, he will even refer to the third battalion as "mein fallschirmjäger truppen.") He is an excellent tactician and strategist, and would be an obvious candidate for command of the brigade were it not for his Teutonic origins. Schmidt is the model of an Aryan recruiting poster, something his rival Chilykan is quick to pick up on. Ω

## Additional Adventure Ideas

The Cossacks can be used in a variety of situations, as garrisons for high-value targets, counterinsurgency missions against the PCs or groups hiring the PCs. The Cossacks can become a regular encounter for opposition or information, depending on how the PCs approach it. Conversely, **Command Decision** referees seeking a different type of game could deploy a battalion of Cossacks to oppose some third-party intervention, such as the US Marines or UN peacekeepers (use your imagination here—troops could be from Ghana, Pakistan, Italy, Canada, Vietnam, Indonesia or France, just to name a few!). "So you should encounter only light opposition from local militias...." Of course, if the PCs really succeed against the Cossacks, expect their names to be added to the black list, resulting in a visit by the Spetsnaz platoon at some inopportune time.



# CHALLENGE™

US \$3.50

*The Magazine of Science-Fiction Gaming*

# 73

## TRAVELLER® THE NEW ERA

Strange Lights  
Over Hokum

*Mike Mlkesh*

## CADILLACS & DINOSAURS™

A Job for Toulouse

*Chuck Kallenbach II*

## CTHULHU™

Dance of Death

*J.B. Hill*

plus—

MORE TRAVELLER®

TWILIGHT: 2000™

DARK CONSPIRACY™

SHADOWRUN™

CYBERPUNK®

2300 AD™

SPACE: 1889™

STAR WARS®

BATTLETECH™

and More

# GDW





The setting for this adventure is the Black Hills region of South Dakota some time after April of 2001. The PCs are assumed to be working for one of the rival America governments (MilGov or CivGov), though this is not strictly necessary. Referees are encouraged to modify this material to suit their own style as well as that of their PCs.

# CRAZY HORSE

A Twilight adventure  
by Robert Barnes

During the nuclear attacks on the United States in November and December of 1997, the Strategic Air Command (SAC) implemented its long-established plan to re-deploy its bombers to various surviving bases and airfields, ensuring America's ability to continue the fight (not that it made much difference in the final analysis). Bombers returning from their missions landed at hastily prepared airfields, refueled, re-armed and took off again. Soon, though, there was nothing significant left to bomb, and there were very few functional aircraft left to bomb with.

On December 4, 1997, a lone B-1B bomber carrying several nuclear weapons crashed while en route to Ellsworth Air Force Base near Rapid City, South Dakota. Ellsworth was operating under difficult weather conditions, and most of its radar and other tracking equipment had been damaged by the electromagnetic pulse (EMP) of multiple nuclear detonations in the atmosphere. While making its final approach over the Black Hills, the plane apparently suffered a severe mechanical failure. Radio operators at Ellsworth received a brief mayday from the pilot, which was abruptly cut off (by the crash).

A search effort was begun, but near-blizzard conditions resulted in the crash of two rescue aircraft, and it was called off. As more pressing concerns arose, Ellsworth was soon abandoned by its remaining personnel, who took with them the knowledge of the crash.

Twilight: 2000

It has been more than three years since the nuclear exchange. While the war has largely ground to a halt, America has become divided between several rival governments: the Military Government (MilGov), Civilian Government (CivGov), and reactionary, isolationist New America. A new civil war is brewing. To further complicate matters, the nation is in the grips of a severe drought by the spring of 2001, raising the possibility of famine.

Recently, in the border town of Salinas, Kansas, a marauder claiming to have been a USAF flight controller at Ellsworth during the war was arrested. In a futile attempt to avoid hanging, he bargained information about a crashed bomber "up in the Black Hills—with a load of nukes and everything!" His captors didn't buy his story (nor did they care), but it was noted by agents of both MilGov and CivGov, who soon reported the incident.

Dreading the possibility of an intact nuclear weapon falling into "the wrong hands" (i.e., anyone else's), the MilGov authorities in Colorado Springs quickly assembled a scout team to investigate the story. If the PCs are working for MilGov, they are the ones selected for the mission, code-named "Phoenix." If not, then the referee should generate the necessary NPCs for a special forces team of roughly a dozen men (all Elite NPCs with military weapons and equipment).

Eager to redress the nuclear imbalance between itself and MilGov by acquiring its own weapons, CivGov's CIA chief in Omaha has outfitted a team of investigators as well. If the PCs are working for CivGov, they represent this team. If not, then a team of CIA mercs (trained and equipped similarly to MilGov's team) should be generated.

### **RUNNING THE ADVENTURE**

Whichever side the PCs are on, there should be 10-12 members in their team (the referee should add NPCs or allow PCs to play multiple characters in order to round out the group). One of the PCs (probably the highest ranking) should be designated as the team leader.

Since the PCs will not know about the other group initially, the referee is encouraged to design the members of the opposing team to contrast with the PCs' personalities and abilities. This is a good way to introduce one of a PC's contacts.

The two teams are unaware of each other at the start of the adventure, but their paths will cross at least once. Encounters with the opposing team should

be timed for maximum dramatic effect. Allow the PCs to set the tone of the rivalry. It need not be a violent one. On the other hand, the rivalry could result in a deadly game of cat-and-mouse in the rugged wilds of the Black Hills. Either way, the more colorful and clever the opposing team is, the more challenging and enjoyable it will be for the PCs.

Two other groups that the PCs will have to deal with are New America and the resurgent Sioux Nation. It is even possible that the rival MilGov and CivGov teams may be forced into a temporary alliance due to the activities of one or both of these groups.

### **NEW AMERICA**

Though poorly equipped by comparison to some New American cells, the Black Hills enclave has managed to set itself up rather nicely in the area, presenting a serious threat to the Sioux. A large number of the locals are supporters of New America, and the arrival of a heavily armed group of strangers will not go unnoticed. Should the New Americans find out about the nukes, they will begin actively and aggressively searching for them (and will probably attempt to capture a few members of the PCs' team for interrogation). If the PCs have had past dealings with New America, they may feel a strong

obligation to destroy this cell.

The leader of the Black Hills enclave is Colonel Peter Young. He is only 30 years old, having gained his position when his predecessor was killed in a "tragic" jeep accident. Young is aggressive and ambitious, a staunch supporter of Carl Hughes and his New American philosophy. He runs his cell in a very rigid, militaristic fashion; he has quietly eliminated everyone he perceived as a threat. Young is convinced that New America will triumph in the coming war and that he will naturally rise to the top of the new order when Hughes is gone. The last orders he received from the New American high command were to "neutralize" the militant Sioux Nation and begin expansion into Wyoming. So far, he has been unable to deal with the Sioux, which has become a source of frustration to him. His current plan is to assassinate Chief Soaring Eagle and let the various Sioux factions do his work for him. If he learns of the ALCMs (air-launched cruise missiles), though, they will become his primary concern, overshadowing everything else.

### **SIUX NATION**

The Sioux Nation is currently comprised of a tenuous collection of rival factions united under one banner. The

## **Detonation Effects**

If, for whatever reason, the referee allows one or both of the bombs to detonate, the following effects apply:

Any unprotected human within three miles will be killed quickly and unpleasantly due to the explosion's thermal pulse and/or blast wave (never mind about the lethal dose of radiation). Sadistic referees might want to review films like "Threads" or "The Day After" for more descriptive material. Protected humans within this zone will not be killed outright by the bomb, but may suffer from its secondary effects. "Protection" can be anything from a reinforced bunker to an intervening ridge. The referee should use discretion when deciding how much protection a character can have from a nuclear explosion.

Out to a distance of about five miles, there will be considerable secondary effects. The seismic shock wave will cause severe structural damage to buildings, bridges, etc., while the thermal pulse will ignite dry leaves, paper, etc. and cause a severe "sunburn" to exposed skin. Because of the drought conditions, a firestorm will be generated which will quickly kill anyone unable to escape.

Out to a distance of about 10 miles, there will be minor effects like cracked windows and minor tremors. Even this area will be dangerous because of the firestorm which will rapidly engulf the area.

Since the bombs will be detonated at or near ground level, a crater some 300 meters across will be gouged out of the surrounding soil and rock. The resulting radioactive debris will fall back to earth with deadly effects. Anything within one mile of the crater will receive an immediately fatal dose of radiation, while those within two miles (or within six miles downward) will receive 1200 rads per hour for about eight hours. After eight hours, the dose will fall to 600 rads per hour; after 16 more hours, it will fall to 300 per hour; after 32 more hours, 150 rads, etc.

Anyone with Warhead skill will be able to roughly estimate these effects without a roll. Any military characters with experience in ground combat (infantry, armor artillery, etc.) must make a Difficult: Intelligence check to possess the same information. Of course, everyone knows that nukes are bad news.



leader of the loose confederation is Chief David Soaring Eagle, a 63-year-old doctor. Several of the younger chiefs are pressuring for the reclaiming of the Black Hills, land lost for over a century. Soaring Eagle knows that the Sioux are not yet a match for the US Army and doesn't want to provoke a confrontation. He is hoping that he can bide his time, gaining strength as the white man's world tears itself apart. The presence of New America has made it difficult for Soaring Eagle to control the more militant factions, and he is considering a costly campaign to eradicate the NA strongholds simply as a means of preserving Sioux unity.

### THE PHOENIX

Although cut from the Pentagon budget long before the war, the B-1B Phoenix was still present in significant numbers in the SAC arsenal when the war began. The B-1 was capable of carrying an impressive array of weapons for a variety of purposes. The primary reason for the bomber's budgetary demise was the development of air-launched cruise missiles (ALCMs), which (arguably) made the B-1 obsolete. Strangely enough, the primary role of the B-1 during the war was to carry ALCMs.

The crashed B-1 had a cluster of eight ALCMs, each with a single B86 200-kiloton nuclear warhead. Despite the crash and the passage of time, two of these warheads are still capable of detonation, making them extremely dangerous.

Unless someone with the appropriate skill (Warhead) is present, there is very little chance of deliberately arming and detonating either bomb. However, the primary use for the bombs (in terms of this scenario, anyway) is to keep the PCs motivated (scared). It is highly recommended that the referee keep these out of the hands of unscrupulous PCs.

### BROKEN ARROWS

Each warhead is relatively small once it is removed from the ALCM. They are roughly four feet long, two feet in diameter, and weigh around 250 kilograms, making them difficult to move. The two-centimeter steel casing cannot be penetrated with small arms fire, but heavier weapons or explosives might get through. The casing can be considered to have an AV: 4 for purposes of damage. There is a protected control panel which requires a key (or a Difficult: Lockpick roll) to open. The control panel allows manual arming or disarming of the bomb (assume that only those with

Warhead skill can get past the safeguards, and then only with a Difficult skill roll). Failure in any attempt to arm/disarm the bomb causes the controls to freeze up, requiring a Difficult: Electronics roll to unfreeze. Catastrophic Failure will have one of the following random effects:

| Roll | Result   |
|------|--|
| 1-2  | Controls freeze irretrievably. No further tampering will have any effect.  |
| 3-4  | Bomb will detonate in 1D100 minutes (may be reversed with later rolls). If this result occurs a second time, bomb detonates.                 |
| 5    | Bomb self-destructs (no nuclear explosion, but 10D6 rads per minutes over burst radius until washed off. Treat explosion as 155mm HE round). |
| 6    | Bomb detonates with full effects.  |

### THE LAND

The Black Hills region is very rugged, being mostly forested and mountainous. The average July temperature is 69°F. Roads in the area are often very steep, with frequent tunnels. Some notable areas in or near the Black Hills are described below:

**Mount Rushmore:** This mammoth sculpture portrays the faces of four American presidents: Washington, Jefferson, Theodore Roosevelt, and Lincoln. A visitors' center to the landmark stands nearby. Anyone exploring the site may notice that all the electrical wiring has been removed from the area. The view from the top of the mountain is commanding, and the area is frequently used by both Sioux and New American scouts, though neither group maintains any kind of permanent outpost at the site.

**Wind Cave National Park:** This is one of the oldest national parks in the United States (since 1903) and covers close to 30,000 acres of prairie and forest. Wind Cave itself is the seventh longest cave in the world, with over 50 miles of formations. The park area is home to buffalo, deer, elk and prairie dogs. About 500 Sioux make their home here presently, including about 60 warriors. The upper levels of the cave are used to store food and other supplies. The Sioux have a variety of small arms for hunting and defense, consisting mostly of hunting rifles and shotguns, but with a small quantity of military and police weapons. The Sioux have close to 100 horses and about half as many pack mules.

**Badlands:** Millions of years of erosion have carved out an eerie landscape covering about 250,000 acres of western South Dakota. Spires, gorges and buttes dominate this bizarre region, which is home to buffalo, deer and pronghorn antelope. Very few people venture into this area anymore, as it is now heavily patrolled by Sioux warriors. There are rumors of a secret government stockpile located in the region.

**Jewel Cave:** This is the world's fourth longest cave, with over 80 miles of explored passages. The cave gets its name from the abundance of calcite crystals here, but contains many other unusual formations. Originally, a large elevator carried passengers from the visitor's center to the entrance into the cave, some 290 feet below the surface. The elevator is now powerless, which has been enough to deter any visits to the caverns below. If anyone spends enough time exploring the caves, they may discover a well-preserved stockpile of foodstuffs and seeds, as well as crates of small arms, tools, ammunition and limited quantities of petroleum products (5000 liters of gasoline, 3000 liters of diesel, 1000 liters of motor oil and a number of other lubricants). When the pre-exchange government placed this stockpile, it was well-hidden and protected by several traps (including a particularly nasty one involving a claymore mine and a chemical blood agent gas cannister). The small arms in the cache are all of American manufacture, but are of both civilian and military origin. The cache is of immense value to whoever can recover it.

**Crazy Horse Mountain:** This monument to the culture of the North American Indian was begun in 1948 and was unfinished by the time the war broke out. The 563-foot mountain carving stands partially finished amidst the rusting equipment used in its creation. The head and arm of Crazy Horse are essentially complete, and the rest of the carving is recognizable. Tons of explosives were stored here before New American troops seized them, but a diligent search will turn up about 200 pounds of dynamite they overlooked, still quite usable. The New Americans have defaced parts of the monument with racist graffiti. Neither New America nor the Sioux patrol this area very frequently, which is why neither group has discovered the crashed B-1 or its devastating cargo.

**Custer State Park:** This 73,000-acre park is home to one of the largest herds of bison in the world, along with deer,

pronghorn antelope, mountain goats, bighorn sheep, elk, wild turkeys and a large pack of burros (brought to the area in the 1920s). Four historic lodges can be found here, all currently in use as basecamps for New American patrols, which are very common in the park. Any intruders caught in the area will be taken to the nearest basecamp for interrogation.

### FINDING THE NUKES

The plane crashed into the base of Crazy Horse mountain and was buried by the subsequent rockslide. The only point where the wreckage is clearly visible is from the top of Crazy Horse monument itself. Unless it is spotted from atop Crazy Horse (an Average: Observation task), the plane is unlikely to be found with a visual search, although pieces of debris might be found in the area.

Another way of locating the crash site is by searching with Geiger counters. In their current state of disrepair, the ALCMs leak enough radiation to be noticed by a Geiger counter up to 300 meters away. The concentration of radiation is not harmful for short periods of time, but the absence of plant and animal life nearby should provide the PCs with a clue.

Recovering the warheads will be dan-

gerous work. The rockslide can be dug away from the wreckage, but there is the risk of triggering another slide (referee's discretion). The threat of another slide should be adequate to keep the PCs on their toes; use of explosives should definitely trigger more slides. Those who possess Mining Engineer skill can determine a safe way to excavate the bombs (Average: Mining Engineer). Use of explosives should increase the chances of either New American or Sioux patrols in the area.

The player characters may choose to hide the bombs and call in reinforcements before attempting to move them any great distance. This is probably a wise move and could develop into an adventure in its own right. If the PCs have already explored the area, they should have several options for hiding the bombs. Ω





*Nigeria, April 10, 2000: Sure is hot around here. Isn't so bad during the off-hours, but in the bush, it's murder. Your hair's always pasted to your head, and sweat's always stinging your eyes. Not to mention the stink of rot, the flies, and the bodies everywhere.*

*Still, I guess it could be worse. Pay's good, supply is all-you-can-eat ammo, and by the end of the month, we'll be on an Osprey back to Capetown. I hope.*

## A Merc adventure by Andrew Borelli

The PCs are approached by a level III patron representing a large mining firm (the patron will not reveal who) based in Capetown with holdings all over Africa. The contract is for a rescue mission in Nigeria for the Biafran Army. Pay is \$10,000 per team member, and the patron will provide up to \$25,000 in equipment. However, these amounts are nonnegotiable, and the team members must provide their own personal weapons.

### MISSION BRIEFING

Four years ago, during the Nigeria/Biafra civil war, a man named Royunda Kalima led a large contingent of the Catholic Ibo tribes against the largely Muslim Nigerian Army. The rebels fared well, fending off two major attacks by Nigerian armor, while launching a partially successful attack against the Nigerian front. When the attack fell apart, Kalima still managed to pull his forces together in good order and maintain a destructive guerrilla campaign against the Nigerians for seven months. Only after being cornered and cut off completely was Kalima's group forced to surrender.

Kalima was presumed killed by the Nigerians. Actually, Kalima managed to escape to Zaire and was intercepted by the Zaire Army. The government there agreed to hold Kalima for their Nigerian allies indefinitely in exchange for supplies to fight against Angola. With the news of Kalima's "death," the Ibo tribe quickly lost heart and has had its back to the wall since.

Unfortunately, a native priest of the Ibo tribes has had a disturbing vision in the night: a vision that Kalima is alive, and that like a Messiah he will soon rise to bring the Ibo tribe to victory.

Nigeria wants Kalima back from Zaire to secretly execute him before the rumors of his "resurrection" run wild and cause new uprisings. Zaire so far refuses to give him back, but

Nigeria has offered three diamond mines (which officially belong to the patron's firm) to Zaire in return for Kalima's release. Zaire has agreed.

The PCs are assigned to rescue Kalima from his prison in Zaire and deliver him to the Biafran capital of Malarani, where company men will be waiting to debrief the team. With Kalima in charge of Biafran forces again, the rebels stand an excellent chance of defeating Nigeria—and the patron firm will retain ownership of its diamond mines. Kalima must be returned unharmed or payment will be forfeited.

### APPROACH

The team will take off from an airstrip outside Capetown in South Africa at 1800 hours and be brought via Cessna to a grassland area 10 miles from the prison camp. The trip will take six hours.

The player characters will parachute in the cover of darkness from 10,000 feet and dispose of the 'chutes on landing at LZ New York. From there, they will proceed three miles northwest to the camp. There is a single river to cross, as well as a heavy jungle area. It will be 85 degrees and extremely moist, so fatigue will be doubled by heavy exertion activity. The cover of the jungle will ensure condition 2 lighting at all times. There are no suitable roads on the approach to the encampment except for a single dirt road to the west running up from the southwest, but this is constantly jammed with vehicles headed for the Angolan front.

### RETRIEVAL

The PCs must travel eight miles northeast to LZ Chicago, where a UH-1 Huey will meet them at 0330 hours. Once on the chopper, the team will be brought to Malarani and debriefed. The LZ must be marked with two red flares at either end, or the Huey will not set down. If the Huey spots no flares by 0340, it will leave.

### MAPS

On the area map, three locations are marked: the prison camp, LZ New York, where the team will jump, and LZ Chicago, where the team must meet the extraction chopper. Much of the map is jungle—this is a moderately thick, hot rain forest area. The plains are dried grasslands.

On the prison camp map are various locations:

**Sentry Posts:** Each contains a single Veteran soldier.

**Guard Towers:** Each contains one Experienced soldier armed with an AKR. Each soldier also mans a Vz-59 machinegun and slowly pans a spotlight around the perimeter of the camp at 10-minute intervals.

**Headquarters:** This is an HQ building as seen many times before. The camp commanding officer sleeps here, and the administrative offices are located here as well. Use the map from **Merc: 2000**, page 74, to represent this place. The building is occupied by five to eight Veteran officers armed with pistols and 10 Veteran guards armed with various Eastern bloc rifles and SMGs.

**Prison Bloc A:** This is where the prisoners are actually held. Use the police station map from **Twilight**, with some changes: The briefing room and the detectives' desks are not there. Instead, there are more holding cells filled with political prisoners and Angolan POWs. The waiting room is now a de-lousing and processing area, while the lineup room is an area where prisoners are brought before firing squads. In the basement, the locker rooms are more interrogation rooms. This building is occupied by 15 Experienced and 15 Veteran troops armed with Soviet rifles and SMGs. There is also an officer on duty at the desk. There are 20 cells containing prisoners in squalid conditions. Royunda Kalima is not in this building.

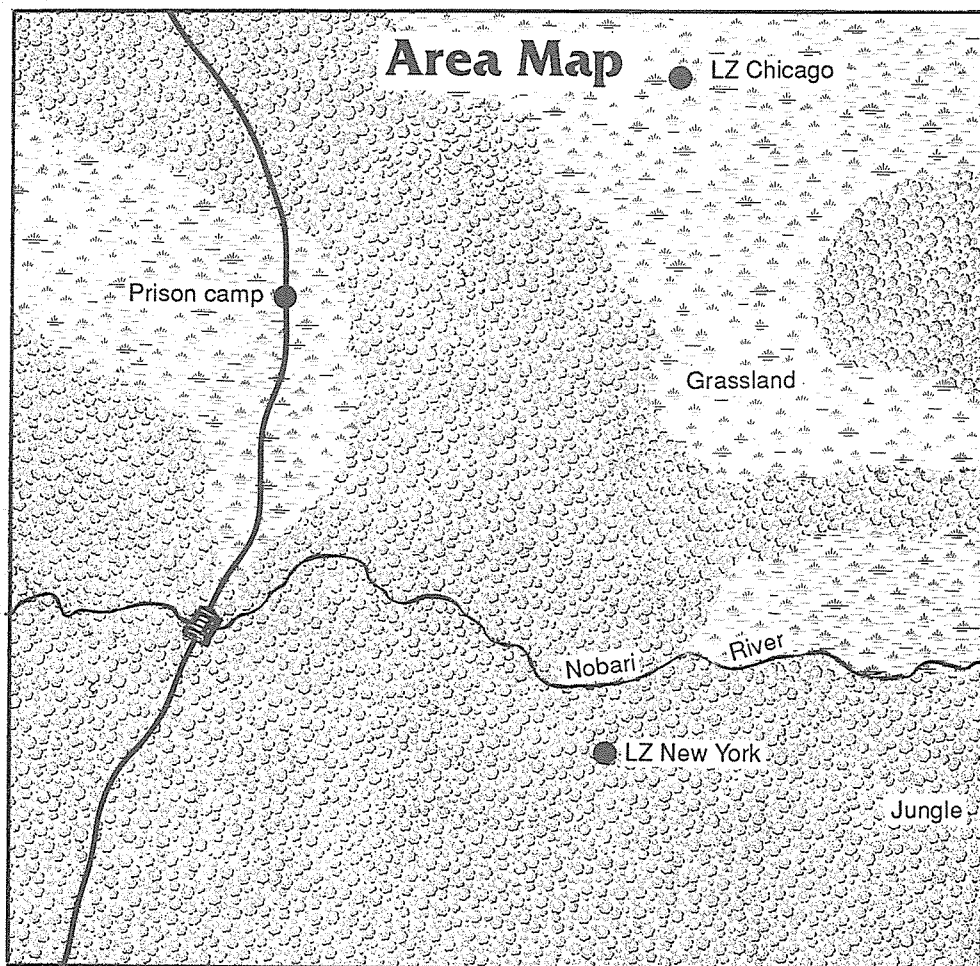
**Prison Bloc B:** The same as Prison Bloc A, except that Royunda Kalima is in this building. He may be found in the holding cell directly across from the toilets. He is suffering from malnutrition and has many bruises from multiple beatings, but is otherwise unharmed.

**Officers' Quarters:** These are the officers' quarters, as seen in **Merc: 2000**, page 73. The change here is that locations A-D are now the enlisted and officers' mess hall. There are no up-down staircases. Three officers will be in their quarters, and many of the troops will be eating when the team arrives.

**Barracks 1:** These are troop bar-







racks, as seen in *Merc: 2000*, page 75. There are sleeping quarters for 60 men, with mosquito nets over each bed. About half the troops will be sleeping in the building at the time of the attack. The troops are Experienced and armed with assault rifles.

**Barracks 2:** This is the same as the regular barracks, except these are Veteran troops. Forty of them will be here when the team reaches the camp, most of them asleep.

### RUNNING THE SCENARIO

The team will probably land without a hitch, but making it through the jungle should be an adventure in itself. You may want to roll some animal encounters for effect (see the African animal encounter table in *Twilight: 2000*, Version 2.2, page 163) and perhaps a couple of encounters with groups of people. Zaire is still at war with Angola, and the fighting has left a toll on the countryside, so the team is likely to encounter refugees, wrecked equipment, and deserted villages, especially near LZ New York.

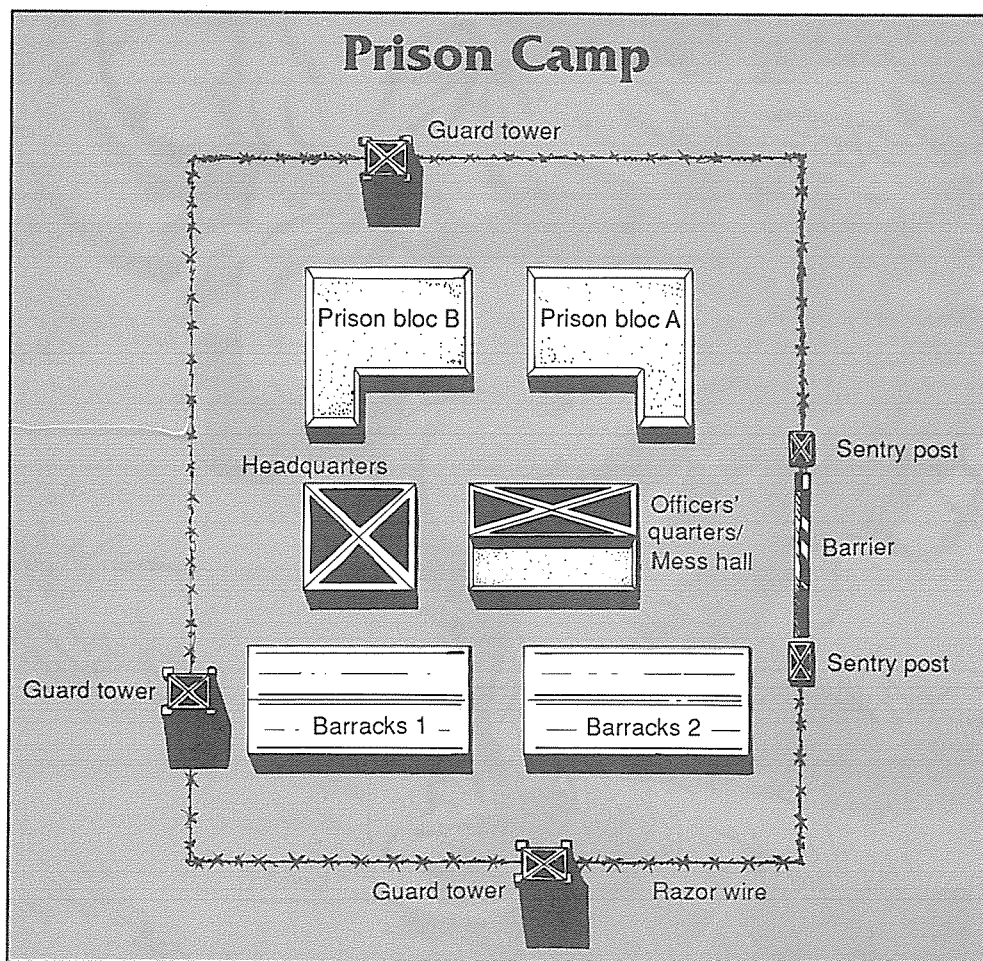
The enemy runs random patrols in a one-mile circumference around the camp, and it is possible to encounter one. Inside the camp, the bulk of the troops will be asleep, but some will be awake, and there is an especially large group (around 25) in the mess hall. Any serious noise (full auto fire, explosions, yells) will alert the entire camp.

Once the enemy is alerted, it will take the Veteran troops three to five minutes to get assembled, and Experienced troops four to seven minutes to assemble. Veteran troops not asleep will assemble in one minute, Experienced troops in two. Note that the team has a free hand in dispatching this bunch and can deal with them any way they like, as long as Kalima is not harmed.

As the troops assemble, they will organize into Soviet-style rifle squads, except there is no RPG gunner or machinegunners. The RPG man now carries an RPK squad automatic, and the machinegunners carry Striker automatic shotguns. The rest of the squad carries Soviet assault rifles and SMGs. All the men have Vz-52 sidearms. There is no driver, either—instead, this is another gunner with an RPK. If a full-scale battle begins, the team will probably find it impossible to defeat the entire camp, and rescuing Kalima may well become impossible. Thus, it is best if the team eliminates as many troops as possible covertly before the shooting begins.

Escaping to LZ Chicago should pro-

*Continued on page 15.*



Continued from page 12.

vide no real challenges, unless an extensive battle broke out beforehand. If so, it is likely that the team will be pursued the entire way or encounter heavily armed patrols heading toward the camp. If the team made it out effortlessly, however, don't hesitate to torture them by throwing in some natural, animal or group encounter to impede their progress.

If returned safely to his people, both Kalima and the patron will be very pleased.

The team has now made a couple of friends in this region who may come in handy in the future (and if Nigeria is ever defeated, the team will have a friendly independent nation in the middle of Africa they can travel to).

### VARIATIONS

After the attack on the camp is under way, the team discovers that Kalima has been executed already, or has been moved to another camp. Either way, there's no way to recover him now, and the PCs will have a lot of explaining to do to the patron (the Biafran Army won't be too happy either).

Or, after the player characters have trashed the camp and escaped with Kalima, the patron company makes a new deal with Nigeria, so that the mines are retained without Kalima's rescue. The team only discovers this after the

chopper never appears at LZ Chicago or passes them by there.

Or maybe the team's just a little too well equipped? See what they can do if the camp has some armored vehicles at its disposal. If they mop up that group, have a "welcoming party" waiting for them at LZ Chicago, complete with a T-62 tank.

Finally, if you feel the odds are too stacked in either direction, feel free to alter the number of troops defending the camp and its outskirts.

### ROYUNDA KALIMA

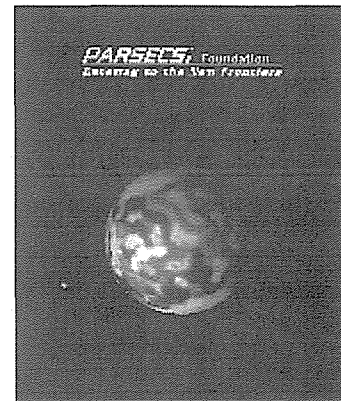
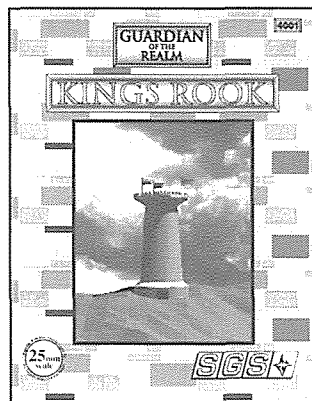
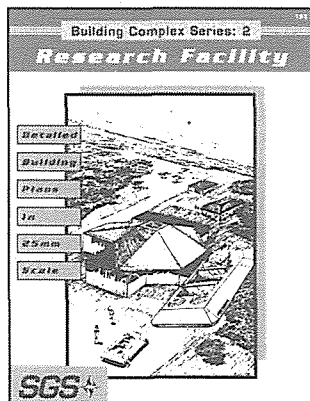
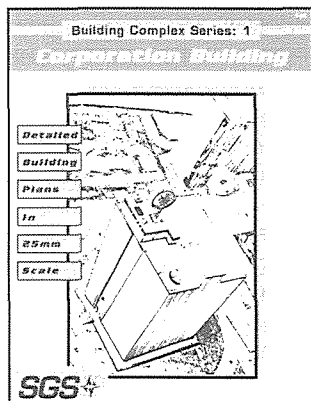
Nationality: Ibo Tribe, Nigeria  
Gender: M  
Age: 40  
Service: Biafran Rebel Army  
Weight: 89 kg  
Throw: 20  
Initiative: 5  
Rank: Colonel  
Load: 20  
**STR: 5**  
Unarmed Martial Arts: 3  
Armed Martial Arts: 3  
Mechanic: 1  
Small Arms (Pistol): 4  
Small Arms (Rifle): 3  
Thrown Weapon: 1  
**EDU: 6**  
**CON: 5**  
Riding: 1  
Swimming: 1

**CHA: 9**  
Ibo: 10  
English: 3  
Leadership: 5  
Persuasion: 2  
**AGL: 7**  
**INT: 7**  
Farming: 5  
Tracking: 2  
Survival: 1

Royunda Kalima was a farmer's son in the Catholic Ibo tribelands of south-east Nigeria. As government oppression grew, more and more of Kalima's people went off to fight; many never returned. Kalima showed a propensity for leadership and a sharp mind, and although not physically strong, he made the decision at age 22 to join the rebel Biafran Army.

After many battles, during which Kalima served impressively, promotion began to come quickly. Indeed, Kalima took so well to the credo of the rebellion that he was quickly respected throughout the entire movement, until by age 36 he had reached the rank of colonel. Under Kalima, the Biafran Army thrived. It was only bad luck and unfortunate timing that led to Kalima's imprisonment. If Kalima is to return to the Ibos, chances are good that victory—or at least a more even stalemate—will soon follow. Ω

## The stage is set – Step into the Action!!!



The stage is set for the drama and suspense with the *Corporation Building* and the *Research Facility* from SGS. Both products are fully detailed in 25mm scale, offer descriptive text and information, a 3D perspective view, and include a referee's master overview of each structure. The *Corporation Building* and the *Research Facility* are the first two volumes of SEEKER Gaming Systems' "Building Complex Series," a collection of buildings designed for use with role-playing games set in both the near and far future.

#101 Corporation Building \$12.95

#102 Research Facility \$12.95

Knights in shining armor and fair damsels in distress. Gallant heroes and cunning villains. Step back into the era of chivalry, romance, and swashbuckling adventure with *Kings Rook* – medieval fortification floor plans available for use with any role-playing game.

#4001 - \$12.95

Enter the universe of *PARSECS*, which combines a series of science fiction stories, illustrations, and data files to create the setting for adventure and intrigue. Ideally suited for both the casual reader and the gaming enthusiast, the material is readily adaptable to any role-playing game system. New worlds, new adventures, new challenges... *PARSECS* Foundation. Coming Feb-Mar 93.

#7001 - \$14.95



Ask your local dealer for these products or order direct.

**1-800-487-7289** Orders only Please!



Write for your **FREE** catalog today!

SEEKER GAMING SYSTEMS  
P.O. Box 1027, Spanaway, WA. 98387  
Voice/FAX Line (206) 535-6513

AD11



# CHALLENGE™

US \$3.50

The Magazine of Science-Fiction Gaming



LL - 099542, H-D-L  
RR - 120543, H-D-L  
CC - 000500, L-C-R  
WT- 56.000, M - T54.6



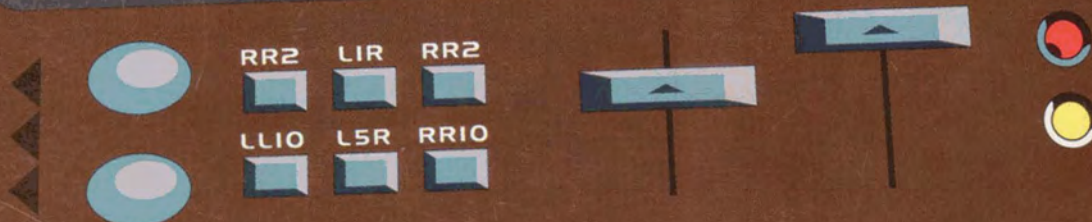
# 74

**TRAVELLER®**  
**THE NEW ERA**  
Inheritance Blues  
*George W. Herbert*

**DARK CONSPIRACY™**  
Globules  
*Michael C. LaBossiere*

**STAR WARS®**  
Holonet Waystation  
*Martin Wixted*

plus—  
**MORE TRAVELLER®**  
**TWILIGHT: 2000™**  
**SHADOWRUN™**  
**CYBERPUNK®**  
**2300 AD™**  
**SPACE: 1889™**  
**CTHULHU™**  
and More



# GDW



# Damsel

## A MERC: 2000 ADVENTURE BY MICHAEL TODD

**T**he LA district attorney, Edward Hale, has been at odds with local crime lord Justin Buckingham for the last two years. Buckingham has responded to the increased pressure from the DA's office by kidnapping Hale's 10-year-old daughter, Elisa. Only someone above the law can ensure her safe return.

The PCs are contacted by a Seattle-based merc recruiter named Adrian McInnes. McInnes and Edward Hale have been friends since their time together in the military, and Hale has decided it's time to call in some old favors. Hale is offering \$5000 up front, with an additional \$30,000 if Elisa is returned safely. McInnes can rent the PCs suppressed M16s and assault suits.

### ABDUCTION

Justin Buckingham has had the run of LA for the past four years. He had the DA and numerous police officers in his back pocket. Two years ago, the DA was forced to resign due to a scandal. His replacement was Edward Hale, an idealistic young man determined to make a difference.

Hale vowed to rid the city of the depravity and crime that was eating it away. He succeeded in purging the police department of most of its corruption. He also began putting a lot of pressure on Buckingham and his entire organization. Hale has come close to indicting Buckingham on more than one occasion.

Finally, Buckingham couldn't stand it anymore. Hale had to be removed quickly and silently, and in such a way as to avoid casting suspicion on Buckingham or any of his people. Buckingham's men kidnapped Elisa, then told Hale that he must resign or she would be killed. The man who would most likely be Hale's successor was already in Buckingham's pocket, so the situation was ideal.

The police haven't been able to turn up anything. All they know is that Elisa was snatched while she was playing in front of her home. There were no witnesses. The phone calls from the kidnappers are all short and to the point, and they give no clue as to the where

the call is originating from or who is making it. The FBI and police continue their fruitless search.

### REFEREE'S INFORMATION

Buckingham's original plan was to kidnap both Hale's wife and daughter. The plan proved too dangerous as Hale's wife only left the house in the company of others. Buckingham didn't want to risk anything going wrong with the operation.

Three of Buckingham's men monitored the Hale household for about a week. They determined Hale's schedule and the family's habits. One afternoon after Elisa had returned from school, she went out to play in the front yard. Buckingham's men moved in and grabbed her.

Elisa is being held in a small estate in the San Francisco area. This compound is constantly guarded by Buckingham's men. It is owned by a company that Buckingham controls. It would be difficult to prove any connection between Buckingham and the company. The guards are all very loyal and wouldn't provide any information concerning Buckingham's involvement.

So far, Hale has received two calls from the kidnappers. The first call was to inform him of the fact that they had his daughter and she was alive. The second call was to inform him of their demands. Hale is to resign from his position as DA in 15 days or his daughter will be killed. The kidnappers will indeed kill her if Hale doesn't cooperate.

Elisa was kidnapped five days ago, so only 10 days are left to meet the demand. Hale will give the PCs 10 days to find Elisa, but if they don't turn anything up in that time, he will resign. When he resigns, he will receive another call from the kidnappers. They will tell him to meet them at an abandoned warehouse on the outskirts of Los Angeles. The kidnappers will not be present when Hale arrives, but Elisa will be there. She will be bound and gagged in the center of the warehouse, but still alive.

### CRIME SCENE

Both Hale and McInnes consider it a foregone conclusion that Elisa's kidnapping was ordered by Buckingham. They will both inform the PCs of their suspicions. So the PCs' job won't be to find out who kidnapped Elisa but rather where she is being held.

There are numerous routes the PCs can take. The obvious choice is to investigate near the scene of the crime. There will be no physical evidence of any sort at the scene. Any neighbors who are asked about the incident will be somewhat annoyed. They've already talked to the police and the media on numerous occasions.

While the PCs are investigating around the neighborhood, they will be approached by a 7-year-old boy named Bobby who lives nearby. He will tug the PCs' coats and ask them what they're doing. He will persistently assail the PCs with all manner of questions about their purpose here and what they do for a living. Bobby will inform the PCs that his daddy could beat them up. No doubt the PCs will become sufficiently annoyed with this little brat. At this point, he will casually mention that he knows who "took the kid from there" as he gestures toward Hale's house.

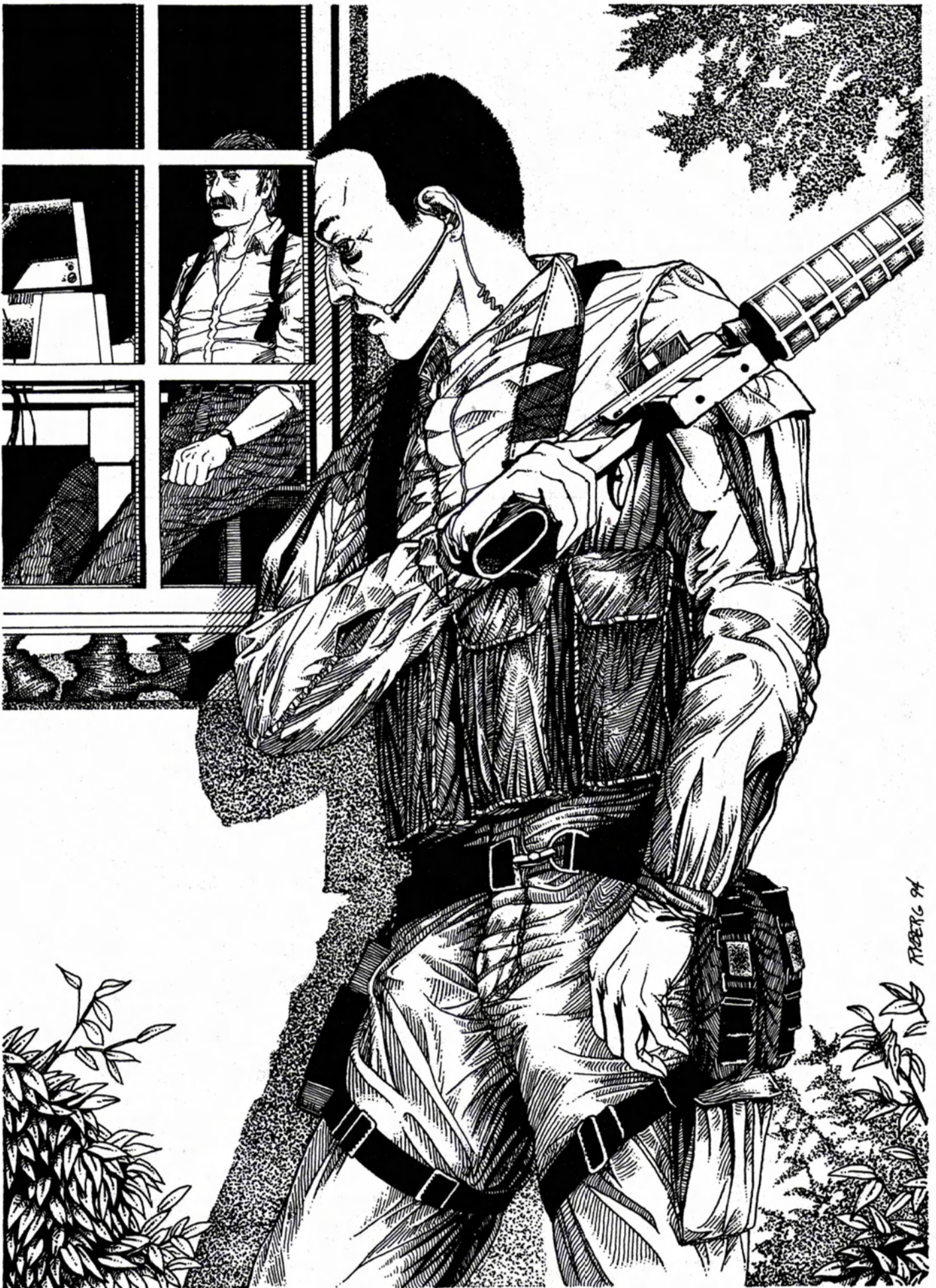
Bobby was out riding his bike when he witnessed Elisa's kidnapping. He kept this to himself because he thought it was of little consequence. It wasn't until today, when he saw a news update on Elisa's disappearance, that he realized people were looking for her. So he hopped on his bike to find someone interesting to tell this particular fact to. If the PCs are angry with Bobby or threaten him, he will begin to cry uncontrollably. Any neighbors who happen to be outside or looking out their windows may assume that the PCs are trying to kidnap Bobby.

If the PCs are very nice to Bobby, he will be able to describe one of the kidnappers for them. The description will be recognizable to Hale, or anyone familiar with the LA crime scene, as Jimmy Roberts. He is known to be connected with Buckingham. Jimmy doesn't have a criminal record, and any computer searches on him will turn up very little. Bobby can only describe the kidnap vehicle as being a van.

### BUCKINGHAM'S RECORDS

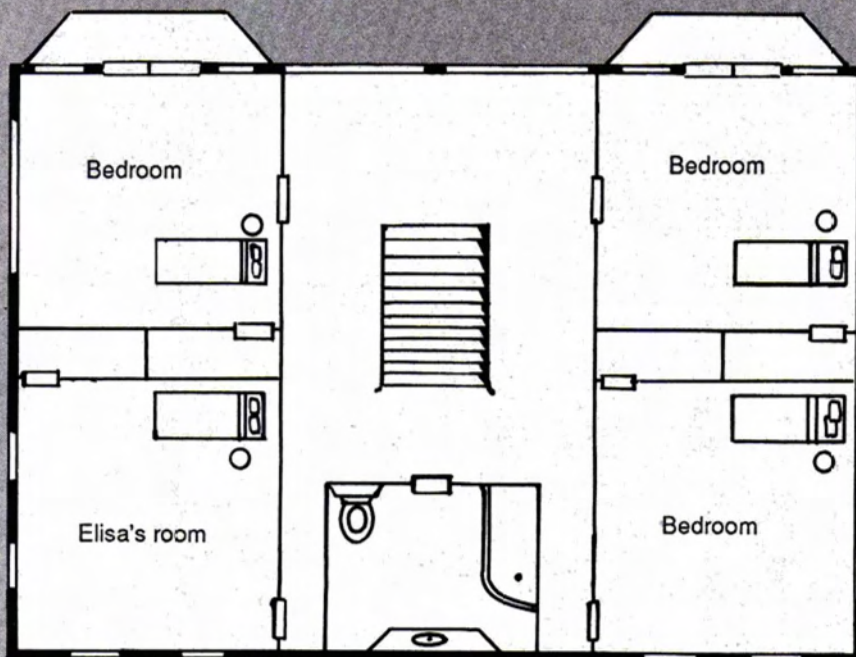
The next area of investigation would probably concern Buckingham, his employees or his records. The easiest way to get into Buckingham's files is by computer. The number for Buckingham's computer system at his Buckingham



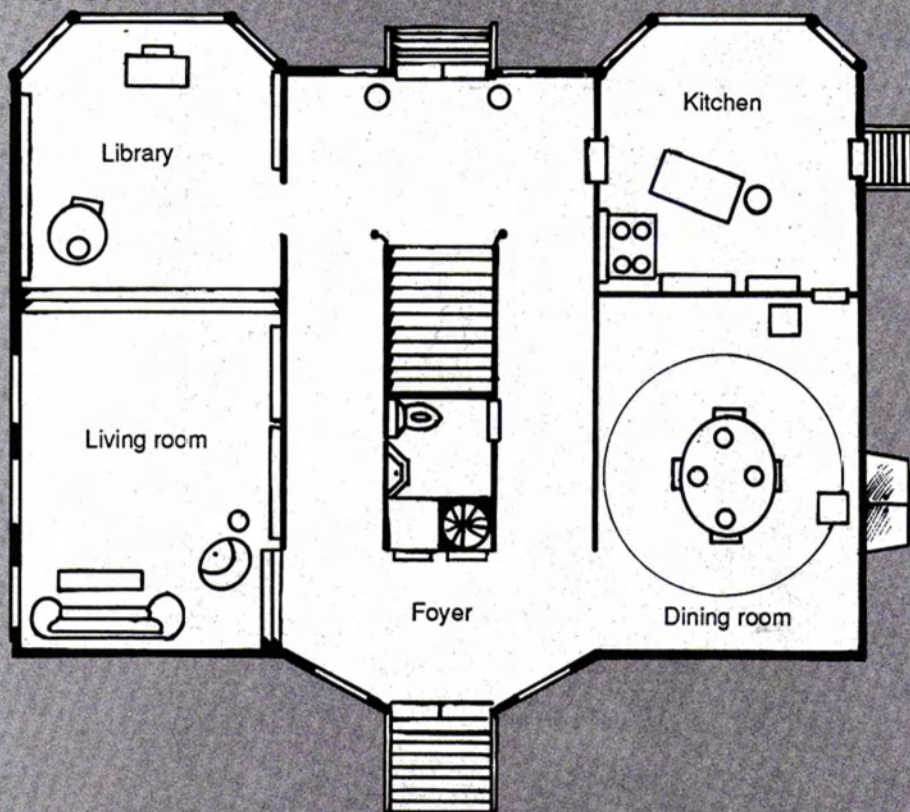




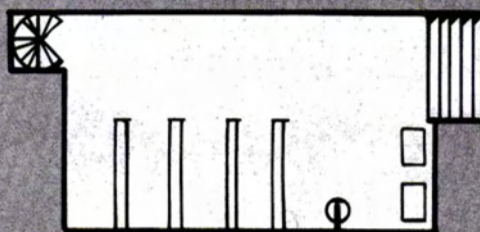
## Second Floor Buckingham's Estate



## First Floor



## Basement



Industries building is easily obtainable. The PCs can break into the system with a Difficult: Computer task. Once in, they will have access to most of Buckingham's records. Everything seems legitimate. Buckingham's private files will be available if the PCs can make a Formidable: Computer task. These files contain numerous holdings that Buckingham doesn't want connected to his business, including records on stocks, bonds and numerous pieces of real estate he owns. The nearest of these is the estate in San Francisco. A list of the people Buckingham employs outside of Buckingham Industries will be available in the records, as well as his banking information. He recently withdrew \$50,000 and paid J. Roberts for "services rendered." No other applicable information can be found in Buckingham's computer files.

The PCs can enter the phone company's computer (Formidable: Computer) to check on the calls Buckingham has made from his office and home. He has made numerous calls around the country from both his office and home. Only one call was made to one of Buckingham's real estate holdings: A one-minute call was placed to the estate in San Francisco on the day Elisa was kidnapped. The phone number will match with the records in Buckingham's personal files.

The PCs may decide to break into Buckingham's home or his office building. Neither of these tasks will be very easy. Buckingham's home is a virtual fortress, and a dozen armed guards patrol the grounds at all times. Gaining access to his home should be nearly impossible. The Buckingham Industries office building isn't so bad. There are only two or three security guards to deal with. The building does have a state-of-the-art alarm system (overcome with a Formidable: Electronics task), and the police will reply to it within five minutes. The information to be found at either of these locations is the same as that in the Buckingham Industries computer system.

The thugs under Buckingham's command will not reveal any information concerning his illegal activities. Most of them aren't even aware that he ordered Elisa Hale's kidnapping. The only person on Buckingham's payroll who may reveal some vital information is the lawyer he employs. Veronica Bain is a lawyer who works exclusively for Buckingham. She suspects he had Elisa Hale kidnapped. Bain believes that Elisa is being held in San Francisco because Buckingham gave her orders to have



the utilities turned on at the estate a few days before the kidnapping. For Bain to reveal this information, she will have to believe that her life is in immediate danger (Difficult: Interrogation).

The only other place to investigate Elisa's disappearance is on the street. It is common knowledge to the criminal element in LA that Buckingham was pulling the strings behind the Hale kidnapping. If the PCs befriend some people in the criminal underground, they will hear the rumor voiced that the girl is being held at one of Buckingham's numerous houses around the country.

### ESTATE

The estate is located in an affluent suburb just on the outskirts of San Francisco. This neighborhood was the pet project of a local developer. He supervised the building and placement of the homes in this area, and most of the houses surround a man-made lake. This development has its own security force.

Buckingham's estate is surrounded by brick walls that stand eight feet high. There is one entrance at the front of the estate and two in back. Each of these entrances consists of an ornate wrought-iron gate. These gates are padlocked and carry a "Beware of Dog" sign. Two Doberman pinschers roam the estate's grounds.

The easiest way to gain access to the estate is via the man-made lake. Any suspicious vehicles or people on the street will draw the attention of the security guards. The PCs will be able to enter the lake through a park at the opposite end from the estate. The PCs can loiter around the park unharassed as the park does not fall within the boundaries of the development.

Buckingham's thugs have installed a simplistic security system around the house. It consists of a series of security cameras placed over the entrances. The monitors for these cameras have been set up in the kitchen. The thugs didn't bother to hide or camouflage the security cameras. They also did a rather messy wiring job (Average: Observation to spot the cameras).

**Basement:** The only entrances are the stairs and cellar doors. This area is filled with an impressive wine collection. The water heater, fuse box, clothes washer and dryer are located here as well.

**Foyer:** Smooth stone steps leading up to a huge set of double doors. These doors have a small ornate window at eye level. There is a security camera above the front door. Inside, stairs lead down to the basement and a closet. A guard patrols this area at all times.

**Dining Room:** This room is empty. The furniture is covered with white sheets. Blank spaces are noticeable on the walls where paintings have been removed.

**Kitchen:** The table in this room has been overrun with video monitors and endless streams of wire. These monitors are hooked up to cameras placed above the front door, back door, side entrance and cellar entrance. There is also a camera inside Elisa's room. A guard is always present there.

**Living Room:** This sunken room contains a television and assorted furniture. This room looks thoroughly lived in. Cushions lie on the floor. The coffee table is buried under beer cans and Chinese take-out cartons.

**Library:** The shelves in this room have been cleared. The books are all packed away in boxes that litter the floor. The desk is covered with a sheet.

**Bedrooms:** At any given time, four of the estate's guards will be sleeping in these bedrooms. The other four will be on duty. These bedrooms are rather Spartan and contain two beds each.

**Elisa's Room:** The door to this room is padlocked, and the windows are boarded up. A camera is mounted above the door, displaying the contents of the room. There is a bed and a table here. One of the guards gave Elisa some books to read. She'll be reading if she isn't asleep.

### ASSAULT

During an attack, Roberts and the other guards will retreat upstairs and try to hold that area. They will use all available cover to their advantage and will use Elisa as a hostage. Two minutes after any attack, the thugs who are asleep upstairs will be awake and armed.

Five minutes after any firefight starts, the police and local security force will arrive. It will take them another few minutes to get past the gate. They will proceed toward the house, calling in whatever backup is necessary.

If the battle is going badly, Roberts will attempt to escape with Elisa. He will flee across the lake in one of the paddle boats. Roberts will not surrender. He will kill Elisa if he is given no alternative.

### NPCs

**Edward Hale:** The new district attorney for Los Angeles. Hale only wanted to help the people of LA, and he was repaid with the kidnapping of his daughter. Hale has a strong sense of justice and hates feeling helpless when his daughter's life is on the line. Hale is a Novice NPC.

**Elisa Hale:** Elisa is the 10-year-old daughter of Edward Hale. She is quite bright for her age and has kept calm through this ordeal. She's still a child and will probably be as fearful of the PCs as she is of Buckingham's thugs. Elisa is a Novice NPC.

**Adrian McInnes:** McInnes is based in Seattle. He is a veteran of the Gulf War and has remained in contact with numerous other veterans both in the military and out. Through those contacts, McInnes himself became a merc for a number of years. For the last five years, he's been a merc recruiter. McInnes is a Veteran NPC.

**Justin Buckingham:** During his teen years, Buckingham was nothing but a common thief. As he grew older, he began moving into the circles of organized crime and gang warfare. He has built himself a tidy little empire in Los Angeles. Any morals or ethics he may have had have been washed away by years of avarice and crime. Buckingham is an Elite NPC.

**Jimmy Roberts:** Roberts is one of Buckingham's chief thugs. He is incredibly loyal to Buckingham, and he'll put himself at serious risk to protect Buckingham's interests. Roberts is a stone-cold killer and won't have any qualms about using Elisa as a hostage. He is an Elite NPC. He has Unarmed Martial Arts: 5, Observation: 3, Small Arms (Pistol): 5, and Stealth: 1. Jimmy carries a .44 magnum with two quick-loaders and a sawed-off pump action shotgun with five extra shells.

**Buckingham's Thugs:** Seven other thugs are guarding the estate in San Francisco. These men are very loyal to both Buckingham and Roberts. They won't lose morale unless Roberts flees or is incapacitated. The thugs are Experienced NPCs. They have Small Arms (Rifle): 5 and Unarmed Martial Arts: 3. Each is armed with a M9 and an Uzi with two extra clips.

### CONCLUSION

If Elisa is returned alive, the PCs will receive their payment and the undying gratitude of Edward Hale. If any of the thugs are taken alive, they will be given a lengthy prison sentence. The thugs will not reveal who their employer was. It is up to the referee whether Buckingham is convicted of the kidnapping.

At any rate, the PCs will have one very powerful enemy. Even if he is put behind bars, Buckingham's organization will continue to function in some form or another. The PCs may find Buckingham to be a dangerous foe, in prison or out. Ω





**T**he PCs are contacted by Col. Tibbets, an ex-British officer turned mercenary. Tibbets represents an unknown party wishing to hire experienced mercenaries for a lucra-

tive, high-risk, covert operation. A certain group has possession of a large quantity of precious metals, which Tibbets refers to as "El Dorado." Tibbets states that El Dorado rightly belongs to his patron, so Tibbets is organizing an operation to recover the valuables. Tibbets is familiar with the PCs due to their renown and previous successes. He is very persistent and will refuse to take no for an answer. He offers a huge sum of money (up to \$1,000,000 per person, with a 10% retainer). Tibbets will grant rights to the equipment used, plus any valuables incidental to El Dorado which the PCs capture during the operation. He will ensure total responsibility for transportation, insertion and extraction.

Sounds too good to be true, doesn't it?

#### TRANSPORT

Once the PCs accept the mission, Tibbets sets a rendezvous at a campground in southern Ohio (or any other agreeable camping site). On arrival, he ushers the PCs into a small RV. Tibbets seats the PCs in the windowless living area, while the vehicle's driver drives off. The PCs have no idea where they are headed, though Tibbets will respond to any fears or worries as, "Security. You don't need to know." After an hour's drive, the RV bumps up a short incline and comes to a stop (from exterior noises, the PCs believe they are at an airport). Suddenly, the RV rocks and sways, while Tibbets says, "Stay calm. We'll be airborne shortly."

The PCs are in a C-130 cargo plane winging its way through the sky. Referees should be encouraged to worry the PCs by keeping them in the dark as long as possible. The RV is self-contained, and the doors are locked to keep the PCs inside. The PCs are encouraged to get some rest, and they are told that the operation's planning begins on arrival.

The PCs arrive at an airfield at night

# PRIVATE CHARTER

A MERC: 2000 ADVENTURE BY ALLEN RAY GARBEE



and are driven through a town to the harbor. Some PCs with extensive experience (especially ex-US servicemen) may recognize the city as Mogadishu, Somalia. The PCs board a small, rust-coated, coastal container ship, the *Indian Star*, with a Maldives registry. The *Indian Star* carries a partial load of containers, including a series of specially constructed weapons and equipment storage containers. The freighter sets sail and steams south-southeast.

On their first day at sea, Col. Tibbets and the ship's captain, Captain Juan Diaz, call a planning conference, where Tibbets provides deck plans of the target vessel (conspicuously absent are any identifying names or marks—security again).

The background information includes the following: The target vessel is crewed exclusively with Japanese personnel. The freighter has a complement of 12 (captain, first mate, second mate, three helmsmen, three engineers, a cook/deckhand and two deckhands). The vessel is highly automated, resulting in the low crew size. The crew is expected to be armed only with small arms, if that. The PCs can expect the target vessel to be dead in the water. The PCs can expect a friendly approach under a deceptive cover of medical aid. Two small craft are available—a surplus 40-foot navy motor launch and a 36-foot *Sea Fox* high-speed assault boat. Last, Tibbets informs the PCs that they have from two to seven days (referee secretly rolls 1D6+1) before the attack can take place. Tibbets leaves the PCs to plan their attack, but is available for consultation.

## ASSAULT

H-hour approaches. Tibbets warns the PCs the operation will begin in three hours (referees determine the exact environment). The *Indian Star* approaches two ships—one burning and sinking, the other the small freighter *Fubuki Maru*—hove to lending assistance. The PCs are informed that their objective is on-board the *Fubuki Maru*. The *Indian Star* offers to provide assistance to the survivors. The Japanese accept the offer.

The 40-foot motor launch carries several PCs posing as medical technicians and general help. The survivors (30 in all), officers and men of Japan's Marine Safety Agency, were the crew of the *Shiratsuki*, which suddenly sank after an unknown explosion. Most survivors are shifted to the *Indian Star*, where they are placed under guard by the *Indian Star's* crew. The only tasks left

are seizing the *Fubuki Maru*, overpowering the crew and removing *El Dorado*.

## PRIZE

The cargo hold is divided into four locked vaults (opening them is a formidable task requiring high Combat Engineer or Intrusion skills), each holding a portion of the metal, in sealed metal boxes each massing 100 kilograms. There are a total of 52 cases in the vaults.

The contents of each box is 20 kilograms of weapons-grade plutonium, for use as fuel in the Japanese nuclear power program.

PCs with a high Combat Engineers skill will realize there is sufficient plutonium to construct 100 to 150 bombs, depending on the weapons yield. At this point, Col. Tibbets takes charge of the unloading process and orders the PCs back to the *Indian Star* with, "Well done. It's our problem now."

## CRUNCH TIME

The PCs are faced with two choices: honor their contract, or attempt to take the *Fubuki Maru* from Tibbets' skeleton crew. If the PCs keep their bargain, they are returned to their country of origin and paid the balance of the money owed to them through a numbered account (what's a few million dollars for this cargo?). However, this may come back to haunt them, particularly as most governments, including the United Nations, are desperate to find out the fate of the *Fubuki Maru* and identify and punish the perpetrators of this attack.

If the PCs decide to renege on their deal, they should try to even the odds by freeing the survivors of the *Shiratsuki*. Captain Suzuki will demand to lead a boarding party against the *Fubuki Maru*. A nasty firefight breaks out between the ship's prize crew (a mix of sailors and combat engineers, who are wiring the ship for demolition) and the PCs' group. Prompt use of a radio may summon third-party naval support, such as a P-3/S-3 from the US Navy or an *Atlantique* from the French or other Indian Ocean power (which may in turn want the cargo for itself—the potential for duplicity is endless). If the *Fubuki Maru* deviates from the course Tibbets and company were steering, a small diesel electric submarine (which torpedoed and sank the *Shiratsuki*, the *Fubuki Maru's* escort vessel) surfaces and signals to heave to or be torpedoed. How the PCs extricate themselves from this mess is a good question. With luck, they can stall long enough for the air support to save them (even one S-3 *Viking* will at

least drive off the submarine). Needless to say, if the PCs survive, they are in for a nasty time of it. Their government (which will eventually release them if they cooperate fully) will be embarrassed. The Japanese will demand some punishment—maybe trashing the PCs' credit ratings! Of course, the patron they double-crossed will never forget them and may attempt violent, personal retribution.

## NPCs

**Colonel Leslie Valentine Tibbets:** Ex-British Army, infantry. Elite. Col. Tibbets is a true mercenary, with no moral or ethical compulsions aside from who is writing the checks. He is an arrogant, overbearing person, with a superiority complex. Tibbets is also the senior officer in charge of the operation, a fact he will not reveal to the PCs until after the *Fubuki Maru* is captured. Tibbets carries a mini-Uzi SMG at all times.

**Captain Juan Diaz:** Ex-Chilean Navy. Captain Diaz entered the maritime mercenary business after being cashiered from the Chilean Navy after the end of the Pinochet regime. He has fallen on hard times, losing his patrol gunboat to Indonesian pirates in a disastrous sea battle. He hopes to be able to buy a new vessel with the proceeds of this operation. His main motivation is greed, coupled to the enjoyment of sailing and fighting.

**Captain Shojiro Suzuki:** Japanese Maritime Safety Agency. Captain Suzuki survived the sinking of his ship, the *Shiratsuki*, an act which will probably end his career. He will take huge risks to save the *Fubuki Maru* from capture or destruction.

**Japanese Crew:** Officers are Experienced. Crew is as follows: 50% Trained, 50% Veteran.

**Indian Star Crew:** Experienced. Ω





# CHALLENGE™

US \$3.50

The Magazine of Science-Fiction Gaming

# 76

**TRAVELLER®**  
**THE NEW ERA**

Playland  
*Harold D. Hale*

Putting the Heat Back  
into Plasma

The Covenant of Sufren

Vampire Fleets™ Prequel  
*Frank Chadwick & Dave  
Nilsen*

**DARK CONSPIRACY™**  
Way Down Atlantis  
*Michael C. LaBossiere*

**CYBERPUNK™**  
DOA  
*Laura K. Manuellan*

plus—  
**TWILIGHT: 2000™**  
**CALL OF CTHULHU™**  
**SHADOWRUN™**  
**CYBERSPACE®**  
**SPACE: 1889™**  
**STAR WARS®**  
**BATTLETECH™**

**GDW**





# Babysitters

## An ancestral sword begins its journey home in this Merc: 2000 adventure

by Glenn Patton and Dirk Folmer Art by Kirk E. Wescom

*Some of the American soldiers in WWII came home from the Pacific front with Japanese souvenirs. You know, helmets, pistols, swords. Now, some Japanese families are trying to buy back the swords. I guess some of them are hundreds of years old and had been in the families for generations. Some families are even willing to spend a couple million to get them back.*

**T**he following scenario is designed for any mercenary group, especially those who believe in "strength through superior firepower." Referees, this is an excellent opportunity to poke holes in some of the inflated egos that may have arisen in your game.

### CONTACT

The group is contacted through the normal channels by a representative of Yamaguchi Shipping, who was given their names by a former patron of theirs. The characters are asked to provide physical security for a courier who is bringing the Yamaguchi ancestral katana back from the United States, where it has been for 57 years. This katana was lost during World War II and only recently was discovered in the possession of an ex-Army Air Corps officer. After much negotiation, a total of \$750,000 was agreed upon as payment to the officer. Thus, the sword's journey began.

There is some concern that certain competitors will attempt to gain possession of the sword during the trip. The PC group will be paid

\$10,000 upon the receipt of the sword by Yamaguchi. All travel accommodations have been prearranged, with passage to Japan to be by boat, actually the flagship of Yamaguchi Shipping, the *Katori Maru*.

No firearms of any type will be allowed on board ship, as Yamaguchi is a law-abiding citizen, and the firearms laws of Japan are very strict. If any characters are caught with a firearm, on-board ship or in Japan, they will be left to the justice system of Japan, and the contract will be terminated.

Hotel accommodations in Japan will be provided by the patron. If the PCs wish other accommodations, they will have to pay for them out of their own pockets. (Remember that a Big Mac costs about \$6 in Japan, possibly more in Tokyo.)

### SETUP

The Yakuza have been waiting for an opportunity to gain leverage over Yamaguchi. Now the opportunity has arisen in the form of the katana. If they were to use the katana as a bargaining point, the Yakuza might be able to force Yamaguchi to let them use his ships for drug smuggling. Their entire plan consists of using one of the ship's crew to sabotage the ship 10 nautical miles outside the Tokyo harbor, taking a snatch team on board, grabbing the courier and the sword and returning to their clan. The snatch team will consist of five men, all armed with silenced 9mm automatics and knives. These men will be considered Veterans for combat purposes.

As an extra measure of paranoia, the PCs will meet up with a member of the Mafia in Los Angeles. It seems that the family has gotten wind of some Yakuza operation involving Yamaguchi Shipping. No threats are offered or implied, but interesting information may be rewarded. Later on, once they reach Tokyo, the PCs will notice an American following them on occasion who disappears as soon as he is spotted. This is an Average: Observation or Streetwise task.

### TROUBLE

Once on-board the ship, the PCs find the accommodations to be quite luxurious, especially for a freighter. They may want to get a feel for the crew and roam the ship. They won't find anything amiss. The voyage proceeds as planned, with the exception of a few mechanical problems starting at the Philippines. Once the ship reaches the 10-mile mark, the engines grind to a halt, and the Yakuza plan is implemented. It is entirely up to the referee whether the PCs will be given the opportunity to foil the Yakuza. Or the PCs may arrive on deck just in time to see a boat slipping away from the ship, to find the remains of one of the snatch team laying on the deck, nearly cut in half (yes, the used the sword on the Yakuza team).

If the Yakuza get away with the sword, the characters will find things getting weird. Whenever any of the team is in the same room as any of the crew members, they will notice that the crew turns away from them and refuses to acknowledge their presence. (Any character with any background in Japanese culture will know that this means that the team is considered dead in the eyes of the crew.)

When the ship finally docks, the PCs are met by Yamaguchi himself. He immediately says, "So, you





lost my sword, the soul of my family. Well, accidents happen. Obviously, since you Gaijin have failed, there will be no payment. Reservations have been made for your immediate return to your country on-board one of my private aircraft. Get your things and go. You are dismissed." If the PCs meekly accept their fate, the adventure is over.

Should the PCs attempt to convince the patron to allow them to retrieve the sword, he will grudgingly give them 48 hours in which to retrieve it. If they fail this time, they will be sent back where

they came from. He will, however, give them the name of the Yakuza clan that he thinks is responsible, and the name and location of the building that is thought to be their headquarters. As the clan leader, Tanaka, and his business are both quite legitimate front operations, a direct confrontation will only result in the PCs getting thrown out of the office. Also, due to Japanese gun control laws, the frontal assault method is completely out. Of course, breaking and entering, while illegal, would probably prove to be the most successful approach.

The sword is in the safe in Tanaka's private office. Security is very stiff and should prove to be quite a challenge to most groups. The guards are armed with night sticks and capsicum spray canisters. (see **Challenge 61**, "Spooktek") Treat them as Experienced NPCs for combat purposes. All windows and doors are wired with induction triggered alarms, requiring an Average: Electronics roll to disarm. The hallways are covered by motion sensors with cameras at key points. Tanaka's office is covered by motion sensors, sound sensors and a camera, while the wall safe is booby-trapped by a chemical grenade that fills the room with capsicum mist.

## ENDING

Once the sword is recovered, the patron will treat them much more politely, treat them to an expensive dinner and pay them in full. He will warn them that the Yakuza have now lost face because of them and will be striking back—and soon. It would be good to leave the country as soon as possible and to look over their shoulders every once in a while. The referee may let the PCs go home peacefully and have the Yakuza pop up later, or may have them make an attempt tonight. The rest is up to you.

## NPCs

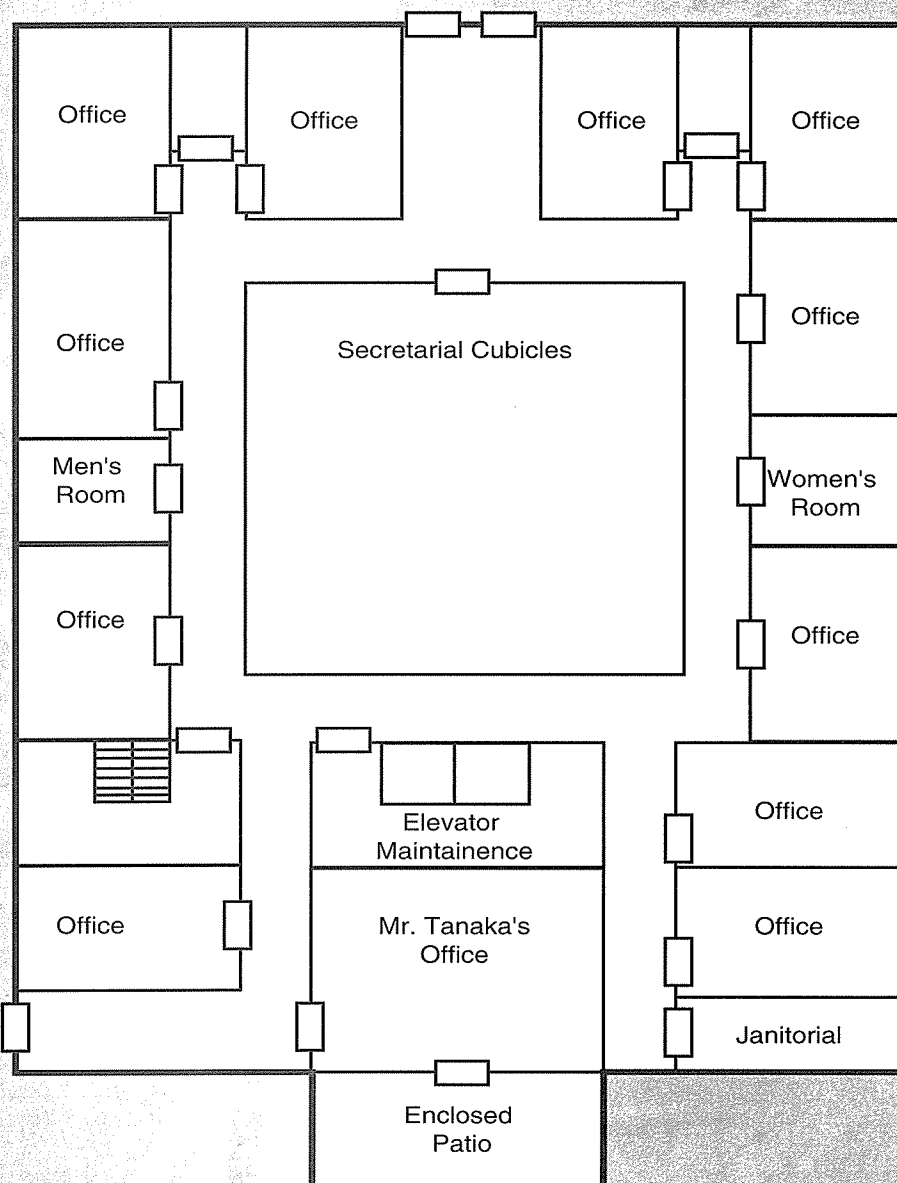
**Yamaguchi:** Level III patron. Honorable in the Japanese style, but ruthless when honor demands it. Regards the sword as an extension of his family's soul.

**Tanaka:** Veteran NPC. Ruthless in his dealings with others, he will seek to avenge any loss of face. Brutal, he enjoys inflicting pain on others.

**Yakuza Members:** 70% Experienced, 25% Veteran, 5% Elite. Various forms of armament. Most carry the tanto-style knife.

**Courier:** Melee (armed) 8, History 7. He is there to verify the sword's authenticity and provide a trusted escort for the Yamaguchi family's ancestral sword. He is also an excellent swordsman in his own right. Ω

## Office Building



On top of this, use the Thai Hotel, meeting level, from *Bangkok Sourcebook*, page 91.

Articles may be no more than 4000 words in length unless previously approved by the managing editor. All articles are subject to editing. Unsolicited manuscripts and art become the property of GDW and *cannot be returned* unless accompanied by a large SASE. GDW is not responsible for articles lost in the mail. *Never* send your only copy of an article, diagram or illustration.

**Status:** You will normally be notified within 90 days of your article's acceptance, rejection or need for a rewrite. If you have not heard from us within 90 days, you may inquire in writing. Accepted articles are placed in a stockpile to be used as needed. Authors are asked not to submit changes to an article once the article has been accepted, except under the most extreme circumstances. Challenge may without penalty release its claim to previously accepted articles.

**Payment:** Challenge will no longer offer payment for articles published, effective with issue 77. Articles accepted after issue 77 will be published in a first American publication rights basis. This means that after publication, all rights revert to you (the author) instead of staying with GDW. (Obviously, any material in the article which was originally GDW's material, such as rules, charts, characters, etc., remains GDW's.)

You will *not* be notified of which issue your article will appear in, but will receive a complimentary copy about 90 days after the issue is released.

**Format:** All manuscripts *must be typed, double-spaced*, on standard-sized white or off-white paper. Staple each article separately. The first page must contain the *author's name, address and social security number*, as well as the *title of the article, the game it refers to, the publisher of that game and a word count*. Each page must be numbered and contain the author's name.

Articles use three levels of headings (refer to past issues for examples). The first level is the article title. Next, any divisions within the article need *section headings*, which are all caps on their own line (like Subject Matter, below). Any further divisions within a section need *subsection headings*, which are upper and lower case, followed by a colon and text (like Format, above).

**References:** Always include clear, precise sketches of maps, diagrams or pieces of equipment for artist reference. If you send photocopies for artist reference, always indicate the original source or publication. If your article includes tables, send a printout of each table the way it should appear. Always send a copy of your technical design spreadsheets, if applicable (especially for Traveller). Also, please include a bibliography of your sources, especially with historical or geographical submissions. Mark both technical design sheets and bibliographies "for reference only."

**Computers:** *Submissions on disk are encouraged and will expedite the publication process.* Send disks in a suitable mailer, *along with a printed copy*. Disks will *not* be returned unless accompanied by a self-addressed, stamped disk mailer. Always keep all printer commands, page numbering and so on out of the text. We are able to take submissions only from Apple Macintosh, IBM PC and compatibles. Apple Macintosh files may be saved only as ASCII text, or as MacWrite or MS Word files. IBM PC and compatible files must be MS-DOS and must be saved as ASCII text.

**Modem:** Modem/computer bulletin board/electronic submissions are not accepted at this time.

**FAX:** FAX submissions must be sent after 6 p.m. CST. FAX submissions of more than 20 pages must have prior approval. Disk/hardcopy submissions are preferred (see Computers, above).

## SUBJECT MATTER

We will consider articles on any science-fiction roleplaying game by any publisher, including Twilight: 2000, Merc: 2000, Traveller, Dark Conspiracy, Space: 1889, 2300 AD, Shadowrun, Star Trek, Star Wars, BattleTech, High Colonies, Call of Cthulhu, Paranoia, Cyberpunk 2.0.2.0., Vampire, Werewolf and others. We will not provide coverage for any products produced by or licensed to Palladium Books, at the request of Palladium Books.

*Adventure scenarios are preferred. Sourcebook-type articles should be combined with adventure ideas whenever possible. Game variants should be playtested in advance by you and be applicable to a broad range of gaming situations. Referee's notes should give hints to the referee on how to increase interest in the game, make his life easier or spark his imagination.* In general, articles should be consistent with previously published information.

**Twilight: 2000, Merc: 2000:** Articles must be usable with Twilight: 2000 version 2.2 or Merc: 2000. Ideas include an adventure situation with a geographical setting, short equipment descriptions, generic personalities or locations for use in a variety of situations, and examinations of modern military life or military equipment.

**Traveller:** All Traveller articles must be usable in the Traveller: The New Era universe. Include tasks and game statistics where appropriate. Ideas include an adventure with relevant background data, bestiary or short equipment description. Articles may follow either the "adventure nugget" or traditional Challenge format.

**Space: 1889, 2300 AD, Others:** Short adventures (2000-3000 words), plus a page or so of maps. See Twilight Encounters (a GDW supplement) for samples of the preferred format.

**Reviews:** Product reviews are not limited to the gaming systems normally covered in Challenge. Evaluations of science-fiction films (limited to recent releases *on video*, due to timeliness), novels and other products are also accepted. All reviews must include the approximate date of release, plus the publisher, price, credits and components, if applicable. See previous reviews for format. Reviews should be 500-1000 words in length. Challenge will not publish a review by anyone listed in the credits of the product reviewed.

**Fiction:** Challenge is not seeking fiction at this time. Fiction submissions will not be read.

**Art:** Artists may send copies of their art portfolio to the Challenge art director. Never send an original or your only copy.

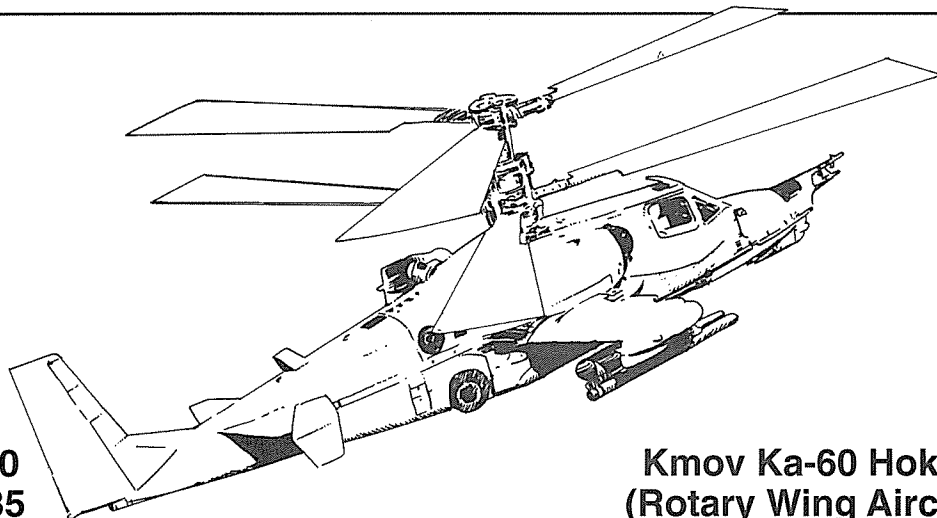
*Good luck. If you have any questions, send them along with a SASE to:  
Michelle Sturgeon, Managing Editor, PO Box 1646, Bloomington, IL 61702-1646 USA*



# ID/D AEROWEAPONS

## A Merc: 2000 aircraft and weapons addendum by Roman J. Andron

ID/D, or Internal Defense Development, is the term used by national security personnel to refer to counter-guerrilla operations. A key factor in ID/D operations is close air support provided by aeroweapons platforms such as ground attack aircraft and helicopters. Three such aeroweapons platforms which have gained notoriety and prominence in the **Merc: 2000** world are profiled below.



**Tr Mov: 1400**  
**Com Mov: 35**  
**Fuel Cap: 1500**  
**Fuel Cons: 1500**

**Merc 2000 Price:** \$8,700,000  
**Twilight 2000 Price:** \$25,000,000  
**Armament:** 30mm cannon  
**Ammunition:** 500 x 30 mm  
**Fuel Type:** AvG  
**Load:** See weapons options  
**Veh Wt:** 10,800 kg (maximum takeoff weight)  
**Crew:** 1  
**Mnt:** 15 (estimated)  
**Minimum Landing/Takeoff Zone:** 48 m

### Damage Record

**Pilot:**  
**Radio:**  
**Instruments:**  
**Hardpoint:** 1 2 3 4  
**Turret:**  
**Ammunition:**  
**Engine:**  
**Fuel (%Consumed or Destroyed):**

**Combat Equipment:** Head-up display, IHADSS helmet-mounted sight, FLIR, laser designator, integral flare and chaff dispensers, IR suppression.

**Weapons Options:** Four wet pylons, each capable of accepting a UV-32-57 rocket pod, a six-round Vikhr pod or a 300-kg drop tank.

| Weapon   | ROF | Mag | Rng | Ammo    | Damage   | Pen    |
|----------|-----|-----|-----|---------|----------|--------|
| 30mm 2AL | 5   | 500 | 250 | API     | C:6 B:4  | 5/1/-2 |
| UV-32-57 | 16  | 32  | 400 | 57mm HE | C:8 B:28 | -4C    |

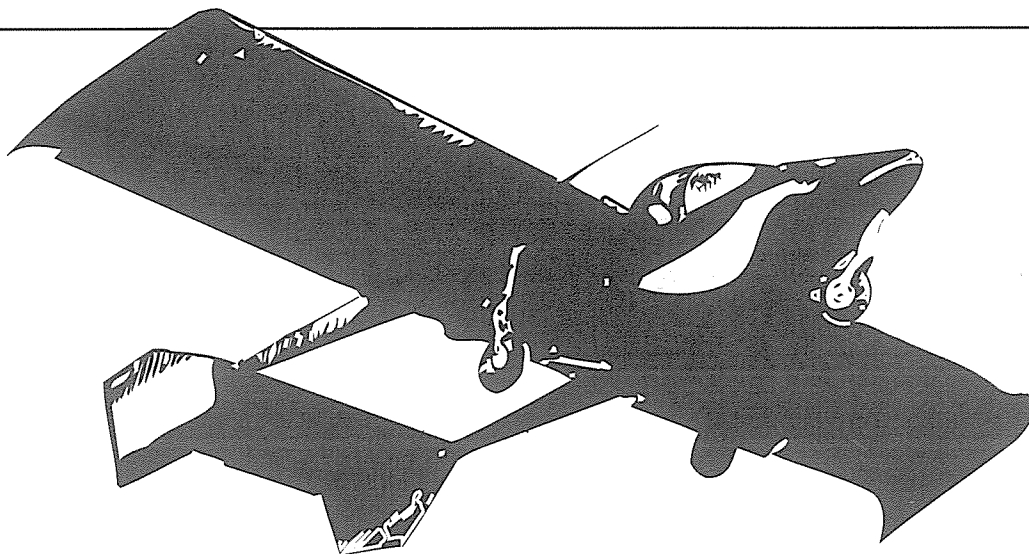
| Weapon      | Mag | Rng  | Damage    | Pen  |
|-------------|-----|------|-----------|------|
| Vikhr 6-pod | 6   | 2500 | C:12 B:12 | 115C |

### Kmov Ka-60 Hokum (Rotary Wing Aircraft)

The Kamov Hokum was accepted as the Commonwealth of Independent States' new attack helicopter in 1992, beating out the Mil Bureau's Mi-28 Havoc design in an army competition. The Hokum deviates in a number of ways from the standard helicopter design set by the US AH-1 and AH-64. The most visible deviation is the twin coaxial rotors. This configuration allows the helicopter to achieve top speeds of 350 km/h and 3G-loading while significantly reducing the chance of helicopter combat losses from tail rotor and boom failures, the most problematic areas on any helicopter. The second deviation is the inclusion of a head-up display in conjunction with a helmet-mounted sight, which when combined with the speed capabilities suggests that this helicopter is to be flown more like a combat-support fixed-wing aircraft than an attack helicopter. Finally, the Hokum breaks the pilot/CPG team approach to attack helicopters by being a pilot-only machine. The pilot's position is equipped with an ejection seat. Explosive bolts in the rotors blow off the blades to permit a safe ejection.

Armament consists of a right-side-mounted 30mm cannon taken from the BMP-2, which can be pointed outward from the fuselage by 15 degrees and can be tilted as much as 10 degrees upward and 70 degrees downward (estimated). Rounding out the weapon systems are four "wet" pylons which can carry armament or fuel pods. Weapons options include six-round pods of the Vikhr laser-guided antitank missile and UV-32-57 rocket pods. Defensive measures include integral IR suppression, flare and chaff launchers, and spaced steel armor proof against fire up to and including 20mm.

The Hokum saw a great deal of service in ethnic clashes within the CIS and the breakaway republics as well as having substantial export sales to Middle Eastern and Pacific Rim nations. The Ka-50 is and remains a capable helicopter and is more than a match for any other in the world.



## Damage Record

Pilot:

Radio:

Instruments:

Hardpoint: 1 2 3 4

Strap-on Turret (optional):

Turret Ammunition (optional):

Engine:

Fuel (%Consumed or Destroyed):

**Combat Equipment:** No standard loadout. Has been fitted with low-light video surveillance kit (low-light stabilized TV camera, cockpit video display, realtime video downlink). Other standard combat gear would include passive Night-Vision goggles for the pilot.

## Weapons Options:

**Four Hardpoints:** Standard weapon options include 2 x BEI Defense Systems Hydra-70 seven-tube rocket launchers on two outboard hardpoints plus twin gun pods on the inboard hardpoints. Gun pods include M60 MG gun pods (each with 500 rounds ammunition) or SUU-11B/A 7.62mm Minigun pods with 1500 rounds ammunition. A 7.62mm strap-on turret has already been mentioned. In place of gun pods, a single ASP-30 30mm cannon with 200 rounds HEDP/HEI may be mounted. Bombs may also be carried and include the Mk-81 250 lb GP bombs and 250 lb frangible napalm canisters.

## Loadout Weights:

BEI M146 Control System Plus 2 x Hydra-70 Seven-Round Launchers: 195 kg

M-60 MG Pod with 500 Rounds Ammunition: 35 kg

SUU-11B/A Minigun Pod: 150 kg

ASP-30 30mm Cannon Pod: 250 kg

PGSTS-762 Strap-On 7.62mm Minigun Turret with IHADSS Control System and 2000 Rounds: 200 kg. (arc 45 degrees left, 45 degrees right of centerline, forward facing) (fictional system)

Low-Light Video Surveillance System: 60 kg

| Weapon         | ROF   | Mag  | Rng   | Ammo      | Damage | Pen |
|----------------|-------|------|-------|-----------|--------|-----|
| BEI Hydra-7012 | 7     | 425  | HE    | C:8 B: 35 | -4C    |     |
|                |       |      | WP    | C:2 B: 25 | Nil    |     |
|                |       |      | APERS | C:8 B: 44 | -2C    |     |
| ASP-30 gun pod | 30200 | 1000 | HEDP  | C:1 B:2   | -6C    |     |
|                |       |      | HEI   | C:2 B:5   | Nil    |     |
| M3 tripod      | 80    | 1000 | HEDP  | C:2 B:2   | -6C    |     |
|                |       |      | HEI   | C:2 B:5   | Nil    |     |

| Weapon        | ROF   | Dam     | Pen | Blk  | Mag | SS | Brst | Rng |
|---------------|-------|---------|-----|------|-----|----|------|-----|
| M-60 MG pod5  | 4     | 2-3-Nil | 6   | 500  | *   | *  | *    | 90  |
| SUU-11B/A pod | 100 4 | 2-3-Nil | 4   | 1500 | *   | *  | *    | 90  |
| PGSTS-762100  | 4     | 2-3-Nil | 4   | 2000 | *   | *  | *    | 90  |

## Sadler A-22 LASA (Fixed Wing Aircraft)

The A-22 Light Air Support Aircraft is designed specifically for the Third World ID/D and close air support role. It draws much of its heritage from ultralight and sport aircraft. It is light, inexpensive and easy to maintain while still being able to precisely deliver a large amount of ordnance onto a guerrilla target.

The A-22 can be transported by truck to any expedient airbase and can be ready for flight five minutes after arrival. A Kevlar pod and Lexan canopy provide the pilot with minimal protection against small-arms fire.

Among the features which made the A-22 so favored were the engine, the recovery system and the optional minigun turret mount. The engine is a simple Chevy V-6 burning regular gasoline; parts and mechanical expertise are therefore available world-wide. The recovery system consists of a ballistic parachute which lowers the entire aircraft to the ground in the event of an emergency.

Finally, the minigun turret is a strap-on design which fits under the cockpit and includes an M-134 7.62mm minigun with 2000 rounds of ammunition. The unique feature of the turret is the linkage with the pilot's IHADSS-type helmet, allowing the gun to hit wherever the pilot is looking. It is this one feature which has made the turret system highly effective. No provision is made for in-flight or buddy refueling.

The A-22 gained a great deal of favor with Latin American nations such as Nicaragua, El Salvador and Peru, and it has been in service with several Central and South American nations since the mid-1990s.

**Tr Mov: 1224**  
**Com Mov: 31**  
**Fuel Cap: 80**  
**Fuel Cons: 160**

**Merc: 2000** Price: \$200,000 (A-22); \$225,000 (T/A-22 two-seat trainer/attack craft)

**Twilight: 2000** Price: \$450,000 (A-22); \$550,000 (T/A-22)

Fuel Type: G, A

Load: 450 kg

Veh Wt: 386 kg (empty)

Crew: 1

Mnt: 7

Runaway: VSTOL

Min Runway Takeoff (full load)/Landing: 153/183 m

Stall: 23





**Merc 2000 Price:** \$4,500,000

**Twilight 2000 Price:** \$7,800,000

**Fuel Type:** AvG

**Armament:** 20mm GA-1 cannon, four inboard wing pylons, two wingtip AA missile launch rails

**Ammunition:** 500 x 20mm

**Load:** See weapons options

**Veh Wt:** 8000 kg (maximum takeoff weight)

**Crew:** 2

**Mnt:** 13

**Minimum Landing/Takeoff Zone:** 50m

### Damage Record

**Crewmembers:** Pilot Co-pilot/Gunner

**Radio:**

**Instruments:**

**Controls:**

**Hardpoint:** 1 2 3 4

**Launch Rail:** 1 2

**20mm Turret:**

**Turret Ammunition:**

**Engine:**

**Fuel (%Consumed or Destroyed):**

**Combat Equipment:** Armored cockpit, FLIR, IR suppression, laser designator, HUD, IHADSS.

### Weapons Options:

**2 Wingtip Rails:** Each accepts one AIM-9M Sidewinder or South African V3B Kukri IR-guided air-to-air missile.

**4 Hardpoints:** Each can be fitted with one 127mm Batteleur quad-pack or 68mm South African 18-round pods.

| Weapon          | ROF | Mag | Rng | Ammo  | Damage    | Pen     |
|-----------------|-----|-----|-----|-------|-----------|---------|
| 20mm GA-1       | 50  | 500 | 250 | API   | 10        | 3/-2/-5 |
|                 |     |     |     | HE    | C:1 B:2   | -8c     |
| 68mm Rocket     | 12  | 18  | 425 | HE    | C:8 B:28  | -4C     |
|                 |     |     |     | WP    | C:2 B:20  | Nil     |
|                 |     |     |     | APERS | C:8 B:36  | -4C     |
| Batteleur 127mm | 1   | 4   | 500 | HE    | C:12 B:20 | 0C      |

Use AIM-9M data for V3B Kukri missile. Ω

## ATLAS CSH-2 Rooivalk/Kestrel (Rotary Wing Aircraft)

The Republic of South Africa (RSA) armaments industry has managed to produce some very effective weapons systems despite an international arms embargo against the white government.

One example is the Combat Support Helicopter-2 Rooivalk, which has had numerous export sales since production started in late 1993.

The Rooivalk is a substantial redesign of the French Aerospatiale AS 330 Puma airframe, involving fuselage reconstruction, engine relocation and significant transmission modification.

The result is a two-crewmember attack helicopter similar to the Agusta A129. Stub wings have been added to provide weapon hardpoints, and the South African GA-1 20mm cannon has been mounted in a stabilized chin turret. High-tech electronics have been added, including FLIR, laser designator, pilot's head-up display, and IHADSS helmet-mounted sights, making the Rooivalk the equivalent of many dedicated attack helicopters in service in 2000.

As an added note, following the assumption of power by a coalition Liberal/ANC government in 1996, SADF was forced to scrap its own gunship program and acquire Rooivalks for political and budgetary reasons. Since then, the CSH-2 Rooivalk has been used in ID/D roles against Inkatha, PAC and AWB guerrillas.

**Tr Mov:** 1076

**Com Mov:** 27

**Fuel Cap:** 1500

**Fuel Cons:** 1750 (maximum range 741 km)



# CHALLENGE™

The Magazine of Science-Fiction Gaming US \$4.00

# 77

## TRAVELLER® THE NEW ERA

Short Nap

Michael R. Mikesh

## DARK CONSPIRACY™

The Beast Under The Bed

Michael C. LaBossiere

## STAR WARS®

Pandora's Box

Peter Rausch

plus—

MORE TRAVELLER®

TWILIGHT: 2000™

CYBERPUNK®

SPACE: 1889™

and More

Special Shadowrun® Campaign:  
New York City Subways

# GDW



*At last—the long-awaited winner!*

*George William Herbert has contributed a number of articles to **Challenge** magazine in the past.*

*Below is “The Rocket’s Red Glare,” first-place winner in the **Twilight: 2000** Asian scenario contest.*

# The Rocket's Red Glare

**By George William Herbert**

**Art by Tim Holtrop**

**T**he briefing opens in a large hangar on the grounds of Moffet Field in Mountain View, California. About 20 soldiers are gathered on the chairs set up in the middle of the hangar. One common feature is that all seem to have some experience with Asian languages, preponderantly Japanese. A USAF colonel wearing a kevlar vest walks up to the front of the assembled chairs; obviously, the briefing is about to start.

*“Welcome gentlemen. I’m sorry that you’ve been brought here with such little information, but this is an extremely important and delicate operation. My name is Colonel Sanderson, and I’m going to be the mission controller for your group.*

*“On July 12, 1997, two Russian tactical nuclear bombs destroyed the Chinese space vehicle launch facilities and primary design center, both in Shanghai province. The engineering team had been warned by the attacks on troops in the field in the previous days, and escaped along with many of their notes and plans. As the situation in China disintegrated, these engineers sought and were given safe asylum in Japan. Shortly thereafter, Japan was effectively destroyed by nuclear attack.*

*“Ten days ago, some Milgov agents in Japan discovered that many of the Chinese and Japanese engineers survived that attack also, and they are still*

*alive. They have indicated that they would like to relocate to the United States and continue working as possible, and Milgov has agreed to assist them. Your job is to extract them from Japan, along with as much of their plans and surviving rocket hardware as possible. A newly fitted-out transpacific-capable ship will transport your team there and return your team and the 300 engineers and about that many dependents.*

*The engineers are currently on the island of Tanegashima, where the Japanese space launch complex was located. This island is approximately 150 kilometers south of Kyushu, the southernmost of Japan’s four main islands. It is less than 50 kilometers long and significantly less wide. The engineers will gather at the launch complex seaside for pickup. No opposition is foreseen at the pickup, but your team is being assembled as a contingency.*

*The ship you will travel on is the USS Jones, a small converted containership. She departs in three days and will take three weeks to cross the Pacific. You will embark in 48 hours from this base; please be here at that time. Equipment requisition is to be handled on a priority basis by the base S4 office. Maps and intelligence reports will be available to officers immediately. This briefing is adjourned.”*

The additional information to officers includes maps of Tanegashima and intelligence reports on the situation in

southern Japan. A quick summary is that nothing seems to be happening; Kyushu’s cities were significantly damaged in the attacks, and their inhabitants are now working the land and sea feeding themselves. Except for around the cities, little large-scale conflict is going on.

Materials available to the contingency team are basically anything from what’s available. Only a small landing craft and two medium (35-foot) motor yachts will be available for transport from shore to the containership, so large vehicles make little sense (even if they were available). Up to two antitank missile launchers (one man portable, one tripod or HMMV mounted) or light artillery (a recoilless rifle or 120mm/107mm mortar) pieces are available, along with one HMMV (the largest vehicle that can fit in the landing craft). Personal weapons can be whatever the characters want, within reason (there simply isn’t more than one PSG-1 in the area that can be requisitioned, nor too many antitank rocket launchers, etc.) For “normal” weapons (basic load types), extras will be provided to cover losses that may occur during the operation. Additional equipment (body armor and miscellaneous equipment) is generally available.

The ship is a 700-foot-long containership with a steam turbine engine that was recently converted to burn coal. Four of its holds have been replaced with coal bunkering space, and the rest of the belowdecks space has been made





into crude barracks for the 600+ evacuees. Notable on deck are several large cranes, cradles holding the three mid-sized boats (all running on Ethanol, of which 30,000 liters are also on board) and four small speedboats, a deck-mounted FOGM missile rack, several light (up to 35mm) cannon, and a Rapier anti-aircraft missile launcher. The naval crew has been strengthened with marines to operate those weapons, and the crew is also training with several hand-held SAM missile launchers.

### EXTRACTION

After three weeks of eventless trans-Pacific voyage, the *Jones* arrives at Tanegashima. As it appears over the horizon, lookouts with binoculars begin scanning the island. As the launch site begins to become clear, something seems wrong; several columns of smoke are visible. The engineers on-shore don't respond to the radio signal. The captain (and mission commander on scene) halts the *Jones* five kilometers off-shore and orders the contingency team to go in to investigate. Remind the team that they are operating at sea, and probably want to wear flotation vests and not carry so much that they can't swim (for at least a short while).

The most obvious feature of the launch complex are the three large structures, all damaged by exposure over the last four years. The oldest launch tower has started to crumble. However, the newest (and never used) H-II launch tower and assembly building still tower majestically over beautiful coastline, perched on a plateau overlooking the water. Anyone looking further down the shore will notice a flat area near the beach about two kilometers from the launchers. Anyone observing it with binoculars can see crowds of people there, some waving.

The characters will probably approach, with caution. The people on-shore (men, women and children) will wave enthusiastically; a few are armed. When the characters are close enough, several people on the beach start yelling:

"O-kuni wa? American desu ka? (Where are you from? Are you the Americans?)"

The characters can respond in English or Japanese—the message will be communicated. Next comes a garbled bunch of yells:

"Enjinia desu! Tasukete! (We're the engineers! Help!)"

"The warlord's men are coming!"

The characters will sort it out in a little

while (faster if they speak Japanese). A new warlord from the island of Kyushu, Atsuki Kono, is attacking, and the engineers and dependents (and 400 additional island native refugees) have to be evacuated quickly. Apparently, no heavy weapons are in use, but the locals and few armed engineers are being pushed back toward this beach. They should report this back to the ship, at which point the captain will order the ship to move in closer (one kilometer off-shore) and order the characters to begin ferrying people out to the ship. It will take about five minutes trip time, one way, for the boats to run out one kilometer, then they need to unload, return and pick up another load. They can take up to 60 people each trip on each boat. The characters have to figure out how to organize the beach rescue and help hold off the warlord's men at the same time.

About five people can handle organizing the refugees, once the evacuation starts to go for real. It will take about 15 boat trips (five each boat) to get everyone out to the ship; the hard part will be rescuing the rearguard. The rest of the characters are free to go investigate the warlord's attack; if they brought their heavy weapons and/or vehicle, all the better.

About 250 lightly armed marauders are attacking down a 500-meter-wide valley, toward the seashore two kilometers away. About 75 lightly armed islanders and engineers (Chinese and Japanese) are holding them off. If the characters appear, one of the engineers with a shotgun will recognize what's happening and usher them over to the "command post" for the defenders—a small brick house with a light machinegun behind a barricade out front. Occasional bursts of fire go in both directions, but there seems to be little danger immediately.

Inside are two runners and two men with binoculars and a map; the older strides forward to meet the characters. "I am Okuchi Ito, director of the Tanegashima launch complex. You have arrived in time." His forces are giving ground, but are several hours from being forced back to the beach. A counterattack by the characters, however, may disrupt the attack enough to prevent any more casualties to the defenders and allow a safe rescue from the beach for all. The characters have an hour until the rest of the civilians are to the ship, and may take whatever actions they feel are appropriate.

Unless something goes badly wrong, they should be able to retreat to the

beach and start to withdraw in an hour or later. Just as they reach the beach, however, a machinegun on the hill above (700 meters away) opens fire on the defenders getting on the boats. One of its first victims will be Ito. His dying words are, "Rescue the rockets...the city near the shuttle... in the moon."

The characters can silence the machinegun. Ito's last words remain a mystery for the time being.

### ROCKETS

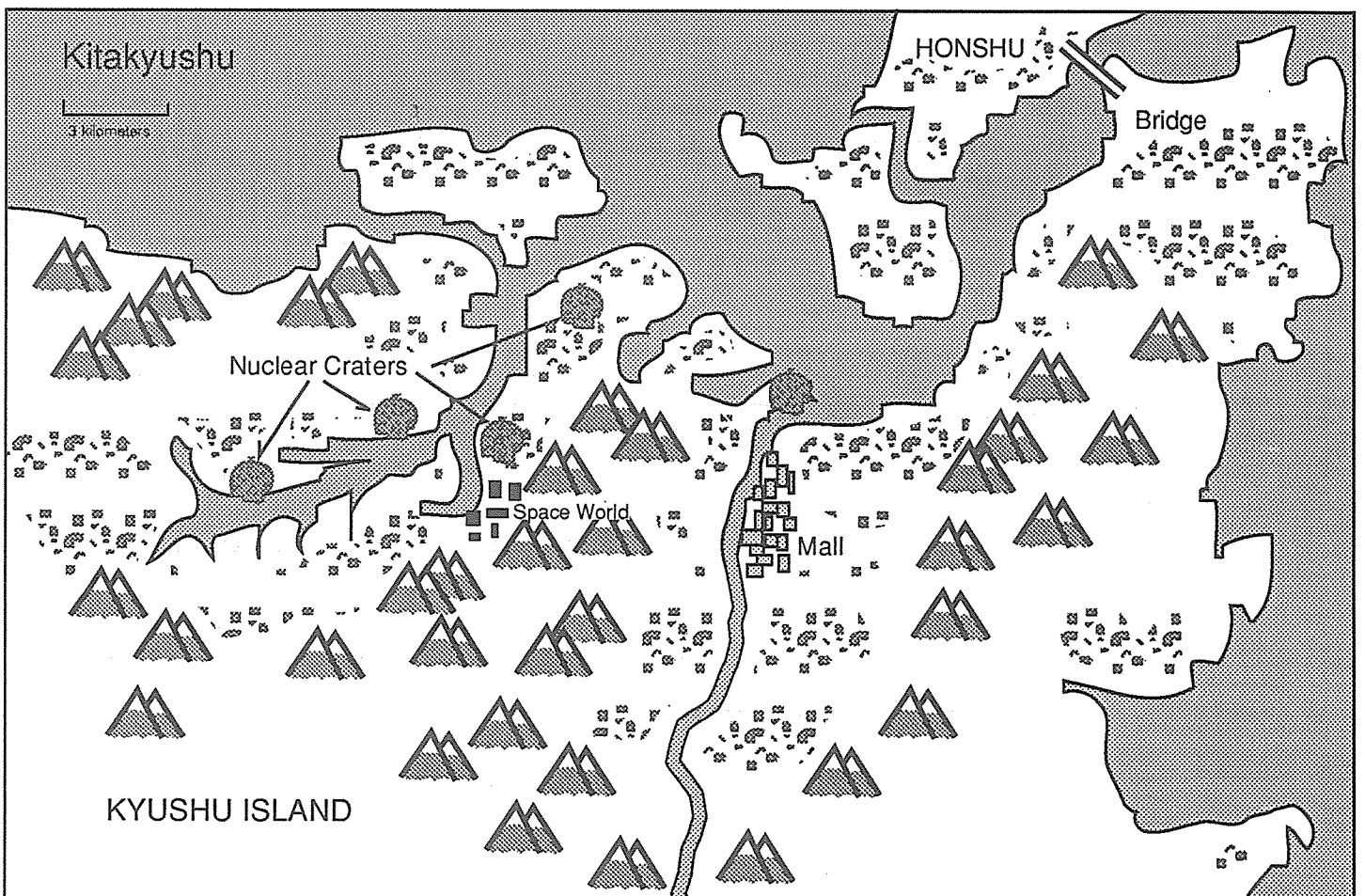
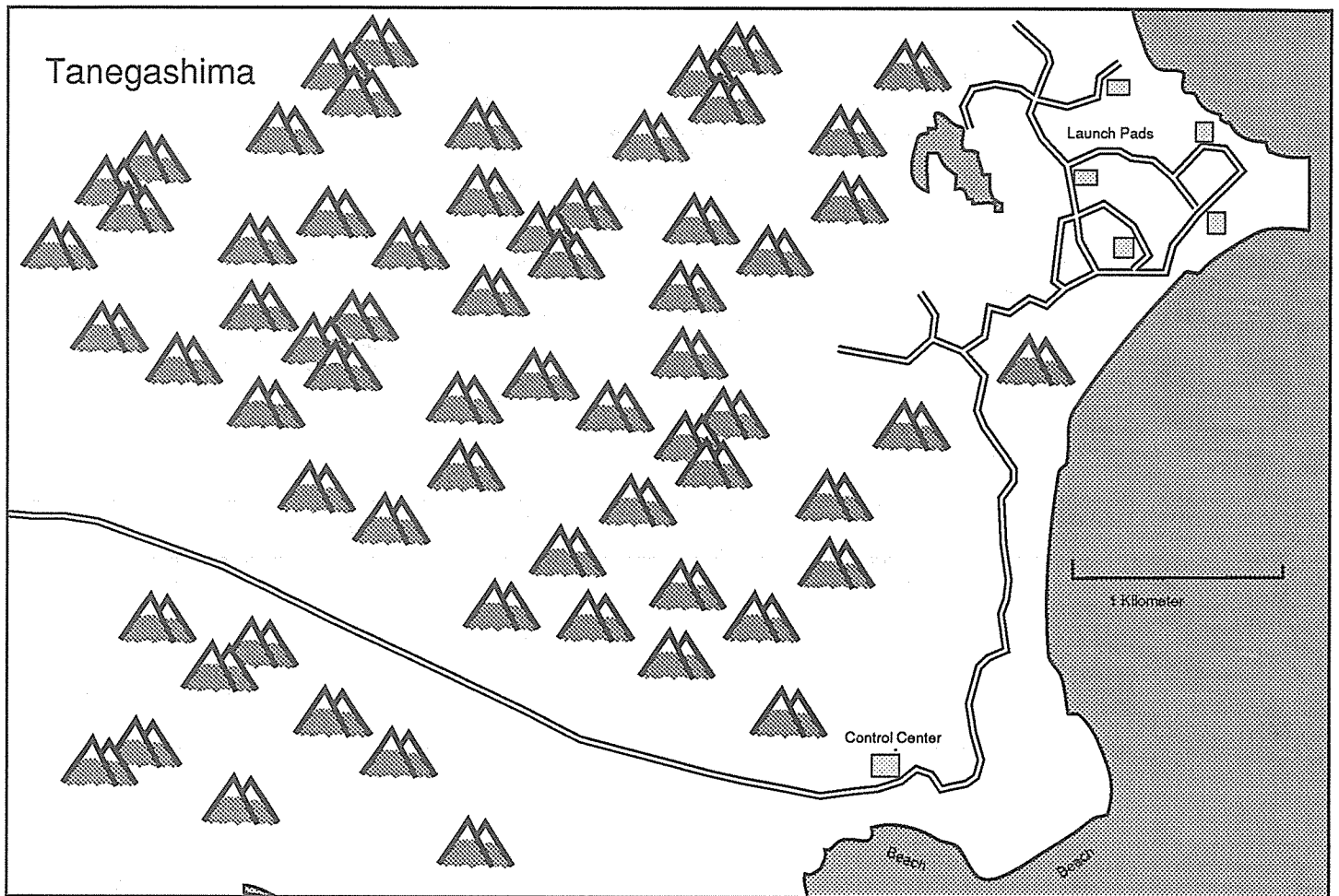
Interviewing the engineers back on the ship will give a probable answer to the meaning of Ito's dying words; the Chinese arrived in Japan via the port of Kitakyushu, at the north tip of Kyushu. In Kitakyushu was an amusement park called Space World, with a replica space shuttle. The Chinese further report that they had brought some operational rocket engines from an unfinished rocket, but left them in Kitakyushu. Unfortunately, only Ito and some now-dead engineers knew where in that city. The captain of the *Jones* (and Colonel Sanderson, consulted by radio) agree that it's worthwhile to try to find and salvage the engines, but not at the risk of the engineers or ship. The *Jones* will move to near Kitakyushu, but stay off-shore. The contingency team can take two of the three larger (and two or three small) boats and whatever equipment they want, and try to find and salvage the engines.

### KITAKYUSHU: 2000

Kitakyushu, which narrowly missed being the target for the US bomb that finally hit Nagasaki in WWII, was not so lucky this time. Its steel production centers were primary targets. One was right next to the amusement park. Much of the population has fled to the surrounding areas due to residual radiation.

The characters have two leads; one, Ito's cryptic mention of the shuttle and the moon (presumably meaning some reference to the amusement park), and the area around where the Chinese stayed, in a separate section of town.

Investigating the park, which is near the water, will show that it and the surrounding area are radioactive (moderate dosages; 1D6 rads per 10 minutes). It's unhealthy for the characters to do much searching. Visible are several rusting rides and buildings, and an amazing sight—a still shiny, full-sized mockup of an American space shuttle, standing erect as if it were ready for launch. Philosophical characters may note the optimism that the shuttle





projects, still standing within kilometers of a major nuclear strike, still reaching for space in a mostly dead world.

If they leave the park or land to explore the part of the city the Chinese described, they will find a crowd of locals (some lightly armed) approaching. If the PCs don't threaten them, an elderly gentleman will stride forward and look them over. After a short pause, he smiles and extends his hand to the nearest character. "I am Mayor Ichikaro. Welcome to Kitakyushu," he slowly announces.

The mayor's English is poor, but an interpreter soon comes forward to assist. The mayor is curious as to what the characters are seeking in his city and will politely ask. If they try and pull a fast one, it likely won't work: There's no reason for Americans to be there except something special, and any cover story had better be well worked out beforehand or the mayor will spot holes in it. Telling the truth is easier and will gain cooperation. The mayor will respond candidly: "I do not believe we know where these rocket engines are." But he is friendly and offers to let the characters stay as guests of the city and look for them. They are invited to the Kokura section of the city, away from the amusement park, but where the Chinese stayed.

That night, the mayor invites the characters to dinner. They are escorted to a high-rise hotel, and the first of many surprises in Kitakyushu is that there is still some electrical power. An elevator whisks them to the top floor, where a commanding view of the city and a multi-course dinner in mixed Japanese and French cuisine awaits them. The mayor and several other officials dine with the characters. After the meal, an assistant pours a round of sake, then the mayor starts to address the characters.

He slowly explains that while the city has weathered the war and years since well, it is economically dying due to lack of markets for most of its remaining industries. Most of Japan and Asia have been reduced to subsistence level, and can't afford new steel, machinery, electronics or aerospace hardware. He tells the characters that in exchange for the rockets, if they can find them, they must try and convince their government to use its transpacific transport to begin trading with Kitakyushu. He will stay up and discuss the city, Kyushu, or anything else the characters wish, but neither he nor anyone else in his government know anything about the rocket engines. The characters are free to locate them on their own, if they agree to minimize personal weaponry (nothing bigger than submachineguns) while within the city and obey the normal laws. The city will provide two translators if they need them.

### SEARCH

The next day, the search for the rockets can begin in earnest. There are a number of possible ways to go about searching: They can look around docks and warehouses near where the Chinese stayed; they can ask people for information; or they may devise some other plan. If the party splits up, each group may perform search tasks.

If the party searches warehouses and docks, roll 1D6 each day (eight hours) of searching. On a result of 6, they locate several tons of boxes and containers which have Chinese markings and are full of rocket parts, apparently abandoned. But the fully assembled engines are still missing, no matter how hard the characters may search. If they keep looking, they will find more incidental equipment each day they roll a 6 again, but still no engines.

If they search for information, their success is based on what they're asking about. If they just ask for information about the Chinese rockets, every pe-

riod (four hours) of search will allow one roll on the Rumor Table 1.

All these rumors are false, though the characters may investigate the first two if they want to.

If they look for more general information, such as about people who helped out with the Chinese while they were here, or who used to work around the amusement park, they may also roll on Rumor Table 2 once per day.

Obviously this has some more promise. The longshoreman's story is true, though only slightly helpful. The spirit story is actually an old wives' tale that parents use to scare children away from radioactive areas. The rumor about the old fireworks man is true, but nobody's seen him for a while. If characters start to look for him, they just are told that he lives somewhere in the pedestrian mall near Kokura. The mall is block upon block of three-story, covered, pedestrian streets with massive stores right next to warrens of room-sized shops and five-seat noodle shops. Characters who have never been to Asia before will be overwhelmed by the flashing lights, lamps in smaller shops, smells and the incredible density of people and businesses. Finding him will take 2D6 days of hard searching in the more than 30 square blocks of pedestrian mall.

When finally located, the man turns out to be dying of cancer. If the characters are kind (especially if they bring painkiller medicine for him) he will tell them that he moved the last big boxes out to Space World to protect them, and tells the characters where to find them (in the SpaceCamp building). The party can now proceed to retrieve the engines and say good-bye to their hosts in Kitakyushu.

### FURTHER ADVENTURES

Though the rocket engineers and hardware are all likely recovered intact during this adventure, there are many potential continuing adventures in Japan and around Kitakyushu. Milgov will decide that the manufacturing and technology base in Kitakyushu is important, and may start a regular trade route going using the *Jones* or other vessels. The characters could be assigned to this route or to be permanently stationed in Kitakyushu. Possible adventures include scouting the rest of Japan to determine its current condition, defending Kitakyushu against organized warlords, or counter-espionage missions to determine who's trying to steal designs from Kitakyushu's remaining electronics factories. ☐

## Rumor Table 1

### 1D6 Rumor

- 1 The Chinese dropped some boxes in the Kokura harbor. Maybe the rockets were in there.
- 2 The mayor sold the rockets to someone from Tokyo last year.
- 3 They were probably nuked.
- 4-6 No information.

## Rumor Table 2

### 1D6 Rumor

- 1 A longshoreman who helped unload the Chinese ships confirms that there were some rocket engines, in crates, but that they disappeared a couple of years ago.
- 2 Some spirits of the dead are haunting the amusement park; stay away if you value your soul!
- 3-5 No rumor.
- 6 The old fireworks man hired some kids to move a lot of boxes out to Space World two years ago.

# GERMAN COMBAT EQUIPMENT

By Hans-Christian Vortisch

Equipment fielded by German forces in the war

## BUNDESWEHR FORCES

The Bundeswehr's three branches, *Heer*, *Bundesmarine* and *Luftwaffe* (army, navy, air force), are all issued (more or less) the same equipment, which consists of personal weapons, fatigues, boots, combat web, pack, steel helmet, kevlar fragmentation vest, NBC-protective mask, first-aid kit, gloves, poncho, parka, shelter half, sleeping bag, eating utensils, canteen, flashlight and gun-cleaning kit.

New-style fatigues sport a woodland camouflage pattern similar to one used in WWII, while old-style combat clothing is universally olive drab (blue for navy). Winter camouflage is also issued. The different arms are easily distinguished by the color of their berets—e.g., armor (*Panzertruppe*)-black, infantry (*Panzergranadiere*, *Jäger*)-green, airborne (*Fallschirmjäger*)-red. Navy personnel substitute a cap for the beret. (By the way, the *Bundesmarine* has the equivalent of SEALs: These are called *Kampfschwimmer*, with their insignia being the swordfish). Fragmentation vests were adopted in the late '80s and are now standard equipment with most troops.

Some changes to the personal weapons list in the basic rules are as follows: First, although the G11K2 passed the rigorous tests of the *Bundeswehr* in 1990, it is very doubtful that it will already be standard issue by the year 2000. It is far more likely that it will only see service with *Fallschirmjäger*, *Fernspäh* and selected *Jäger* and *Panzergranadier* units, while other troops will use G41, G3 and AK-74 N rifles.

The G41 is thought to become a supplementary weapon in case the G11 is accepted, being nearly equally effective at a lower cost as well as fitting better into existing NATO supply lines. This Heckler & Koch weapon is based on the G3 and HK33 series and chambered for the 5.56mm N round. It is built to NATO STANAG specifications, accepting M16 magazines and all NATO rifle grenades. Capable of full automatic fire as well as three-round bursts, it can also easily mount the HK79 or M203PI

underbarrel grenade-launchers. Additional features include a folding carrying handle, dust-proof ejection-port cover, cleaning-kit in the grip and optional wintertrigger and bipod. The G41A2 variant, like the G3A4, sports a collapsible shoulderstock. Note that the German-issue variant of the G11, the G11K2, differs from the one presented in the rules in some minor exterior details, the most outstanding being that the top of the fore-end is designed to accept two spare clips positioned parallel to the magazine in use, to facilitate recharging. And, more importantly, the G11K2 is capable of full automatic fire in addition to the three-round-bursts. Full magazines weight any 0.5 kg, not 1.0 kg!

With the takeover of the huge stockpiles of the (then) East German army, the *Bundeswehr* also had large amounts of brand-new German-built AK-74 in its hands. These are and probably will stay in service, perhaps rechambered to fire the 5.56mmN round.

And finally, as the difficult to produce caseless ammo of the G11 gets increasingly scarce, it's also likely that the old trusted G3 will see a revival, especially with reserve and territorial units.

The PSG1 is more a police weapon and is unlikely to enter service, a more promising contender being the Heckler & Koch MSG90

(*Militärisches Scharfschützengewehr*). This is the more rugged and reliable, yet lighter, military version of the PSG1. It is equipped with a 12X telescopic sight, bipod and adjustable stock and trigger.

In older days, G3 rifles fitted with 4x scopes (known as G3A3ZF) were issued on squad-level, with some Mauser SP 66s given to selected marksmen. The SP 66 scoper rifle is a conventional bolt-action rifle with a 6x scope and thumbhole grip. Both will certainly be still around.

Officers, vehicle crews and military police (*Feldjäger*) in units not equipped with the G11 receive MP2 (UZI) submachineguns. *Feldjäger* and officers should also have the option to choose a P1 (modified Walther P38), P6 (German-built SIG P225) or P226 pistol instead of the new standard sidearm, the P7M13. Walther PPKs are also still in use.

The standard machinegun for all troops is the proven MG3 (modified MG42).

Light support weapons include the Heckler & Koch CAW, HK69A1 (*Granatpistole*), HK79 underbarrel grenade-launcher and DM34 HAFLA (*Handflammpatrone*) disposable incendiary/smoke grenade-launcher. Note that the HK69 needs extensive modifications to be mounted under a rifle, its variant suitable for underbarrel use being the HK79.



Heckler & Koch G41A2



Heavy firepower is provided through *Armbrust* and *Panzerfaust* 3 rocket launcher as well as the various MILAN, TWO and HOT missile launcher variants. The Pzf3 was introduced in 1989 and can use HEAR, HE and smoke rounds of various calibers.

The Swedish *Carl Gustav* recoilless rifle is also still in use.

Standard hand grenades are the DM51 concussion/fragmentation and the DM24 incendiary/smoke grenades. The DM incorporates a detachable fragmentation sleeve

which permits its use either in the defensive (with the sleeve fitted) or in the offensive role (without it). The DM24 differs from most other inc/smoke grenades in that it is filled with red phosphorous rather than WP, making it considerably safer to use.

All soldiers receive a *Kampfmesser* (knife/bayonet, may not fitted to the G11).

The German forces also make use of the INKAS integrated night-fighting system. This consist of a rifle-mounted infrared laser projector and image-intensifying goggles worn by the soldier. The laser can be fitted to many of the Heckler & Koch weapons directly in front of the fore sight. It's beam is invisible except with IR-goggles or similar night-vision devices. Suitable weapons include the G3, G41, MP5, HK21, HK33 and HK53. INKAS allows effective night combat with the laser considerably enhancing hit-probability through its simple point-and-shoot system.

### BUNDESGRENZSCHUTZ (FEDERAL BORDER GUARDS)

Although nominally police, these must be considered to be paramilitary because they receive special training and military equipment, including APCs and light tanks. The famous antiterror unit GSG 9 is part of it. They wear combat fatigues in German police green and green berets. Steel helmets and kevlar vests are available, with bullet-proof vests given to high-threat teams. The BGS, like all German police, make extensive use of all MP5 submachinegun variants, including MP5A2/A3, MP5K and MP5SD.

Standard sidearm is the P7M13 but some use other police pistols like the P9S or the Walther P5 (modified P38 with short barrel), while still others field .357 magnum revolvers. Standard sniper rifle is the PSG1. A special automatic rifle is also in use, called the G8A1. This Heckler & Koch weapon is based on the HK21 light machinegun series and was built on specifications of the BGS. It fires the 7.62mmN round and features a bipod, assault grip and selective fire including three-round-burst limiter. The G8A1 will accept G3, PSG1 and MSG90 magazines (which are in fact all the same) and a special 50-round drum which weighs 2.0 kg loaded. Because of its high accuracy it can be used as a sniper rifle and is usually issued with a 4x scope. Like the police, they are equipped with some G1 (FN-FAL) and G3 rifles.

### EINMANNVERPFLEGUNG (EPA)

These are German combat rations which provide one day's worth of food for one individual. They include two complete pre-cooked meals, various instant drinks, a small package of cookies jokingly referred to as *Panzerplatten* (armorplates), paper, matches and even chocolate and chewing gum. 1.25 kg Price: \$10 (S/R) Ω

## Equipment and Price List Update

This list corresponds directly to the text, giving complete game statistics for the new items, and provides exact nomenclature and more precise weights and prices for some already published ones.

|                                  |  |
|----------------------------------|--|
| G1                               | Use FN-FAL   |
| G3A3                             | Use G3 except: Wt (empty): 4.4 kg  |
| G3A3ZF                           | Use G3 except: Wt (empty, w/scope): 4.8 kg   |
| G3A4                             | Use G3 except: Wt (empty): 4.7 kg Blk: 4/5   |
| G8A1                             | Ammo: 7.62mmN Wt (empty, w/scope): 9.1 kg Mag 20/50 Price: \$1250 (R/—) RoF: 3/10 Dam: 4 Pen: 2-3-Nil Blk: 6 SS: 1 Brst: 3/9 (2/4 w/ bipod) Rng: 65 (75 w/ bipod)  |
| G11K2                            | Ammo: 4.73mmC1s Wt (empty): 3.7 kg Mag: 50 Price: \$750 (S/R) RoF: 3/5 Dam: 3 Pen: 1-Nil Blk: 4 SS: 2 Brst: 3/3 Rng: 55  |
| G41                              | Ammo: 5.56mmN Wt (empty): 4.1 kg Mag: 20/30 Price: \$450 (C/S) RoF: 3/10 Dam: 3 Pen: 1-Nil Blk: 5 SS: 2 Brst: 4/6 Rng: 55  |
| G41A2                            | Use G41 except: Wt (empty): 4.4 kg Blk: 4/5  |
| AK74 N                           | Use AK74 except: Wt (empty): 3.6 kg  |
| PSG1                             | Use PSG1 except: Price: \$1500 (R/R)   |
| MSG90                            | Use PSG1 except: Wt (empty): 7.2 kg Mag: 5/20 Price: \$1250 (R/R)  |
| SP66                             | Ammo: 7.62mmN Wt (empty): 6.1 kg Mag: 3i Price: \$850 (R/—) RoF: BA Dam: 4 Pen: 2-3-Nil Blk: 6 SS: 4 Rng: 75   |
| MP2A1                            | Use UZI except: Wt (empty): 3.5 kg   |
| MP5A2                            | Use MP5A2 except: Wt (empty): 2.5 kg   |
| MP5A3                            | Use MP5A2 except: Wt (empty): 2.85 kg Blk: 3/4   |
| P1                               | Use P38 except: Wt (empty): 0.8 kg Price: \$600 (S/R)  |
| P5                               | Use P38 except: Wt (empty): 0.8 kg Price: \$650 (S/R)  |
| P6                               | Use P7 except: Wt (empty): 0.75 kg Mag: 8 Price: \$500 (S/R)   |
| P95                              | Wt (empty): 0.9 kg   |
| P226                             | Use P7 except: Wt (empty): 0.75 kg Mag: 15 Price: \$550 (S/R)  |
| HK79                             | Use HK69 except: Wt (empty): 1.5 kg+Wt of rifle  |
| Pzf3                             | Ammo: 90mm, 110mm or 125mm Wt (empty): 12.0 kg Price: \$4500 (R/—) RoF: 1 Rld: 2 Rng: 150<br>110mmHEAT C:6 B:6 Pen: 125C<br>110mmHEAT C:12 B:12 Pen: 10C<br>110mm Smoke B: 150   |
| DM24                             | Wt (empty): 0.35 kg Price: \$20 (S/R) Dam: C:0 B:12 (smoke)  |
| DM51                             | Wt (empty): 0.2 kg (0.5 kg with fragmentation sleeve) Price: \$5 (C/S) Dam: C:4 B:0 (C:4 B:12)   |
| INKAS laser                      | Wt: 0.2 kg Price: \$1000 (R/—) Effect. Rng: 200m in starlight goggles Wt: 0.5 kg Price: \$500 (R/—) Effect. Rng: 300m (any other IR-goggles may also be used. The goggles allow the character to freely act at night times, and the laser reduces the final hit number by 1) |
| 4.73x33mm cls                    | All 4.73mmCls ammo is prepackaged in sealed, air-tight plastic packs (50 rounds a piece) which also serve as magazine loaders. loaded magazine: 0.5 kg Price: \$50<br>ammo pack: 0.4 kg Price: \$36<br>case (1800): 15.0 kg Price: \$1300 (S/R)                              |
| 110mm HEAT round:                | 6.0 kg Price: \$250 (S/—)  |
| 110mm HE round:                  | 6.0 kg Price: \$250 (S/—)  |
| 110mm smoke round:               | 6.0 kg Price: \$200 (S/—)  |
| Base Equipment:                  | 16.0 kg  |
| German kevlar vest (AV 1):       | 2.75 kg Price: \$900 (C/S)   |
| German steel helmet (AV1):       | 1.35 kg Price: \$150 (V/C)   |
| German bullet-proof vest (AV 3): | 8.0 kg Price \$1500 (R/—)  |