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This CD-ROM includes all of the **Twilight: 2000 Version 1.0** titles published by Game Designers' Workshop. In addition, this CD-ROM includes the **Twilight: 2000 v1.0** articles in **Challenge Magazine** issues 25 through 44. This disk is the essential **Twilight: 2000 Version 1.0** game materials preserved in one place for the collector and the player.

The majority of the files on this disk are PDF files; you will need a PDF reader to access them (see the read-me file for more information). Our files are generally optimized to display as two facing pages; in order to preserve layout, blank pages have been inserted where necessary.

0000 [The Twilight: 2000 Canon](#)

0000 [Twilight: 2000 Cover](#)

BASICS

Twilight: 2000 Version 1.0. Frank Chadwick. The original first edition of **Twilight: 2000**.

0500 [Twilight: 2000 v1.0 Boxed Set](#)

0501 [Free City of Krakow](#)

0502 [Pirates of the Vistula](#)

0503 [Ruins of Warsaw](#)

0504 [US Army Vehicle Guide](#)

0505 [The Black Madonna](#)

0506 [Going Home](#)

0507 [Red Star, Lone Star](#)

0507a Red Star, Lone Star exchange with [Morrow Project](#)

0508 [RDF Sourcebook](#)

0509 [Armies of the Night](#)

0510 [Allegheny Uprising](#)

0511 [Airlords of the Ozarks](#)

0512 [Gateway to the Spanish Main](#)

0513 [King's Ransom](#)

0514 [Soviet Vehicle Guide](#)

0515 [Urban Guerilla](#)

0516 [Small Arms Guide](#)

0517 [The Last Submarine](#)

0518 [Kidnapped](#)

0519 [Howling Wilderness](#)

0520 [Mediterranean Cruise](#)

0521 [Boomer](#)

0522 [Satellite Down](#)

0523 [Return to Warsaw](#)

0524 [Bear's Den](#)

0525 [Heavy Weapons Guide](#)

0526 [NATO Vehicle Guide](#)
 0527 [White Eagle](#)
 0528 [Survivors' Guide to the UK](#)
 0551 [Last Battle](#)
 0552 [Twilight Encounters](#)

0599 [City of Angels \(by 3W\)](#)

0000 [Guide to Twilight 2000 V1.0](#)
 0000 [Guide to Twilight 2000 V2.0](#)

CHALLENGE MAGAZINE (48 articles)

GDW's continuing support for **Twilight: 2000 Version 1.0** included at least one article in every issue of **Challenge Magazine** from Issue 25 through Issue 44. Starting with Issue 45, coverage was for Twilight: 2000 v2.0 plus).

Each PDF here includes the magazine cover, the table of contents, and the **Twilight: 2000** articles.

Challenge 25 [Ref's Notes: On the Use of NPCs](#), Frank Frey
 Challenge 25 [\(FA\) Twilight Miniatures Rules](#), Frank A. Chadwick
 Challenge 25 [\(FA\) The Baltic Coast: A Looter's Guide](#), Jeff Groteboer
 Challenge 25 [\(FA\) What do We Do Now?](#), Timothy Brown
 Challenge 25 [\(FA\) False Knight on the Road](#), John M. Ford
 Challenge 26 [\(FA\) Ref's Notes: Flow Charts for manageable Campaigns](#), Steven Sowards
 Challenge 26 [Equipment List: VAB APC and ERC-90 Armored Car](#), uncredited
 Challenge 26 [\(FA\) Twilight: 2000 Air Module](#), Frank Frey
 Challenge 27 [Twilight: 2000 Consolidated Price List](#), Loren K. Wiseman
 Challenge 27 [The Mexican Army: 1998-2000](#), Frank A. Chadwick
 Challenge 27 [The Inland Waterway: Supplementary Material for](#), William H. Keith, Jr.
 Challenge 27 [Target: 2000, The Hit List for WWII](#), Loren K. Wiseman
 Challenge 28 [Ultralights: A Closer Look](#), William H. Keith, Jr.
 Challenge 28 [Air Module II](#), Frank Frey
 Challenge 28 [Wilderness Travel and Pursuit](#), William H. Keith, Jr.
 Challenge 29 [Buildings: Optional Rules for Urban Locales](#), Loren K. Wiseman
 Challenge 29 [Equipment List](#), uncredited
 Challenge 29 [Weather](#), Mitchell K. Schwartz
 Challenge 29 [Inside an M1](#), Harold Martin
 Challenge 30 [Canada: 2000](#), Legion G. McRae
 Challenge 30 [Equipment List](#), Equipment List
 Challenge 30 [Shell Game](#), Adam Geibel
 Challenge 31 [USSR: 2000](#), Brad R. Hay
 Challenge 31 [Combat Examples](#), Lester W. Smith and Loren K. Wiseman
 Challenge 32 [Equipment for Armor Crews](#), Fred Kiesche III with Loren Wiseman
 Challenge 32 [Native Canadian Ranger Regiment](#), Adam Geibel
 Challenge 32 [Small Patrol Craft](#), Jeffrey Groteboer
 Challenge 33 [Twilight Survey](#), Loren K. Wiseman
 Challenge 33 [Haute Cuisine a la 2000](#), Fred C. Kiesche
 Challenge 33 [Equipment List](#), Steve Arrowsmith and Paul Emerson
 Challenge 33 [USSR: 2000, Part II: The Hit List](#), Frank Frey and Loren Wiseman
 Challenge 34 [Mobile Artillery -- Mortars](#), Harold D. Martin

- Challenge 34 [The Compleat NPC](#), Roman J. Andron
- Challenge 35 [Citymaker](#), Loren Wiseman
- Challenge 36 [Equipment for Armor Crews](#), Robert Paul Toy
- Challenge 36 [Red Maple](#), Legion G. McRae
- Challenge 37 [Tyger, Tyger, Burning Bright](#), Capt. Thomas E. Mulkey
- Challenge 38 [Umpiring Twilight](#), Kim White
- Challenge 38 [Military Electronics in Twilight](#), Paul T. Riegel
- Challenge 38 [Equipment List](#), Loren K. Wiseman and Legion G. McRae
- Challenge 39 [Rifle River](#), Karl Johnson
- Challenge 40 [Heavy Weapons Guide Preview](#), Loren K. Wiseman
- Challenge 40 [The Stoner 63 Weapon System](#), Loren K. Wiseman
- Challenge 41 [The Village](#), D. Acre
- Challenge 42 [A Rock in Troubled Waters](#), Adam Giebel
- Challenge 43 [Sheltie Holiday](#), Loren K. Wiseman
- Challenge 44 [Falling Fragments of a Dream](#), David S. F. Portree
- Challenge 44 [Crossburn](#), Roman J. Andron

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