

This CD-ROM includes all of the **Twilight: 2000 Version 2.2** titles published by Game Designers' Workshop. In addition, this CD-ROM includes the manual for the **Twilight: 2000** computer game from Paragon, and the **Twilight: 2000** articles in **Challenge Magazine** issues 45 through 77. This disk is the essential **Twilight: 2000 Version 2.2** 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.

Graphic Overview of the file contents of this CD-ROM.

## **BASICS**

**Twilight: 2000 Version 2.2**. Frank Chadwick. The updated second edition of **Twilight: 2000**. While version 2.0 brought the rationale for the situation forward, Version 2.2 completed game-play and rules revisions to make the system compatible with the other two GDW house rules system: **Traveller: The New Era**.

2000 v2.2 Rule Book

2001 Boxed Set Miscellany

2002 Infantry Weapons

2003 US Vehicle Guide

2004 Soviet Vehicle Guide v2

2005 Merc: 2000

2006 Bangkok

2007 NATO Vehicle Guide v2

2008 Merc Gazeteer

2009 Nautical and Aviation Handbook

2010 Twilight Nightmares

2011 <u>Heavy Weapons Handbook</u>

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2012 Special Operations

2013 No Product Published with this Stock Number

2014 Castle by the Sea

2015 Referee's Screen

2016 Operation Crouching Dragon

2017 Eastern Europe Sourcebook

2018 Rendezvous in Krakow

2019 Death on the Vistula (unpublished)

2020 Warsaw Phoenix (unpublished)

2021 Computer Game Manual

0000 Guide to Twilight 2000 V1.0

0000 Guide to Twilight 2000 V2.0

## **CHALLENGE MAGAZINE** (63 articles)

GDW's continuing support for **Twilight: 2000 Version 2.2** included at least one article in every issue of **Challenge Magazine** from Issue 45 through Issue 77 (with the exception of the All-Traveller Issue 75) The last page of Issue 77 forecast Issue 78 and two **Twilight: 2000** articles: **Choose Your Weapon** by J. Dean Alexander, and **Indian Pacific** by Darryl Adams, but sadly that issue and those articles were never published.

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

Challenge 45 Twilight II: The Adventure Continues, Loren Wiseman

Challenge 45 BAGS: Body Armor Generation System, Jason English

Challenge 46 Attack of the Mud Men, Loren Wiseman

Challenge 47 Our Friend Albania, Adam Geibel

Challenge 47 Used Car Lot, Jason English

Challenge 48 Barbados, Loren Wiseman

Challenge 48 Strangers in A Strange Land, Adam Geibel

Challenge 48 Infantry Weapons Special Preview, Loren Wiseman

Challenge 49 Pennsylvania Crude, Mitchell K Schwartz

Challenge 49 HOW TO: Obtain Maps for Gaming, Loren Wiseman

Challenge 50 If You Go Into the Woods Today, Adam Geibel

Challenge 50 Water Rights, Terry Neal Sofian

Challenge 51 Black Siberia, Thomas M Kane

Challenge 51 Standard Operating Procedures, Thomas E Mulkey Captain US Army (Retired)

Challenge 52 Going on Safari, Legion G McRae

Challenge 53 Naval Rules for Twilight: 2000, Mitch Berg

Challenge 53 New Equipment, Kevin J Bluck

Challenge 54 Seeing is Believing, Legion G McRae

Challenge 54 Terror in the Jungle (Merc: 2000), Adam Geibel

Challenge 55 New Vehicles, Keith Potter

Challenge 55 Jumpy Jehosophat (Merc: 2000), Thomas M Kane

Challenge 56 Lima Incident, Paul T Riegel

Challenge 56 Taking a Stand in Kurdistan (Merc: 2000), Robert James Christensen

Challenge 57 Westward Ho!, Daniel Acre

Challenge 57 Murphy's Laws of Combat (Merc: 2000), Adam Geibel

Challenge 58 A Little Recon Mission, Paul T Riegel

Challenge 58 Silence is Golden (Merc: 2000), Craig Sheeley

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Challenge 59 A Question of Identity, R D Crofts
Challenge 59 Surprise Party, George William Herbert
Challenge 60 Sailing, Mitch Berg
Challenge 60 One Night in the City (Merc: 2000), Adam Geibel
Challenge 61 Spooktek, Roman J Andron
Challenge 61 Murder Century, Thomas E Mulkey Captain US Army (Retired)
Challenge 62 Spectres in the Sky, Robert James Christensen
Challenge 62 Things Got Weirder, Craig Sheeley
Challenge 63 Dark Angel of the Night, Robert James Christensen
Challenge 63 Battlesight Zero, Thomas E Mulkey Captain US Army (Retired)
Challenge 64 Handgun Alternatives, Daniel Casquilho
Challenge 64 Ship Shape, John T Swann
Challenge 65 It Was Unlikely..., Legion G McRae
Challenge 65 Terror in the Light, George William Herbert
Challenge 66 Achtung! Minen!, Mike Sweeney
Challenge 66 Yearning for Antiquity, Chris Csakany
Challenge 67 Operation Boomerang, John T Swann
Challenge 67 All that Glitters, Andrew Borelli
Challenge 68 Poppies, Andrew Borelli
Challenge 68 Rolf MacKenzie, Robert James Christensen
Challenge 69 Avery's Raiders, Andrew Borelli
Challenge 69 Operation: Point Man, John T Swann
Challenge 70 Runners, Roman J Andron
Challenge 70 Goodrich Hill, Thomas E Mulkey Captain US Army (Retired)
Challenge 71 Tools of the Trade, Chuck Kallenbach II
Challenge 71 Goin' Up the Country, Robert James Christensen
Challenge 72 Advanced Infantry Weapons, Hans-Christian Vortisch
Challenge 72 Sabre Rattling, Allen Ray Garbee
Challenge 73 Crazy Horse, Robert Barnes
Challenge 73 Altruistic Motives, Andrew Borelli
Challenge 74 Damsel, Micheal Todd
Challenge 74 Private Charter, Allen Ray Garbee
Challenge 75 No Twilight Articles,
Challenge 76 Babysitters, Dirk Folmer & Glenn Patton
Challenge 76 ID/D Aeroweapons, Roman J Andron
Challenge 77 The Rocket's Red Glare, George William Herbert
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Challenge 77 German Combat Equipment, Hans-Christian Vortisch

Challenge 78 Choose Your Weapon, J Dean Anderson

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Challenge 78 Indian Pacific, Darryl Adams

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