



## Players' Guide to **TWILIGHT: 2000** (version 2.2)

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

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

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

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

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

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

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



## THE CHALLENGE OF MILITARY ROLE-PLAYING

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

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

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

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

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

Is it any wonder that board game publisher GDW turned its attention to a military role-playing game? Initially, Frank Chadwick's design concepts envisioned extreme environments with features of Mel Gibson's **Mad Max** and Andre Norton's **Star Man's Son**. Unfortunately, such



concepts were already common (and not especially successful) to the market place. The breakthrough came on a long drive back from the Origins Game Convention (Dallas, 1983). In an overloaded rental van, Frank Chadwick, Loren Wiseman, Bill Keith, and Andrew Keith talked for hours about a modern military role-playing game which concentrated on equipment and realistic military situations, and by the end of the trip the concept for **Twilight: 2000** was far enough along for specific design to begin in earnest.



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

FFE 2001

The Ultimate Military Role-Playing Game

**TWILIGHT:**  
Role-Playing  
in the Aftermath  
of World War III  
**2000**

**You're On Your Own!**

INSIDE:  
Twilight: 2000 v1.0  
The Free City of Krakow  
Pirates of the Vistula  
The Ruins of Warsaw  
The Black Madonna

Core Rules. This book contains core rules and is a playable game complete in this volume.

Classic Reprint Series

ROLE-PLAYING  
**FFE 01**  
GAMES

Five years ago, the nations of the world began their war for global supremacy. Three years ago, a massive nuclear exchange failed to give any side the decisive advantage they sought. One year ago, the US Fifth Infantry Division launched a drive into enemy-held Poland, part of an offensive to knock the Soviets back to their homeland. It failed. Now the Red Diamond is deep in enemy territory, reduced to small units without support, supply, or reinforcement. The war for Europe has turned into the war for survival.

Now what?

**TWILIGHT:**  
**2000** Role-Playing  
in the Aftermath  
of World War III

The Ultimate Military Role-Playing Game

Player Panel Ratings:  
Twilight: 2000 v1.0 - 6.30  
The Free City of Krakow - 6.31  
Pirates of the Vistula - 5.07  
The Ruins of Warsaw - 4.52  
The Black Madonna - 5.40

GDW's original military role-playing game available again in this series of reprint volumes.

ISBN 1-55879-227-3  
FFE 2001 532  
Twilight: 2000 Series  
Volume 1  
320 pages, 8-1/2" x 11"

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

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



## THE TWILIGHT: 2000 CONCEPT

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

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

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

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

Now what?

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

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

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

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

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



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

## THE TWILIGHT: 2000 CANON

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

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

### TWILIGHT: 2000 Version 1

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

### TWILIGHT: 2000 Version 2 and 2.2

2000 V2.0 Rules (includes 7,757 v2.2)	39,937
2001 V2.0 Boxed Set	5,240
2002 Infantry Weapons of the World	14,743
2003 American Combat Vehicle Handbook	10,237
2004 Soviet Combat Vehicle Handbook	12,240
2005 Merc: 2000	10,073
2006 Bangkok	5,000
2007 NATO Combat Vehicle Handbook	7,000
2008 Merc Gazetteer	7,544
2009 Nautical and Aviation Handbook	9,940
2010 Twilight Nightmares	7,113
2011 Heavy Weapons Handbook	10,323
2012 Special Operations	7,572
2013 (never assigned)	
2014 Castle by the Sea	5,000
2015 Referee's Screen	7,219
2016 Operation Crouching Dragon	5,000
2017 Eastern Europe Sourcebook	4,100
2018 Rendezvous in Krakow	4,450
2019 Death on the Vistula (unpublished)	0
2020 Warsaw Phoenix (unpublished)	0

### THE APOCRYPHA

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

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

## COMPARING THE MODULES

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

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

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

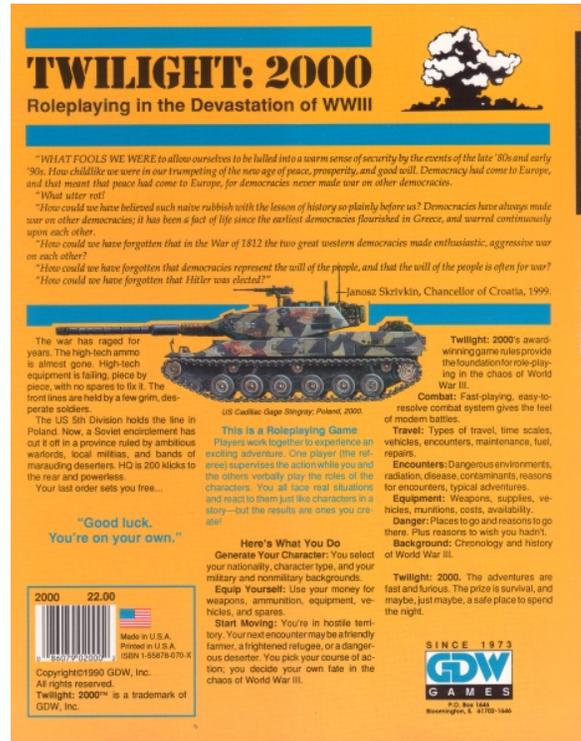
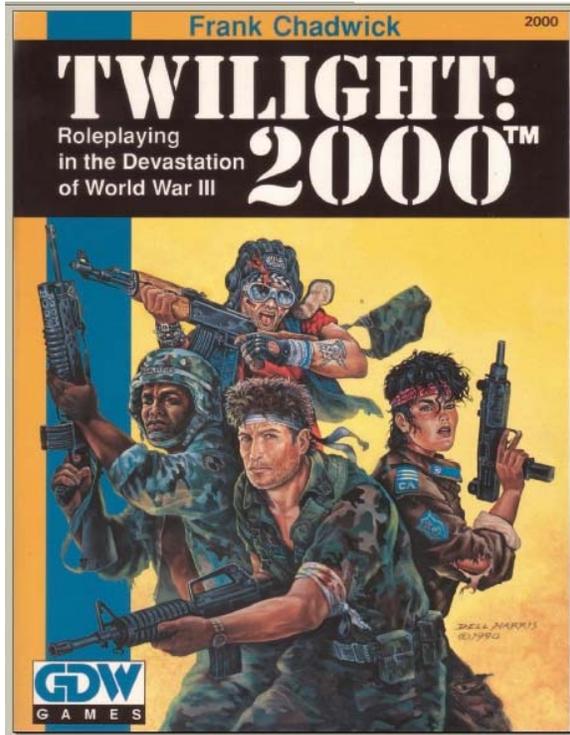
**Interpreting These Results.** Any rating less than 5 is below average. By definition, half of all modules are below average. For example, *Rendezvous in Krakow* (3.3) received the lowest rating of the group; its raw average rating was 4.0. *RDF Sourcebook* (7.9) received the highest rating of the group;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

No.	Title	Rating	No.	Title	Rating
0508	RDF Sourcebook	7.37	0000	Average Module	5.00
0506	Going Home	6.65	2005	Merc: 2000	4.98
0514	Soviet Vehicle Guide	6.36	2009	Nautical Aviation Handbook	4.97
0501	Free City of Krakow	6.31	2010	Twilight Nightmares	4.97
0500	v1.0 Boxed Set	6.30	0524	Bear's Den	4.95
0528	Survivors' Guide UK	6.21	0517	The Last Submarine	4.95
0519	Howling Wilderness	6.17	0520	Mediterranean Cruise	4.90
2001	v2.0 Boxed Set	5.84	0525	Heavy Weapons Guide	4.87
0526	NATO Vehicle Guide	5.75	0513	King's Ransom	4.77
0504	US Army Vehicle Guide	5.72	0522	Satellite Down	4.66
2008	Merc Gazetteer	5.67	0518	Kidnapped	4.65
0521	Boomer	5.64	0551	Last Battle	4.62
0515	Urban Guerilla	5.58	0510	Allegheny Uprising	4.59
5401	City of Angels (by 3W)	5.54	0503	Ruins of Warsaw	4.52
0512	Gateway to Spanish	5.49	2015	Referee's Screen	4.35
2012	Special Operations	5.47	0552	Twilight Encounters	4.16
2003	American Vehicle Guide	5.44	0523	Return to Warsaw	4.03
2017	Eastern Europe SB	5.41	2016	Operation Crouching	3.90
0505	The Black Madonna	5.40	0527	White Eagle	3.77
2011	Heavy Weapons Handbook	5.38	2014	Castle by the Sea	3.60
0509	Armies of the Night	5.37	2018	Rendezvous in Krakow	3.41
0511	Airlords of the Ozarks	5.36	2019	Death on the Vistula (unpublished)	0.00
2002	Infantry Weapons	5.23	2020	Warsaw Phoenix (unpublished)	0.00
2004	Soviet Vehicle Guide v2	5.23			
2007	NATO Vehicle Guide v2	5.15			
2006	Bangkok	5.14			
0516	Small Arms Guide	5.09			
2000	v2.2 Rule Book	5.09			
0502	Pirates of the Vistula	5.07			
0507	Red Star, Lone Star	5.04			



## THE TWILIGHT' MODULES

Version 2.0 (including Version 2.2) of the **Twilight: 2000** series includes the Core Rules set and 16 supplementary modules and adventures numbered 2002 through 2018.



- 2000 **Twilight: 2000** version 2.0 book
- 2000 **Twilight: 2000** version 2.2 book
- 2001 **Twilight 2000** version 2.0 boxed
- 2001 **Twilight 2000** version 2.2 boxed

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

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

Your last order sets you free...

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

### Here's What You Do

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

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

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

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

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

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

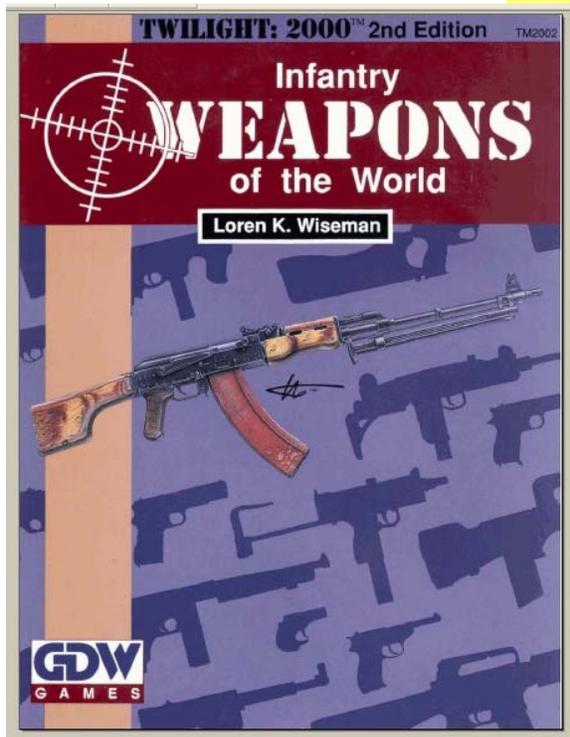
**Encounters:** Dangerous environments, radiation, disease, contaminants, encounters and adventures.

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

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

**Background:** Chronology and history of World War III.

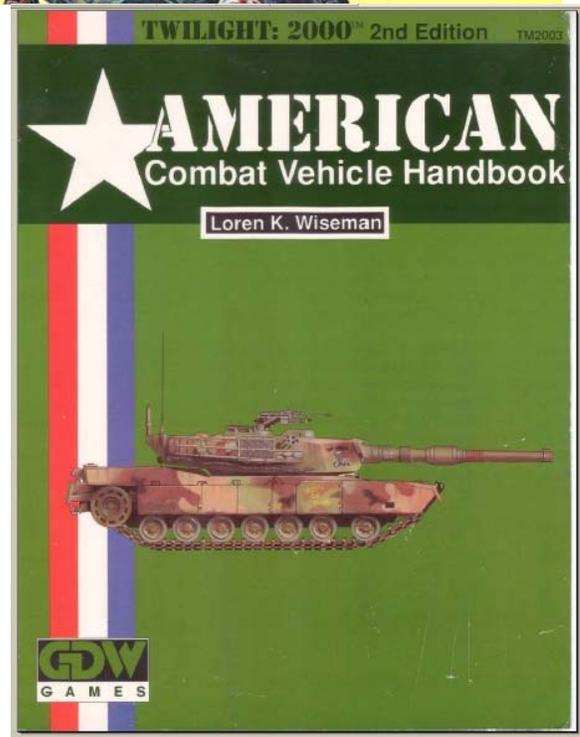
**Twilight 2000.** The adventures are fast and furious. The prize is survival, and maybe, just maybe, a safe place to spend the night.



2002 Infantry Weapons of the World

With the second edition of **Twilight: 2000**, the combat system and small arms were radically changed. Unfortunately this necessitated scrapping the old weapons statistics. When the revision was issued, we needed not to try to include all the new ratings in the basic rules, but to include a wide enough selection of weapons to allow referees to recreate important armies. We also decided to publish new ratings for small arms as soon as possible. This book is the result. The appearance of **Merc: 2000** and the imminent publication of **Dark Conspiracy** and **Cadillacs & Dinosaurs** means that players of these games (all of them based on the same basic system and thus using compatible weapons) will need a variety of weapons not necessary in the **Twilight: 2000** universe. **Infantry Weapons of the World** addresses the needs of all of these games, in addition to serving as a basic resource for world small arms.

**Corrections:** In rating the weapons for this edition, Frank and I took the opportunity to introduce a number of minor corrections, remove a few inconsistencies, and fine tune things a bit. These ratings are considered authoritative over the ratings in the basic game. One of the main differences was to increase damages for many pistol rounds, adjust some ranges for more realism, and introduce a little more distinction between some calibers (primarily between the .357 Magnum and the .44 Magnum).



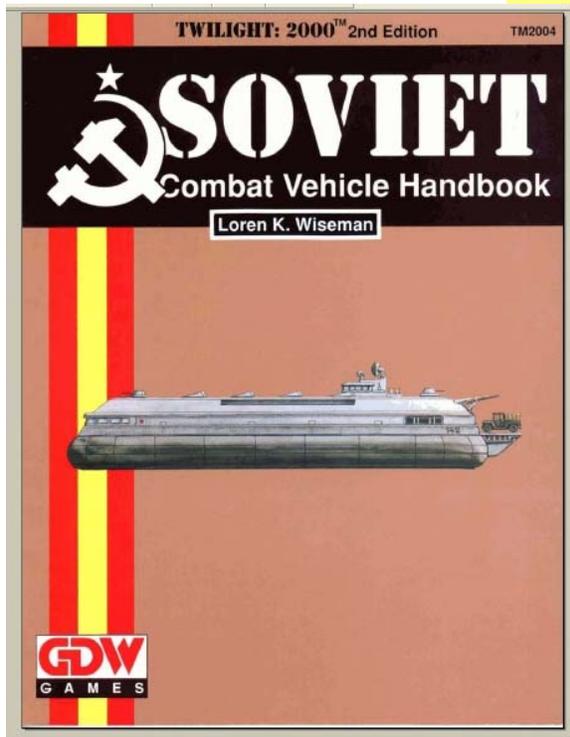
2003 American Combat Vehicles 16.3mb

**American Combat Vehicle Handbook** supplements and extends the basic vehicle listing provided with the 2nd edition **Twilight: 2000** rules.

More than 60 vehicles are represented (only 11 repeated from the basic game), ranging from the latest variations on the M1 Abrams to the M42 Duster 40mm self propelled anti-aircraft vehicle. Vehicles include four versions of the Bradley IFV, the M151 Jeep, M42 Duster, M551 Sheridan, M728 CEV, M48A3, M88 ARV, M109, M110, and many other vehicles in current or recent services with the U.S. Army.

In addition, the **American Combat Vehicle Handbook** includes three prototype combat hovercraft and two experimental laser air defense self-propelled artillery vehicles. All vehicles are completely described for use in the **Twilight:2000** games, but the data is presented so as to be of interest to modern vehicle enthusiasts even if they don't play **Twilight: 2000** or any game at all.

To top it off, the vehicle guide includes eight pages of color plates showing representative vehicles in their field color schemes—a tremendous resource for modern vehicle enthusiasts, modelers, referees, or players who wonder what their tank might look like.

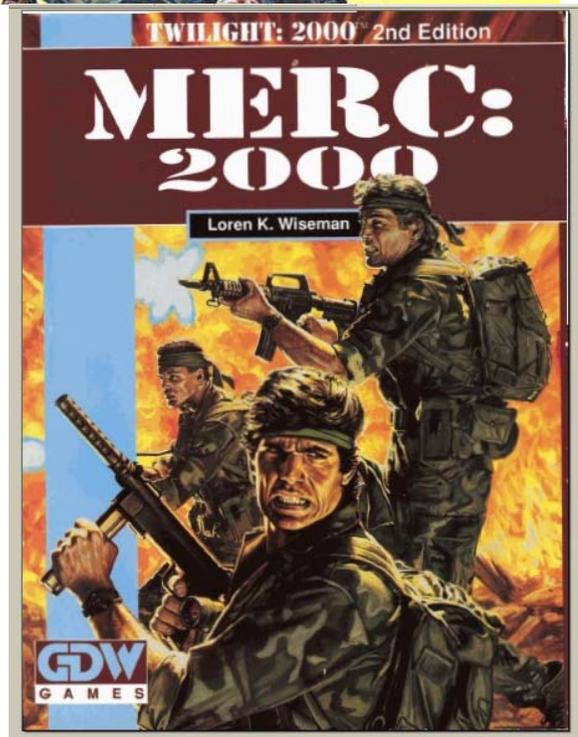


2004 Soviet Combat Vehicles Handbook

**Soviet Combat Vehicle Handbook** supplements and extends the basic vehicle listing provided with the 2nd edition **Twilight: 2000** rules. More than 60 vehicles are represented, ranging from the WWII BA-64 armored car and the T-34/85 tank through the latest variations of the T-80 to T-90 FST (future Soviet tank). Vehicles include five versions of the BTR, amphibious GAZ-46 and PT-76, Yugoslav M-80, M-60P APCs, Romanian TAB-72, TAB-77, TAB-90 APCs, Chinese Type 531 APC, and many other Soviet, Czech, Hungarian, Polish, and even American vehicles in current or recent service with the Warsaw Pact armies. Plus a Prototype binary propellant tank gun and three combat hovercraft not presently in service.

To top it off, the vehicle guide includes eight pages of color plates showing representative vehicles in their field color schemes—a tremendous resource for modern vehicle enthusiasts, modelers, referees, or players who wonder what their tank may look like.

All vehicles are completely described for use in the **Twilight: 2000** games, but the data is presented so as to be of interest to modern vehicle enthusiasts even if they don't play **Twilight: 2000** or any game at all.



2005 MERC: 2000 Rulebook

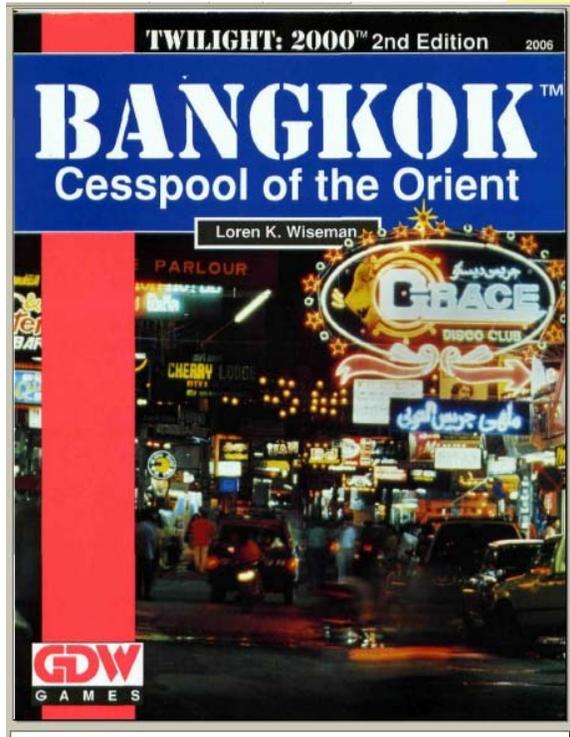
Bandits calling themselves freedom fighters have kidnapped an oil company engineer. They want four million in ransom, and the guy's relatives are poor as church mice. The goons figure the engineer is so valuable the oil company will pay to get him back, but they're wrong on two counts.

The company is only paying one million.

And they're paying it to us.

**Merc: 2000** is a game of daring night raids on enemy camps. Audacious hostage rescues, and tense industrial sabotage missions in exotic foreign locales. It is an alternate world situation for use with **Twilight: 2000**, GDW's role-playing game of survival in a devastated world. In **Merc: 2000**, the world did not blow itself up. The old bi-polar superpower conflict is gone, replaced by a multi-power competition. What armies remain are kept purely for internal security at reduced levels. When a war becomes necessary, a country (or company) will hire independent contractors—Mercenaries.

**Merc: 2000** recreates modern close combat in a number of environments. **Merc: 2000** includes a new rules, equipment, vehicles, weapons, and career path (counterterrorist). It also contains five ready-to-play scenarios and suggestions for scenario creation and campaign organization. Everything is fully compatible with the **Twilight: 2000** rules system, and characters can be used interchangeably.

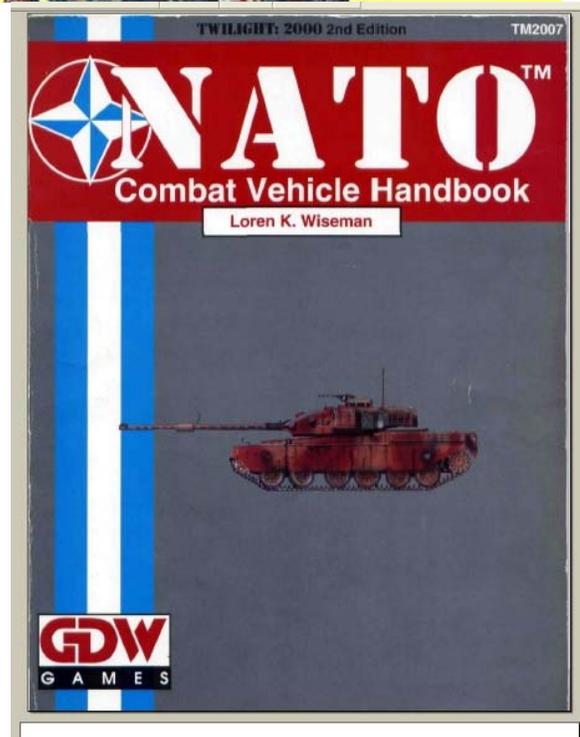


2006 Bangkok

*For years, I'd heard about the white elephants of Thailand. You know the ones, right? They're so sacred that only the king can own them, and even he can't put them to work like normal elephants. They can't be killed... I got to see a bunch finally. They aren't white; they're kind of a faded pinkish-brown. Some local told us that the word white just means the elephant is considered "auspiciously significant." I was disappointed.*

Bangkok is the first adventure/campaign sourcebook written especially for the revised **Twilight: 2000** game system. It presents players and referees with a totally new and different background against which to adventure: Thailand. Bangkok describes the geography, climate, peoples, and culture of Thailand, giving maps of the major cities, a rundown on the three main political factions, and complete organizational details of the various armies. From the opium warlords of the Golden Triangle to the sophisticated mercantile/criminal syndicates of Bangkok itself, each region of the country is fully described. Each section also includes a short folio-type adventure set in that part of the country.

Bangkok will serve as a stepping stone to a whole new world of exotic adventures in the **Twilight: 2000/Merc: 2000** role-playing universe.

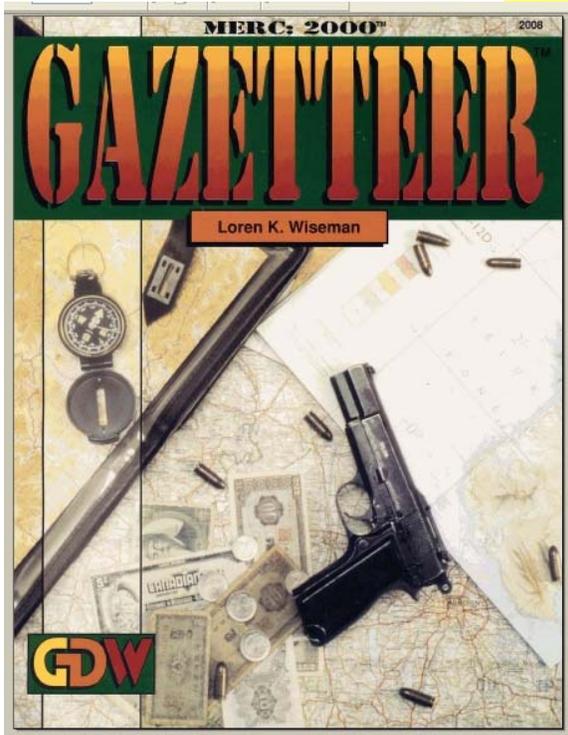


2007 NATO Combat Vehicle Handbook

**NATO Combat Vehicle Handbook**, like its predecessors (the **American Combat Vehicle Handbook** and the **Soviet Combat Vehicle Handbook**), supplements and extends the basic vehicle listing provided with the 2nd edition **Twilight: 2000** rules. More than 60 vehicles are represented, from more than six nations (France, Germany, Great Britain, the Netherlands, Turkey, Austria and others). Vehicles include the German Leopard III, TPz1 Fuchs and Wiesel, the British Vickers Valiant, FV-4333 Stormer, and FV-721 Fox, VAB, AMX-10RC, the Brazilian EE-T1 Osario, the Austrian Steyr 4K 7FA-K SPz and numerous others.

All vehicles are completely described for use in **Twilight: 2000** games and all games using a similar system (**Merc: 2000**, **Cadillacs & Dinosaurs** and **Dark Conspiracy**), but the data is presented in such a form as to be of interest to modern vehicle enthusiasts even they don't play **Twilight: 2000** or any game at all.

Finally, as with its predecessors, the vehicle guide includes eight pages of color plates showing representative vehicles in their field color schemes.

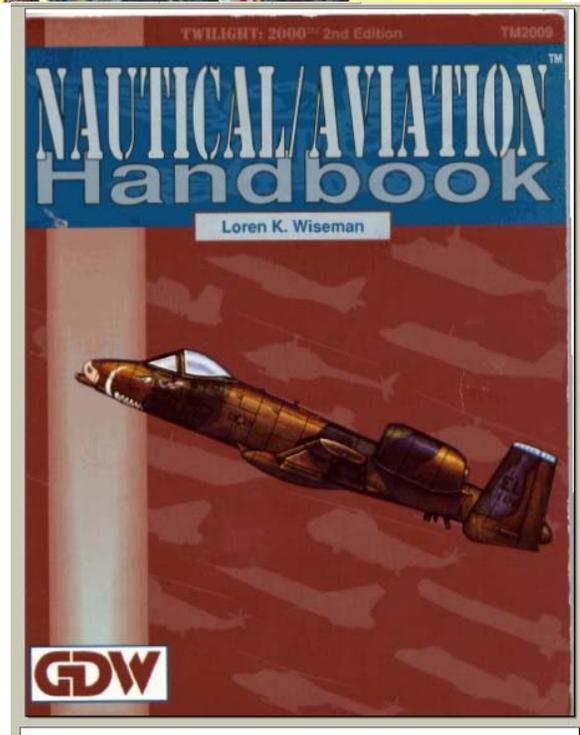


2008 Gazetteer

The Gazetteer is a sourcebook for global hotspots in the strife-torn world of Merc: 2000. From the coup in Tonga to the border dispute between the Russian Republic and Japan, from the Second Nigerian Civil War to the Basque insurgency in Spain, from the frigid steppes of central Asia to the steaming jungles of South America, from the battlefields of West Africa to the crime-torn city streets of America, the Gazetteer covers them all. Every aspect of warfare in the year 2000 and beyond is presented, ranging from brushfire wars in remote parts of the globe to the terrorist activities in our own backyard.

Every major world trouble-spot in the year 2000 is covered with maps, a background summary of the conflict, military organizations of the participants and suggestions for the conduct of adventure scenarios as part of the conflict.

Although it is intended for use with Merc: 2000, most of the information presented in the Gazetteer can also be used with Twilight: 2000. GDW's role playing game of survival in a devastated world. No player or referee can afford to be without the Merc: 2000 Gazetteer.

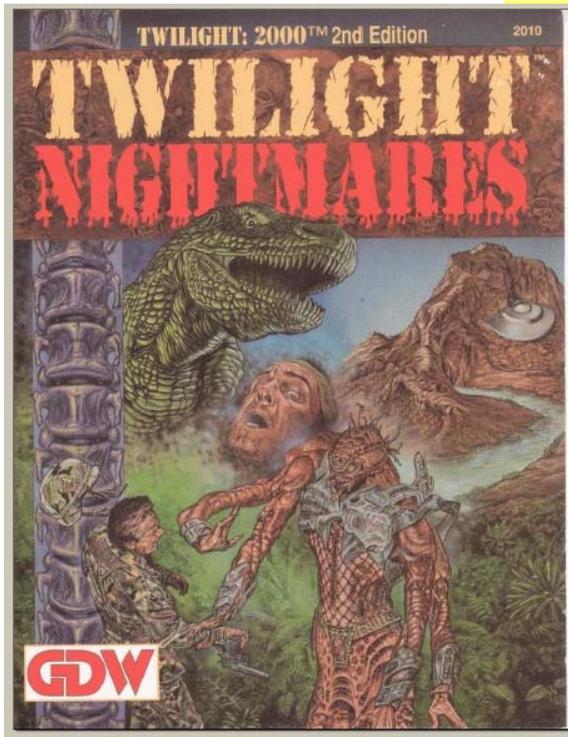


2009 Nautical / Aviation Handbook

The Nautical/Aviation Handbook is intended to supplement and extend the basic vehicle listing provided with the 2nd edition Twilight: 2000 rules, and to provide an extension to the rules for aircraft.

The Nautical/Aviation Handbook includes eight new water craft, ranging from the Hayes Barracuda (a two-man minisub) to the SAR-38 (a 12-man light reconnaissance patrol boat). In addition to rules for aircraft, the Nautical/Aviation Handbook contains statistics and game ratings for 29 fixed wing and 35 rotary wing aircraft, including the A-10 Thunderbolt II, AC-130H Spectre, AV-8B Harrier II, CV-22 Osprey, F.1 Mirage, F-15E Strike Eagle, F-5E Tiger II, MC-130H Combat Talon, Panavia Tornado, Su-25 Frogfoot, A1 29 Mangusta, AH-64 Apache, AS.350 Ecureuil, MBB/Kawasaki BK-117, Mi-28 Havoc, RAH-66 Comanche, SA.341 Gazelle, and UH-60 Blackhawk.

The aircraft rules included with the Nautical/Aviation Handbook are fully compatible with Twilight: 2000 and all GDW role-playing games that use the Twilight: 2000 system (Dark Conspiracy, Merc: 2000, and Cadillacs and Dinosaurs). Rules are included for air-to-air, air-to-ground, and ground-to-air combat, in-flight refueling, ditching, crash-landing, and parachute drops (both personnel and equipment).

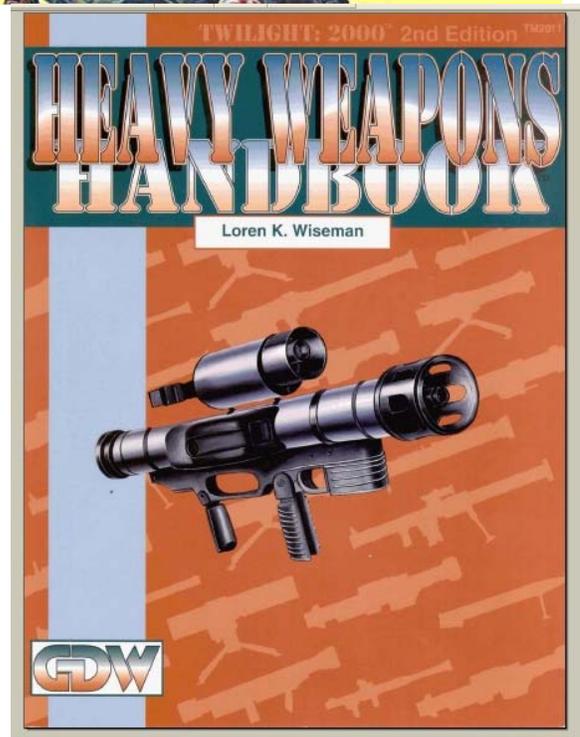


2010 Twilight Nightmares

Want to wake up jaded players? Drop their characters into one of these adventures and listen to them gasp. Designed for groups looking for the unusual, these **Twilight Nightmares** are usable in either **Twilight: 2000** or **Merc: 2000** campaigns. The book includes:

- **The Rumors of Our Extinction:** Resurrected from a few, faint DNA traces, titanic reptiles from the age of dinosaurs stalk the deserts of New Mexico.
- **The Orpheus Extract:** A German intelligence officer holds a captive whom he believes can put a secret base back unto operation. Poised between the two sides hangs a deadly secret, and the PCs could tip it toward their own salvation or destruction.
- **This Ain't No Weather Balloon:** the PCs discover a crashed saucer from another world, and its mysterious zombie guards.
- **Warlord:** An unseen warlord bent on world conquest, a secret mountain factory using slave labor and a terrorized village draw the PCs into an encounter with the unexpected.

**Twilight Nightmares** contains six fully developed adventures and four short scenarios which can be introduced as encounters in almost any other campaign, as well as black-and-white and color pages containing player handouts to help spice up the adventures and aid the ease of play.

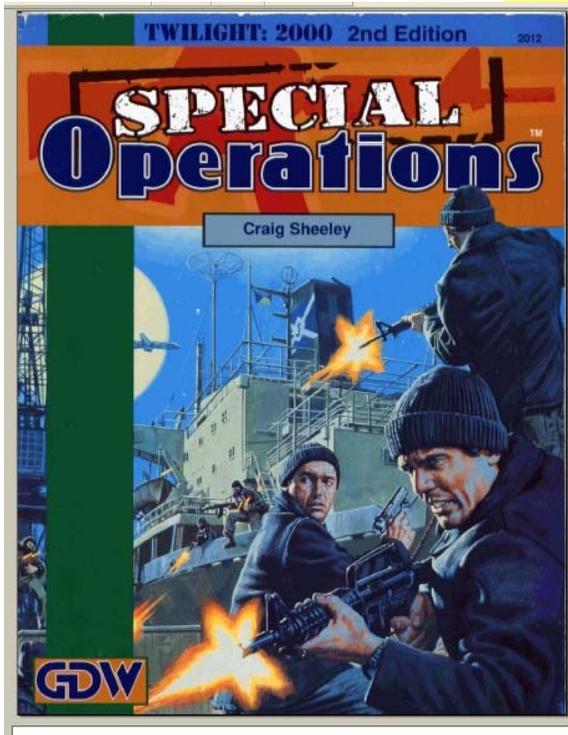


2011 Heavy Weapons Handbook

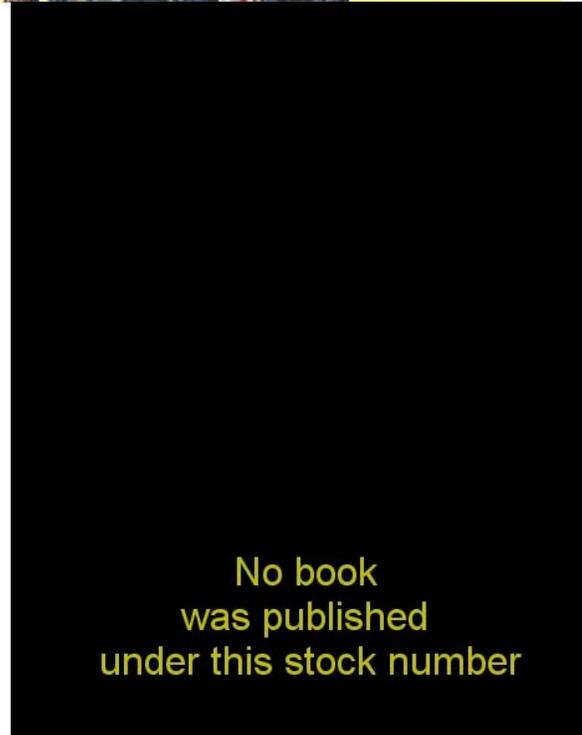
The **Heavy Weapons Handbook** finishes what **Infantry Weapons of the World** started, by rating over 170 rocket launchers, grenade launchers, antitank and antiaircraft missile launchers, towed field, antitank, and antiaircraft guns, grenades, mines and other support weapons for **Twilight: 2000**. Infantry units with rifles and machineguns are only half-equipped; **Heavy Weapons Handbook** provides the rest of what you need.

Weapons covered range from man-portable missile launchers such as the LRAC F1, the Eryx, and the venerable American bazooka, antitank missiles ranging from the aging SS-11 surface-to-surface missile to the FOG-M (Fiber Optic Guided Missile), and towed antiaircraft guns from the Swiss 20mm Oerlikon to the Soviet 130mm AA gun. Antiaircraft missiles such as Stinger, Blowpipe, and Mistral are also included. The **Heavy Weapons Handbook** also includes antipersonnel and antitank mines, and recoilless rifles ranging in size from the US M18A1 57mm to the Soviet B-11 107mm.

Each weapon is illustrated, and each entry contains all the information needed for use in the **Twilight: 2000** game system, including full combat statistics, weight, price, and availability ratings for both for the weapon and its ammunition.



2012 Special Operations



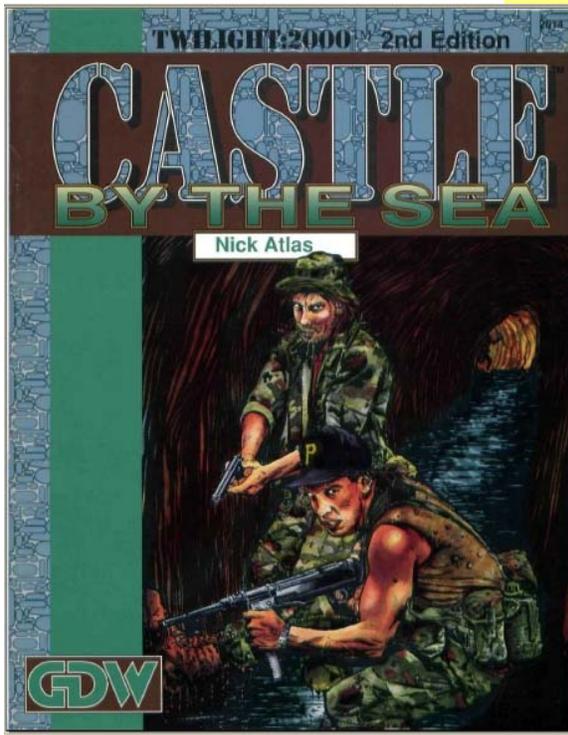
2013 (no product)

Welcome to the shady world of intelligence work and espionage operations. A world where the enemy is not often clear, and where killing someone doesn't accomplish much except to complicate matters. Where the objective is usually as nebulous as the opponent, and often just part of a larger scheme.

A "special operation" can include assassinations, kidnappings, burglaries, sabotage, smuggling, courier service, full-scale assaults, and bodyguard duty.

The primary feature of "special operations" is secrecy. "Plausible deniability" ceases to be a phrase, moves past being an active term, and becomes a way of life. Every part of the mission has to be shrouded in secrecy, not just before the mission, but after it, too. In short, a "special operation" means a great deal of trouble just to conceal yourself and the mission from discovery. And you can't even brag about them, so forget looking to increase your renown among other mercenaries.

Special Operations is a dark twist on the already shady world of Merc: 2000. It includes more information on the organizations that most mercenaries will get to know on a business basis: the CIA, DIA, FBI, KGB, GRU, MI-6, etc. It also includes enhanced combat rules, including rules for non-lethal combat, precision weapons fire, new melee weapons, the effects of antitank weapons on living creatures, and weapon specialization.



2014 Castle by the Sea

BEFORE THE WAR, there was growing optimism over the collapse of communism and the opening of Eastern Europe. Survivalist organizations were seen as outdated and unnecessary, and their memberships dwindled. Many of the remaining members were labeled crazy and were ridiculed.

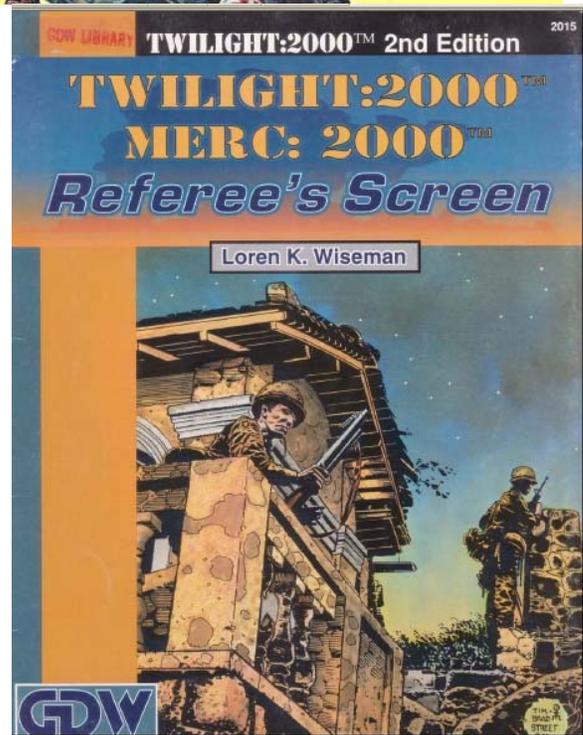
Then the war came, vindicating their beliefs.

Now a small band of survivalists known as the Nova Direkto is making a move for dominance in northern Poland. To keep the neighboring warlord at bay, they have kidnapped five children from the warlord's camp in Kwidzyn and are holding them hostage in a medieval castle on the coast.

Can the PCs infiltrate Nova Direkfa's stronghold and free all the hostages successfully?

This folio includes

- Four pages of full-color maps of the castle
- A 16-page adventure detailing the castle's interior, the surrounding village, and the Baltic coast of Poland



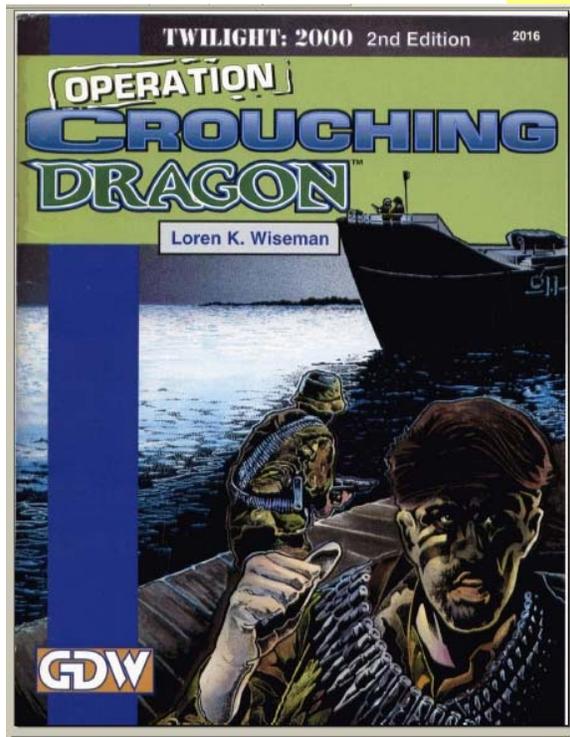
2015 Referee Screen

The Twilight: 2000 Ref's Screen is fully usable with Twilight: 2000, Merc: 2000 and the other products in the Twilight: 2000 system. The screen itself has been dissected for download but contains the charts a referee needs most often in a conveniently arranged panels.

The Twilight: 2000 Ref's Screen comes with a 16-page booklet containing new D20 game mechanics, consolidated small arms and heavy weapons listings (From both Small Arms of the World and Heavy Weapon's Handbook), rules extensions to character generation, combat (including a system for skill-based fully automatic fire), still more charts (in a 4-page pull-out section), and optional rules including the first treatment of enhanced damage rounds (such as hollow points and mercury loads) in the Twilight: 2000 system.

The new D20 game mechanics expand the range of possible task results and increase the speed, simplicity and flexibility of the games system, at the same time bringing a greater sense of realism and enjoyment.

No referee can afford to be without this product.



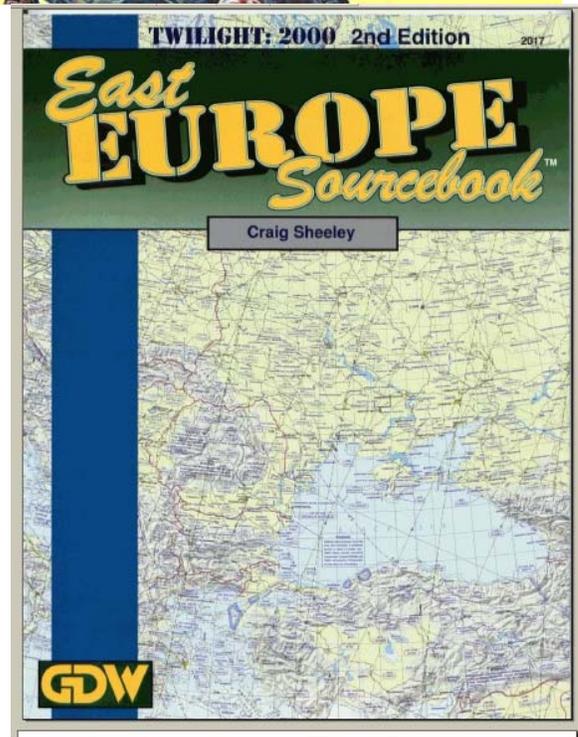
2016 Operation Crouching Dragon

*I thought I was through with surprises after six years in the merc trade. We've been sent on a lot of stuff. It's not unusual for us to be hired by people we never see. It's not out of the ordinary for us to be told to do things we don't understand... "Ours not to reason why," and all that. And its par for the course to be sent place we've never been before. I've grown used to that. But I've never been sent on a mission to an island that doesn't have the decency to exist. I was under the impression that an island had to be above water... isn't that why they call it dry land?*

In the South China Sea lie a group of very tiny islands, some of which are under water at high tide. The British call them the Spratlys and marked them on charts only because they were a hazard to navigation. They were never of much use to anyone until oil was discovered.

In AD 2000, five nations claim the islands, five nations have assigned them names, five nations have sent survey parties and military units to secure their claims, five nations have made arrangements with oil companies for their exploration.

The team is hired is hired by one oil giant to find out what the competition is up to. Easy as pie, right? In the middle of their mission, however, they make a discovery that is infinitely more important to their long-term survival... they discover what their patron is up to.

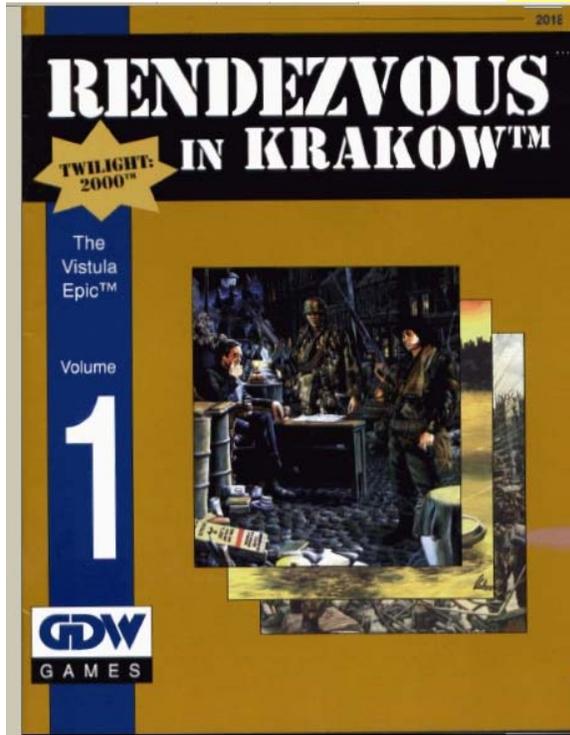


2017 East Europe Sourcebook

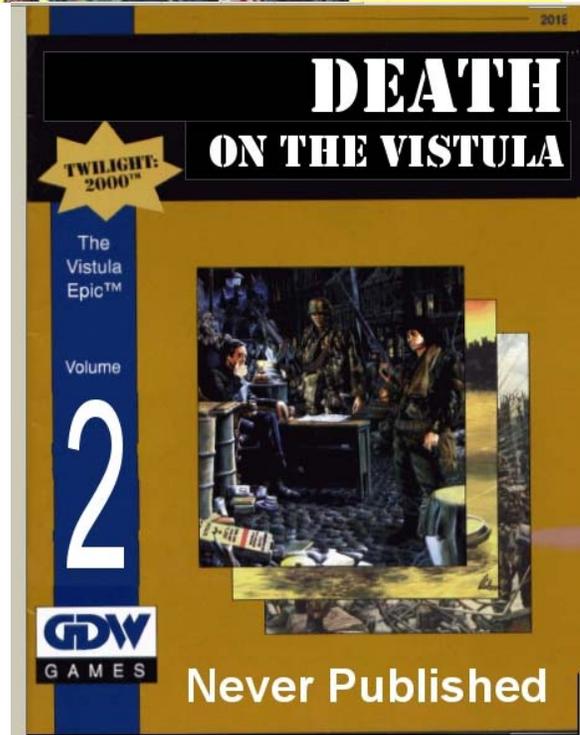
Information is vital in any military campaign. Without it, armies blindly wander without real objectives, blundering into the enemy by chance, with no opportunity for advance planning or preparation. The East Europe Sourcebook for Twilight: 2000 gives you the information you need to know about the central theater of the Twilight War.

Eastern Europe was, without a doubt, the center stage of the Twilight War. It was in Eastern Europe that the armies of every major belligerent met; it was Eastern Europe that the war lasted the longest; and it was in Eastern Europe where the devastation of the war was greatest. The East Europe Sourcebook provides a chapter on each of the nations of the region, giving a short summary of the nation's history, geography, and ethnic make-up. The state of each nation as of the year 2000 is described, and its military forces plotted on an individual situation map. Nations covered include Estonia, Latvia, Lithuania, Poland, Russia, Ukraine, the Czech and Slovak Republics, Hungary, Romania, Bulgaria, Turkey, Greece, and the splintered remains of the former nation of Yugoslavia.

More than 30 military vehicles are detailed, illustrated, and described in game terms, including the major vehicles used by the nations of the region, all fully updated to Twilight: 2000, version 2.2.



2018 Rendezvous in Krakow



2019 Death on the Vistula

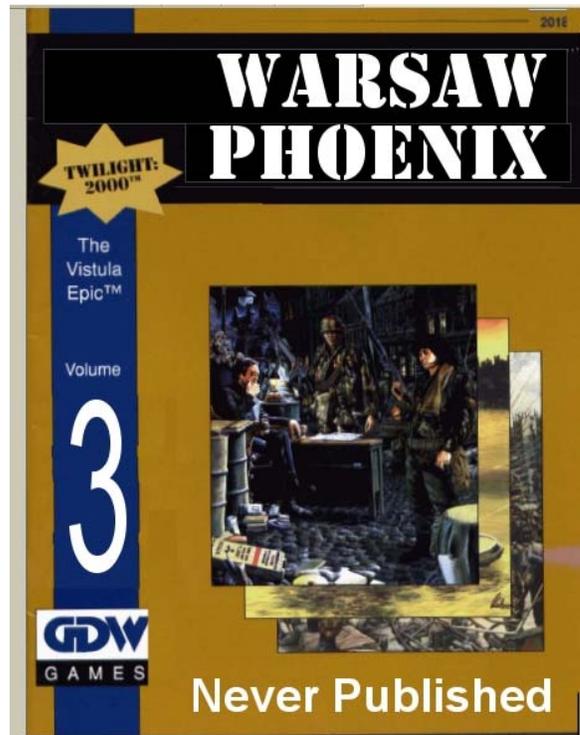
To the survivors of the US 5th Division, Krakow sounded like a city out of fairy tales: a castle, an evil king, even a flying carpet. More importantly, Krakow sounded like an island of peace in a war-torn world.

The reality was different...

**Rendezvous in Krakow** is the first of three adventures forming **The Vistula Epic** for **Twilight: 2000 2nd Edition**. Krakow has been spared the worst of the war's devastation, and has declared itself a free city. The war is banished and individuals are free to come and go, so long as they leave the war behind.

Background material includes street maps with points of interest, from Wavel Castle to the Wojo munitions plant. Many non-player characters are described in detail as well as the Krakow ORMO and the marauder bands of the surrounding countryside. The city's economy, culture, and atmosphere combine to make the Free City of Krakow a rich adventure environment.

Set against this backdrop is the adventure, which thrusts the player characters into the midst of intrigue and treachery as they pursue the secret of **Operation Reset**, and in the process gain the attention of several intelligence agencies and Krakow's most interesting (and dangerous) citizens.



2020 Warsaw Phoenix

## THE DESIGNERS

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

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

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

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

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



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

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

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

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

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

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

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



## ***Index for***

# **CHALLENGE MAGAZINE TWILIGHT: 2000 ARTICLES**

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

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

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

The change from **Twilight: 2000** version 1.0 and **Twilight: 2000** version 2.0 occurred at **Challenge 45**. This index of **Challenge** articles is alphabetical by title, but is broken into Pre-45 and Post-45 lists.

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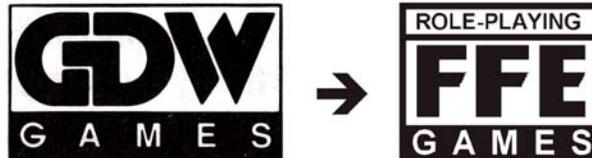
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## Who We Are...

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



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

[Click Here to Access FFE's General Site](http://www.farfuture.net/index.html)

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