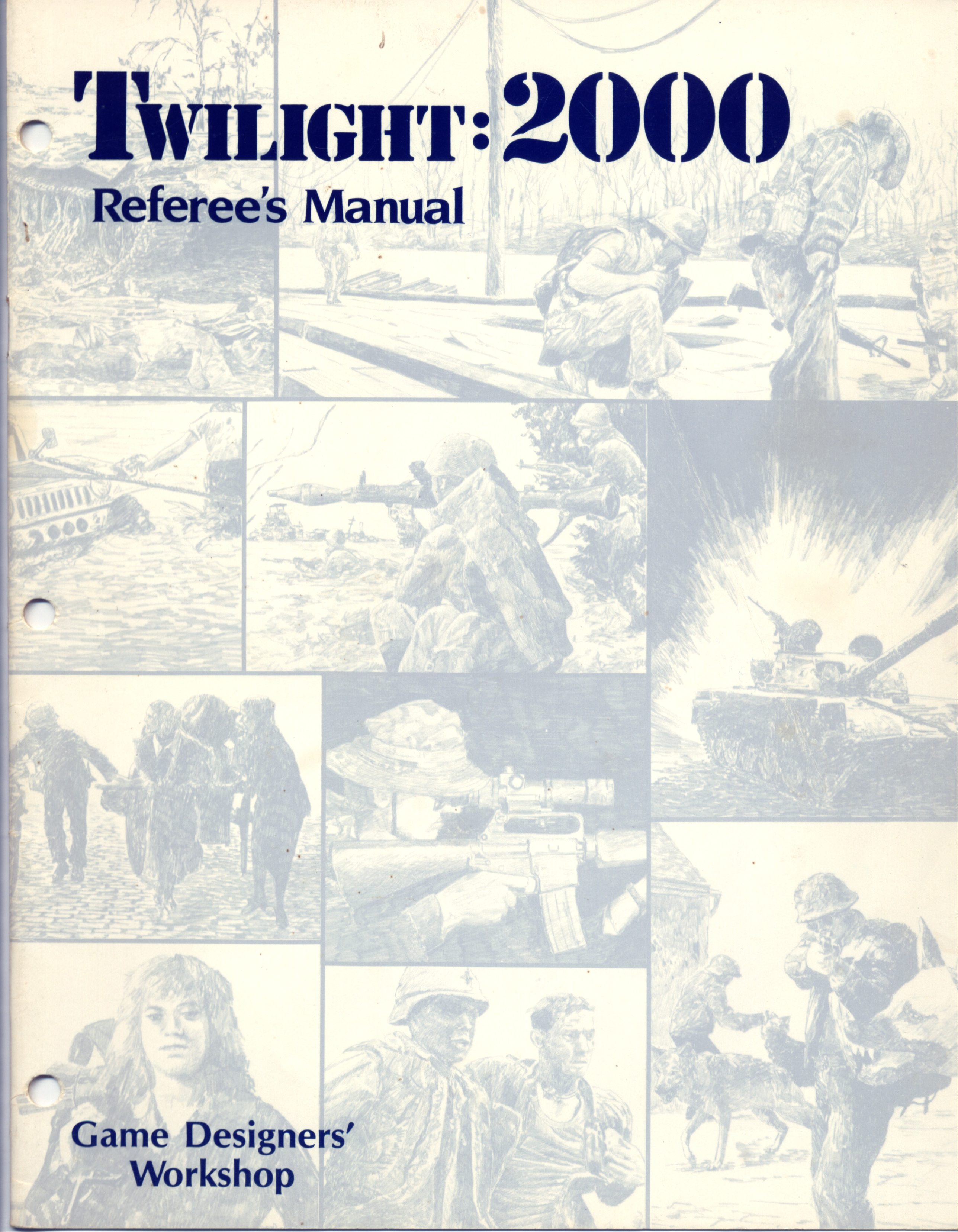
TWILIGHT: 2000

Referee's Manual



Game Designers' Workshop

Twilight: 2000

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Introduction

This manual contains the information a referee needs to create and run a *Twilight: 2000* campaign.

The first sections cover rules the referee must know in addition to the play rules. These rules include additional information on combat and tasks and cover encounters, skill improvement, and other topics.

The chronological background details the course of the war which resulted in the state of the world as presented in *Twilight: 2000.* While it is not possible to describe everything in detail, if the referee has a good understanding of the background, he is in a position to fill in details as necessary and keep his world convincingly consistent.

The general description of the situation in Poland defines the area in which the players' characters find themselves. Referees may, however, use this section along with the chronological background as a general guide and source of ideas in order to set the campaign anywhere on the earth.

Finally, there is a section on how to get a campaign started.

The most important thing for a referee to remember, however, is that which sets *Twilight: 2000* apart from most other role-playing games: change. The world of *Twilight: 2000* is constantly changing and adjusting to the effects of the war. Most role-playing games are set in a basically stable environment; the players may not be familiar with it when the game starts and may have to explore and map it, but once known it remains as it is. In *Twilight: 2000,* however, very few things will remain unchanged over the course of a campaign. A friendly village the players passed through two months earlier may be deserted ruins when they return. A well-equipped and disciplined military unit encountered at one point in the campaign may later again be encountered as a group of marauders, having murdered their officers and taken to plunder and pillage as a way of life. Peaceful areas before may later become infested with hostile troops. And gradually, over the months and perhaps years of the game, the products of an industrialized civilization will become more and more rare. Vehicles will wear out and become less common. Brass cartridge casings will begin to deteriorate after many reloadings. Oil will become scarcer. The only thing constant will be change.

Skills and Attributes: Part Two

This chapter adds more detail to the chapter of the same title in the play manual. The first section elaborates the task process; the second section explains some specific tasks and other uses of skills.

MORE ABOUT TASKS

More than One Asset: Sometimes, more than one asset can be applied to a single task. In most cases, both assets are necessary to performance of the task; whichever one the character has least of should be used to determine success. For example, the referee may decide that repairing a rangefinder is a difficult task requiring both CMP and ELC. The abbreviated form of this is DIF:(CMP and ELC).

There are other possibilities too. ESY:(BIO or MED) means an easy task in which either biology or medical skill is sufficient by itself; use the higher of the two. AVG:CVE or DIF:CBE means that the same task may be performed using either asset, using different difficulty levels. Finally, various mathematical formulas may be used: DIF:(AGL + TW) uses the sum of two assets; DIF:(MTL + MEC)/2 uses the average of two assets.

Additional Difficulty Levels: It is also possible for the referee to describe tasks more or less difficult than the three categories used here, or intermediate in difficulty. Simply multiply or divide the character's asset by larger, smaller, or intermediate numbers. For example, a "very difficult" task might require dividing the asset by three to determine the chance of success.

Opposition: In some cases attempts to complete a task will be met with opposition from other characters. There are three types of opposition.

First, a character may be trying to succeed at a task and another trying only to prevent him. One or the other must succeed. If a character were trying to break down a door, for example, an opposing character on the opposite side might try to keep the door in place. In this case, the asset used is the asset of the character making the attempt minus the asset of the character trying to prevent him. Obviously, if the second character trying to prevent him. Obviously, if the second character's asset is higher, the attempt fails automatically.

Second, two or more characters may be trying to succeed at the same task in competition, in which it is not certain that anyone will succeed. For example, two characters are racing to solve a complex mathematical problem. Both characters roll, in this case DIF:(INT and EDU), and the one who succeeds is the one who rolls the furthest below the roll he would need for success without opposition. (Of course, it is possible for all contestants to fail.)

For example, suppose two characters are rolling with 29% and 46% chances; the first rolls 2 and the second rolls 31. Since the first character rolled 27 less than required for success while the second character rolled only 1 5 less, the first character wins.

The third case is like the second, but this time one of the characters must succeed. An example would be a footrace or determining the winner of a hand of poker. Characters roll as above. If none of the characters rolls success, the winner is the character who failed by the smallest amount.

Outstanding Success: If a character attempts to complete a task and rolls less than or equal to 10% of the required roll (6 or less when 68 was required, for example), he has achieved outstanding success. How the referee handles outstanding success is dependent on the situation, but generally the task is done much more quickly than would usually be the case, or some extra bonus is awarded. A mechanic might not only repair a tractor, but improve its functioning in the process and in doing so gain particular gratitude from the villagers. The man trying to break down the door might also knock the man holding it shut unconscious, or knock it off its hinges with such noise and force that the occupants of the room are forced to roll for panic.

Catastrophic Failure: This is the opposite of outstanding success. If a character fails in a task and rolls 90 or more, roll again with the same required roll. If the character fails again, he has suffered a catastrophic failure. (If he succeeds, it's just a regular failure.) The mechanic in the previous example might not only fail to repair the tractor, but he would also break some other important part. The man trying to break down the door might hurt himself.

Catastrophic failure should not be over-used. In a great many tasks there is no obvious effect of a catastrophic failure, and it should not be rolled for. A geologist who fails to find an iron deposit should not also break his leg. Its major purpose is to deter characters from attempting tasks (especially dangerous ones) far beyond their abilities.

SKILL DESCRIPTIONS AND SPECIFIC TASKS

Many tasks and skill uses are described in other rules. Other uses are fairly obvious: most uses of attributes, for example. However, some skills require further explanation, and some common tasks are worth describing here. The following are intended as general guides only; there are too many tasks to list more than a small fraction, and difficulty may be increased or decreased by too many factors to cover in detail.

BIO: The general use of this skill is in helping civilization survive. It can give a deeper knowledge of health problems than the more immediately practical MED. It can be used to aid farming (hybridizing crops and breeding animals), to identify the nature of diseases, and so on. It can also be used to make antibiotics (DIP).

CHM: This skill can be used to synthesize many useful substances; many have military uses: gunpowder (ESY), dynamite (AVG), smokeless powder (AVG), primer (AVG), plastic explosive (DIP), blood agent (AVG), blister agent (DIP), irritant gas (AVG), HC smoke (ESY), white phosphorus (DIP). (Gunpowder can be used to make bombs, while smokeless powder and primer are needed to reload ammunition.) Catastrophic failure when making these substances is truly catastrophic. Many other things of a less violent nature can also be synthesized.

CMP: This skill will have application only very rarely. The only computers around are a few advanced, hard-wired fire control units, and understanding may help repair. The other use would be if characters become involved in espionage missions in contact with any of the few surviving high-tech enclaves.

CVE: This skill is used to construct things, mostly bridges and buildings. Pailure results in time and materials overruns. Catastrophic failure may sometimes result in collapse, but generally just in a need for emergency repairs to forestall a collapse.

DIS: The main ingredients of this skill are not greasepaint and false mustaches, but acting skill and confidence. Its most common use will be to impersonate a foreign soldier or national. In combination with LNG, it is used to mimic an accent: fooling a native speaker of the language is DIP:(DIS and LNG); fooling a non-native is AVG:(DIS-f LNG of speaker-LNG of listener); fooling someone who doesn't speak the language at all is ESY:(DIS or LNG). DIS can be used to gain a cursory examination for documents (AVG); see FRG for the importance of this.

ELC: This skill is used mostly to repair electronic devices. It can also be used to make a radio receiver (AVG) or transmitter (DIP) if parts are available.

EQ: This skill may be used to saddle-break an unbroken horse (DIP). Failure results in 1D6 - 3 hits to the rider; use the hit location chart. The attempt may by made several times a day.

FRG: The common use of this skill is to make false identity papers or orders. It can be used to forge a signature if an example is available (ESY), alter a document (AVG), or create a new document (DIP). These tasks are one level easier if the document is expected to survive only a cursory glance (see DIS).

FRM: This is another skill useful in helping civilization survive. It confers knowledge of when to plant crops, crop rotation, soil suitability, and other things more advanced than how to plow a field.

GEO: This skill is used to locate workable ore and mineral deposits. In Europe, which has been pretty well worked out, these will be small or will have ore of non-commercial grade. Coal or iron (AVG); other metals (DIP).

GS: This skill can also be used to make a crossbow or crossbow bolts (AVG).

INT: There are two major factors involved in interrogation: the state of the prisoner and the nature of the information the interrogator is seeking. Rather than try to combine the two, here are some tasks to use as guidelines. Prisoner is: demoralized and frightened (ESY), fatigued, stupid, or boastful (AVG), security-conscious (DIP). Information sought: name of unit (ESY), scraps and hints requiring player interpretation (AVG), strength and location of unit or major secrets (DIP).

LB: This skill can be used to make arrows (AVG) or bows (DIP).

LNG: Communicating in a given language is AVG:(LNG of speaker and LNG of listener). Communicating in a language the character does not speak, using his skill in another language of the same group is DIF:(LNG of speaker and LNG of listener). (Example: using knowledge of Polish to speak to a Czech.) Both the previous tasks become one degree easier if attempting to communicate very simple concepts ("I'm hungry"), especially if sign language is used to help ("Where are we?", while pointing at a map). Identifying languages: one the character speaks (ESY); a language of the same group (AVG); a language of the same family (DIP). Groups and families are shown on the language list.

LP: This skill is used to pick locks: picking simple key locks like those on desks, briefcases, and some doors, and hot-wiring cars (ESY); key locks on jail cells, handcuffs, and deadbolt door locks (AVG); combination and key locks on padlocks, safes, and strongboxes (DIP). Difficulties assume no special tools; they become one level easier if lockpicking tools are used. Locks on vaults and high-security establishments (in espionage missions particularly) require tools and are always DIP.

MED: This skill can also be used to treat animals; add one difficulty level to all tasks.

MET: The most useful task is weather prediction: weather later today (ESY), tomorrow (AVG), or the day after (DIP).

MNE: This skill is used to construct and operate a mine without mishap. Open surface mining is ESY. Deeper mining (shafts and tunnels) is AVG. The skill can also be used to make tunnels in rock (AVG but slow) or soil (DIP but fast). Catastrophic failure can be dangerous.

MTL: This skill is used to smelt ore into metal, make alloys, and forge and cast metal objects.

MTN: In addition to general expertise in moving and surviving in mountains, this skill is used to climb cliffs, rock faces, and buildings: steep slope or sheer wall with good handholds (AVG), sheer, mostly smooth wall (DIP). These tasks assume no special equipment. If equipment is used, the difficulty levels are one lower. Rappeling down is ESY. A character may also help others to climb, by climbing up first and lowering a rope; difficulty is the same as climbing with equipment.

NWH: Arming or disarming weapons from the characters own country is ESY; arming or disarming foreign weapons is AVG; repairing a weapon is DIP.

PAR: Landing safely in most terrain is ESY; landing safely in woods, cities, swamp, or water is AVG. Landing in a particular

spot is DIP with a parachute, AVG with a paraglider. Rigging or checking a rig is ESY. Flying a hang-glider is AVG. Repairing a parachute or hang-glider is ESY; making a parachute or hang-glider is DIP.

SBH: Rolls to avoid mishaps are necessary only in combat (ESY) or during unusual situations like overloaded boats, bad weather, or white water (AVG). Sail boats are one level more difficult. Operating a sail boat at all requires some skill but does not require a roll.

SCO: Avoiding a mishap while using an aqualung or rebreather is ESY:(SCD + SWM). Navigating underwater is ESY. Avoiding detection from watchers on the surface is AVG with an aqualung or ESY with a rebreather.

SCR: When a character attempts to scrounge a specific object, he looks in a particular place. The referee determines difficulty based on his opinion of the likelihood of the object being in such a place. The higher a character's SCR, the more likely he is to find useful things in unlikely places.

SKILL IMPROVEMENT

As a person grows older and more experienced, it is natural that he will polish his existing skills and learn new ones. In a sense, *Twilight: 2000* picks up the threads of the lives of the characters in mid-course. Thus, they already have considerable knowledge of the world, but as time passes they will learn more.

Experience: As players find themselves in situations which require the use of skills, they will gradually learn them. In the game, this is represented by experience points. Every time that a player uses a skill, the referee may award him an experience point in that skill. A character receives one experience point for each task successfully accomplished and an additional experience point if the task was accomplished with outstanding success. However, a character with a skill level over 50 does not receive any experience points for accomplishing easy tasks, including ones accomplished with outstanding success.

Usually, but not always, a point will be awarded only for a success. However, a referee may decide to award an experience point to a player who attempts a difficult task and only barely fails.

If multiple tasks are performed using the same skill, the referee should generally award only one experience point (two if outstanding success is achieved) per day or per encounter. If, for example, a group of characters became involved in a firefight and one character shot four opponents, the referee would probably award one experience point to the player for the encounter, not four.

The option in all cases is the referee's, but he should be guided by two simple principles. First, the reward should fit the task. Random and meaningless use of skills should not be rewarded by experience points. Rather, experience should be gained only when the task at hand needs doing. Second, skills are acquired gradually, and experience should reflect this. If players begin zooming up in skill levels, the game will soon lose its challenge.

Experience points are converted to increases in skill levels. This should occur during a lull in the characters' activities, perhaps during a day spent in rest and maintenance. When the referee thinks the time is right, the characters' accumulated experience points may be converted to increased skill levels.

To do so, subtract the current skill level from 100 and then divide this number by 100. The result is the current experience multiplier. Multiply the accumulated experience points for the skill by the multiplier to determine the skill point increase. Fractional points are dropped. However, if converting experience points to skill level does not result in an increase of the skill level by at least 1, then the character's experience points for the skill are not converted at this time. Instead, the experience points are saved until their conversion does result in an increase of the skill level.

For example, Monk has accumulated 6 experience points as a rifleman (he's been busy) by the time the referee lets his party assimilate its experience. His current skill level as a rifleman is 43. He subtracts 43 from 100 and divides the result by 100, determining that his current multiplier is (100-43 = 57; 57/100 =) 0.57. Multiplying this by his 6 accumulated experience points gives him an addition to his skill level of 3. His new skill level is thus 46.

Observation: If a player observes another player successfully accomplishing a task, the observing player gains 1 experience point. This observation must be a close-up examination of the task and must have the cooperation of the character actually performing the task. If the referee considers the skill sought to be a complicated one (such as MEG), the task should take longer than usual (perhaps substantially longer), as the character performing the task will often have to pause to explain what he is doing or to answer questions. A character may gain experience points from observation only if the observed character's skill level is at least twice as great as the skill level of the observing character.

Some skills are used for tasks which do not take specific time periods and which cannot be explained. (RON is a good example of this.) Characters may gain experience points through observation of these tasks. For example, if a group of characters encounters a group of NPCs, the characters' RCN skill is that of the character with the highest skill, modified downward for having extra people along. If the group is successful in surprising the NPC group, characters may gain an experience point in RCN through observation.

Instruction: A character may be taught a skill. Teaching a skill is AVG:INS - (5 x number of students). The instructor may teach a number of students equal to his INS skill level and must have a skill level in the skill being taught. An instructor cannot teach a student whose skill level in the subject taught is equal to or greater than that of the instructor. The task takes one period per day for one week (seven consecutive days). Successful completion of the task (rolled for at the end of the week) results in experience points for both the students and instructor. The instructor gains experience (in INS) for accomplishing a task per the experience rules. Students gain a number of experience points (in the skill being taught) based on the number of students being taught:

If the number of students is 10% or less of the instructor's skill level, each student gains 5 experience points.

If the number of students is over 10% but is 50% or less of the instructor's skill level, each student gains 3 experience points.

If the number of students is over 50% of the instructor's skill level, each student gains 1 experience point.

New Skills: A player who has a skill level of zero in a particular skill may attempt to learn the skill. This may be done either through observation or through instruction. Since the character has a skill level of zero, his experience point multiplier will be 1 and thus the first skill level he gains will be equal to his experience points.

Combat: Part Two

-This chapter covers a number of topics related to combat, in addition to those covered in *Combat: Part One.*

EXPLOSIONS

Some rounds do their damage by kinetic energy only, and the rules in the play manual are sufficient to take care of them. Other rounds explode when they hit, and this section describes their effects. Any round on the weapons chart with a knockdown radius and a burst radius is an explosive round. Dynamite, plastic explosive, and mines also inflict damage under this rule.

Explosions inflict three types of damage: concussion, fragmentation, and explosive contact.

Concussion: All explosions have a knockdown radius. All characters within the knockdown radius are knocked down, but suffer no other damage from the concussion. Characters inside an armored vehicle are unaffected.

Fragmentation: Each explosion also has a burst radius. All characters within the burst radius have a 60% chance of being hit by fragments. All characters within twice the burst radius have a 20% chance of being hit by fragments. If a character rolls less than half the number required to hit (30% within the normal burst radius or 10% within twice the burst radius), he suffers multiple hits: roll 1D6 to determine the total number of times the character is hit. Roll hit location separately for each fragmentation hit.

Each fragment inflicts 4D6 hits within the burst radius and 2D6 hits within twice the burst radius. All fragments have an armor multiplier of x2.

Incendiary Fragmentation: Fragments from white phosphorus and thermite are burning particles that will cause burn damage. Instead of the procedure above, each fragment inflicts 1D6x1D6 hits out to twice the burst radius. Incendiary fragments have an armor multiplier of x 10.

Contact Damage: Contact damage is the damage resulting from a direct hit by the round, or inflicted on something touching an explosive or mine when it goes off. It is resolved in the same way as damage from a hit by a non-explosive round.

Improved Conventional Munitions: ICM rounds contain a number of grenades scattered over a wide area. While the burst radius is very large, and there is a high concentration of fragments in that area, there is little fragmentation at twice the burst radius. Thus, only characters within the burst radius of an ICM round are subject to fragmentation hits. In addition, all characters within the knockdown radius have a 10% chance of a contact hit and all vehicles within the knockdown radius have a 30% chance of a contact hit.

EXPLOSIVES

Explosives have many uses other than combat (indeed, most of their uses are not in combat), but they are treated here since many of their effects are covered by Explosions, above.

Types of Explosives: For simplicity, the game deals only with the two most common types of explosives: dynamite and plastic explosive. The units used in the game are the quarter-kilogram stick of dynamite and the one-kilogram block of plastic explosive. All demolition effects are resolved in terms of the number of demolition points used. A stick of dynamite has one demolition point; a block of plastic explosive has six demolition points. Plastic explosive is flexible and may be molded to any shape desired or broken into smaller charges of one or more demolition points. Several sticks of dynamite or blocks of plastic explosive may be joined to form larger charges.

Effects: Like anything else which blows up, explosives have a damage value, armor multiplier, knockdown radius, and burst radius.

Damage: An explosive inflicts 50 hits of damage per demolition point to any character, vehicle, or structure touching it when it explodes.

Armor Multiplier: If the explosive is merely in contact with a structure, the armor modifier of the explosion is x 4. If the charge is tamped, there is an armor modifier of x 1. Tamping consists of covering the charge so that the force of the explosion is contained and directed in toward the structure. Tamp-

ing must be done with dense or heavy material, such as rocks, sandbags, steel plates, etc.

Knockdown: A demolition charge with a demolition value of 1 has a knockdown radius of 6 meters; 6 more meters are added to the knockdown radius each time the charge is doubled. Thus, a 2-point charge has a knockdown radius of 12 meters, a 4-point charge has a knockdown radius of 18 meters, an 8-point charge has a radius of 24 meters, etc. A tamped charge's knockdown radius is halved. Thus, an 8-point tamped charge has a knockdown radius of only 12 meters.

Burst: The explosion will scatter fragments of whatever it was in contact with just like an exploding grenade or shell. The burst radius of an explosion, tamped or untamped, is the same as the knockdown radius of an untamped explosion.

Setting Charges: Each demolition charge takes fifteen minutes (30 turns) to emplace. A demolition charge is defined as one or more sticks or blocks connected to each other, up to a maximum weight of 10 kilograms. Additional explosives may be attached as extra charges, but require additional time to emplace. If several larger charges are emplaced, several characters may work on emplacing them at once.

Since setting a charge requires fuses and detonators, a character must have a demolition kit to do so.

Setting a charge is a task (AVG:CBE) with failure indicating that the charge does not go off when triggered, and catastrophic failure indicating that the charge goes off while being set.

Breaching Barriers: Breaching a barrier basically means blowing a hole in it. Demolition charges can be used to breach walls, armor plates, embankments, etc.

To determine the size of a breach a demolition charge makes in a barrier, first determine its maximum penetration, in millimeters, of the material. To determine this, take the contact damage value of the demolition charge and divide it by the armor multiplier of the material the barrier is made of. This can be found on the armor equivalent chart in the referee's chart booklet. Next, divide the result by the armor multiplier of the explosive charge (4 if the charge is not tamped, 1 if it is tamped). Finally, multiply by 10. The result is the maximum penetration, in millimeters, of the demolition charge.

Now determine the diameter of the breach. The diameter of the breach is the maximum penetration of the demolition charge minus the thickness of the barrier.

For example, a character wishes to breach a 500-millimeter reinforced concrete wall. The character is using ten 1-kilogram blocks of plastic explosive (total of 60 demolition points). This will cause a total of (60 x 50 =) 3,000 hits worth of contact damage. To find the maximum penetration of reinforced concrete, the referee first divides 3,000 by the armor multiplier of reinforced concrete (5) and obtains a result of 600. Next, he divides the result by the armor multiplier of the charge (4, since the player is merely placing the charge next to the wall, not tamping it) for a result of 1 50. Finally, he multiplies this by 10. The charge will penetrate 1 500 millimeters of the wall. Since the wall is only 500 millimeters thick, the charge will blow a 1000 millimeter (1 meter) hole in the wall.

Characters should take cover before to the blast, as a 60-point explosion has a and burst radius of 36 meters.

CHEMICAL ROUNDS:

Chemical rounds and grenades are filled with a chemical agent. The listed burst radius of the round is the width of the chemical cloud it creates. The length of the chemical cloud is four times its width. The actual cloud starts at the point of impact of the round or grenade and extends down-wind.

For example, a chemical grenade with a burst radius of 5 would have a chemical cloud five meters wide and twenty meters long.

Characters do not suffer fragmentation hits from a chemical round. As there is a small explosion and some burning when the round releases its agents, characters may suffer contact damage.

A chemical round can contain one of five chemical agents: hexachloroethane (HC) smoke, irritant, blood agent, blister agent, or nerve gas.

Hexachloroethane (HC) Smoke: HC smoke causes no damage, and is used to obscure visibility. There is no smoke during the turn in which the round lands. During the next turn there is thin smoke. For the next four turns there is dense smoke. There is then one more turn of thin smoke, and then no smoke.

Irritant Gas: There is no gas cloud the turn the round is fired. The next turn the gas cloud appears and lasts for four combat turns. Irritant gas causes no permanent damage, but can cause choking and temporary blindness. When a character first comes in contact with an irritant gas cloud he must make a panic roll. In addition, each combat round in which a character is in an irritant gas cloud the character must must make a percentage roll against his CON to avoid being overcome by the gas. If the character passes both rolls, he may function normally. If he fails the panic roll, he flees from the gas and, once out of the gas cloud, suffers the normal effects of panic. If he fails the CON roll, he is temporarily blinded and incapacitated by choking. A character who is incapacitated by irritant gas continues to suffer the effect for twenty turns.

Characters wearing gas masks are not affected by irritant gas.

Blood Agents: This category covers a variety of inhaled poisonous gases. The first turn the round lands there is no gas cloud. The gas cloud appears on the second turn and lasts for twenty turns.

Each combat round that a character is in the gas cloud of a blood agent he receives 2D6 hits to his chest. A character in a blood agent cloud can hold his breath for six combat rounds (one turn), and only suffers 1D6 hits per combat round while doing so. (The agent can enter the bloodstream through the eyes as well as through inhalation, but in less damaging concentrations.) Characters wearing gas masks are not affected by blood agents.

Blister Agent: The gas cloud of a blister agent is the same as for a blood agent. Blister agent has the same effects on characters in gas masks as does irritant gas on unmasked characters. If a character is not wearing a gas mask, blister agent has the same effects as both irritant gas and blood agent. Characters in both masks and protective suits are unaffected by blister agent.

Nerve Gas: Nerve gas attacks the central nervous system of the victim, eventually causing convulsions and respiratory failure. It can be inhaled or absorbed through the skin. The gas cloud of a nerve gas round is identical to that of a blood agent round.

Each combat round that i character is in the gas cloud of a nerve gas he receives 2D6 hits to his head and 2D6 to his chest. If wearing a gas mask, he suffers only damage to his chest. If wearing a chemical protection suit but no gas mask, he suffers full damage. If wearing a chemical suit and a gas mask, he is not affected.

Once the damage level of a character reaches serious injury to either the head or chest, he continues to suffer damage from the gas even if no longer in the gas cloud. This damage will continue until the character either dies or receives an injection of atropine. A character who has suffered serious injury requires one atropine injection to arrest the effects of the nerve gas. A character who has suffered a critical injury to the chest requires two injections of atropine to arrest the effects. Once injected with atropine, the character is incapacitated (disoriented, confused, and incapable of any movement other than crawling) for four hours.

Residual Contamination: The ground covered by cloud of blister, blood, or nerve gas will remain contaminated for several hours after the cloud disappears, and vehicles exposed to the cloud will remain contaminated for several days. Natural weathering will reduce this, and a rainstorm or thorough washing of the vehicle will remove the contamination.

While an area or vehicle is contaminated, unmasked characters who walk through a contaminated area or stand near a contaminated vehicle suffer 1D6 hits worth of damage to the chest every turn (not round).

MINES

Mines are placed in the ground and detonated when a man or vehicle passes over them. Anti-tank mines are detonated only by the pressure of a vehicle.

Detonation: A character walking through a minefield has a 10% chance of triggering a mine per 5 meters traveled through the minefield. A vehicle has a 20% chance of triggering a mine per 5 meters traveled.

Damage: Detonation of a mine has the same effect as any other explosion, causing knockdown, fragmentation, and contact damage. However, all contact damage to personnel automatically hits one of the legs of the character who detonated the mine. (Determine which leg randomly.) Contact damage to a vehicle is treated as a suspension hit. If, after suspension damage is taken, there is any remaining energy to the explosion it is resolved as a hit on the lower hull. (See vehicle damage below.)

Detection: Detection of a minefield is ESY:(CBE or RCN). Detection of a camouflaged minefield is AVG:(CBE or RCN). Conditions of reduced visibility (fog, night, smoke, etc.) raise an ESY task to AVG and an AVG task to DIP.

Marking and Removal: Once a minefield is discovered (either by detection as described above or by someone setting off a mine) characters may either probe for the mines and mark their location or may attempt to remove them. Probing and marking mines is ESY:CBE or AVGiRCN. Failure of the task indicates that a mine has been accidentally detonated. Removal is AVG:CBE or DIF:RCN. Failure, again, indicates accidental detonation.

In each five square meter area (1 x 5 meters) there will be 1D6 mines. Marking or removal is a separate task for each mine. Marking mines allows characters to crawl or walk through the minefield without hazard. Trotting through a marked minefield is AVG:AGL; running through a marked minefield is DIF:AGL. Marking a minefield does not reduce its hazard to vehicles.

Removing mines allows vehicles and personnel to move through the minefield without hazard.

Paths marked or removed must be 1 meter wide for walking characters or 5 meters wide for vehicles.

Claymores: The claymore mine is a directional anti-personnel mine. It is not buried, but instead is generally emplaced at or near ground level and detonated either by remote control or a 30 meter tripwire. Personnel passing over the tripwire have a 60% chance of detonating the mine. Knockdown and contact damage are resolved normally. Fragmentation, however, is suffered only in the direction of the blast (pre-determine when the mine is emplaced). The burst area is a 30° cone, which means that at any given distance from the mine, it is half that distance wide. For example, at a distance of 50 meters the cone is 25 meters wide; at a distance of 100 meters it is 50 meters wide. Characters within 50 meters have a 60% chance of a hit and characters within 100 meters have a 20% chance of being hit by fragments, provided the character is in the fragmentation cone.

VEHICLE DAMAGE

Because vehicles have differing armor in different locations, and have different internal layouts, each vehicle has its own damage location list. After determining which part of the vehicle was hit by consulting the vehicle hit location table, consult the vehicle's damage location list.

Damage Location: The entries on the left side of a vehicle's damage location liar correspond to the hit locations determined from the hit location table (except for the suspension, which is dealt with separately below).

Armor Penetration: After each location there there is a number in parentheses. This is the armor value of that part of the vehicle. If the shot which hit the vehicle caused more hits than the armor on that part of the vehicle absorbs, the shot penetrates into the vehicle and can cause interior damage. If it caused hits equal to the number the armor absorbs, it penetrates the armor but does no interior damage. If it caused hits less than the armor absorbs it bounced off.

If the shot penetrates, the armor absorbs hits equal to its armor value times the armor multiplier of the shot. The hits inflicted by the shot, after the armor value has been subtracted, are known as the shot's *remaining energy*. The shot's remaining energy is the maximum amount of damage it can inflict on occupants and interior components of the vehicle.

Interior Damage: On the right side of each vehicle damage location list is a string of letters. Each letter represents a particular occupant or component of the vehicle that the shot may damage. These letters are presented in a specific order, that being the order in which a shot penetrating the listed vehicle part will pass near of through them. If the hit is in the hull back (HB) or turret back (TB) reverse the order of components hit. If the hit is in the hull side (HS) or turret side (TS) and the shot was from the right, reverse the order. If the shot is entering from the top of the vehicle, the referee randomly selects the order of components or occupants hit.

The referee rolls a die once for each occupant or component listed. There is a 50% chance the listed component or occupant will be hit. (Roll 1-5 on 1D10 or 1-3 on 1D6). The only exception to this is that a shot will always hit the engine.

The order of occupant/component listing is important, since each time the shot hits an occupant or component it will inflict damage. All of the damage it inflicts is subtracted from its remaining energy, and thus it is possible that it will exhaust its remaining energy before it has had an opportunity to hit every component or occupant.

After all components and occupants are rolled for, the shot strikes the opposite side of the vehicle. If its remaining energy is less than the armor on that side absorbs, it does no further

damage. If it is equal to or greater than the hits the armor absorbs it penetrates that side and exits the vehicle. This is important since, like other forms of armor, ten penetrations of a particular vehicle part result in the armor of that part being heavily breached and thus no longer able to provide protection.

For example, suppose a shot hit the front part of the side of the hull of a BMP-B from the left, and caused 25 hits. The vehi cle damage location list for the BMP-B reads:

F:HS(15) D,C,R,E

This means that the hull side front has an armor value of 15, and thus the shot will penetrate with a remaining energy of 10. It then has a 50% chance of hitting first the driver, then the commander, and then the radio. After that, if there is any energy remaining, it will automatically hit the engine.

If the shot had hit the right side of the vehicle, it would first have automatically hit the engine, and probably would not have any remaining energy to hit any other component.

Component Damage: Each time that a component of the vehicle is hit by a shot, there is potential for it to suffer damage. Determining component damage is done in four steps.

First, consult the damage multiplier table in the referee's chart booklet. Find the multiplier of the component hit by the shot.

Second, compare the remaining energy of the shot to the component's damage multiplier. If the damage multiplier is larger than the remaining energy, the shot does no damage to the component, nor does its flight through the vehicle continue.

Third, if the remaining energy is greater than the damage multiplier, the referee rolls 1D10 to determine the extent of damage to the component. The result times 10 is the possible percentage damage to the component. Thus, if a three were rolled the shot could do up to thirty percent damage.

Fourth, determine the actual number of hits the component suffers. For every ten percent damage taken, the component suffers hits equal to its damage multiplier. If, for example, the engine (damage multiplier of 50) took 20% damage, it would suffer (2 x 50 =) 100 hits. The number of hits suffered is subtracted from the remaining energy of the shot.

If the number of hits suffered is more than the remaining energy of the shot, the component only suffers total hits which are evenly divisible by the damage multiplier. Thus, if a component with a damage multiplier of 5 could take up to 80% damage but the round only had 27 hits of remaining energy, the component would suffer 25 hits (50% damage), and the left over hits would be lost.

Any component which takes 10% damage or more is inoperable, but may be repaired at a later date. (Exception: see Ammunition Hits and Fuel Hits below.) Any component which takes 100% damage is permanently destroyed. Subsequent hits on the vehicle have no chance of striking that component.

A component cannot absorb more energy that the total of its remaining damage potential. If, for example, a component had already suffered 90% damage and was hit by a shot which could do 50% damage, the component only suffers 10% damage (thus totally destroying it) and the shot then continues to the next interior target.

Occupant Damage: Occupants include the passengers and crew of the vehicle. Crewmembers hit by fire are determined by the seat in which they are sitting, not their formal title. Thus, if the character who is usually the vehicle's gunner is driving it, he is vulnerable to a driver hit, not a gunner hit. A vehicle with a crew of 1 has a driver. A vehicle with a crew of 2 has a driver and commander. A vehicle with a crew of three has a driver, gunner, and commander. A vehicle with a crew of four or more has a driver, a gunner, and a commander; the rest of the crew are loaders. Everyone in the vehicle in excess of the crew is a passenger.

Each time that the damage list calls for a particular occupant type to be rolled for, the referee rolls once for each person in the vehicle who fits the description. Thus, if a shot has a chance of hitting passengers, and the vehicle currently has four passengers, the referee rolls once for each passenger. The referee determines the order in which the passengers are rolled for. He may do this randomly or may ask the players to provide a seating chart for the vehicle and determine the order of rolling from this. (Note that a passenger does not have to be directly in the path of flight of the shot to be hit, as there is usually considerable fragmentation inside a vehicle when it is penetrated, and these will bounce around inside.)

Each time an occupant is hit, the referee rolls for hit location on him and then rolls 1D6 x 1D6 to determine the number of hits. Thus, it is possible for the character to receive a serious wound or even be killed, but it is also possible to receive only a superficial wound from even a large caliber round. The number of hits suffered is then subtracted from the remaining energy of the shot. If the remaining energy of the round is less than the number of hits the referee rolled, the character instead takes only hits equal to the remaining energy of the round.

Stores: It is impossible to provide exact damage tables for every item the players might have stored in a vehicle, and if it were the resulting list would be too cumbersome to use. The referee should use the damage multiplier table as a rough guide to determining a damage multiplier for the stores in a vehicle in the event that a shot hits them.

Ammunition Hits: Hits on a vehicle's ammunition have the potential to destroy the vehicle (leaving no salvageable parts) and kill its occupants. Small arms ammunition (ammunition for pistols, rifles, submachineguns, shotguns, and machineguns) will not explode. Grenades, anti-tank missiles, and large caliber rounds will, however. Whenever a vehicle takes an ammunition hit, the percentage damage suffered is also the percentage chance that the ammunition will blow up. The referee makes the die roll and, if the ammunition blows up, the vehicle is

destroyed and its occupants killed. If it does not blow up, the percentage damage taken is the proportion of the ammunition on board which has been rendered useless.

For example, a M113 has eight belts of .50 caliber machinegun ammunition on board and takes an ammo hit. The referee rolls a 4 indicating 40% damage and a 40% chance of an explosion. However, .50 caliber ammunition does not explode and so the M113 loses 40% or its ammunition, or 3.2 belts (which the referee decides to round down to 3 belts) leaving it with 5 belts of ammunition. If the vehicle were carrying ammunition which could explode, there would be a 40% chance of an explosion.

M1 Ammo Storage: Ammunition for the M1 and M1E1 is stored in a large armored compartment in the rear of the turret. The compartment is constructed with heavy armor plating between the ammunition and the crew compartment, but relatively light overhead plating. The result of this construction is that the force of an ammunition explosion will be directed up and away from the tank, not into it. Thus, if the ammunition on an M1 or M1E1 explodes, the vehicle is not destroyed, but instead loses all ammunition currently on board and loses its ammunition storage compartment. (In the future, all ammunition must be carried as stores.)

Fuel Hits: A vehicle which takes a fuel hit has its fuel tanks pierced and loses fuel. The percentage damage suffered is a permanent reduction in the capacity of the fuel tank until repaired. Thus, a 120 liter fuel tank has its capacity reduced by 12 liters for every 10% damage suffered. This also indicates the amount of fuel immediately lost from the hit. Thus, if the tank mentioned above only had 30 liters of fuel in it, a 10% loss would reduce it to 18 liters remaining.

There is also the possibility of fire resulting from a fuel tank hit, provided there is any fuel in the tank. Each fuel type has a flashpoint percentage listed on the fuel flashpoint table. If a vehicle suffers a percentage damage result from a fuel hit which is equal to or in excess of the flashpoint of its fuel, the vehicle begins to burn. This damage need not be the result of a single shot; cumulative damage to the fuel tanks during a single firefight will eventually cause the vehicle to catch fire.

Escape: If a vehicle catches fire, the crew and passengers may be able to escape. If the fire is the result of cumulative damage, the crew and passengers may escape by leaving the vehicle immediately. If the fire is the result of a single hit which inflicted sufficient damage by itself to reach the fuel's flashpoint, the fuel explodes. Each crew member and passenger may attempt to escape (AVG:AGL). Success indicates that the character escaped unharmed. Failure indicates that the character escaped but is burned. Roll 1D6 for number of body parts burned, then roll location of the body parts, and then roll 1D6 x 1D6 for each burned body part to determine the number of hits. Catastrophic failure indicates that the character does not escape and is killed.

All vehicles which catch on fire are totally destroyed, leaving no salvageable parts.

External Stores: Stores (cargo) may be carried on the outside of a vehicle. This is usually piled on top or in racks on the sides of the vehicle. Players must specify where their external stores are located, and the referee should direct them, if they have a great deal of external stores, to split it up and locate parts of it on several different parts of the vehicle.

Passengers may also ride on the outside of a vehicle, generally sitting on the deck.

Any time that a vehicle part is hit, there is a 50% chance that the shot first strikes the external stores located on that part of the vehicle. There is also a 50% chance for each outside passenger to be hit. Hits are resolved in the same way as interior damage, and hit points are subtracted from the round's remaining energy before attempting to penetrate the vehicle's armor.

Exterior Fuel Tanks: If a vehicle's fuel capacity is listed in two parts on the equipment list (150-1-30, for example), the vehicle has an exterior fuel tank. The first part is the capacity of the interior tank, and the second is the capacity of the exterior tank. Fuel in exterior tanks is used first. Exterior fuel tanks are located on the right and left sides of the hull back (R: HB and L:HB). If this part is hit, the exterior tank is automatically hit. If the tank contains any fuel, the effects are the same as a hit on the interior fuel tank. It's a good idea to empty any exterior fuel tanks before going into combat.

Motorcycles: Hits on motorcycles are considerably simpler than hits on other vehicles. Instead of a hit location chart and damage location list, there is a single chart which combines both functions: the motorcycle damage location chart. The direction from which the motorcycle is hit is unimportant; simply roll 1D10 and consult the chart. The chart specifies a hit on a particular component of the motorcycle. Resolving component damage to motorcycles is done in the same way as explained above for other vehicles.

RECOVERY (AND POST-BATTLE DAMAGE)

Recovery: A character may recover from one slight hit per body part per day. A character may recover from one serious or critical hit per body part per week. All serious and critical hits must be recovered before any slight hits may be recovered. Recovery of hits takes place at the end of the day's sleep period (or at the end of the sleep period of the last day of the week).

If a character has medical attention, his rate of recovery can be accelerated. A character with MED skill must check the character every day, change his bandages, administer antibiotics, etc. This requires the character with medical skill to spend one half hour per day per injured body part with the wounded character. If treating serious or critical wounds, one hour per day per body part is required for treatment. At the end

of every sleep period when the character would recover one hit, the character recovers two hits if the medic succeeds at AVG:MED.

A character may automatically recover two slight hits per body part per day or two serious/critical hits per body part per week if given constant bed rest and medical care. Bed rest for this purpose requires daily good quality food, and rest in a clean bed in a building in reasonably good repair. (Drafts, leaky roofs, damp rooms, and sleeping bags on rough, cold ground are not sufficient.)

Moving the Wounded: A critically wounded character suffers one additional hit for each period in which he is moved, either by hand or in a vehicle.

Infection: Every time a character suffers a hit from melee combat, fire combat, or burn damage there is a chance of infection. After every firefight (or accident), each injured body part has a 20% chance of becoming infected. If a medic treats the wound within 8 hours, the chance of infection is 10%. If a medic treats the wound within 8 hours using an antibiotic (any variety) the chance of infection is 1%.

Any time a character's wound is infected, healing (in all body parts, not just the infected one) stops until the infection is dealt with. In addition, for each week an infection lasts, the character takes an additional 1D6 hits to the injured body part.

A character with a critical hit resulting from infection loses consciousness and remains that way until all critical hits (even those not caused by the infection) are recovered, or until he dies.

If, for example, a character receives two hit points in the left arm, and that wound becomes infected, no healing takes place. After one week, the character takes an additional 1D6 hits in that arm, after two weeks another 1D6, and so on. Obviously an infection is a major danger.

Treatment of Infection: A medic may attempt to treat an infection once per week. Treating an infection is AVGiMED. A successful treatment means that part is no longer infected and healing may take place that day. If any antibiotics are used in the treatment, the task becomes ESY:MED.

ANIMALS IN COMBAT

All animals attack as if engaging in melee combat. That is, an animal attack cannot be blocked by a body combat attack, but may be blocked with a melee weapon. A bear attempting a grappling attack, which is resolved as a body combat attack, may not be blocked with either body combat or melee skill.

The animal data chart gives the base hit number, melee damage, and hit capacity for all animals.

Morale: Whenever an animal first suffers damage from combat there is a chance it will flee. The original chance of the animal attacking (see Encounters) is also the chance that it will continue the attack once wounded. By the same token, whenever an animal is killed or rendered unconscious there is a chance (the same chance) that the rest of the animals in the attacking group will flee. This die roll is made each time an animal is killed.

Dogs: The first round in which a dog attacks, it is allowed two simultaneous attacks: a diving blow and a melee attack. However, no more than two dogs can make diving attacks per character per combat round. Any remaining dogs will just make a melee attack. Once a dog has made a diving blow or a regular melee attack it may not try any further diving blows.

Bears: A bear makes two melee attacks per round, one with his claws and one with his jaws. After the first combat round, the claw attack becomes a grapple. Once a bear has subdued its victim, the jaw attacks automatically hit and do double damage.

Encounters

RANDOM ENCOUNTERS

As the characters travel, they will encounter a variety of people, animals, and settlements. While many of these encounters will be mandated by the referee (pursuers overtaking them, a partisan band the referee wishes them to meet, a town or city on the map they travel to), many more will be random encounters.

Frequency of Encounters: The referee should roll once on the encounter table every four-hour period in which the characters travel and once per day in which they do not. If the group itself is not moving but breaks up into hunting parties, foraging parties, scrounging parties, etc., the referee rolls once per period per party for an encounter. In addition, he will roll once per day for an encounter at the party's camp.

Once the specific encounter is determined, the referee must determine the range of the encounter and checks for spotting and surprise.

Range of Encounter: The range of the encounter depends on the type of terrain in which it takes place. The referee rolls 1D10 and consults the encounter range table. The die roll is multiplied by the value listed on the table to determine the range at which one or both groups may see each other. This die roll in general is an easy way of determining how open the terrain is in that particular area. For example, if the referee rolled a 5 on an open terrain encounter, this is an encounter range of 1 500 meters and means that the local terrain was such that the first opportunity for the two groups to see each other occurs at a range of 1 500 meters.

Spotting and Surprise: When a group of characters encounters a group of NPCs, each group has a chance of spotting the other (AVGiRCN). Spotting a group moving in vehicles is (ESY:RCN). Spotting a stationary and camouflaged group is (DIF:RCN). The roll is made only once per group, using the highest RCN in the group. The skill level used is reduced by 1 for each character in the group and by 5 for each vehicle in the group, and is increased by a like amount for numbers of characters and vehicles in the group encountered. However, the RCN skill used may never be more than halved or doubled by these modifications.

If neither group spots the other, the referee repeats the roll once per combat turn until one or both groups succeed in spotting the other. When spotting takes place, the range of the encounter has been reduced by the distance traveled by the two groups since the first spotting opportunity. If the two groups close to the minimum possible encounter range (the base range multiplier shown on the chart: 10 meters in woods, 30 meters in swamp, 100 meters in hills, etc.), both groups automatically spot each other.

If both groups spot each other at the same time, both groups are surprised (and roll for panic). If one group spots the other without being spotted in return, that group is not surprised. Once a group has spotted the other group and has not been spotted in return, it may either wait (allowing the other group to approach closer), attempt to evade (move away from the spotted group), or attack:

If the group attacks, the other group is surprised.

If the group waits, the other group continues to have one opportunity per combat turn to spot. If the other group succeeds in spotting before being fired on, it is not surprised.

If the group attempts to evade, the other group has one opportunity to spot each combat turn until the referee decides the group has moved far enough away from the opposing group to be safe. This distance may vary, but will usually involve moving beyond the original encounter range rolled. Thus, in the example given above where the encounter range was 1500 meters, once the group had moved to a distance of greater than 1 500 meters from the encountered group, without having been detected, it would have successfully evaded.

Types of Encounters: The encounter table specifies the type of encounter. There are several types: animals, settlements, craters, derelicts.

Animals: If the group encounters animals, the referee only rolls to see if the group spots the animals. In this case, the task is

AVG.-RCN. The skill level of the player with the highest recon skill is used, but 5 is subtracted from the skill for every extra person with him. If spotting is successful, the group surprises the animals; if unsuccessful, the animals surprise the group. If characters are in camp or near vehicles, they will never surprise animals, and all animal encounters become no encounter. (The referee may occasionally throw in a comment such as "while your vehicles were moving through the woods, you flushed a flock of birds, but they were too far away to get a shot at.") Most animals, if they surprise the group, will flee, and the group will not have an opportunity to attack. Some animals have a chance of attacking, as listed on the animal data chart. If these animals surprise the group, the referee rolls to determine whether they will attack. If so, a combat follows; if not, the animals will flee and there will be no encounter.

Settlement: If a settlement is encountered, the players automatically spot it at the range rolled by the referee. The referee rolls only to see if someone in the settlement (usually a guard) spots the group. Settlements are described below. i *Craters:* The group automatically spots a crater at the encounter range; no die roll is required. The encounter range is the distance from the edge of the apparent crater to the group. For an explanation of the effects of nuclear craters, see the section on radiation.

Derelict Vehicles: If a derelict vehicle is encountered, the encounter range is the distance at which the group automatically spots the vehicle. It is unoccupied.

When characters encounter a derelict vehicle, the referee must determine what type of vehicle it is and what condition it is in. First the referee decides the nationality of the vehicle. He can either arbitrarily decide this or resort to a die roll. The nationality of the vehicle will depend greatly on the location of the encounter. For example, in an area where there was recently a large battle between U.S. and Warsaw Pact forces, he might decide that the vehicle is U.S. on a roll of 1-2 on 1D6, Soviet on a roll of 3-4, and Polish on a roll of 5-6. In a more remote area he might reduce the chance of it being U.S. and increase the chance of it being either Polish or Soviet, v The nationality of the vehicle tells the referee which chart to roll on to determine the exact vehicle encountered. If Polish or Soviet, roll 2D6 on the vehicle column of the encounter equipment table. If U.S., roll either 1, 2 or 3D6 (referee's option) on the vehicle table in the player's chart booklet.

The referee then determines the condition of the vehicle. First, roll 1D6 for number of damaged components. The referee then decides which specific components are damaged. He can decide this himself or look at the components of the vehicle (as listed on the vehicle damage location list) and roll dice to decide. He then rolls 1D10 times 10 for each damaged component; the roll is the percentage damage to the component. If the ammunition or fuel are damaged, the percentage damaged rolls should be made first. If either the ammunition exploded or the fuel burned there is no point in rolling further; the vehicle is a total loss. Once percentage damage to components is determined, roll 1D10 to determine the wear value of the vehicle, which will be important if the players decide to repair it and use it themselves. Finally, the vehicle will have been stripped of its important non-damaged components. Specifically, the gunner's machinegun, radio, commanders machinegun (or similar weapon in the weapons mount), range finder, missile launcher, fuel, and undamaged ammunition will all probably have been taken from the vehicle. In very rare cases, the vehicle will not have been stripped. This will never be the case on a road or in open terrain. However, there is a 10% chance in hill terrain and a 20% chance in woods and swamp that the vehicle has been abandoned and has not been stripped.

As with every rule covering the world the players travel in, the purpose of this rule is to help the referee, not restrict him. He should always feel free to depart from its exact procedure when he thinks it will help the game. For example, it's possible to find an abandoned vehicle bogged down in a swamp but otherwise in perfect condition. Another possibility is that the vehicle just ran out of fuel and the crew walked away from it, unable to carry much of anything with them.

People: There are a variety of encounters with people listed on the encounter table: refugees, merchant groups, military convoys, and armed groups. If an armed group is encountered, the referee must determine the type of armed group, based on the type of territory in which the encounter occurs. Army territory is territory under control of an army unit. An army unit usually controls all territory within 20 kilometers of the settlements or camps at which it is based. Marauder territory is all territory where marauder bands roam at will.

The encounter statistics table is used to determine the exact composition of the party encountered. The table lists the RCN value of the encountered party, the base unit encountered, and any special weapons or vehicles the encountered group may have.

The referee first examines the base unit description. If there are several different base unit descriptions (as there are in most cases), he rolls 1D6 to determine the actual type of base unit. He then rolls 1D10 to determine the number of base units in the group.

For example, the characters encounter an army unit. The referee consults the encounter statistics table and finds that there are three possible army base units: infantry, cavalry, and motorized. He rolls 1D6 and rolls a 3, indicating the characters have encountered cavalry. He then rolls 1D10 and obtains a 9. Since the base unit description lists a total of 10 men, the characters have encountered a group of 90 cavalry.

Some base unit descriptions direct the referee to make additional die rolls for special weapons or vehicles. Each is a 2D6 roll made on the encounter equipment table. Continuing the example above, the referee would make nine 2D6 rolls on the special weapons column of the table. The special weapons rolled would be added to the unit and some of the soldiers would serve as gunners for them.

If a convoy or group of merchants is rolled, the referee also determines the nature of the cargo carried. This can be made once for the entire group or once for each base unit, at his discretion. If a medical cargo is rolled for a military convoy, the truck or wagon carrying it has, in addition to medical supplies, 1 doctor (MED80), 1 nurse (MED50), and two medics (MED30). The medics are armed with assault rifles, while the doctor and nurse are armed with pistols.

The listing below provides a brief description to assist the referee in determining how the group encountered will react to the characters.

Army: This is a patrol of the Soviet Army or the Polish Army. It will probably be searching for stragglers or marauders, be on routine patrol, or be under orders to march to a particular location for one reason or another. Under almost all circumstances, it will be hostile to the characters and attempt to attack or capture them. ^ _„_

Marauders: A group of bandits, deserters, and criminals who live by plunder and for whom murder and pillage have become a way of life. Marauder groups will usually be hostile to the characters. Marauders may attempt to waylay the characters in order to acquire their equipment; especially if there seems to be a good chance of doing so at little cost. In some circumstances, a marauder band may be friendly (wanting to trade, acquire information, gain recruits, etc.), but marauders are notorious for their betrayals.

Hunters: Local civilians out hunting for meat for their families. They will usually be poorly armed by military standards. If attacked they will put up as stiff a fight as they can, but they are not looking for trouble and will not attack unless provoked. They may be a good source of information if they're willing to talk, but usually they will want to be left alone. If the referee wishes, an encounter with hunters may occasionally turn out to be an encounter with some other group (such as partisans or marauders) disguised as hunters.

Stragglers: These are most likely Soviet or Polish stragglers, but they could be soldiers from the 5th Division or even from some other NATO unit left behind two years earlier. They are almost always poorly equipped, few in number, and not in much condition to put up a fight. They may or may not be hostile, at the referee's discretion.

Military Convoy: A military supply convoy of the Polish or (more likely) Soviet Army. It will be guarded but is a rich prize if it can be captured. It will be hostile to the characters but usually not actively so unless provoked or unless it seems to be a greatly superior force. Instead, it will report the character's presence to the army unit controlling the territory, if any.

Merchants: A merchant group from a city, trading manufactured goods for food and raw materials. Merchants are usually the toughest fighters from a city or town (necessary these days to stay in business) and will be wary of strangers. However, they will trade with anyone, no questions asked, and will be willing to swap information.

Refugees: Displaced persons, victims of some disaster (more likely man-made than natural). They will be hungry, tired, and poorly armed, and are of no real threat. They will tend to be very wary of anyone they meet. They are a potential source of information and a possible adventure. They may attempt to enlist the aid of the characters in righting some wrong, avenging an outrage, or regaining their lands and possessions.

SETTLEMENTS

There are four sizes of settlements in the game: villages, towns, cities, and major cities. Of these, only towns, cities, and large cities are shown on the map. Villages are found due to a settlement result on the encounter table. Players and the referee may wish to make a note of villages encountered for future reference.

Size and Defenses: The settlement size table is used to determine the population and defense strength of a settlement. Cross-index the roll of 1D10 with the appropriate settlement type to determine the total population of the settlement. The armed population of the settlement is a percentage of the total population, as given on the table.

In cities and major cities, the armed contingent is usually organized along military lines with military equipment (assault rifles, some machineguns and mortars, perhaps some heavier equipment) and usually represents the remnants of the ORMO (People's Militia). Villages and towns are not equipped as well (mostly just small arms). Usually, no more than 10% of the armed strength of a settlement is under arms and ready for defense at any given time, and this would drop to 5% at night. The rest can be called to arms given advanced warning, but this could take up to a day in a major city.

Settlements usually have three to four times the number of buildings as are required to house the inhabitants, and these vacant buildings are in poor repair. Many have fallen down or are infested with rats or other small animals. The inhabitants will usually live in one part of the settlement, although cities and major cities will have subdivided into several smaller communities separated by belts of rubble and abandoned buildings. These smaller communities may or may not share a common municipal government.

In the cities and major cities, urban life tends to be brutal and unpleasant. While some merchants and small factory owners are very wealthy, living in comparative luxury surrounded by hired guards and servants, starvation, crime, and disease are often rampant, particularly in cities without a cohesive municipal government. Only the very brave and well-armed venture out on the streets at night.

While most cities still pay lip-service to loyalty to the central government, the fact is that for the most part there is no central government. When army units pass through, the cities usual-l(y cooperate grudgingly, although communities are increasingly fighting back against forced requisition of supplies, setting up autonomous areas, and looking to their own protection.

The reception that U.S. soldiers can expect to receive is varied. Some settlements will welcome them as liberators. Some will consider them fellow victims of the war and help them. Some will hate them for what the "enemy" has done to them. Some will fear that cooperation with them will bring reprisals from the Warsaw Pact armies. Some will view them as just another group of soldiers, the color of the uniform having lost all meaning. And some will fight them out of duty and patriotism.

In general, the small villages are the most independent. Each looks out for itself and will treat all travelers with a mixture of welcome and caution. Many have been victimized by marauding bands of deserters and so are suspicious of small bands of armed men, but they will seldom react with immediate hostility unless

provoked.

Ruins: Many settlements on the map are marked as being in ruins. These settlements were destroyed in the nuclear exchange or were devastated by the conventional fighting back and forth across Poland. These ruins are seldom, if ever, totally uninhabited. Small groups of a dozen or so people may still be combing the ruins, living off (increasingly scarce) stocks of canned food discovered in the ruins. Bands of marauders may be camped in the ruins. In major cities, small communities may scrape a meager subsistence by cultivating the former municipal parks. Almost any sort of encounter is possible in the ruins of a city.

NON-PLAYER CHARACTERS

A variety of non-player characters (NPCs) will be encountered in the course of adventures. These are characters which the referee will play, either in cooperation with or opposition to the players.

Motivation: In many cases, the motivations of NPCs are either obvious or unimportant. An enemy soldier, a merchant in a bazaar, a common field hand, the general range of background characters do not require the referee to determine motivation. Usually motivation is only determined for the leader of a group of NPCs or a solitary NPC with which the players will have important or extended dealings.

To determine the motivation of an NPC, draw two cards from a standard deck of playing cards. The highest value card is the NPC's primary motivation, the other is his secondary motivation. The particular motive is determined by the suit of the card. The values are classified as low (2, 3, or 4), middle (5, 6, or 7) or high (8, 9, or 10). Aces and face cards are special results explained later.

CLUBS: Violence: The NPC has a greater likelihood of reacting with violence than most people. At low levels this indicates the NPC is not frightened or intimidated by threats of violence and will not hesitate to use violence if the situation seems to warrant it. At middle levels the NPC is aggressive and inclined to view violence as the preferred means of resolving disputes. At high levels the NPC loves a good fight and either is or wants to be a warrior. Even a high violence rating does not, however, necessarily indicate that the NPC is brutal or a bully. For example, an NPC with a high violence level and a high fellowship (hearts) level could be described as friendly, good-natured, loyal —a good man to have with you in a fight.

DIAMONDS: Wealth: The NPC wants to be rich. At low levels the NPC will generally sell items for gold, even if alone in the wilderness. At middle levels the character will probably only accept gold or will strike very hard bargains in barter. This sort of character is very easy to bribe. At high levels the NPC can be expected to accept bribes, deal only in gold, and may attempt treachery if he believes the players have considerable wealth and he can get his hands on it.

HEARTS: Fellowship: The NPC is highly influenced by his love of people. He tends to be friendly, loyal, and just. At low levels the NPC will be amiable, talkative, and cooperative with most people he meets. At middle levels he will have a strong sense of duty and loyalty to the group he belongs to. At high levels he will have a strong commitment to justice and the welfare of all he meets. He will look for the good qualities in anyone he comes in contact with but will react with anger to injustice and brutality.

SPADES: Power: The NPC seeks personal power and influence. At low levels this manifests itself mostly as boastfulness and a desire to impress the NPC's peers. At middle levels it indicates a wish to be in a position of real responsibility in an organization. At high levels it indicates a desire to manipulate and control the people around him, to become a ruler of men.

Special Cards: Aces and face cards are special cards, each with its own special meaning. If a special card is drawn, it is automatically the primary motivation or most prominent characteristic of the NPC. If two special cards are drawn, the NPC has two competing primary motivations or dominant characteristics. The meaning of the special cards are shown below.

Heart Ace: Justice. The NPC sees justice as the greatest virtue in a person and the only important consideration in deciding on a course of action. He will display great justice in his dealings with others, will have no respect for cheats, and will wholeheartedly assist any attempt to right an injustice.

Heart King: Honor. The NPC is scrupulously honest in his dealings with everyone, and his word of honor is his absolute bond. If he believes that he is honor-bound to do something, either because he has promised or because his position carries an obligation to do so, he will attempt to carry out the task even if it means his own death. He has utter contempt for liars or people who break their word.

Heart Queen: Love. The NPC loves a person so completely that he would willingly sacrifice himself for that person. This could be a spouse, parent, child, or friend.

Heart Jack: Wisdom. The NPC is very wise and always exhibits good judgment and offers sound advice.

Club Ace: War Leader. The NPC is an unusually good leader in combat situations. He has an instinctive grasp of tactics, a good eye for terrain, and never panics in a fight. In game terms, treat the character as having a coolness rating of 0. In addition, the referee should assume that the NPC can anticipate many situations in combat and will make the best allowances for them possible.

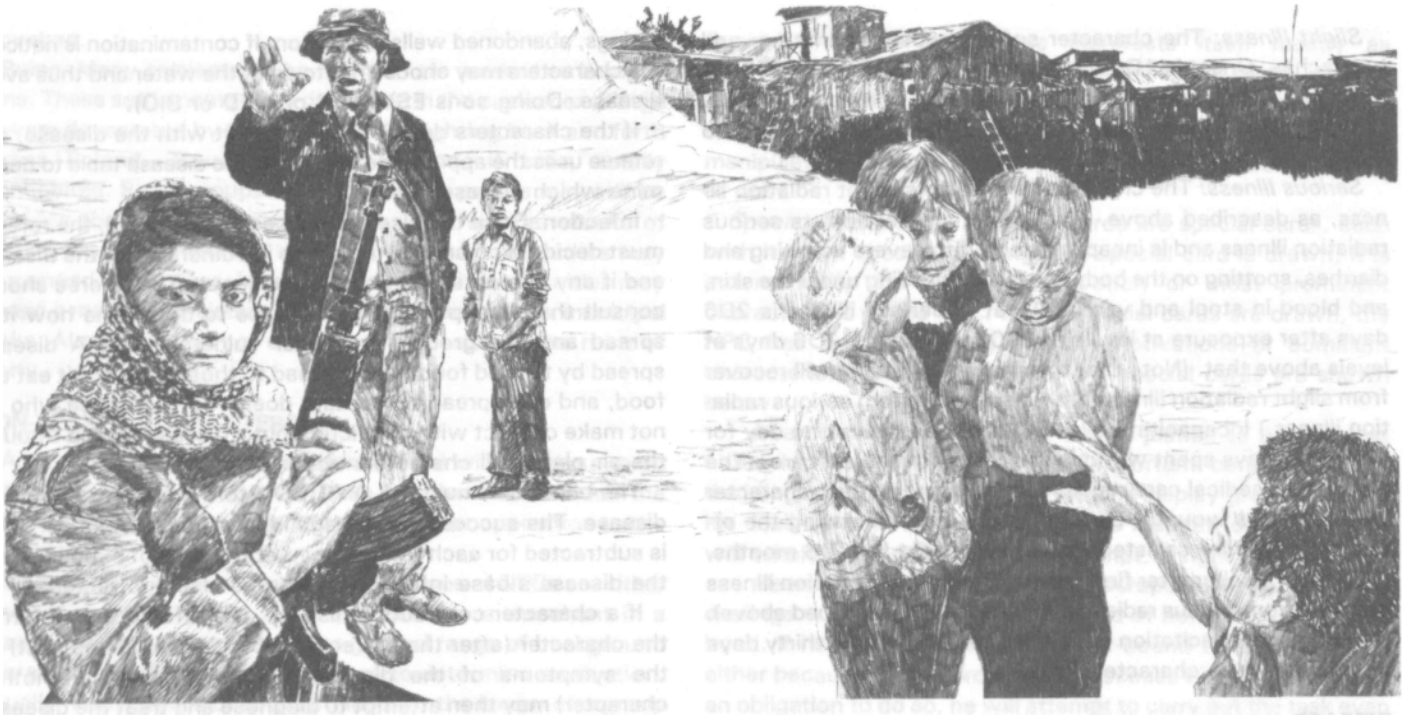
Club King: Brutal. The NPC is a sadistic brute who enjoys inflicting physical injury on others. He is likely to use torture whether or not there is anything to be gained from it.

Club Queen: Stubborn. The NPC is stubborn and pig-headed and will be extremely difficult to persuade once he has made up his mind. He is set in his ways and resists change of any sort.

Club Jack: Murderer. The NPC either has committed murder or is planning a murder. Murder in this sense does not mean a simple killing, but rather means the secret and intentional killing of an acquaintance for reasons of personal gain. Although the world is a very violent place in the year 2000, murder is still rare.

Diamond Ace: Generosity. The character is generous to a fault and will gladly give away anything he has to someone in need, even if this leaves him with nothing. In less extreme cases, he will be inclined to make very generous trades and will always refuse payment for help with a task other than one directly related to his normal livelihood. For example, a generous farmer would give the group all the food they needed and accept in return whatever he felt they could easily afford to trade or pay. If they needed help repairing a vehicle, he would help them and refuse to accept payment for it.

Diamond King: Selfishness. The opposite of generosity, a selfish NPC will never help without demanding payment and never give away anything. He will also demand higher payment



Additional Rules

RADIATION

Nature has a way of repairing itself, and two years after a major nuclear exchange most of the severe radiation hazards will be gone. The most dangerous areas are the actual blast craters of warheads that, by accident or design, detonated following a ground strike. Since most weapons achieve their best destructive effects from air burst, ground strikes would be rare if not for the sheer volume of warheads exchanged.

A major city has a 50% chance of containing 1D6 impact craters. A city has a 25% chance of containing 1 impact crater. Occasionally, craters are found in the countryside, the site of a tactical strike against an army unit, and the crater may have derelict (and radioactive) vehicles and equipment nearby. Most craters are due to tactical and small strategic nuclear weapons, although an occasional crater, usually in a major city, is due to a larger strategic nuclear weapon.

For tactical and small strategic weapons with yields ranging from 100 to 750 kilotons, the apparent impact crater is about 100 to 400 meters in diameter and is 20 to 70 meters deep. For larger strategic devices with yields ranging from 1 to 10 megatons, the apparent crater is from 200 to 800 meters in diameter and from 50 to 1 50 meters in depth. The term "apparent" is used deliberately; it refers to the diameter of the apparent (visible) crater. An area of about twice the visible diameter has been completely shifted and disrupted and is as radioac-tively dangerous as the visible crater itself.

In the two years following the strikes, erosion has reduced the apparent diameter to some extent and has reduced the depth considerably. Many smaller craters are shallow depressions in the ground, but the lack of vegetation should alert characters to the potential danger if they do not have geiger counters or other radiation monitoring equipment.

Every impact crater had an initial radiation level of about 6,000 rads, an immediately fatal dosage. However, most radioactive contamination quickly falls off over time, and the main danger from the impact crater will be from heavily irradiated metal remaining in the crater area. A character in a crater area suffers 1D6 rads per minute. If riding in an open vehicle, this is reduced by half, and if riding in an enclosed armored vehicle it is reduced by a factor of ten. If travelling in a radiologically shielded vehicle, it is reduced by a factor of 100. The referee may choose to ignore the accumulation of fractional rads.

Effects of Exposure: Exposure to lower levels of radiation will produce temporary illness, while higher levels can kill. All exposure is cumulative. When a character's accumulated rads reach or surpass 50, he must be checked for radiation illness. Thereafter, each time the character accumulates one or more rads he must be checked for radiation illness. However, the character is checked for radiation illness only once per day, on each day that he accumulates additional rads.

The radiation illness chart gives the multipliers used to determine the chances of illness and death from exposure to radiation. The character uses the rad level on the chart that is closest to without exceeding his accumulated rad level. For example, characters with rad levels of 75 and 99 use the 50 line, while a character at 802 uses the 800 line. Possible effects are checked for in the following order: death, serious illness, slight illness. There is no need to roll for a lesser effect if a more serious effect is achieved. A dash (—) on the chart means the effect does not apply at that rad level.

Multiply the character's CON by the multiplier to determine his percentage chance of avoiding the effect. Roll D100. If the number rolled is equal to or less than the percentage chance the character avoids the effect. Otherwise, he is affected. For example, a character (CON of 10) has a rad level of 75 and must check for radiation illness. The 50 rads line is used, and there is no chance for death or serious illness at this level. However, slight illness is possible, and the character has a (9.5x 10 =) 95% chance of avoiding it.

The referee checks for radiation illness for the character but does not inform the player of the result. Instead, the referee informs the player of his character's symptoms as they occur.

Slight Illness: The character suffers nausea, vomiting, and headaches. Onset is 1D6 hours after exposure. Character has strength, agility, and intelligence halved for duration of illness. Symptoms will last for one day at lower exposure levels, two days if exposure is 600 rads or higher.

Serious Illness: The character first suffers slight radiation illness, as described above. Then the character suffers serious radiation illness and is incapacitated, with severe vomiting and diarrhea, spotting on the body caused by bleeding under the skin, and blood in stool and vomit. Onset of serious illness is 2D6 days after exposure at levels of 300 rads or less, 1D6 days at levels above that. (Note that the character usually will recover from slight radiation illness before suffering from serious radiation illness.) Incapacitation lasts 1D6 weeks, plus one day for every two days spent without bed rest and medical care. (The amount of medical care required is the same as for a character with a serious wound.) General illness, approximating the effects of slight illness listed above will persist for 1 D6 months.

Death: The character first suffers from slight radiation illness and then from serious radiation illness (both as described above). During the incapacitation period (and usually within thirty days of exposure) the character dies.

DISEASE

There are three ways to contract diseases in *Twilight: 2000:* as a result of an encounter with people, as a result of an animal encounter, and as a result of drinking contaminated water.

Each time one of the above is encountered, roll 2D6. The disease table indicates the required die roll, or higher, which indicates the presence of a disease in the various encounter situations. The referee may dispense with checking for disease as circumstances dictate. For example, a brief encounter with people is usually too short to allow disease to spread.

People: Most diseases occurring through contact with people are spread through contaminated food and water or by close contact with a carrier (who may not necessarily show symptoms of the disease). In some cases, individual communities of people may develop partial or total immunities to one or more diseases, which do not affect them, but have devastating effects on strangers who have not built up such immunities.

For the purposes of disease, there are two types of people, those who live in settlements and those who do not. People in settlements usually use preventative sanitation, while people living in encampments are less likely to have good sanitation procedures. The referee determines which type of people are met for each encounter, according to his judgment. Refugees and stragglers usually use the encampment section, while merchants and army groups usually use the settlement section. Marauders and hunters have good chances of being from either. Also, people receiving good medical or biological advice tend to take care of health and sanitation matters. If such advice is judged present, an encampment may be treated as a settlement and a settlement may be treated as disease-free.

If the characters notice the presence of disease in people in time, they can avoid contact and thus chance of catching the disease. Doing so is ESY:(MED or BIO).

Animals: Contact with diseased animals can come from acquiring draft animals or through hunting. If the presence of disease is noted in time, contact and thus disease may be avoided; ESY:(MED or BIO). When hunting this task is AVG:RCN.

Water: This encounter includes only water consumed away from a settlement. It includes water from rivers, streams, lakes, springs, abandoned wells, and so on. If contamination is noticed, the characters may choose not to drink the water and thus avoid disease. Doing so is ESY:(FOR or MED or BIO).

If the characters do not avoid contact with the disease, the referee uses the appropriate section of the disease table to determine which disease it is.

Infection: Once the disease has been determined, the referee must decide who among the group is vulnerable to the disease and if any character contracts the disease. The referee should consult the description of the disease to determine how it is spread and the group's particular vulnerabilities. A disease spread by tainted food is not spread to those who don't eat the food, and one spread by contact doesn't affect those who do not make contact with the victim, but a disease spread through the air places all characters within range at risk.

The character must roll AVG:CON to avoid contracting the disease. The success percentage is modified as follows: 10% is subtracted for each fatigue point at the time of exposure and the disease's base infection number is also subtracted.

If a character contracts a disease, the referee then informs the character (after the correct incubation period has past) of the symptoms of the disease. The character (or another character) may then attempt to diagnose and treat the disease.

Example: Monk, during one of his scouting missions, comes across a spring which the referee has previously determined is contaminated by dysentery. Monk fails his roll to notice the presence of the disease and fills his canteen. During the next few days, he shares his water with no one else, and thus does not infect anyone but himself. Monk's constitution is 12 (x 5 = 60), his fatigue level at the time is 2 (- 20) and the infection number is 30, making the chance to avoid infection (60-20-30 =) 10. He rolls 23, and is infected. The incubation period is 2 days, and symptoms appear then.

Diagnosis: Diagnosis is a task, using MED. The difficulty depends on the disease. This difficulty given is for phase I of the disease; phase II is one level easier (since symptoms are more advanced). Failure to diagnose a disease properly results in a misdiagnosis. The referee does not tell the players the difficulty or success/failure of the task, only the disease diagnosed or misdiagnosed.

Example: Monk complains to Wood of abdominal pain and diarrhea. The referee rolls for Wood's diagnosis of Monk's disease. The result of 94 indicates a misdiagnosis of cholera. Wood initiates the appropriate treatment for cholera: intravenous fluids, relief of pain and fever, protection, and adequate food.

Recovery: To recover from a disease, a character must roll greater than the disease's basic recovery number. This roll is modified by the treatment received (+), the MED skill of the person administering that treatment (+), and the constitution of the diseased character times 5 (+). The description of each disease indicates what the preferred treatment is, and the modifier such treatment gives to the recovery roll.

If treatment is begun during phase I of the disease, the character rolls for recovery at the end of phase I. If he fails the roll, he rolls again for recovery at the end of phase II. If treatment is not begun until after the end of phase I, or no treatment is administered at all, the character only rolls for recover at the end of phase II.

Treatment which begins during phase II of the disease has its overall effectiveness multiplied by 0.75.

If a character fails his recovery roll, he has a chance of dying. If he avoids dying he then suffers the post-recovery disability

associated with non-treatment (whether he was treated or not). If a character recovers as a result of treatment, he suffers the treated post-recovery disability.

A character may have his fatigue base level increased while recovering from disease. In such cases, his fatigue level may not be decreased below his base level, regardless of the amount of rest or sleep he gets.

Example: At the end of 3 days (the length of dysentery's phase I) the referee rolls for Monk's recovery. The roll to recover from dysentery is 195. The treatment administered to Monk for cholera also has an effect on dysentery, adding 30% for intravenous fluids and 10% for pain relief (with no deductions for inadequate diet or shelter). Wood's medical skill of 85 is used. Monk's roll of 76 is modified by -I-30, 4-10, and + 85, for a total of 201, which is over 195 and thus Monk recovers. His base fatigue level is 1 for 7 days (dysentery's post-recovery debility). Monk receives no other ill effects, and the rest of the group, aware of his disease, takes steps to guard themselves against infection (especially since they believe he has cholera). Disease Descriptions:

Dysentery

Transmission: Contaminated food and/or water. Infection Number 60.

Symptoms: Abdominal pain, diarrhea.

Diagnosis: AVG

Misdiagnosed as: Cholera, or minor disease.

Treatment: Replace fluids (+ 30%), relieve pain (+ 10%).

Course of the Disease: Incubation: 1 -3 days (1D6/2). Phase I: 3 days. Phase II: 7 days. Base Recovery Number: 195.

Failed Recovery Death Probability: 5%

Post-recovery Debility: 7 days. With treatment, fatigue at level 1 base; without, level 2.

Cholera

Transmission: Contaminated food and/or water. Infection Number 50.

Symptoms: Abdominal pain, fever, diarrhea.

Diagnosis: AVG

Misdiagnosed as: Dysentery.

Treatment: Intravenous fluids (+ 30%), Antibiotic -(+ 20%), relieve pain and fever (+ 20%), antibiotic + has no effect, antibiotic ± (+ 10%).

Course of the Disease: Incubation: 1 day. Phase I: 3 days. Phase II: 3 days. Base Recovery Number: 215. Failed Recovery Death Probability: 20% Post-recovery Debility: 4 weeks. With treatment, fatigue at level 2; without, fatigue at level 3.

Hepatitis-A

Transmission: Contact, contaminated food and/or water. Infection Number 40.

Symptoms: General body pain, fever, malaise.

Diagnosis: DIF

Misdiagnosed as: Minor disease.

Treatment: Relieve pain and fever (+ 20%).

Course of the Disease: Incubation: 1 D6 weeks. Phase I: 3 days. Phase II: 5 days. Base Recovery Number: 185.
Failed Recovery Death Probability: 10%
Post-recovery Debility: 2 weeks. With treatment, fatigue at level 1; without, at level 2.

Food Poisoning

Transmission: Contaminated food. Infection Number 40.

Symptoms: Severe abdominal pain, abdominal cramps, sometimes fever (1 D 1 0 for 8 +).

Diagnosis: AVG

Misdiagnosed as: Cholera.

Treatment: Relieve symptoms (+ 20%). To determine further treatment, roll 1D10: 1-2 = specific antitoxin (+ 60), 3-5 = antibiotic + , 6-8 = antibiotic- (both at +30%), 9-10 = no other measures have any effect (but symptom relief has +40%). If antibiotics have effect, antibiotic ± has effect at +20%.

Course of the Disease: Incubation: 1 day. Phase I: 2 days. Phase II: 7 days. Base Recovery Number: 245.

Failed Recovery Death Probability: 5%

Post-recovery Debility: 2 weeks. With treatment, fatigue at level 1; without, level 2.

Pneumonia

Transmission: Contact, air-borne (particles coughed or sneezed into the air). Infection Number 50.

Symptoms: Cough, fluid-filled lungs, fever, chest pain, general discomfort.

Diagnosis: AVG

Misdiagnosed as: Minor disease, plague.

Treatment: There are many different sorts of pneumonia, and treatments vary. Pain and fever relief (+ 20%). To determine further treatment, roll 1D10: 1-2 = antibiotic+ , 3-5 = antibiotic- (both at +30%), 6-10 = no other measures have any effect (but symptom relief has + 30%). If antibiotics have effect, antibiotic ± is +20%.

Course of the Disease: Incubation: 1D6 days. Phase I: 5 days. Phase II: 9 days. Base Recovery Number: 215.

Failed Recovery Death Probability: 10%

Post-recovery Debility: Whji treatment, none; without, level 1 fatigue for 1 week.

Typhoid Fever

Transmission: Contact, contaminated food and/or water. Infection Number 40.

Symptoms: Severe fever, pain, cough, apathy.

Diagnosis: DIF

Misdiagnosed as: Pneumonia, plague.

Treatment: Antibiotic- (+ 40%), antibiotic± (+ 20%), antibiotic + has no effect.

Course of the Disease: Incubation: 1D6/2 days. Phase I: 1 week. Phase II: 1D6/3 weeks. Base Recovery Number: 205.

Failed Recovery Death Penalty: 10%

Post-recovery Debility: 6 weeks. With treatment, fatigue at level 2; without, fatigue at level 3.

Typhus s f. Transmission: Carried by body lice. Infection Number 40.

Symptoms: Fever, headache, rash.

Diagnosis: ESY 7 *» I Misdiagnosed as: Minor disease.

Treatment: All antibiotics (+ 30).

Course of the Disease: Incubation: 1 day. Phase I: 5 days. Phase II: 10 days. Base Recovery Number: 200.

Failed Recovery Death Probability: 20%

Post-recovery Debility: With treatment, none; without, fatigue at level 2 for 2 weeks. *Rabies*

Transmission: Contact with body fluids, such as blood, saliva, etc. Normally through an animal bite. Infection Number 30.

Symptoms: Phase I: fever, malaise, sore throat. Phase II: severe pain, excessive salivation, sweating and other fluid loss.

Diagnosis: AVG

Misdiagnosed as: Minor disease.

Treatment: The 14-day DE Vaccine Series (+ 80% in phase I, -f-10% in phase II). (Pre-exposure vaccination will prevent infection but must be repeated at 2 year intervals.)

Course of the Disease: Incubation: 1 D6 weeks. Phase I: 2 weeks. Phase II: 1 week. Base Recovery Number: 260.

Failed Recovery Death Probability: 100%

Recovery Debility: Fatigue at level 2 for 20 weeks.

Plague, Bubonic and Pneumonic

Transmission: The bubonic form is spread by rat-borne fleas. The pneumonic forms is spread by contact or by air-borne particles. Infection number 40 bubonic, 60 pneumonic.

Symptoms: Bubonic: fever, swollen lymph nodes, severe abdominal pain. Pneumonic: same, with severe cough and chills.

Diagnosis: AVG

Misdiagnosed as: Pneumonia, minor disease.

Treatment: Bubonic: Antibiotic- (-f 40% phase I, -f 20% phase II), relieve pain and fever (-f10%). Pneumonic: Antibiotic - (+ 30% phase I, -f 10% phase II), relieve pain and fever (+ 5%), antibiotic± same as -, antibiotic+ no effect.

Course of the Disease: Incubation: 1D6 days. Phase I: Bubonic, 5 days; pneumonic, 3 days. Phase II: Bubonic, 10 days; pneumonic, 7 days. Base Recovery Number: Bubonic, 215; Pneumonic, 235.

Failed Recovery Death Probability: 100%

Post-recovery Debility: Fatigue at level 2 for 15 weeks.

Minor disease

Transmission: This represents a number of minor (but debilitating) diseases too numerous to detail specifically. Symptoms and treatment may be adapted at the referee's discretion. Infection Number 10-40.

Symptoms: Fever, general body pain, vomiting, discoloration.

Diagnosis: ESY, AVG, or DIF, referee's discretion.

Misdiagnosed as: Any other disease, but usually a minor one.

Treatment: Referee's choice, usually including relief of symptoms (-»-20%), antibiotic +, -, or ± (0-40%, referee's discretion), or specific antitoxin (+ 60%). The availability of the specific antitoxin is up to the referee.

Course of the Disease: Incubation: 1 D6/2 days. Phase I: 1D6 days. Phase II: 2D10 days. Base Recovery Number: 180 to 220.

Failed Recovery Death Probability: none

Post-recovery Debility: With treatment, none; without, fatigue at level 1 for 1D6 days.

Description of Treatments: In all cases, a unit of a drug is enough to treat one person for one day.

Relief of Pain: This is done by administering pain-relief drugs. The mild forms are used for normal conditions, strong forms for conditions described as severe.

Relief of Fever: This is done by administering anti-fever drugs.

Antibiotic+ : Administration of a gram positive antibiotic.

Antibiotic-: Administration of a gram negative antibiotic.

Antibiotic ±: Administration of a broad spectrum (both positive and negative) antibiotic. These do not always work as well as a positive or negative antibiotic alone.

TRADE AND COMMERCE

While organized trading and commercial activities go on in the world of *Twilight: 2000,* they are not extensive or economically sophisticated. Communities for the most part are self-sufficient, since the flow of trade is too uncertain to rely on. Surviving cities do trade for food, and merchant convoys from these cities are sometimes encountered. At first, cities often forcibly confiscated food from the countryside. However, this resulted in farmers moving away from the areas around cities, so instead in most areas a primitive economy has developed in which cities trade what goods they can produce for food.

Outside of the cities, the standard means of exchange is barter. Characters bargain and exchange items until both sides are satisfied with the trade. In barters between player characters and NPCs, the referee should be guided by the dollar prices of the items (as given on the price list) in the barter, as these prices reflect the general perceived value of the items. However, the referee must also determine the items' actual perceived values for the NPCs involved in the barter. For example, a motorcycle broken beyond the local NPCs' abilities to repair isn't worth that much to them, while a farmer's only rifle will be of great value to him. Also, if the characters obviously need an item desperately, greedy NPCs will attempt to get many times their perceived value of the item. However, a friendly NPC is likely to offer a better deal than normal or offer advice as to the going price for items locally and where the players might find a particular item they are looking for.

Gold: In cities, the basic medium of exchange is gold. Prices are determined in much the same way as before, but gold is paid and received for transactions. In a city, perceived values will tend to be closer to the listed prices than in the countryside, as the items may be more plentiful or due to competition between merchants selling the items. Of course, there may be monopolies on certain items or perhaps the sale of all manufactured items (and/or food) is a city-controlled monopoly, in which case the prices of items may be artificially higher than their perceived value.

Gold generally is not used as a medium of exchange outside cities, as the inhabitants of the countryside have little use for gold while a plow, a gun, or whatever can be of immediate use. Gold may be accepted as partial payment in some places, usually in relatively secure areas having a city that trades extensively. Also, merchant convoys in the countryside will often accept gold.

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Barter is possible in the city, particularly when both sides of the barter want the items being offered for exchange. However, gold is preferred, especially by the merchants. If a merchant accepts items in barter that he is not very interested in, he will usually strike a harder bargain than he would if he were paid in gold.

Availability: All items on the price list have an availability rating. The four availability ratings are very common, common, scarce, and rare. The equipment availability table indicates the likelihood that the item sought can be found in each of the four sizes of settlements; the encounter line gives the likelihood that an encountered party will have information of where a desired item is. In all cases, the likelihood is expressed as a percentage, which must be rolled on D100. Considerable referee discretion is allowed for availability of items, as the table is meant as an aid to the referee, not as a rigid rule to limit his options.

In settlements, scrounging skill can influence the chance of finding that an item is available. The referee should treat the actual chance of an item being present as the average of the value on the chart and the character's scrounging skill, provided the character's skill level is higher than the value on the chart.

Industry: Industrial production is very limited, and is mostly confined to cities. The biggest business going is the distillation of alcohol. Most villages and every town, city, and major city have large alcohol stills that turn out methanol and ethanol for local use and trade. Another thriving local industry is ammunition reloading. Gunpowder and primers can be manufactured fairly easily and bullets can be cast. Brass cartridges are more difficult to manufacture, however, and so ammunition reloaders are almost always willing to give a 10% discount on ammunition if the buyer has a cartridge to trade or to trade 1 round for 10 brass cartridges. Other light industry may be present, such as bicycle manufacturing, but will be very small scale (hand-crafted rather than mass produced).

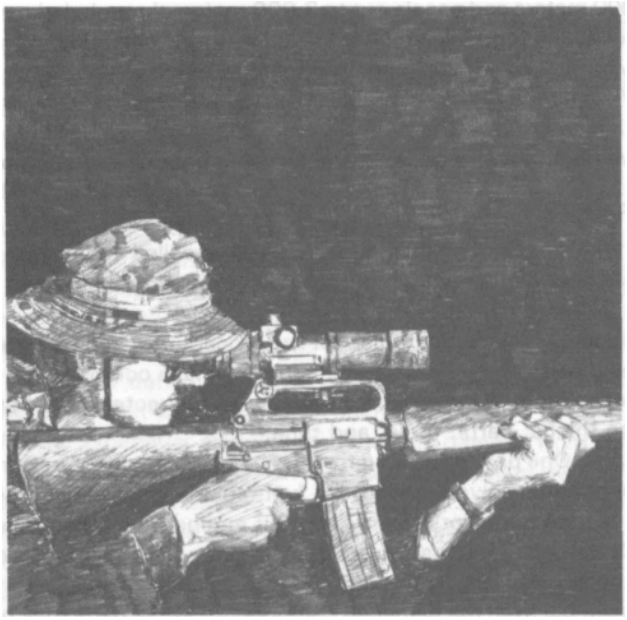
VISIBILITY

Normal daylight visibility is effectively unlimited, restricted only by intervening terrain and the curvature of the earth. (For a person of normal height standing on a flat plain, the horizon is about five kilometers distant.)

Smoke, adverse weather, and night reduce visibility severely. Dense smoke blocks visibility completely. Light smoke obscures characters and vehicles in and beyond it. In poor weather (light fog, drizzle, and light snowfall), maximum visibility distance is 2,000 meters for moving vehicles and very large objects and structures (such as villages, woods, etc.). For stationary vehicles, small structures (such as bunkers), and moving people the maximum spotting distance is 1,000 meters. For stationary people, it is 500 meters. In bad weather (dense fog, rain, and heavy snowfall), these distances are quartered.

Visibility at night varies considerably depending on the amount of background light. The referee should assign a background light level of from 1 to 5, with 1 representing a cloud-covered, moonless night (in other words pitch black) and 5 a clear night with a full moon high in the sky. Visibility for large structures and moving vehicles is 400 meters times the background light level. Visibility for small structures, stationary vehicles, and moving people is 200 meters times the background light level, and visibility for stationary people is 100 meters times the background light level. Halve the distance for poor weather at night; quarter the distance for bad weather at night.

In poor weather, halve all encounter ranges (except in woods).



In bad weather, quarter all encounter ranges (except in woods). At night, multiply all encounter ranges (except in woods) by the background light level and divide by ten and then modify for poor or bad weather. (Woods are unaffected by reduced visibility, as visibility is already so limited that encounter range depends as much on hearing the encounter as seeing it anyway.)

Vision Enhancement Devices: A number of vision enhancement devices are available. They have the following effects.

Binoculars: Binoculars are useful only during periods of good visibility (daylight and good weather). A character who is equipped with binoculars and is in a good observation position (building roof, treetop, hill) has his RCN skill increased by 10. If he spots a group before they spot him or the rest of his party, double the range of the encounter.

Image Intensifier: An image intensifier has the same effect as binoculars, except that the character adds 20 to his RCN skill.

Starlight Scope: A player using a starlight scope can see twice as far at night as he could without the scope. In an encounter situation, this would allow characters with starlight scopes to begin rolling for spotting before hostile groups would be able to attempt to spot them. Starlight scopes have no effect in woods, in smoke, or in poor or bad weather.

IR Goggles: Infrared goggles allow a character to see moving or stationary personnel or other heat sources at a distance of 300 meters at night. In addition, a character wearing infrared goggles can see the beam of an IR spotlight. IR goggles have no effect in woods, in smoke or in poor or bad weather.

IR Spotlight: An infrared spotlight can illuminate an area 20 meters across at a range of up to 1,000 meters. Only characters wearing IR goggles can see the light. However, any character wearing IR goggles will see the searchlight if he is within 3,000 meters of it. IR spotlights have no effect in woods, in smoke, or in poor or bad weather

White Light Spotlight: A white light spotlight will illuminate an area 20 meters across at ranges of up to 2,000 meters. The light itself can be seen by any character at any distance who has a clear line of sight to it. White light spotlights have no effect in woods, in smoke, or in poor or bad weather.

Thermal Sight: A thermal sight is a very advanced form of infrared imaging. It allows characters to see vehicles out to

6,000 meters and people out to 3,000 meters through darkness, smoke, and fog. This range is halved in drizzle and rain, and the device has no effect in snowfall and in woods.

Illumination Rounds: An ILLUM round will illuminate the area within its burst radius as if it were full daylight. ILLUM rounds have no effect in woods, in smoke, or in poor or bad weather.

REPAIRS

In the course of the game, players will be called upon to repair vehicles and other equipment which has either broken down or has suffered damage.

Damage: The combat rules list the procedures used for determining percentage damage and hits to vehicle components. In order to repair a damaged component, a character must have three things: parts, tools, and time.

Parts: One part is required for every 10% damage that a component has received, except for fuel tank damage which does not require parts for repair. Thus, an engine which has taken 40% damage requires four parts to repair. (This is in addition to those parts which the character is assumed to be able to reassemble from the damaged component.) While parts may occasionally be found for sale, the most common sources for parts are cannibalization and fabrication.

Parts can usually be cannibalized from an identical vehicle. If the component to be cannibalized is undamaged, the required parts may automatically be taken from it. If the component is damaged, its percentage damage is the chance that the needed part cannot be salvaged. Thus, an engine which has suffered 80% damage has an 80% chance of not having the needed part in it. If several parts are required from a damaged component, the die rolls are made separately for each part.

Characters may only fabricate parts if they have access to a machine shop. Each part requires a number of hours in the shop equal to the component's damage multiplier divided by 5. Thus, a character can fabricate a tracked suspension part in (30/5 =} 6 hours. Parts for electronic systems (including radios, missile launchers, and range finders) may not be fabricated; they can only be cannibalized. ^XBW*

Fabrication is AVG:MEC for non-weapon parts and AVG:GS for weapons parts. The roll is made after the part has been fabricated, and failure means the part cannot be used. The referee may decide that fabrication of some parts is DIP. For example, if a component is so damaged as to require half a dozen (or so) parts, the referee may decide that one of the parts is difficult to fabricate.

Time: It takes one hour per ten hits of damage to complete a repair. Each component is a separate task (AVG:MEC for mechanical systems, AVG:GS for weapons, AVGrELC for radios, missile launchers, and rangefinders). Up to five characters may work on a single repair task at the same time, with the average skill of all those working used to determine success.

Tools: If a character has the needed parts to make repairs, he must then have the tools to do so. Given the correct tools, the repairs take the standard time and are average tasks. If the player has the wrong type of tools, the job will take twice as long and become a difficult task. Damage to an engine or fuel system requires either tracked vehicle or wheeled vehicle tools. (Either type will suffice for any vehicle). Suspension damage requires vehicle tools of the correct type. Radio, missile launcher and range finder damage requires electronic repair tools. Gunner's machinegun damage requires gunsmith tools. Main gun damage requires heavy ordnance tools.

Breakdowns: Breakdowns are treated in much the same way as battle damage. However, the referee must first determine the extent of the breakdown. The current wear value of the vehicle times 10 is the percentage chance of a major breakdown. For example, a vehicle with a wear value of 8 has an 80% chance that a breakdown will be major. A breakdown can strike any system in the vehicle, and the affected system should be determined by the referee. Thus, it is possible that a breakdown may not affect the mobility of a vehicle but instead be a weapons or radio malfunction.

Minor Breakdowns: A minor breakdown consists of 1D10 hits worth of damage to a component. If this results in more than 10% damage to the component, parts are needed to repair it. Otherwise, repairs can be made without new parts.

Major Breakdowns: A major breakdown consists of 1D6 times 5 percentage damage to the component and will almost always require parts and considerable time to repair.

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ELECTRICITY

A variety of electrical devices are available, but they require electricity in order to function. The equipment list gives the power consumption, in kilowatts, of each electrical equipment item. Those which are listed as vehicle powered may only function when in the vehicle or when hooked to a generator. Other types of electrical equipment which only have a power consumption may only function when hooked to a generator.

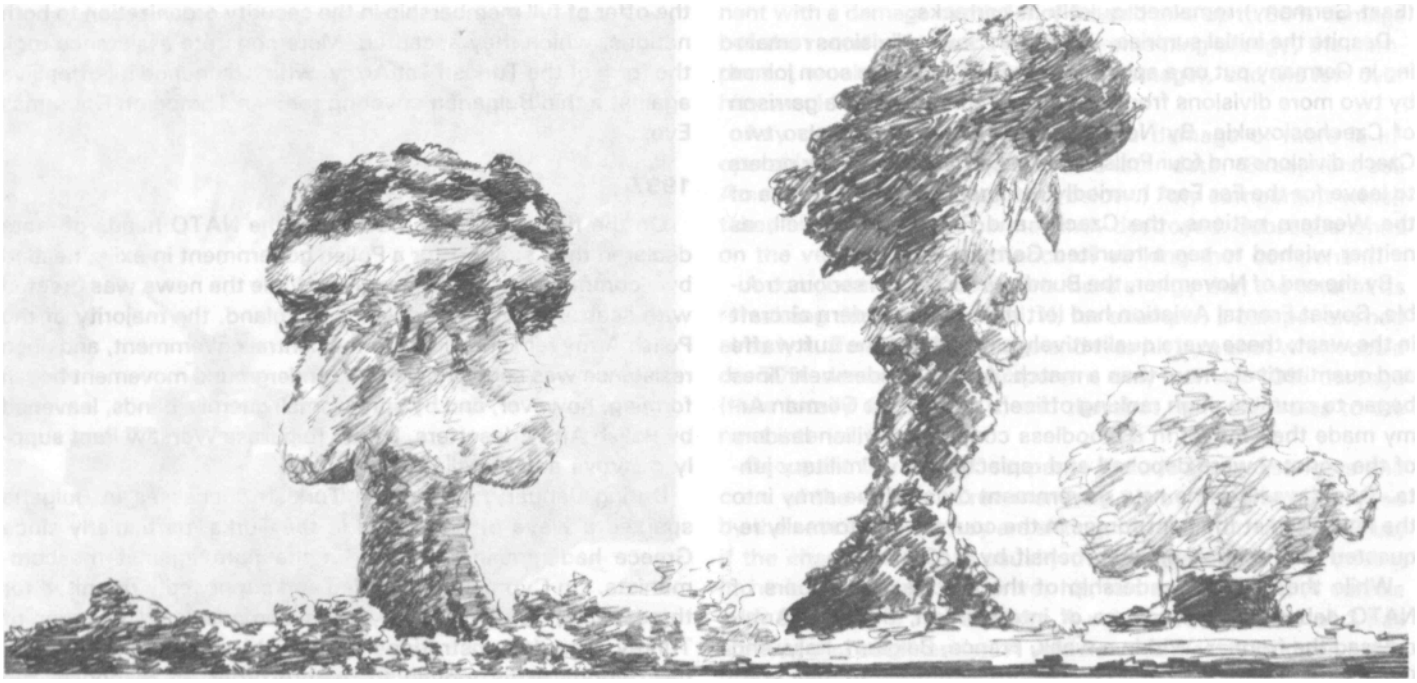
A generator can power equipment as long as the total power consumption of equipment connected to the generator is less than or equal to the generator's output. (A 60 kilowatt generator has an output of 60 kilowatts.) A generator consumes fuel at the rate noted in the equipment list.

Some equipment is powered by internal batteries. Internal batteries will work for one day before requiring recharging. To be recharged, the item must be hooked to a generator for one period. The generator must be operating but no power consumption is charged against its capacity due to recharging (as the power consumption of battery-operated items in the game is insignificant when compared to even the smallest generator's output).

SWIMMING

Characters need SWM skill in order to stay afloat and swim.* Floating is a AVG when wearing clothes and ESY without clothes. A loaded character (one with other than light personal equipment) cannot float (or swim). If the task is failed, the character sinks (and will drown if he remains in the water). If successful, the character floats and may swim.

Each character has a swimming endurance, equal to 5 times his CON. Floating without clothes uses 0 endurance points; floating while wearing clothes uses 1 endurance point per minute. Maximum swimming speed is SWM/10 (UP) meters per combat round. A character uses 5 endurance points per minute when swimming at full speed and 1 endurance point per minute at half speed. If the character is wearing clothes while swimm- , ing, double the endurance cost and halve the speed.



Chronological Background

1995

After a period of increasing tension and escalating border incidents, full-scale war erupted between the Soviet Union and the People's Republic of China. The Red Army enjoyed rapid initial success, and tank columns roared deep into the northern Chinese industrial heartland.

. However, the Chinese surpassed the expectations of most military analysts in their ability to mobilize reserves from the interior and shift them to the fighting front. While the Soviets continued to make impressive gains, their losses mounted and the tempo of advance slowed. Soon, large bodies of citizens' militia were operating in the rear areas, attacking installations and destroying supply convoys. More and more front line troops had to be detailed to mopping up these patches of guerrilla resistance, and the advance ground to a halt.

When the main Chinese conventional forces counterattacked, to the amazement of the world's military experts, large pockets of Soviet troops were formed. Most of the Soviet units, due to their superior mobility and tremendous firepower, were able to fight their way out of the pockets, but Soviet losses were great and the front was shattered.

The Soviet Union had already been mobilizing additional troops from the western military districts, and this was now placed on an emergency priority basis. As a stop-gap, a half dozen combat-ready divisions were withdrawn from Eastern Europe and sent to the Far East. But the Far Eastern Front had become a meat grinder, which devoured divisions as quickly as they could be committed.

As factory output switched more and more to wartime production, the flow of consumer goods dwindled to a trickle and standards of living in Eastern Europe and the Soviet Union fell. Motor vehicles and railroad rolling stock were increasingly drawn out of the civilian sector to support the war effort. As the first snows of winter fell, the Soviets began soliciting the other members of the Warsaw Pact for volunteer formations to serve on the Far Eastern Front. Resistance to this was surprisingly strong, but by the new year the first Polish, Czech, and East German divisions were traveling east by rail. At least one Hungarian and Bulgarian division would follow once they finished mobilizing and re-equipping with more modern weapons. No Romanians would be going east.

1996

Their ranks swollen with fresh troops, the Pact forces launched a spring offensive against the Chinese. Despite good initial gains, the drive soon stalled, with further horrendous casualties. Winter had witnessed a flood of new, modern equipment through Chinese ports from the NATO nations, particularly the United States. Now Soviet and Pact tanks were not facing obsolete wire-guided missiles, but modern Tank Breaker and Assault Breaker systems that made the massed tank assaults, which had been so successful the year before, suicidal.

New tactics were devised, but more troops were needed. Most Soviet category II readiness divisions were mobilized and sent to the Far East by mid-year, and almost a quarter of the category I divisions from the Eastern European garrisons were committed. Many of the low readiness category III divisions were upgraded to category II or mobilized, and for the first time in fifty years the mobilization-only divisions began training.

Appalled at the losses taken in their expeditionary forces, the other Eastern European members of the Pact agreed only reluctantly to provide more troops. In June, however, a small group of senior officers of the East German Army opened secret talks with a select group of their counterparts in the Bundeswehr and Luftwaffe, the army and air force of the Federal Republic of Germany.

In September, a third call for troops from Eastern Europe was made, to be ready for movement by mid-October whether their equipment and training were complete or not. On October 7th, 1996, the Bundeswehr crossed the frontier between East and West Germany and began attacking Soviet garrison units still in the country. The army of the German Democratic Republic

(East Germany) remained quietly in barracks.

Despite the initial surprise, the fifteen Soviet divisions remaining in Germany put up a spirited resistance and were soon joined by two more divisions from Poland and three from the garrison of Czechoslovakia. By November 1 5th, there were also two Czech divisions and four Polish divisions in Germany, their orders to leave for the Far East hurriedly rescinded. To the surprise of the Western nations, the Czechs and Poles fought well, as neither wished to see a reunited Germany.

By the end of November, the Bundeswehr was in serious trouble. Soviet Frontal Aviation had left their most modern aircraft in the west; these were qualitatively a match for the Luftwaffe and quantitatively more than a match. As the Bundeswehr lines began to crumble, high ranking officers of the East German Army made their move. In a bloodless coup, the civilian leaders of the country were deposed and replaced with a military junta. Two days later the new government ordered the army into the field against the Pact forces in the country and formally requested intervention on their behalf by NATO.

While the political leadership of the European members of NATO debated the prudence of intervention, the U.S. Army crossed the frontier. Within a week, France, Belgium, Italy, and Greece first demanded that U.S. troops withdraw to their start line and then withdrew from NATO in protest. British and Canadian forces crossed the border, however, while Danish and Dutch troops remained in place, still partners in NATO but not party to war.

In the far north, Soviet troops made a bid for quick victory in northern Norway. Most of the best Arctic-equipped divisions had already been sent east, however, and the third-line troops available were unable to break through to the paratroopers and marines landed in NATO's rear areas. As crack British commandoes and U.S. Marines joined the battle, the front line moved east again toward the Soviet naval facilities on the Kola Peninsula, and the elite Soviet paratroopers and marines were isolated and destroyed.

At sea, the Soviet Red Banner Northern Fleet sortied and attempted to break through the Greenland-Iceland-United Kingdom Gap into the north Atlantic. For three weeks the opposing fleets hammered each other, but the western fleet came out on top, badly bloodied but victorious. 80% of the Soviet northern fleet tonnage rested on the bottom of the Norwegian and North Seas. Scattered commerce raiders did break out, however, and by year's end were wreaking havoc on the NATO convoys bringing ammunition and equipment across the Atlantic.

Having repeatedly given excuses when asked to provide troops for the war effort, Romania was finally presented with an ultimatum on December 5th: either support the war effort fully or suffer the consequences. The time limit expired without a formal reply from the Romanian government, but throughout Romania troops hurried to their emergency mobilization posts.

The Warsaw Pact apparently had expected Romanian compliance with the ultimatum, for it was not until December 20th that sufficient troops were assembled to begin an invasion. As Hungarian, Bulgarian, and Soviet troops cross the border, Romania formally withdrew from the Warsaw Pact, declared war on the three invading nations, and applied to NATO for assistance.

The first nation to rally to Romania's aid was her neighbor, Jugoslavia. Within 24 hours, three divisions and five brigades crossed into Romania and two days later were at the front under Romanian command. NATO responded shortly thereafter with the offer of full membership in the security organization to both nations, which they accepted. More concrete assistance took the form of the Turkish 1 st Army, which launched its offensive against a thin Bulgarian covering force in Thrace on Christmas Eve.

1997

On the first day of the new year, the NATO heads of state declared their support for a Polish government in exile, headed by a committee of Polish emigres. While the news was greeted with scattered worker uprisings in Poland, the majority of the Polish Army remained loyal to the central government, and open resistance was soon crushed. An underground movement began forming, however, and by spring small guerrilla bands, leavened by Polish Army deserters, began to harass Warsaw Pact supply convoys and installations.

During January, continuing Turkish successes in Bulgaria sparked a wave of patriotism in the Turks, particularly since Greece had remained neutral in the fight against the communists. On Cyprus, unoccupied and supposedly re-united for three years, the Turkish Cypriots demonstrated in favor of Turkey. The demonstrations turned into anti-Greek riots, and the Cypriot Army moved to restore order. In response, the Turkish Army invaded Cyprus and quickly occupied most of the island. Greece first sent military units to Cyprus to resist the Turks and then declared war on Turkey and attacked the Turkish forces in Thrace.

In late February, the socialist governments of Italy and Greece concluded a mutual defense pact. While Italy was not obligated by the pact to enter the Greco-Turkish war, the Italian government declared the war to be a regional conflict unrelated to the more general war raging elsewhere, promising to intervene on Greece's side if NATO tried to tip the balance in Turkey's favor.{ Within a week Greece declared a naval blockade against Turkey and warned the world's shipping that the Aegean was now considered a war zone.

In an attempt to restore the situation in Germany, Soviet and Czech troops went over to the offensive in southern Germany but did not have the strength to make any significant gains. With the coming of spring the NATO offensive gained momentum and in April the first German troops crossed the frontier into Poland. By June 1 7th, Warsaw was surrounded, and Polish army units and the citizens of the city prepared for a siege.

By late spring, NATO's Atlantic fleet had hunted down the last of the Soviet commerce raiders, and the surviving attack carriers and missile cruisers moved to northern waters. The NATO drive in the north had bogged down on the banks of the Litsa River, but the Northern Front commander now contemplated a bold move to destroy the remnants of Soviet naval power there. While U.S. and British units attempted a rapid outflanking move through northern Finland, the NATO Atlantic Fleet would close in on Murmansk and Severomorsk, subjecting the Soviet fleet anchorages and air bases to a massive bombardment. On June 7th the ground offensive was launched and the fleet closed in on the Kola Peninsula shortly thereafter.

Finland had been expected to offer token resistance to the violation of its territory; instead the Finnish Army fought tenaciously, seriously delaying the flanking move. At sea the plan fared even worse, as coastal missile boats and the remnants of Northern Fleet's shore-based naval aviation inflicted crippling losses on the NATO fleet. By mid-June the last major naval fleet-in-being in the world had been shattered.

In the south, the front in Romania stabilized and entered a period of attritional warfare. Soviet mobilization-only divisions, largely leg-mobile and stiffened with a sprinkling of obsolete tanks and armored personnel carriers, entered the lines. Although the Romanians proved better soldiers than the over-aged and ill-trained Soviet recruits, the manpower difference began to be felt.

The best Soviet troops were shipped further south to Bulgaria, and by May had managed to halt the Turkish drive. As Greek pressure on the Turkish left flank in Thrace built, unit after Turkish unit was shifted to face the Greeks. It became clear that, without aid, the Turkish Army would have to fall back or be defeated.

On June 27th, a NATO convoy of fast transports and cargo ships, accompanied by a strong covering force, attempted the run to the Turkish port of Izmir with badly-needed ammunition and equipment. Light fleet elements of the Greek navy intercepted the convoy and, in a confused night action off Izmir, inflicted substantial losses and escaped virtually unharmed. Two days later NATO retaliated with air strikes against Greek naval bases. On July 1 st, Greece declared war against the NATO nations, and Italy, in compliance with her treaty obligations, followed suit on the 2nd.

In early July, Italian airmobile and alpine units crossed the passes into Tyrolia. Scattered elements of the Austrian army resisted briefly but were overwhelmed. By mid-month, Italian mechanized forces were debouching from the Alpine passes into southern Germany, and their advanced elements were in combat against German territorial troops in the suburbs of Munich.

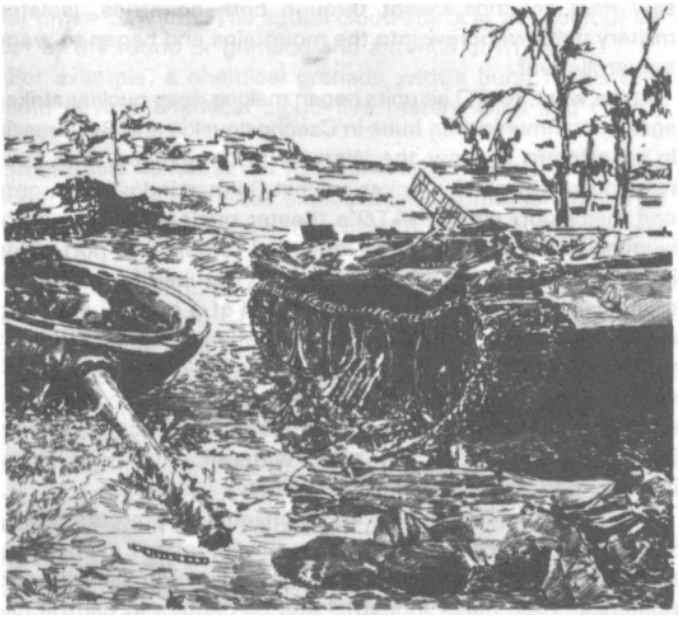
The Jugoslavian Army launched a gallant but costly offensive against northeastern Italy, but soon was stalled. Italy responded with a major counteroffensive which, while draining troops from the German front, quickly shattered the thinly-spread Jugoslavian northern grouping.

The Italian Army enjoyed tremendous success in the first month of its involvement in the war, primarily for logistical reasons. Most of its opponents had already been at war for six months or more. Their peacetime stocks of munitions and replacement vehicles had been depleted, and their industries had not yet geared up to wartime production. The Italians had intact peacetime stockpiles to draw on. As summer turned to fall, however, the Italians too began feeling the logistical pinch, aggravated by the increasing flow of munitions and equipment from the factories of their opponents.

In Asia, pro-Soviet India and anti-Soviet Pakistan drifted into war through an escalating spiral of border incidents, mobilization, and major armed clashes. Outright war began in the spring, and by mid-year the Indian Army was slowly advancing across the length of the front, despite fierce resistance.

By early July, NATO advanced elements were closing up on the Polish-Soviet frontier in the central region, while continuing the siege of Pact-held Warsaw. The Polish government in exile established its temporary capital in the city of Poznan, and asserted its claim to the pre-1939 Polish borders in the east. In the Far East, Pact forces began major withdrawals all along the front, and the mobile elements of the Chinese Army began a victorious pursuit.

On July 9th, with advanced elements of the 1st German Army on Soviet soil, the Red Army began using tactical nuclear weapons. In the West, they were used sparingly at first, and for the first week were used only against troop concentrations no further than 50 kilometers from the Soviet border. In the Far



East, however, they were used on a massive scale. Chinese mechanized columns were vaporized, caught in the open on the roads in imagined pursuit. Strike aircraft delivered warheads on the northern Chinese population and industrial centers still in Chinese hands. The Chinese response was immediate, but Soviet forward troop units were dispersed and well-prepared. Ballistic missile attacks on Soviet population centers were frustrated by an active and efficient ABM system, and the Soviet Air Defense Command massacred the handful of Chinese bombers that attempted low-level penetration raids. Within a week, the Chinese riposte was spent, but Soviet attacks continued. The Chinese communication and transportation system, already stretched to the breaking point, disintegrated. The roads were choked with refugees fleeing from the remaining cities, all of them potential targets. China began the rapid slide into anarchy and civil disorder.

On the western front, the forward elements of both armies on the Soviet-Polish frontier were hit hard by tactical nuclear strikes, as NATO matched the Warsaw Pact warhead-for-warhead. By late August, the first of the Soviet divisions released from the Far East were entering the lines. Although the front lines were fluid everywhere, they began moving gradually west.

On September 15th, the siege of Warsaw was lifted, and a week later Czech and Italian troops began a renewed offensive in southern Germany. The southern offensive gained momentum, and NATO forces in Poland increased the rate of their withdrawal, practicing a scorched earth policy as they fell back.

The Soviet and Bulgarian forces in Thrace also began a major offensive against the Turks in September. The one-sided use of tactical nuclear weapons broke the stalemate, and by month's end Bulgarian tank brigades were racing toward Istanbul. Simultaneously, Greek and Albanian troops launched a drive against southern Jugoslavia, and the Jugoslavian Army began to break up. The Jugoslavian expeditionary force in Romania was recalled for home defense, but before it could return, Beograd had fallen to Italian mechanized columns. At the same time, the limited use of tactical nuclear weapons, the increasing numbers of Soviet reserves, and the withdrawal of the Jugoslavians caused the Romanian front to collapse. As War-

saw Pact columns swept through both countries, isolated military units withdrew into the mountains and began to wage a guerrilla war.

In the west, NATO air units began making deep nuclear strikes against communication hubs in Czechoslovakia and Byelorussia in an attempt to slow the Warsaw Pact advance. The Pact responded with similar strikes against German industrial targets and major port cities. NATO's theater nuclear missiles were launched against an array of industrial targets and port cities in the western Soviet Union. Throughout October the exchanges continued, escalating gradually. Fearful of a general strategic exchange, neither side targeted on the land-based ICBM's of the other, or launched so many warheads at once as to risk convincing the other side that an all-out attack was in progress. Neither side wished to cross the threshhold to nuclear oblivion in one bold step, and so they inched across it, never quite knowing they had done it until after the fact.

First, military targets were hit. Then industrial targets clearly vital to the war effort. Then economic targets of military importance. Then transportation and communication, oil fields and refineries. Then major industrial and oil centers in neutral nations, to prevent their possible use by the other side. Numerous warheads were aimed at logistical stockpiles and command-control centers of the armies in the field. Almost accidentally, the civilian political command structure was first decimated, then eliminated. The exchange continued, fitfully and irregularly, through November and early December, and then gradually petered out.

Pakistan and India waged their own nuclear war. Facing defeat, Pakistan launched a pre-emptive strike on India's economy and nuclear strike force. Although industrial centers were hit hard, enough of India's nuclear arsenal survived to launch a devastating retaliatory strike. The Indian-Pakistani war soon wound down, as each country's economy no longer could feed its civilians, let alone supply military units.

1998

The winter of 1997-98 was particularly cold. Civilian war casualties in the industrialized nations had reached almost 15% by the turn of the year, but the worst was yet to come. Communication and transportation systems were non-existent, and food distribution was impossible. In the wake of nuclear war came famine on a scale previously undreamed of. Only the exceptionally cold winter delayed simultaneous epidemics. In the nations of the Third World, destruction of their major industries together with cessation of western food aid caused severe dislocations, with famine and starvation in many areas.

With the spring thaw, the unburied dead finally brought on the epidemics the few remaining medical professionals had dreaded but were powerless to prevent. Plague, typhoid, cholera, typhus, and many other diseases swept the world's population. By the time they had run their courses, the global casualty rate would be 50%.

In Europe, France and Belgium had been hit the lightest and stood virtually alone in maintaining a semblance of internal order throughout the cataclysm. As refugees began flooding across their borders, the French and Belgian governments closed their frontiers, and military units began turning back refugees with gunfire. The French government authorized the army to move west to the Rhine to secure a solid geographical barrier. As the refugees piled up on the French and Belgian frontiers, a large lawless zone sprang into existence. Open fighting for food was followed by mass starvation and disease, until the lawless zone had become barren and empty.

The average strength of NATO combat divisions at the front had fallen to about 8,000, with U.S. divisions running at about half of that. Warsaw Pact divisions now varied widely in strength, running from 500 to 10,000 effectives, but mostly in the 2-4,000 range. Lack of fuel, spare parts, and ammunition temporarily paralyzed the armies. Peace might have come, but there were no surviving governments to negotiate it. Only the military command structures remained intact, and they remained faithful to the final orders of their governments. In a time of almost universal famine, only the military had the means of securing and distributing rations. Military casualties had been much lower than casualties among civilians.

In the Balkans, the partisan bands in the mountains of Romania and Jugoslavia had escaped almost untouched, while many Pact regular units had been destroyed in the exchange or had just melted away after it. The Romanians and Jugoslavians began forming regular combat units again, although still structured to live off the land and subsist from captured enemy equipment. At first, there was a great deal of enemy equipment just lying around waiting to be picked up.

There were border changes as well. The Italian Army formed the satellite states of Croatia, Serbia, and Slovenia while the Greek Army directly annexed Macedonia. The Albanian Army, always a reluctant ally, first protested, then withdrew from the temporary alliance, and finally began sporadic attacks on Greek military units. At the same time, many Italian and Hungarian units were withdrawn from the Balkans and shifted to Czechoslovakia and southern Germany.

In North America, a flood of hungry refugees began crossing the Rio Grande, and most of the remaining military forces of the United States were deployed into the southwest to deal with the mounting crisis. They moved at the orders of the Joint Chiefs of Staff, now the de facto government of the United States. Widespread food riots and violence in refugee areas were met with military force. The Mexican government protested, and within months Mexican Army units crossed the Rio Grande to protect Mexican lives. More U.S. units were shifted south. Scattered fighting grew into open warfare, and Mexican armored columns were soon driving northeast toward Arkansas and northwest into southern California. The front quickly stabilized in northeast Texas and central California. Elsewhere in the U.S. civil disorder and anarchy increased with the withdrawal of Army units.

In late June, the Pact forces in southern Germany renewed their offensive in an attempt to seize the scattered surviving industrial sites in central Germany. Actually, the most intact parts of Germany were those areas in the south which had been under Warsaw Pact occupation, as neither side was willing to strike the area heavily. Galvanized into renewed action, NATO forces made a maximum effort to reform a coherent front, and the Pact offensive finally stalled along a line from Frankfurt to Fulda. In late August, NATO launched its own offensive from the area of Karl Marx Stadt, driving south to penetrate the Pact rear areas in Czechoslovakia. The thinly-spread Czech border guard units were quickly overwhelmed and Pact forces in central Germany began a precipitous withdrawal to Czechoslovakia, laying waste to southern Germany as they retreated.

A simultaneous offensive by the Jugoslavian Army drove north in an attempt to link up with NATO. The Jugoslavians were halted near Lake Balaton, however, and then thrown back.

As more Pact units arrived in Czechoslovakia, the NATO drive ran out of steam and lost its sense of direction. Troops were shifted west to garrison the recaptured but devastated south of Germany, and many lives were wasted in a futile attempt to force the Alpine passes into Italy. As the autumnal rains began, NATO and the Pact initiated a short and weak second nuclear exchange, directed primarily at surviving industrial centers in the United Kingdom and Italy.

Fighting gradually ran down to the level of local skirmishing as both sides prepared for another winter.

1999

Once spring planting was finished, the United States Congress reconvened for the first time since the first exchange of missiles. Senator John Broward (D, Ark), the former governor of Arkansas who appointed himself to fill one of the two vacant senatorial seats, was elected President by the House of Representatives. General Jonathan Cummings, then-chairman of the Joint Chiefs of Staff, refused to recognize the constitutional validity of the election, citing the lack of a proper quorum and numerous irregularities in the credentials of the attending congressmen.

(Although Cummings' decision would later be widely criticized, there was much validity to his position. Many congressional seats were disputed; several of the congressmen in attendance were merely self-appointed local strongmen who had gained control of large parts of the old congressional districts, and some had never seen the districts they purported to represent. There was at least one confirmed shooting between rival claimants to a seat while Congress was in session.)

General Cummings declared a continuation of martial law until such time as a new census was practical, that being necessary for a meaningful reapportionment of congressional seats and presidential electoral votes. President Broward responded with a demand for Cummings' resignation, which Cummings declined to submit. While some military units sided with the new civilian government, the majority continued to take orders from the Joint Chiefs, particularly those overseas, for two simple reasons. First, the habit of obedience was deeply ingrained, and, in many cases, was all that had allowed units to survive thus far. Second, the Joint Chiefs controlled virtually all surviving telecommunications networks.

In North America, the main effect was a further erosion of central authority. Forced to choose between two rival govern ments, both with considerable flaws in their claims to legitimacy, many localities simply chose to ignore both. ^V

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The surviving foreign and national organizations dealing or concerned with the United States, choose between the rival governments. The German military government and Polish government in exile continued relations with the Joint Chiefs, while the partisan commands of Jugoslavia and Romania recognized the civilian government. The remnants of the Central Intelligence Agency obeyed the orders of the civilian government, while the Defense Intelligence Agency, loyal to the Joint Chiefs, organized a field operations branch to replace the CIA "defectors." Officially, forces of the two governments refrained from violent confrontation, but there were sporadic local clashes over key installations, occasional bloody coups within military units, and numerous assassinations and "dirty tricks" by rival intelligence agencies.

In the autumn, the dispatch of troops to Europe resumed, although only as a trickle. A few warships were available as escorts, and various old merchant vessels were pressed into ser-

vice as transports. Initiated by the civilian government, both governments briefly competed in a struggle to outdo the other, viewing success as a litmus test of their ability to mobilize the nation. In fact, the call-ups affected only the Atlantic coast and led to widespread resistance. The dispatch of troops, supplies, and equipment to Europe made little sense to most, considering the appalling state of affairs in the United States.

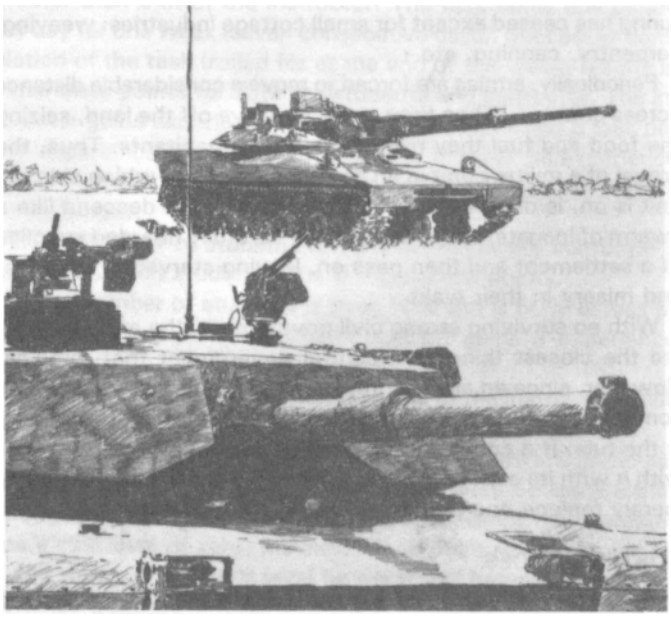
The actual reinforcements sent included a small number of light vehicles and ammunition but consisted mostly of light infantry. Mortars were becoming the most popular support weapon for troops, as they could be turned out in quantity from small machine shops and garages.

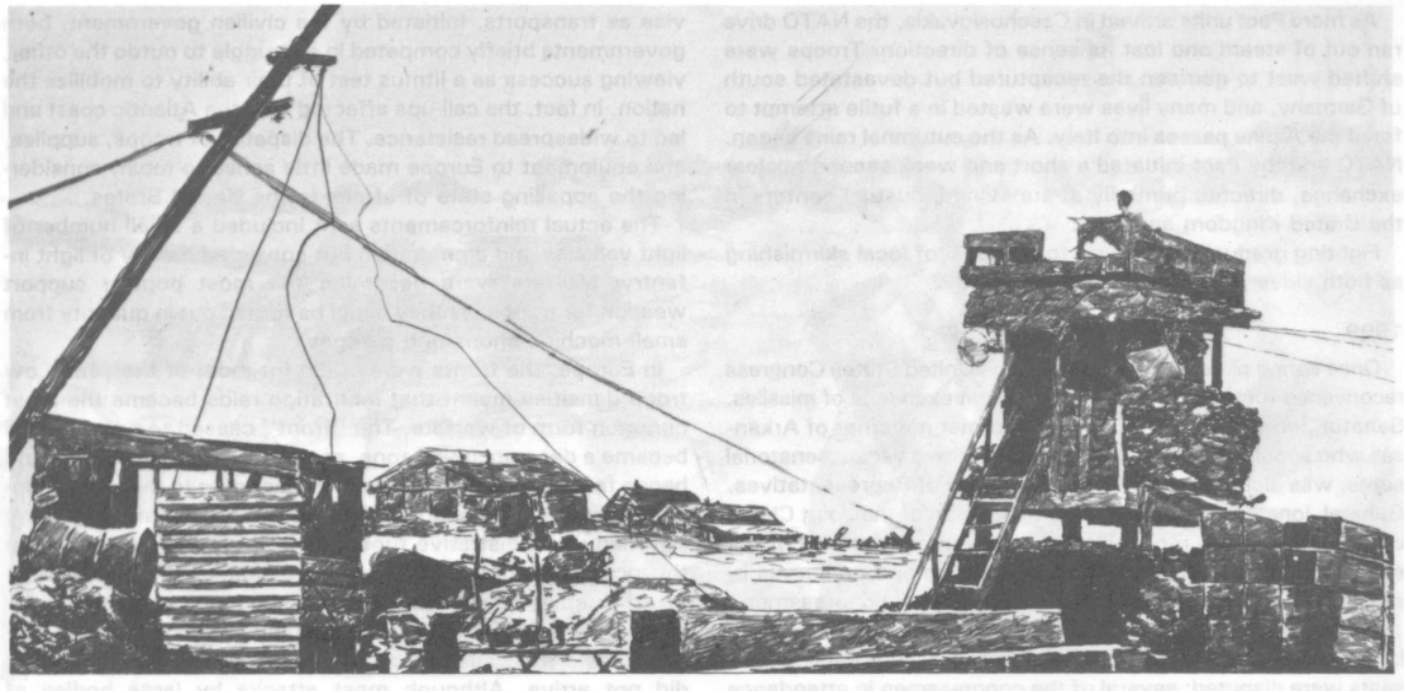
In Europe, the fronts were static for most of the year. Low troop densities meant that infiltration raids became the most common form of warfare. The "front" ceased to be a line and became a deep occupied zone, as troops settled into areas and began farming and small-scale manufacturing to meet their supply requirements. Local civilians were hired to farm and carry out many administrative functions in return for security from the increasing numbers of marauders roaming the countryside. In other areas, the security the military unit provided to its civilians was from the unit itself. Many units stationed in barren areas drifted apart or turned to marauding when supplies did not arrive. Although most attacks by large bodies of marauders were directed at areas held by "the enemy", they begin to be directed at "allied" units as well, although at first not against units of the same nationality.

2000

By the spring of the year 2000, the armies of Europe had settled into their new "cantonment" system. Civil authority had virtually ceased to exist. Most military units were practicing extensive local recruiting in an attempt to keep up to strength, and stragglers were often incorporated into units regardless of nationality. Thus, U.S. units contain Germans, Poles, Danes, and former soldiers of Warsaw Pact armies in addition to Americans. Nominal titles of units (brigades, divisions, etc.) have little bearing on the actual size of the unit.

In early summer, the German Third Army, spearheaded by the U.S. Eleventh Corps, moved out of its cantonments on what was to become one of the last strategic offensives of the war.





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Poland ;;"

THE LAND

Physically, there is little difference between the Europe of *Twilight: 2000* and today's Europe. The rivers, mountains, shorelines, and location of cities are the same. The difference lies not in the actual features of the land, but rather the condition of those features. This is particularly true in Poland, as the country has been extensively damaged by conventional fighting and nuclear war. Many cities have been devastated and are abandoned ruins. Others are still inhabited, but with greatly reduced populations. Small towns and villages are beginning to resemble fortified towns of the middle ages, surrounded by low earthen ramparts with occasional bunkers and firing positions. Trade and commerce are greatly reduced since governments can no longer police the highways and countryside. Most manufacturing has ceased except for small cottage industries: weaving, carpentry, canning, etc.

Periodically, armies are forced to move a considerable distance across country. When they move they live off the land, seizing the food and fuel they need from local inhabitants. Thus, the arrival of a military unit in an area, regardless of which side the unit is on, is dreaded by civilians. The soldiers descend like a swarm of locusts, consuming all the carefully hoarded supplies of a settlement and then pass on, leaving starvation, disease, and misery in their wake.

With no surviving strong civil government, the armed forces are the closest thing to a central government that remains. However, since an army's presence can be disastrous for local communities, it is little wonder that tremendous local autonomy is the rule. If a community has a problem, it attempts to deal with it with its own resources. Calling on the army to help may merely replace one problem with an even greater one.

HOSTILE FORCES

There are still substantial, organized bodies of troops in Poland under varying degrees of central control. The following is a listing of major Warsaw Pact units in the area, along with their strength in combat troops and operational tanks and their approximate location. This information is provided as a general guide, and the referee should feel free to vary it as he sees fit.

The summary lists the unit, its strength, and its location. If more than one location is listed, the troops are spread between the two towns but are mostly concentrated in the first town mentioned. If an additional location is given in parentheses, that is the location of the unit's rear echelon (supply, medical, and maintenance services). Usually the rear echelon will have fewer than 10% of the unit's manpower.

The following abbreviations are used throughout this list: *BGB:* Border Guard Brigade; *CD:* Cavalry Division; *(C):* Cavalry; *GCD:* Guards Cavalry Division; *GMRD:* Guards Motorized Rifle Division; *GTD:* Guards Tank Division; *MarD:* Marine Division; *MRD:* Motorized Rifle Division; *Pol:* Polish; *Sov:* Soviet; *TD:* Tank Division.

NORTHERN POLAND

Baltic Front HQ: Malbork

1st Polish Army, HQ: Gdynia
- Pol 2nd CD (200 men): Gdynia
- Pol 3rd CD (1,000 men): Slupsk, Ustka, (Lebork)
- Pol 9th MRD (2,500 men, 10 tanks): Palanow, Miastko, (Bytow)
- Pol 12th CD (1,500 men): Koscierzyna, Gniew, (Tczew)
- Pol 19th CD (600 men): Malbork
- Pol 3 BGB (300 men): Gdynia
- Pol 12th BGB (400 men): Dabrowka 2nd

Polish Army, HQ: Czarnkow
- Pol 1st MRD (2,500 men, 7 tanks): Czaplinek, Miroslawiec, (Rusinowo)
- Pol 7th MarDiv (600 men): Walcz
- Pol 17th CD (2,000 men): Dobiegniew, Strzelce, (Wronki)
- Pol 4th BGB(C) (400 men): Walcz
- Pol 5th BGB (400 men): Czlopa "

1st Polish Tank Army, HQ: Pila •••*•» - .-•-..:
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Pol 5th TD (3,500 men, 16 tanks): Podgaje, Jastrowie, (Pila) Pol 13th CD (1,000 men): Chojnice, Czluchow, (Sepolno) Pol 7th BGB (100 men): Chodziez 22nd Soviet Cavalry Army, HQ: Torun Sov 43rd CD (2,000 men): Grudziadz, Tuchola, (Chelmza) Sov 96th CD (1,400 men): Torun, Krosniewice, (Wloclawek)
Sov 89th CD (300 men): Konin, Kolo, (Sompolno) Pol 8th BGB (200 men): Sroda, Wrzesnia

CENTRAL POLAND

Reserve Front HQ: Lublin

4th Soviet Guards Tank Army, HQ: Piotrkow
Sov 20th TD (1,000 men): Szadel, Uniejow, (Lodz) Sov 21st MRD (3,000 men, 8 tanks): Kalisz, Ostrow, (Wielun)
Sov 124th MRD (3,000 men, 6 tanks): Sieradz, Zloczew, (Piotrkow)
Sov 12th GTD (500 men): south of Kalisz Pol 10th TD (2,000 men, 5 tanks): Pleszew, Kalisz Pol 6th BGB (400 men): Lodz, Zgierz Pol 11th BGB(C) (400 men): Lask 3rd Soviet Shock Army, HQ: Legnica Sov 127th CD (2,000 men): Glogow, Nowa Sol, (Lubin) Sov 129th MRD (3,000 men, 5 tanks): Opole, Olesnica, (Wroclaw)

WEST CENTRAL POLAND

1st Western Front HQ: Poznan

1st Soviet Guards Tank Army, HQ: Skwierzyna Sov 9th GTD (4,000 men, 24 tanks): Mysliborz Sov 11th GTD (500 men, 3 tanks): Gorzow Wielkop Sov 25th TD (1,000 men, 4 tanks): Mieszkowice Sov 1st TD (3,000 men, 9 tanks): Witnica
8th Soviet Guards Army, HQ: Swiebodzin Sov 39th GMRD (3,000 men, 27 tanks): Kostrzyn Sov 20th GCD (1,000 men): Rzepin Sov 131st MRD (2,000 men, 16 tanks): Swiecko

SOUTHWEST POLAND

2nd Western Front HQ: Legnica

2nd Soviet Guards Army, HQ: Gorlitz, Germany
Sov 21st GMRD (1,000 men, 5 tanks): Bautzen, Germany, (Lobau, Germany)
Sov 103rd MRD (4,000 men, 28 tanks): Cottbus, Germany
Sov 117th MRD(C) (100 men): Niesky, Germany
Sov 157th MRD (1,000 men, 7 tanks): Hoverswerda, Germany
20th Soviet Guards Army, HQ: Zielona Gora Sov 132nd CD (3,000 men): Gubin, Krosno Orczanskie Sov 12th GMRD (4,000 men, 32 tanks): Nowogrod Sov 94th CD (1,000 men): Peitz, Germany

Notes: The above listing gives rough strength in terms of numbers of men and operational tanks. Tanks are included to give a rough guide to how well equipped the unit is in general. A unit will also average one or two howitzers per 1,000 men, although this will vary as widely as the tank strengths. Infantry will be mounted in a variety of vehicles, as elaborated in the encounter rules. v , ::L ^ <:?< ^ «- *

OTHER ARMED COMBATANT FORCES

Polish 14th Motorized Rifle Division: 1,500 former soldiers augmented by about 5,000 local militia. The militia are purely local defense in towns and villages. Commander of the division, Colonel Julian Filipowicz, has set up an autonomous state in southern Poland which includes the territory south and west of the deserted and devastated Katowice area. There has been some skirmishing with Soviet troops and loyalist militia in Opole, but most of the 14th Division's efforts have been concentrated on increasing agricultural output. The region was subjugated by force of arms, but there has been little internal resistance as Filipowicz has at least exterminated the marauders and kept other armed bodies from intruding. Filipowicz is brilliant but mad, a ruthless paranoid, who has killed all emissaries from both sides who have attempted to open negotiations. He has now styled himself the Markgraf of Silesia and plans to increase the territory he holds north toward Czestochowa. For the moment, he will not push much to the east as he recognizes he is not strong enough to attack Krakow, and the appearance of Soviet regulars to the west has stalled him in that direction. He knows that sooner or later the Soviets will go away, however, and is willing to wait.

Polish 1st Free Legion (formerly 1st Border Guard Brigade): A large guerrilla force of 450 men commanded by a former sergeant in the Polish Army, S. I. Mastelarz. Mastelarz's base of operations is the town of Leszno, which is well fortified and has withstood several small assaults by Soviet regulars. It is well protected by woods on three sides and the approaches from the west are heavily mined. Mastelarz's guerrillas control the roads between Poznan and Glogow. He is an ardent supporter of the Polish government in exile and is intensely anti-communist. He has actively cooperated with the U.S. military government and its intelligence arm, the Defense Intelligence Agency. The DIA has partially supplied his unit, when practical, but the grounding of the last cargo aircraft ended airdrops to him. Having recently lost his last long-range radio he is out of contact but will try to resume contact as soon as possible.

Polish 2nd Free Legion (formerly 10th Border Guard Brigade): The commander, Major M. K. Sikorski, is a conservative democrat who supports the Polish Government in exile. He is professional and conscientious but is rather stiff and formal and not a great inspirer of men. His nominal second in command is Major W. Anders, a former air force officer. Anders is a young firebrand, a charismatic leader who is actually Sikorski's rival for leadership in the unit. Anders is personally ambitious but lacks Sikorski's professional competence in military matters. He is repeatedly agitating for bigger actions, while Sikorski's concerns center around limiting casualties and conserving the group's resources. The men are more and more in sympathy with Anders. Anders is secretly very ambitious and hopes to carve out a feudal kingdom in west central Poland. He has no loyalties other than to himself. The group has 200 regulars but has been joined by another 100 civilian guerrillas, who are almost all loyal to Anders. The group briefly linked up with the 5th Division, and several of the best men in the unit (all Sikorski loyalists) went with 5th Division as guides. When the 22nd Soviet Cavalry Army counterattacked, the group was pushed back and is now hiding in the large forest between the towns of Czerk and Nowe, midway between Chojnice and Malbork.

Polish 8th Motorized Division: This unit no longer exists, having formed the core of the defense force of the Free City of Krakow. The former division commander, Major General Zyg-munt Bohusz-Szyszko, is now the city's Police Prefect, which

gives him total responsibility for the city's impressive defenses. The 2,000 regulars of the division have been broken up to form the cadres of a militia force which has a mobilized strength of 8,000 men. There are usually only about 500 men active at any one time, but the rest can be called up on short notice. Krakow has about a dozen old tanks dug in around the city and has extensive minefields, barbed wire barriers, and sensing devices. It would cost the Poles and Soviets several divisions to take the city, and so far it just hasn't been worth the price.

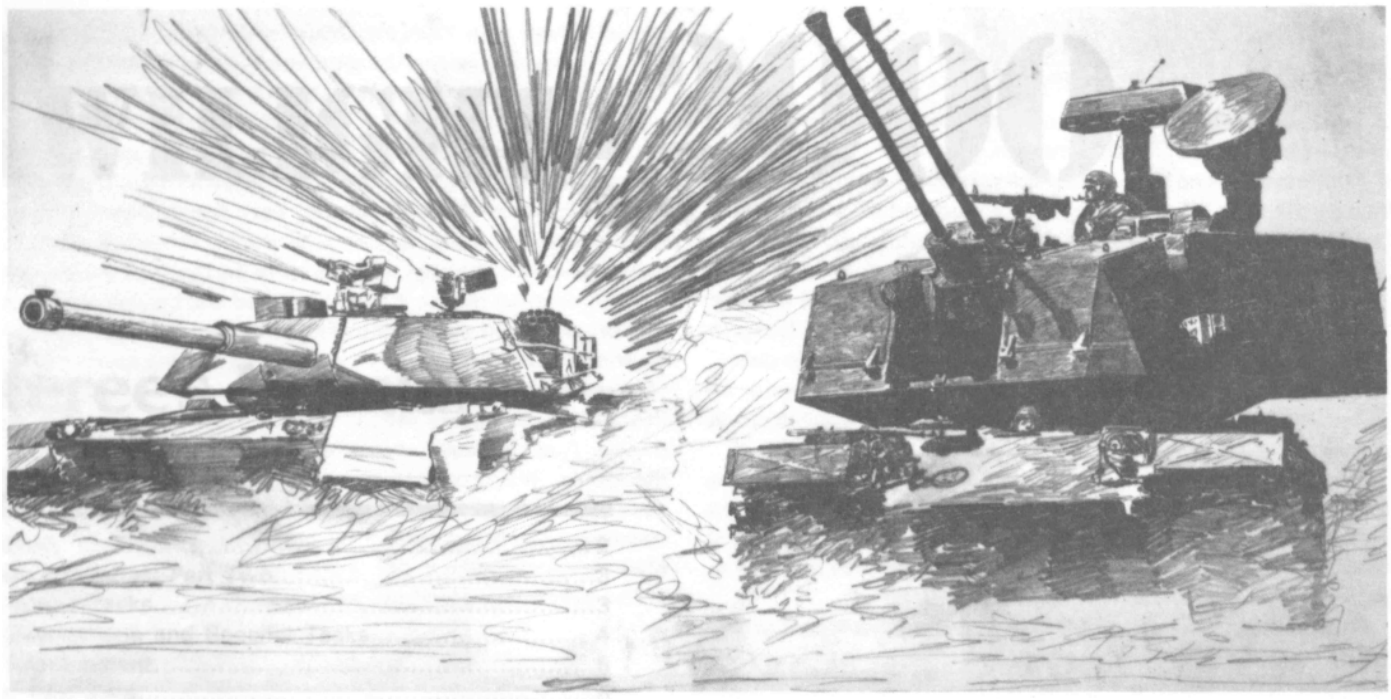
Soviet 10th Guards Tank Division: Commanded by Major General M. Koronev. The division defected en masse to the western alliance three months ago. At the time, it was in a reserve position and has since been unable to effect a link-up with NATO forces. When the German Third Army broke through on the Baltic front, the division began moving west, but it was hit from behind by elements of the 22nd Soviet Cavalry Army. The group is now down to 300 men on foot in the forest just northwest of Warsaw. Koronev and his men defected to the civilian government of the United States and are now accompanied by Captain B. A. Johnstone of the Central Intelligence Agency. Johnstone has convinced Koronev and his men to attempt the march south to link up with pro-U.S. (civilian government) forces in the Balkans.

Soviet 6th Guards Motorized Rifle Division: Commanded by Colonel Ya. N. Chekanov; current strength 1,700 men and 3 operational tanks. An outstanding combat unit, three months ago it withdrew from the lines in the area between Frankfurt and Gorlitz, apparently without orders, and has not answered numerous radio communications from Warsaw Pact command. Colonel Chekanov, a competent combat officer dedicated to his troops, became sickened by the apparently endless and pointless slaughter and has decided that his only responsibility is to save as many of his men as he can. The division is now at Walbrzych and controls the city and the surrounding forest. Chekanov passed his unit off as a regular unit of the Red Army for several weeks after arriving in the city, and by the time the local militia realized the truth it was too late to resist. There probably would have been little that the Walbrzych militia could have done in any event. Chekanov is now organizing the local inhabitants and preparing for the coming winter. He believes that there is little point in attempting to march east this year while there are so many troops movements going on, but hopes things will be easier in the spring. His troops are mostly Ukrainian, and his ultimate goal is to return to the Ukraine.

Soviet 9th Tank Division: In September of 1999 the division mutinied and killed its senior officers. The entire area between Lodz and Czestochowa is now saturated with small bands of marauders, former soldiers of the division, who spend most of their time fighting each other. Most of the towns and settlements are controlled by small bands of deserters who have set themselves up as feudal overlords. The Piotrkow militia has fought off several attacks by well-armed bands and there is little or no civilian travel through the area. The recent passage of the 4th Soviet Guards Tank Army through the northern part of the region cleaned out the marauders in Opoczno, Szczercow, and Wielun, but those towns are now weakly defended by the local militia and are ripe for raiding by bands from further south. There is a total of about 1,000 marauders in the area, but they are broken up in groups of less than 100 and usually no more than ten or twenty.

Soviet 38th Tank Division: Mostly a Ukrainian division with a strong anti-Russian feeling, the 38th Tank was the fourth division of the 4th Soviet Guards Tank Army to cross the frontier from the Lvov area to crush the 5th U.S. Division. Along the march it mutinied and murdered its senior officers. The leaders of the mutiny intended for the division to march back to the Ukraine and join the Ukrainian separatist armies there. However, once the bonds of authority were broken, the murders went on and soon the original ringleaders were dead as well. The division broke up into bands of marauders and for the last month has been looting, pillaging, and terrorizing the triangle formed by Przemysl, Krakow, and Lublin. The Krakow defense forces have had several bloody encounters with them. Their strength at the time of the mutiny was 3,000 men and 27 operational tanks. There are still probably 2,500 men and a dozen tanks, although they have mostly broken up into small bands of 100 or less. One group of 300 men with eight tanks seized the city of Stalowa Wola and now holds it under a reign of terror. Many of the leading citizens and officials have been executed, and both rape and murder are commonplace.

Soviet 207th Motorized Rifle Division: There are about 300 survivors of the division in the area between Pila and Bydgoszcz. A few have turned to marauding, but most have taken refuge in the towns and villages in the area. These towns now have somewhat stronger defensive forces and are very well equipped.



Notes to the Referee

You now have all the information you need to run a *Twilight: 2000* campaign. That doesn't mean it will be easy right away. It will take time for you to get the feel of the world you are running and to get a sense of the game's flow. Here are some ideas.

Once your players have generated their first characters, referee a firefight between them and a group of enemy soldiers. Make up a simple sketch map of the terrain, explain the situation and what they are trying to do, and go to it. Explain to them in advance that what happens here will not affect their characters in the game at all; it's just practice. This will give you a feel for the flow of a firefight much better than just reading the rules. If you encounter any problems with rules you aren't sure of, this is your chance to check them out without interrupting the actual game. Also, it will give the players a good feel for the capabilities of different weapons and may make them a little less anxious to get in a fight the first chance they get.

Next, give your players a couple of vehicles and have them do a cross-country march of, say, a week. The first thing this will do is give them an idea of how limited their range is when running on alcohol. It will also enable you to become familiar with the encounter rules and give players a chance to try hunting and foraging. These routines will be used repeatedly throughout the game, so it's a good idea to become familiar with them early.

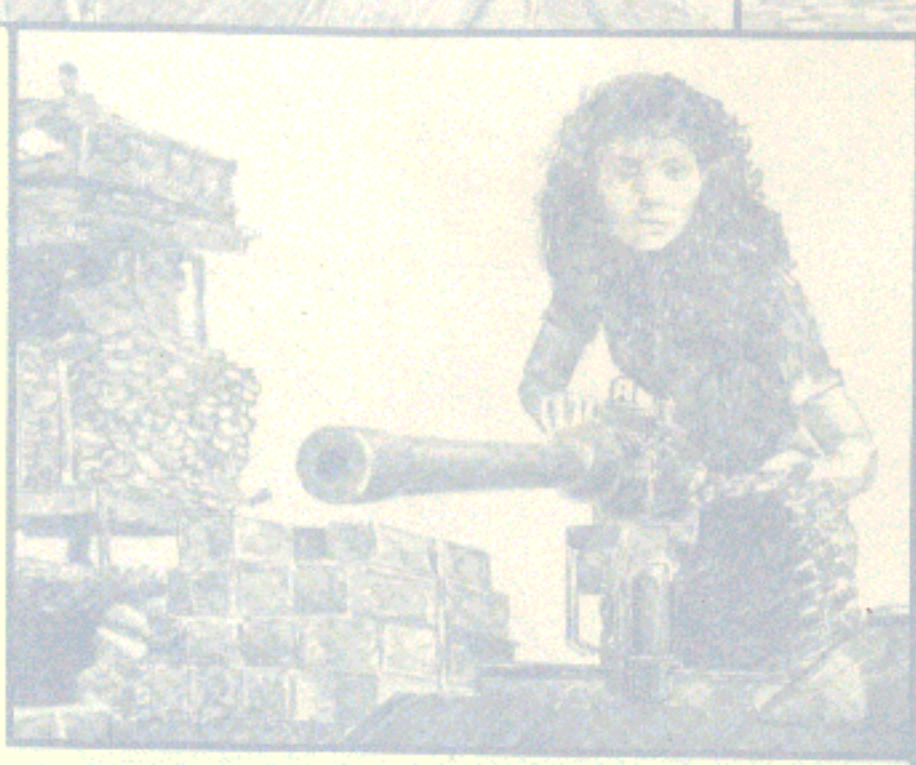
In some ways, these exercises are a training course, for both you and your players. The people your players represent have had months, often years, of experience living off the land and fighting for their lives. They have a good idea of the capabilities of their equipment and of themselves, and so your players should as well. When you and your players feel comfortable with the system, it's time to start the game.

To help you get started, a beginning adventure is included. Many games use the term "beginning" to mean "simple". *Escape From Kalisz* is not a simple adventure. It is more like a campaign, with numerous options for the players and a wealth of background material to help the referee. It is a beginning adventure in the sense that it's the beginning of the characters' long journey through a hostile world, cut off from their own Army. For the first time the characters are truly on their own. There's no one to take care of them, but there is no one to tell them what to do either.

Escape From Kalisz has all the background information you need to referee them for weeks, perhaps months, of game time. As the characters venture out of the Kalisz area, you can begin making up additional background information using the original adventure as a guide.

There is one question that this manual has not answered so far, but it will be one of the first questions your players ask, "what are we supposed to be doing?" The obvious, and correct, answer is, "Staying alive." It is correct, but it isn't enough. The players need a long-range goal as well, which gives them a reason for wanting to stay alive. This is one they will have to supply themselves, to some extent, but as the referee you have a responsibility to help them along.

There is one very real pitfall involved with most long-range goals; if the players ever achieve the goal the game is over, but if they obviously can't achieve it the game is pointless. The best answer to this is to help them arrive at a goal which is so long-range that it will take years to achieve, but once achieved can be replaced by other goals. If they do so on their own, don't interfere. The characters are theirs to play. If they seem unable to come up with one, suggest the obvious one that American soldiers isolated in central Europe would pursue: going home. Not home to the Army in Germany, but really home, home to the United States. It's not the sort of goal they are likely to achieve in a week, or a month, or even a year. But if they keep moving, keep gathering information, keep looking for ways, they may eventually find a way home. It may mean a march across half the world, through hostile territory and barren wilderness, and a final escape across the straits from Siberia to Alaska. It may mean a journey through the Middle East to North Africa, and then a leaky tramp steamer to the East Coast. Perhaps somewhere there are still a few planes flying capable of crossing the Atlantic. But somehow, somewhere, there is a way back.



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