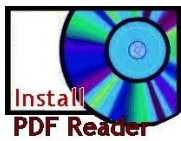
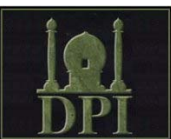


Home



Guide To



Visit The

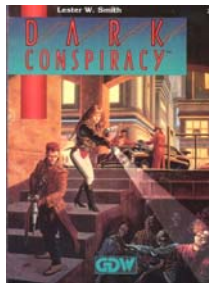


Dark Conspiracy, published by GDW Game Designers' Workshop, transports players to a dark near future as ancient horrors stalk the Earth. The first edition series consists of the 350 page core rules, ten adventures and sourcebooks, and the **Minion Hunter** boardgame. The game system was also supported with more than 24 articles and adventures in Challenge Magazine. There's more about the game system in the **Guide to Dark Conspiracy**.

Don't miss the **DC Horror Video** GDW produced to promote the system.

Dark Conspiracy used the **GDW House Rules** system (making it rules-compatible with **Twilight: 2000** version 2.2 and **Traveller: The New Era**).

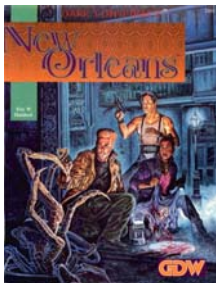
The **Dark Conspiracy** system reappeared as **Dark Conspiracy 2nd Edition** with substantial improvements and upgrades.



Core Rules



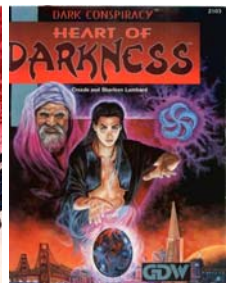
PC Booster



New Orleans



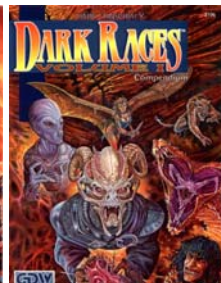
Dark Tek



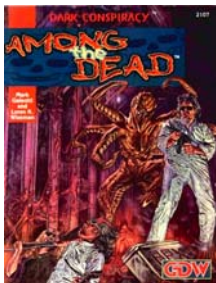
Heart of
Darkness



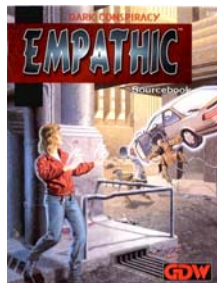
Hells Gate



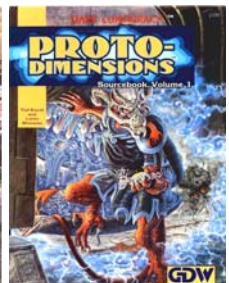
Dark Races



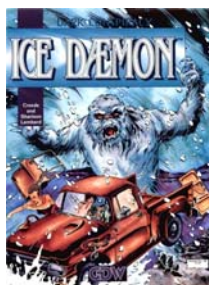
Among
The Dead



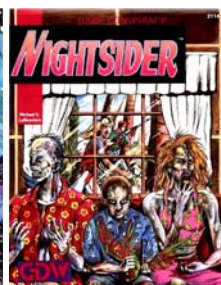
Empathic
Sourcebook



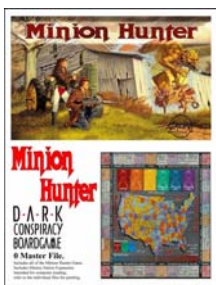
Proto
Dimensions



Ice Daemon



Night Sider



Minion Hunter



Minion Nation



The Headers
of DC1

Far Future Enterprises, 1418 N Clinton Blvd, Bloomington, IL 61701 USA.

Email: farfuture@gmail.com.