

TWILIGHT 2000 MODULE AND ADVENTURE ARCHIVE

Welcome to the Twilight Module and Adventure Archive, a website associated with the Twilight 2000 mailing list. This site maintains and provides pointers to sites that holds material devoted to writing material for Twilight 200 and Merc 2000.

You may wonder why this site never gets updated or why it looks so amaturish. The answer is it hasn't been update in two years or so and I'm using the geocities HTML editing interface. My mail site is [here](#). The other reason is I don't play T2K anymore.

If you would like to see a link to your own or someone else's site please feel free to send me some Email, below.

ADVENTURES	MATERIAL	USEFUL LINKS
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MAIL ME

TWILIGHT 2000 MODULE AND ADVENTURE ARCHIVE ADVENTURES

Stumbling Around Poland

This is an adventure I wrote myself. Not very good but it has its uses 'off the shelf'. There *is* a sequel that I will post when it is put into HTML.

Arid Heart

An adventure set in Australia I wrote many years ago

Convoy

This Merc 2000 adventure is written by Mitchell Schwartz. The party is charged with escorting aid supplied on the Pakistani Boarder.

The Bones of Napoleon

A WW2 commando adventure using T2K mechanics. By Mitchell K Schwartz.

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STUMBLING AROUND POLAND

A Twilight 2000 Adventure (c)1995 Daniel Cooper

REFEREE BRIEFING:

This adventure takes a mid-strength group of players into the gritty underworld of wartime [Poland](#). After being separated from their unit the players are on their own (as per the initial briefing in the [book](#)).

They are hired by a merchant to escort some trucks to a meeting deep within Poland. At the meeting is the opportunity for fun and games with some of the shakers and movers in Poland.

If this is the first adventure of a campaign the players can start in the woods outside [Oborniki](#) (near the ruins of Poznan, terrorised). Otherwise the Ref is free to mix and match locations for his own purposes. This adventure is an open plan setup with most of the storyline set out in the form of encounters. The main milestones are:

1. Get the [Job](#)
2. Travel to [Rawicz](#) (with associated [encounters](#))
3. Arrive and commence [part II](#).

STARTUP:

Group Strength:

This adventure is set up for players who are a bit hungry. Experienced, well equipped mercenaries will probably turn up their nose at such a small job. However the promise of supplies from the merchant ([Ben Hood](#)) and the possibilities of useful contacts and opportunities at Rawicz should attract less advanced players. This adventure doesn't involve any heavy artillery and the players should be able to stay in one piece if they are smart.

Oborniki:

This town has been devastated by a recent brush with the battle and the only inhabitants have been reduced to scavenging in the ruins. They are frightened of the player group and will avoid them. There is little of value here. The main purpose of including this town is as a scene for a teaser (ie, a small

pre-adventure warm-up, as per James Bond films).

Local Farms:

There are a few farmsteads about but most are unwilling to help the group. The players have been involved in a recent battle in the area which has spread widespread destruction, hence the distrust for soldiers of any stripe. Use the encounter supplied in the [manual](#).

STOCK ENCOUNTERS:

These encounters can be used to avoid having to generate new ones each session. They can be played as the players wander about Poland looking for trouble or on their latter trip. Most of them are based on encounters used in the book that have been spiced up.

Primitives:

The group sees the smoke from a campfire before they stumble on this settlement of primitives. There are about a dozen rag-dressed and malnourished people evidently living in a small hut. The four men, five women and three children of indeterminable sex have little of value other than a little food however the players should be warned by the two fresh graves that this settlement is infected with hep-A.

Hepatitis-A is transmitted through contact and food/water. An roll vs Constitution with a -4 penalty and a further penalty for each fatigue point must be made to avoid contraction. To recognise the symptoms in the people is an Easy(Medical/Biology) task. Symptoms are; pain, fever and discomfort.

The primitives are armed with nothing more hostile than knives or clubs and are difficult to communicate with.

Bear:

The players finding a bear, or it finding them gives the ref a bit of fun. See p215 of the book.

BEAR: 2 melee attacks per round with claws/jaws. A successful claw attack becomes a grapple- each further round of grappling inflicts 1D6 to the chest. If the grappling results in subduction then jaw attacks auto hit and do double damage. AGL=4, COS=STR=16, Damage=2D6, Attack=40%, Hits=40, Hit#=6

Stragglers:

A squad of six German troops has been stranded by the attack that the players participated in. Although they are technically on the same side they are badly short of supplies and very nervous. One of their number has a leg wound and is being carried. Their plan is to head southwest to the Alps and eventually the Mediterranean. Their Gefreiter, Carl Franz-Joseph will join the players if they can offer his squad supplies, medical treatment and a better future. If things are looking dull, or grim, for the players one of

the soldiers can be a contact of a player. A few NPCs in the party can make it easier to lead the players through the adventure.

NPC stats:

- Observation: 60
- Experienced
- Attitude : Neutral
- Armed with:
 - 5x G11 (1.5 clips each)
 - 1x HK-CAW (1 clip)
 - 1x Frag Grenade
- Carrying:
 - 6x Steel Helmet
 - 6x Sleeping bag
 - 6x Poncho
 - Basic cooking equipment
 - German maps

Slavers:

A group of seven soldiers in mismatched uniforms on horseback are followed by a pack horse and six ragged men in restrained by plastic ties. They are Albanian deserters who have resorted to slavery. If the players aren't on the ball they may find themselves captured.

- Observation: 80
- Experienced
- Attitude: Somewhat Greedy
- Armed with:
 - 3x AKR
 - 4x G3
 - 2x Frag grenades
 - (Ample ammo)

Crater:

An impact crater about 300m in diameter has formed a lake in the middle of an old highway crossroads. Wide mud tracks show where vehicles have detoured around the crater but the ground is treacherous due to the mud. There is no vegetation nearby which indicates that this is an unhealthy place to be as if they don't take caution they can get up to 1d6 rads a minute. see p243 of the [book](#).

Blind Po:

The group may stumble upon this hermit living in his gully. The man is completely blind but manages to etch out a living from the forest. He is accompanied by a German Shepherd (ie, a dog, not a german sheep farmer) and an eight year old boy who he has adopted. He will be friendly but cautious. However he is still dangerous. He keeps a P-64 (one clip) concealed in the small of his back. To see this is a difficult observation task. In his day this man was a commando and an expert shot. He is still a danger as his dog is also very protective of its owner.

Blind Po:

Rank:	Elite NPC			
Attributes:	7	Skills:	Pistol	6
Initiative:	5		Unarmed combat	6
Nationality:	French			
Armed?	P-64, knife			

Blind Po has a +2 range penalty for blindness.

"Boy": Novice NPC

Dog p216 of the [Book](#)

Derelict Vehicle:

A 5-ton truck has been overturned on the side of the road. How it came to be on its side is anyone's guess. However the radiator is shot and the steering doesn't work. Otherwise the vehicle is in pretty good shape (wear 2). Anything that could be carried has been stripped from it (ie, jack, spare, cargo) and it looks like its been here a few weeks. The players are welcome to get this gong if they have time or they can strip it for spares.

Refugees:

A group of 25 ragged refugees are headed towards the city.

OBSERVATION 40.

Their village was hit by marauders in the night and many people were killed. Several of the refugees are walking wounded. Although they are carrying all of their possessions there is little of value. If asked they will say they are headed for a [city](#). The Task (Part I):

City:

Eventually the group will end up in a city. Which one isn't really important.

Population:	24000
Attitude:	Neutral
Government:	Corrupt council.
Crisis:	Food shortage.

Encounters

- Scavengers(4)
- Patrol
- [Refugees](#)

City Rumours:

1. The advance along the northern coast has broken up with heavy losses to both sides (TRUE)
2. There is a large unit of soviets to the north that is fighting a guerilla war with partisans encamped in the hills (FALSE)
3. There is heavy fighting to the East where two large well supplied units are slugging it out (TRUE) and that many of the refugees have Cholera (FALSE)
4. A polish unit has set up an autonomous state near Krakow (TRUE)
5. A relief convoy is expected soon (FALSE)
6. A polish unit to the south is expecting to join the conflict to the East before autumn sets in (TRUE)

When the players roll up to the city it is dawn/dusk, raining and muddy. The city offers the bleak comfort of a dry bed and a few drinks of the local spirit. The mood of the city is oppressive. It has survived the recent battle (shunned by both sides) and is hence in decent shape. There is water and power for a few hours a day and a prosperous marketplace. The city has been favoured by traders as a waystation and warehouse but with most of the area devastated there will be little more trade. The day before the players arrive a caravan has arrived so the city center is full of semi trailers, armoured vehicles and drunken truck drivers.

There is only one gate to this city. That one has mines beside the road leading up to it and is protected by an old T-72 that has been buried up to the turret. The rest of the city is barricaded Mad Max style with shipping containers, car bodies and truck tyres. Watch towers are spotted about the perimeter. To get in a tax (of \$50 or something equivalently valuable) must be paid to the factor who will also take the group's details. This is exchanged for a week's pass prepared on a PC and printed by an inkjet. The city is largely rubble but a few factories and small workshops operate close to the centre. There is a 9pm curfew. The group can purchase supplies at the marketplace.

Within the city there are plenty of opportunities for fun. There is one hotel that will serve fiery local vodka and supply accommodation. There is a marketplace where petrol, food and other local goods can be purchased. The local currency consists of coins- any coins. Paper money is worthless but coinage is assigned an arbitrary value by traders. However coins are in short supply and useless outside the city walls so the players shouldn't get carried away selling stuff.

About the traps they will bump into [Ben Hood](#) (not his real name), a 40 year old Swiss merchant who has three trucks that need an escort. Ben has been invited to a buyer's meeting in Rawicz where a polish military unit is buying supplies (see rumour 6). This is a big break

for Ben who is usually a small time merchant. Ben has a cargo of uniforms, boots, smokeless powder and spare parts (all essential munitions for a sizeable unit) that should fetch a respectable price at the bargaining night. If the players join up with Ben he will supply them with supplies for the trip and either \$1500 in gold or goods to that value on the safe arrival of the goods. In addition Ben can supply cost price goods from local traders via his contacts.

City Militia Man:

Rank:	Novice NPC			
Attributes:	5	Skills:	Melee	2
Initiative:	1		Foraging	2
Nationality	Polish		Rifle	2
Armed?	Hunting Rifle			

On the Road:

Depending of which way and how far the group has to travel will determine what happens to the characters. A few stock [encounters](#) detailed above will probably occur. The merry caravan will consist of any vehicles the players may want to bring and two 5 ton trucks. Hood will provide food and fuel for the journey which will be kept in truck #1, driven by [Alexi](#). Truck #2 will carry the explosives and the uniforms- packed around the drums of powder. Both trucks run on ethane. Observant Refs will observe that both trucks are packed with highly explosive cargoes. The players should be aware of this and it can be a powerful inducement to ask questions first and shoot latter.

The Meeting (Part II):

If the group arrives at Rawicz with their cargo intact they will be asked to act as bodyguards for Ben (maybe for some more money). They arrive just in time for the party to begin. The meeting takes place in a large house that belongs to the local warlord, Stoli Petrov. Here people come to buy and sell their wares and do other dodgy deals. As the players drive up read:

As you round the bend of this winding road you can see your destination etched out against the skyline. Perched on the edge of a sharp drop and surrounded by dense forest are the gardens and outbuildings of a large chateau. The main house itself is two stories high with whitewashed stone walls. The adjacent garage and shed seem to be newer editions, as do the antennas mounted at the end of the building's roof. However times have not been kind to this house, there is a chain link fence topped with barbed wire encircling the grounds with the entrance controlled by a guardhouse. In the light of the dying sun you can see that there are several vehicles parked around the grounds, at least two semis, several other trucks like your own and a few conventional cars.

The group will be greeted at the guardhouse by two house guards, one of which will

question Ben and the other who will casually search the trucks. Upon arrival at the main building another guard will shown them where to park amidst the activity of several arriving groups. Most of the larger vehicles are guarded and some players may be asked to do this for Hood. Inside there are many people moving about. Most seem to be servants or guards for various groups. Hood and the players are given a room with three bunk beds and a basin. Meanwhile- the night begins.

The idea of this meeting of about twenty guests, various traders and their entourage is to let a Polish military unit- the 10th Polish tank division- equip itself for an offensive later in the year. The medium of exchange may be goods or services but Hood is after gold. As the players enter the meeting, read the following:

You can hear and smell the ballroom before you enter. The thump of amplified music and cigarette smoke is unmistakable. You pass through the entrance hall from which several rooms branch- obviously accommodation for the more salubrious guests. Through a great pair of doors you enter the dim haze of the ballroom. A band on a low stage is butchering some old classics while semi nude dancers move in rhythm. The ballroom is split into two levels, the higher balcony on your left being reserved for the host and his guests. As you eyes adjust you see that the crowd are mostly men in military attire, although the mismatch of uniforms, both dress and field are confusing. There are also a number of bodyguards and well to do civilians moving among the throng. Everyone seems to be armed with a handgun of some description and as you are entering you hear a shot. The room quiets for a moment, then resumes as the dead man is dragged out.

Further spooky stuff to intimidate the players is a series of executions later in the night- including one of the band members, a slave girl auction. Maybe another guest's bodyguards will pick a fight with a pissed player character.

There are three types of people at this gig. There is [Stoli Petrov](#) who owns the house and his staff. There are the sellers- a mismatched and competitive bunch. They are mostly powerful merchants with a lot of stock under their control. [Ben](#) falls into this group but he is defiantly not in the league of his colleagues- who would think nothing of cutting him down for a dollar. There is the unit's representatives, of whom [Vlad](#) (see below) is one and the general opportunists. The opportunists are the most dangerous, one of which is [Brooke Dixon](#), the token girl on this adventure.

While the main event is happening inside in the garage the truck drivers, offsidars and off duty guards are getting pissed. A card game has begun in a corner and has become quite animated. Drunken drivers are wrestling, vomiting and singing (all at once) or free booze. The trucks remain guarded by grim faced guards but there is a general party atmosphere. Opportunities for players left behind to guard Hood's trucks include information gathering, sabotage or drinking. Meanwhile back in the house all is not as it seems. Although he seems to be a powerful warlord [Stoli](#) is also a member of Spetsnez- the Russian Special Forces. He is hosting the event in order to get closer to the 10th PTD with the goal of bringing it under his personal control. In order to do this he is using the event to orchestrate the blackmail of

the commanding officers and kill off lesser ones that may get in his way, ie, [Vlad](#). A run down of the characters follows and should be read to get an idea of the status quo. [Ben Hood's](#) business is not going to plan. His 'pal' ([Vlad Gregolski](#)) who invited him has turned nasty and will not pay the agreed price. If the group doesn't do something Ben will be unable to pay them. This is the main task of this adventure- getting this Vlad to pay up in a hostile social environment without getting themselves killed. The adventure is pretty much free-form from here on. The Ref is encouraged to study the relevant NPCs and their relationships in order to make this episode realistic and enjoyable. When playtesting the player group get very sidetracked and tried to blow up the entire complex on the stroke of midnight and make off with a tank. All fine and good, however players are encouraged to find a peaceful (or a least quiet) solution.

Time Table

The following events will be occurring, unless the players cause trouble:

7:35	Players walk in. Rouge trader is shot.
8:00	Stoli makes a speech and invites everyone to dine.
8:57	Hood has discussion with Vlad and informs players of his predicament.
9:30	Tables are cleared for an impromptu punch up for guests to bet on.
10:45	Executions occur.
11:30	Stoli announces that the last piece of business for the night is about to commence and auctions 10 nude ladies.
12:00	Auctions are over and Stoli declares business over for the night. He as arranged for the girl that Vlad bought to kill him. If the players don't get to him first either he or the girl is discovered dead in Vlad's room the next morning.
12:45	After organising for Kolno to have a dress up session Stoli has the film developed.
1:30	Most guests and many of their soldiers very drunk.
3:00	Party winding down, punch up among the truck drivers who have spent the night getting pissed. If the players still haven't dealt with Greg they will be approached with option #4 below.

The players have six options:

1. Trickery: Let them sneak out, trick someone, whatever.
2. Threats & Violence: Are the last resort of a coward.
3. [Duel](#): Everyone here will respect a duel¹, done with powder pistols at twenty paces (or swords if both miss). In addition, the players may be encouraged to duel with Vlad by [Stoli Petrov](#), in order to get Vlad out of the way.
4. Find: An alternate buyer- not likely.
5. If: Nothing else turns up and everyone retires then [Stoli](#) will send his flunkey (maybe Brooke) to make a deal. He will offer the group the money that Ben owes them and his trucks full of cargo if they leave immediately. If they accept Vlad will be killed

and the characters will look guilty as sin, apart from having Vlad's former unit after them.

6. Get: Smashed and forget about it.

In addition the following rumours are being discussed:

1. Rumours 1 to 4 from the city.
2. Czech air command has refurbished a number of aircraft and is preparing to use them. (FALSE)
3. There is a large weapons cache in the rubble of Berlin but it is all so radioactive that no one is willing to retrieve it (TRUE)
4. Elvis is putting in an appearance latter tonight (FALSE)
5. The punch is spiked (TRUE)
6. Brooke Dixon appeared in several movies (TRUE) but they were porn flicks (FALSE)

A Cast of Dozens:

Vlad Gregolski	Age: 43	Veteran commander		
Attributes:	6	Skills:	Melee	5
Initiative:	4		Pistol	5
Nationality:	Polish		Rifle	5
Armed?	Vz61 Scorpion		Leadership	5
Role:	Villain			

Description: A big, beefy man with a full black beard and a Polish dress uniform of the 6th airborne division. He is the executive officer of the 10th PTD and is fiercely loyal to his commander. He is also well liked by the men in his command who are willing to die for him.

Leon Polteraski	Age:28	Elite bodyguard		
Attributes:	7	Skills:	Melee	6
Initiative:	5		Foraging	6
Nationality:	Polish		Rifle	6
Armed?	G3		Unarmed Combat	6
Role:	Henchman			

Description: A member of the 10th PTD unit, he is absolutely loyal to Vlad. Under average height and light haired he wears a few scars. Stands to attention when his boss is around.

Kolno Parczew	Age:50	Veteran Commanding Officer		
Attributes:	6	Skills:		5
Initiative:	4			
Nationality:	Polish			
Armed?	P64			

Role:	Commanding officer of 10th PTD
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Description: A grim man, much taken to drinking vodka which enrages him to acts of inhuman cruelty. Actually quite short and plump he wears a uniform dripping with medals, braid and ribbons. Unfortunately he has some odd fetishes, involving dressing up as a woman and being sodomized which [Stoli Petrov](#) intends to exploit for Blackmail purposes.

Adolf Shmit	30	Experienced 2nd in command	
Attributes:	4	Skills:	5
Initiative:	3		
Nationality:	Polish		
Armed?	P64		
Role:	2nd in command of 10th PTD		

Description: Relatively young for a commanding officer Adolf is tall, fair headed and blue eyed. He is being groomed to replace Kolno and knows it. If offered command of the unit by [Stoli](#) he would accept.

Stoli Peterov	Age:48	Elite host		
Attributes:	7	Skills:	Melee	6
Initiative:	5		Pistol	6
Nationality:	Russian		Leadership	6
Armed?:	PM Makarov		Observation	6
Role:	Master of the House			

Description: A big fat Russian. He owns the house and all the people in it. Actually a member of Spetsnez, the name Stoli is assumed. A veteran at manipulation he plans to blackmail Kolno, kill Vlad and set up Adolf as a puppet to command the resources of the 10th PTD for him.

Brooke Dixon	27	Experienced		
Attributes:	5	Skills:	Lockpick	4
Initiative:	3		Disguise	4
Nationality:	UK		Persuasion	4
Armed?	.38 Special		Pistol	4
Role:	Token girl/Manipulative con-woman			

Description: Brooke is a very interesting, sophisticated and educated lady. She uses her feminine wiles or, more often, sharp cunning to work her way up in society. Currently she is hanging out with Stoli and knows he isn't what he seems. No doubt during the party one of the male characters will try to attract the attentions of a member of the fairer sex and it might as well be Brooke. Otherwise use her as a player's contact. She may or may not help out the characters depending on what suits her. She has the connections to get them anything and she is smart enough to take anything from them.

House Guard	Experienced			
Attributes:	5	Skills:	Rifle	4
Initiative:	3		Melee	4
Nationality:	Varies			
Armed?	AKMR or equivalent			
Role:	Cannon fodder			

Description: These are a mercenaries hired by Stoli. They have a pretty soft job so they'll be pissed off by anyone who rocks the boat.

BEN HOOD	age 40	experienced NPC		
Attributes:	5	Skills:	English	10
Initiative:	3		German	10
Nationality	Swiss		Italian	10
Armed?	Dagger		Wheeled Vehicle	4
Role:	Merchant		Small Boat	4
			Skiing	4
			Bargain	4

Description: A short round man with dark hair and brown eyes. Very cheerful, well known within the city.

Alexi (no surname)	age 35	Novice NPC		
Attributes:	5	Skills:	Wheeled vec'	5
Initiative:	1		Armed combat	2
Nationality:		Chezc	Navigate	2
Armed?	Dagger		Unarmed combat	2
Role:	Truck Driver		Mechanic	2

Description: Alexi is a large imposing man. He has a truck driver's gut and dress sense. He never says much and nobody knows anything about him. Ham him up for comic relief.

Footnotes

- The 'Book' in this case refers to the Twilight 2000 Manual, 2nd Edition
- The rules of a duel are- 12 paces by each participant, turn simultaneously and fire. Note that if a duellist fires and misses, he must remain stationary and let his opponent have his shot before they can both take swords (held by the host in this case) and take the duel to its logical conclusion.

A r i d H e a r t

A Twilight 2000 Adventure set in Australia

Written by Daniel Cooper © 1994, 1998

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Abstract

This is an adventure set in post WWII Australia. I wrote it a long time ago and so can't vouch for its quality. The form of this module is more a framework for further events rather than an explicitly set-out adventure.

The aim of this game is to hunt one Chris Richards. If you have seen 'Mad Max' ('Road Warrior' in the US I think) or any of the sequels that should give you a feel for the mood of the game. This adventure presents the opportunity for shoot-outs and car-chases in the deep red desert. A bit of a cross between a b-grade post-apocalyptic action film and a wild-west bounty hunter flick.

If you don't know much about Australia it is recommended that you get a good atlas or road map of South Australia and the Northern Territory. Conditions in the desert can be found in tourist literature but generally is hot (35°C or higher each day and night) and sparsely populated. The terrain is mostly red rock, red sand and scrub. Wildlife includes Kangaroos, Horses, Water Buffalo, Camels, Donkeys, many bird species, feral Goats and Cattle, Dingos, Wombats and feral cats. The player's greatest concerns will be sufficient fuel and water to see them from one population center to another.

The Plot:

The party will be in Broken Hill when they hear that a bounty has been posted for one Chris Richards. He is wanted for armed robbery, banditry and multiple murders. The players may report to the local police station to get a licence to hunt this person which will give them powers of arrest, etc. The police will also say that Richards and his gang were last seen in Port Augusta where he was responsible for a warehouse heist and subsequent fire.

This will lead the characters after Richards as his gang heads north and into the desert. On the trail they will probably encounter several strange people and events however Richards will try to shake the party or ambush them.

Australia in 2000:

The section on Australia in the T2K manual gives a general rundown on what is happening. Largely the heart of the continent is uncontrolled but the more densely populated areas around the coast are controlled by the federal government. The country has been in a state of emergency since the war and most cities are under martial rule. The states wield the most power in the cities and the relationship between federal and state parliaments has become stressed. However the federal government still controls the armed forces and communications.

As the most ordered areas are along the coast most trade is done by sea and rivers. Roads between major cities are kept open but travel on this is hazardous. Petroleum is available in Victoria and Tasmania due to the Bass Straight oil wells, which are closely guarded by the remnants of the RAN. However transport of petrol by road is subject to attack and is not often carried out.

The cities are largely unchanged, however due to massive unemployment and an influx of refugees slums have developed in the state capitals and crime is rife. Food shortages are common in some areas and power restrictions are in place.

Life goes on in Australia, however the lack of fuel and spare parts from overseas has caused a slow rot in the system. The atmosphere could be equated to the disorder experienced by some Central African states.

A note about currency and equipment

Most miliary equipment will not be available to the players. Money still works although currency is only worth half of what is stated in the book. This adventure is supposed to be low-intensity as far as firepower goes. Recommended weapons for the players are civilian rifles, pistols and shotguns. Military explosives such as grenades of rocket launchers shouldn't be allowed as they will unbalance the game. This will not be popular with the players but should result in a more involved and less deadly game.

Chris Richards

Chris Richards is described as being Mediterranean in appearance. He has dark tightly curled hair, is shorter than average and of muscular build. He sports several tattoos and scars although few are visible. His nose has been broken several times and has collapsed. He is thought to be between 27 and 30 years old.

After the war much of northern Australia was in anarchy. As Indonesia fought a bitter war on New Guinea, Aboriginal tribes sought to establish separate territories as refugees flooded from the north. It was during this time that Chris Richards found himself in a position where he and his gang could raid settlements and refugees while the forces of law and order were overwhelmed with the chaos. He was not the only one to be doing this at the time but was one of the more successful as his gang contained a few ex-soldiers and he himself combined military experience with animal cunning.

His band achieved notoriety as it was one of the few mobile enough to make its way south to the settled areas where he raided several small townships with a brutality rarely seen before. Recently he killed a law enforcement officer in a Sydney bar. From then he has been on the run and was last seen heading north out of Port Augusta a week ago.

Chris Richards is a *Veteran* NPC and his gang are all *Experienced*. He uses an Uzi and carries various knives and a few grenades. In addition there are a few camp followers in the form of three women and a young boy who are unarmed and will not fight.

The gang gets around in a number of vehicles. There is a 2.5 ton truck which is used for carrying their booty, a large utility and three hotted up and armoured cars.

Port Augusta:

Port Augusta is a border town in every sense of the word. It is right on the edge of the desert and is the last sign of recognisable civilisation before Alice Springs. The town has been subject to attacks by raiders before so it has a sizeable garrison and much of its perimeter is mined. Access is via three roads or the port, which is the main reason for its continued existence. Most of the town is in good repair and largely ordered however there are restrictions on power and water, a curfew and graffiti covers most surfaces.

Downtown is a different story. During the day it is OK but only a fool would travel unarmed at night. It is here that the players will probably seek their information. If they ask around as bounty hunters they will not get much help as such types are not liked in the rougher quarters of town, indeed they'll probably get their heads kicked in. However if they have a cover story they can find:

- A. Chris did the warehouse heist as a personal favour to a local crime boss, Henry Valdez.
- B. The police have arrested Chris' sometimes girlfriend, Kathy Pascow and are holding her for questioning.
- C. Here's the good bit- Chris plans to hang out somewhere between Port Augusta and Alice Springs, preying off travellers and homesteads before heading north for winter.

The players may also make inquiries with the local police who will reveal that they are holding Kathy Pascow and will invite them to question her. She will reveal the above unwillingly if the players can find a way to persuade her. Otherwise the players are free to try to find Don Valdez but they would be lucky to find him and he is unlikely to tell them what he knows- which is everything.

Port Augusta represents the starting point of the game and it is here that the players will need to do most of their social contact. If they get stuck here then the game will be very boring. If they buy bounty hunting licences for the local police then they can expect some cooperation from the law- access to records/intelligence and the like. However budgets being what they are any material assistance will not be available. As a GM you are free to play this bit by ear. However anything you make up now will have an effect later in the game.

Itinerary:

The luxury of being a GM is that you know what NPCs will be doing ahead of time, if only the same could be said for players. Here's what Chris and his merry men will be doing in the next few days:

From Port Augusta to Week 1:

Moving. Chris' group can move at about 300 km a day. For the first few days they shook their tail from Port Augusta and are now in Coober Pedy, living it up in this basically lawless town.

Day +1:

In Coober Pedy, securing fuel and supplies.

Day +2:

Leaving Coober Pedy and camping about 200km out of town.

Day +3:

Encountering Jawa tribe. Raiding farmhouse outside Oodnadatta.

Day +4:

Moving north by road towards Alice Springs, camping in the ruins of Bundooma.

Day +5:

Involved in a shootout with an Alice Springs local patrol, three soldiers wounded and unknown casualties to Chris' gang.

Day +6:

Laying low on the Finke river near Bundooma, repairing vehicles.

Day +7:

Laying low, getting drunk.

Day +8:

Ambush a trade caravan outside Alice Springs.

Day +9:

Start north overland around Alice Springs with the intention of reaching Mount Isa but are caught by rain.

Day +10-15:

The next five days are spent trying to extract vehicles from mud.

Day 16+

The rest of the time will be spent driving to Mount Isa from where he will head north and effectively disappear. If the players still have not found him then they may have a tough time from here.

Coober Pedy

For those who don't know Coober Pedy is a rough town even now. It is the center of the Opal mining district and is populated by miners and their associated services. A typical mine may be operated by three or so men and starts with a shaft followed by a number of horizontal tunnels blasted from the rock. The distinctive feature of the town is that most of the residences are underground. It is extremely hot and many people have made houses in disused mines. Further the itinerant workforce, lack of job security and poverty stricken Aboriginal population make this a dangerous place with many 'accidents' occurring underground. In the year 2000 with the availability of firearms and general decline in order the place is positively chaotic. Supplies can be had-for a price. Currency is of limited use with barter being carried out with opals, gold nuggets, drugs and fuel. Needless to say the opportunities here for information and adventure is excellent.

Rain

It rarely rains in central Australia but when it does expect flash-floods and violent storms. Any vehicles not on a sealed road (and there are very few of *those*) will be bogged in the deep mud that is left after the rain. The mud will stay for a few days before driving becomes possible again. Here is an opportunity for the GM to intervene and even things up, either by washing the player's equipment away or by slowing down Chris Richard's group.

Encounters:

The area that the players are travelling through is largely *insular* and most people they meet will be at least wary or openly hostile. The GM should run the encounter with the Jawas at some time the players are on the road.

Mostly they will only get encounters for road or open unless they cruise around the Flinders Ranges which is hills. Outside Port Augusta and Alice Springs (*Organised*) the countryside is *Insular* and increasingly *terrorised* to the north.

Most encounters are possible except for Slavers, Large Unit, Supply Dump, Repair Yard, Field Hospital and Crater. Generally the land outside towns will be deserted except for ruined houses and unused grazing land. The smaller towns will probably be abandoned although a few people may be living there. Generally people will not be friendly although few will be openly hostile.

The Jawas

The Jawas are another matter. This is a group of Aboriginals who have reverted to their traditional way of life- not a bad idea in these hard times. However if the party encounters them they will be subjected to a quaint traditional custom- shooting trespassers.

The Jawas will demand compensation and generally give the players a hard time. They will accept most things of value but are especially interested in guns, petrol and booze. They will not attack a large obviously well armed party but if there are only a few players they may prove difficult.

On the other hand if the players have an opportunity to befriend the tribesmen they will be invited to stay with them the night, eat some goat and have a good time. If they are lucky the players may receive supplies or more importantly, information of Richards.

The Jawas ran into Richards and his gang "a few days ago" (they are uncertain) and found him most amiable. Richards had just raided a farm and was in no mood for fighting. They threatened the Jawas who, being outgunned five to one, left without a fight. They may tell the party this or let it slip during their conversation.

Finding Richards:

The players should have several opportunities to find Richards. If they are smart they will strike towards Alice Springs or, better, Coober Peedy. On the way they may stumble on the gang's doings or even upon the gang themselves. Tracking the gang is *Easy*: Tracking as there is a clear track of wheel ruts, beer cans and dead wildlife. However after the rain tracking becomes *Difficult*. Tracking may seem the most logical way but the right trail must be found first- the wrong one could land the players in all sorts of trouble.

When they get close to the gang they will know because their dust plume is visible for about ten

kilometres. Capturing Richards should be a difficult task achieved only by ambush or trickery. However its carried out there should be a few good gunfights and some Mad Max style car chases.

If captured Richards will try to bribe his way out with information, this is the prelude to the next adventure, **Midnight Sun**.

Arid Heart: Jawa Tribe

The Jawas are a peaceful people, which is why Mr Jawa and his contemporaries leave everyone else at camp before going out to cause trouble. They are a mixed band traveling by foot and living off the land. They range in age from thirteen (Wayne) to 50 (Mr Jawa). Although they may be a little rough they are a decent bunch who do not indulge in bandity.

NPC:	Wounds:
Experience:	OOOOOOOOOO
Attributes	OOOOOOOOOO
Initiative	In Weapon:
Skills:	
Combat Skills:	
Weapons	
Magazines	
Special:	

NPC:	Mr Jawa	Wounds:
Experience:	Experienced	OOOOOOOOOO
Attributes	5	OOOOOOOOOO
Initiative	4	In Weapon:
Skills:		OOOOOOO
Combat Skills:	3	
Weapons	M1911A1 equivilent	
Magazines	OOOO	
Special:	This is the leader of a group of Aboriganies from the Jawa tribe who have reverted to a hostile nomadic existance. They have little equipment of worth	

NPC:	Rodney #1	Wounds:
Experience:	Experienced	OOOOOOOOOO
Attributes	5	OOOOOOOOOO
Initiative	4	In Weapon:
Skills:		OOOOO
Combat Skills:	3	
Weapons	Mauser BA	
Magazines	OOOO	
Special:	This is Mr Jawa's strongman. He wears gold chains, sunglasses and talks funny- the rest of the tribe despise him.	

NPC:	Robert	Wounds:
Experience:	Novice	OOOOOOOOOO
Attributes	5	OOOOOOOOOO

Initiative	1	In Weapon:
Skills:		OOOOO
Combat Skills:	2	
Weapons	.22 BA	
Magazines	OOO	
Special:		

NPC:	Rodney #2	Wounds:
Experience:	Novice	OOOOOOOOOOO
Attributes	5	OOOOOOOOOOO
Initiative	1	In Weapon:
Skills:		
Combat Skills:	2	
Weapons	Spear, Knives, Razor Sharp Boomerang	
Magazines		
Special:		

NPC:	Roland	Wounds:
Experience:	Novice	OOOOOOOOOOO
Attributes	5	OOOOOOOOOOO
Initiative	1	In Weapon:
Skills:		
Combat Skills:	2	
Weapons	Crossbow, Club	
Magazines	OOOOOOOOOOOOO	
Special:		

NPC:	Rodney #3	Wounds:
Experience:	Novice	OOOOOOOOOOO
Attributes	5	OOOOOOOOOOO
Initiative	1	In Weapon:
Skills:		OOOOO
Combat Skills:	2	
Weapons	.22 BA	
Magazines	OOO	
Special:		

NPC:	Wayne	Wounds:
Experience:	Novice	OOOOOOOOOOO
Attributes	5	OOOOOOOOOOO
Initiative	1	In Weapon:
Skills:		

Combat Skills:	2
Weapons	Club, spears, knives
Magazines	
Special:	

Arid Heart: Richards' Gang

The Members of Chris Richards' group are a varied mob of ethnic groups and backgrounds. Some of the original members were in Richards' old Army unit, some have been picked up along the way. Their convoy consists of a 2½ ton truck, three modified cars and a pair of trailbikes. Within the truck they carry bulk goods such as food, water, fuel, spares, ammunition, camping equipment, tools and any booty they have looted.

The cars have been heavily modified inside and out with steel slabs welded over their bodies to form a primitive form of armor including shielding over windows and rear wheels. However they do not have interior ballistic cladding or run-flat tiers. Occupants of the vehicles can also be expected to wear ballistic vests and steel helmets. The cars are the same as those detailed in the book ('Civilian Car', p70) expect it has armor values of 2 for the hull and has combat movement rates of 70/10. The truck is unmodified.

The only weapons mounted on the cars are various spikes and rams welded from tube steel and star-posts. The GM is free to implement rules for attacks with these.

Richards' gang attacks via two methods- either intercepting vehicles and forcing them off the road (by ramming or shooting out tiers) or by ambushing camps/settlements at dusk.

The general formation for the gang on the road are two gang members in each vehicle with Mad Dog's car leading the group by 1km. Richards in another car leads the truck and the final car brings up the rear. The remaining gang members (3) rid in the rear of the truck with about six non-combatants. Trail bikes are only used for reconnaissance

NPC:	Chris Richards	Wounds:
Experience:	Veteran	OOOOOOOOOO
Attributes	6	OOOOOOOOOO
Initiative	4	In Weapon:
Skills:		OOOOO OOOOO OOOOO OOOOO OOOOO OOOOO OO
Combat Skills:	5	
Weapons	Uzi, 2 knives, 3 frag grenades	
Magazines	OOOO	
Special:	Richards is the gang leader. He has established this position by ruthlessly suppressing opposition. Although not particularly cruel he sees little value in human life.	
NPC:	Mad Dog	Wounds:
Experience:	Veteran	OOOOOOOOOO
Attributes	6	OOOOOOOOOO
Initiative	4	In Weapon:
Skills:		OOOOO OOOOO OOOOO OOOOO OOOOO OOOOO
Combat Skills:	5	

Weapons	M16, .38 Special
Magazines	OOOO
Special:	Maddog is an ex-bikie and Chris' second in command. He is big,brutal, scary looking but is Chris' prime contact to the bike-gang community and second in command

NPC:	Gang Member A	Wounds:
Experience:	Experienced	OOOOOOOOOOO
Attributes	5	OOOOOOOOOOO
Initiative	3	In Weapon:
Skills:		OOOOO OOOOO OOOOO OOOOO

Combat Skills:	4
Weapons	SLR (L1A1)
Magazines	OO
Special:	Players will probably not have much opportunity to engage in chit-chat with gang members so, for simplicity, names are not supplied

NPC:	Gang Member B	Wounds:
Experience:	Experienced	OOOOOOOOOOO
Attributes	5	OOOOOOOOOOO
Initiative	3	In Weapon:
Skills:		OOOOO O(individual)
Combat Skills:	4	
Weapons	.30-30	
Magazines	40 loose shells	
Special:		

NPC:	Gang Member C	Wounds:
Experience:	Experienced	OOOOOOOOOOO
Attributes	5	OOOOOOOOOOO
Initiative	3	In Weapon:
Skills:		OOOOO OOOOO(individual)
Combat Skills:	4	
Weapons	.22 Semi Auto	
Magazines	30 loose shells	
Special:		

NPC:	Gang Member D	Wounds:
Experience:	Experienced	OOOOOOOOOOO
Attributes	5	OOOOOOOOOOO
Initiative	3	In Weapon:
Skills:		OO(individual)
Combat Skills:	4	

Weapons	Double barreled Sawn-off Shotgun
Magazines	40 loose shells
Special:	

NPC:	Gang Member E	Wounds:
Experience:	Experienced	OOOOOOOOOOO
Attributes	5	OOOOOOOOOOO
Initiative	3	In Weapon:
Skills:		OOOOO O(revolver)
Combat Skills:	4	
Weapons	.357 Magnum	
Magazines	18 loose shells	
Special:		

NPC:	Gang Member F	Wounds:
Experience:	Experienced	OOOOOOOOOOO
Attributes	5	OOOOOOOOOOO
Initiative	3	In Weapon:
Skills:		
Combat Skills:	4	
Weapons	Crossbow	
Magazines	15 Bolts	
Special:		

NPC:	Gang Member G	Wounds:
Experience:	Experienced	OOOOOOOOOOO
Attributes	5	OOOOOOOOOOO
Initiative	3	In Weapon:
Skills:		OOOOO OOOOO OOOOO OOOOO OOOOO OOOOO
Combat Skills:	4	
Weapons	AKM	
Magazines	OOOO	
Special:		

NPC:	Gang Member G	Wounds:
Experience:	Experienced	OOOOOOOOOOO
Attributes	5	OOOOOOOOOOO
Initiative	3	In Weapon:
Skills:		OOOOO OOOOO OOOOO OOOOO OOOOO OOOOO
Combat Skills:	4	
Weapons	AKM	
Magazines	OOO	

Special:

NPC:	Gang Member H	Wounds:
Experience:	Experienced	OOOOOOOOOO
Attributes	5	OOOOOOOOOO
Initiative	3	In Weapon:
Skills:		OOOOO OOO(individual)
Combat Skills:	4	
Weapons	Pump Action Shotgun	
Magazines	32 Loose Shells	
Special:		

TWILIGHT 2000 MODULE AND ADVENTURE ARCHIVE

Welcome to the Twilight Module and Adventure Archive, a website associated with the Twilight 2000 mailing list. This site maintains and provides pointers to sites that holds material devoted to writing material for Twilight 200 and Merc 2000.

You may wonder why this site never gets updated or why it looks so amaturish. The answer is it hasn't been update in two years or so and I'm using the geocities HTML editing interface. My mail site is [here](#). The other reason is I don't play T2K anymore.

If you would like to see a link to your own or someone else's site please feel free to send me some Email, below.

ADVENTURES	MATERIAL	USEFUL LINKS
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MAIL ME

TWILIGHT 2000 MODULE AND ADVENTURE ARCHIVE MATERIAL

This section is designed to assist you in creating Twilight 2000 or Merc 2000 adventures/modules. Each of the links below is a reviewed resource. I don't have time to check them on a regular basis so please report any broken links

Yugoslavia:2000:

Notes developed as Twilight background before the breakup. By Mitchell K Schwartz.

Merc:2000 Cabinda War Time Line.

Timeline of a war between Zaire and Angola. Again written before the events made Zaire front-page news.

Town Hall: Twilight 2000 Bulliten board

I don't know much about this discussion space as I usually participate in the....

Twilight 2000 Mailing List!

This is the main Twilight resource for me. It is a very active list and a great place to pick up resources that are unavailable elsewhere. Besides, the writers of the original game are subscribers. Just click on the link above and type `subscribe twilight2000` in the body of the message.

The Net Book on Plots-OnLine!

Good list of adventure ideas- plots. Not a lot that are applicable to Twilight but a good resource, none the less.

38th Parallel

A collection of materials concerning Korea in Twilight 2000.

MAIL ME	HOME
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TWILIGHT: 2000
WEB RING



38th Parallel

A Mini-Supplement for Twilight:2000

by [Andrew Borelli](#)

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[North Korea, October 2000](#)

[Korean Order of Battle, 2000 A.D](#)

38th Parallel

A Mini-Supplement for Twilight:2000

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North Korea, October 2000

Cold, snowy wasteland, all dotted with craters, empty villages and twenty foot snow banks. Welcome to Korea. The worst of the fighting's over, or at least that's what they keep telling us. I remember back in '97 when it seemed like things couldn't get worse; waves of screamin' Koreans armed with good Russian equipment flying at us every day, Ivan's armored columns popping up all over the place. Then we heard the first nukes had been used in Europe, and it wasn't long before the same happened here.

But a bunch of us are still alive, and I guess that counts for something. Now if just could hop a ship back Pusan and get the hell out of here.

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Welcome to Korea:

This mini-supplement is intended to provide GM's with new material to spice up plodding campaigns, as well as provide PCs with new and exotic locales to explore. This supplement can be tailored to fit a Merc campaign as well. It is hoped that this work will be valuable in tracing the events of the Second Korean War, a conflict not often covered in Twilight. Before getting on to the meat of the supplement, a small history is in order to introduce players and referees to the region.

History

By 1989, Kim-Il Sung's Communist regime in North Korea was in serious trouble. With public confidence in the "Great Leader" badly shaken, it became evident that drastic action was necessary to reclaim the faith from the people which had once been so fervent.

To this end, North Korea began an ambitious new wave of underground mining and terrorist activities against its neighbor in the south. It was hoped that these actions, combined with a massive propaganda blitz, would help bolster public faith in the regime. South Korea, meanwhile, was under pressure for its methods in squelching increasingly large political riots calling for closer ties with the North. Combined with an unstable economic future and instability in the region, it looked as though the North might once again regain the political upper hand.

By 1992, however, North Korea's methods were beginning to stall. Many of the mining operations had been mopped up by US and ROK troops, while terrorist activities, which had (accidentally, for the most part) resulted in numerous civilian casualties, only managed to turn public opinion against the North. The South Koreans managed to temporarily calm tension in its streets during this period, although matters were still paper thin.

In February of 1993, Kim-Il Sung died. His son, Kim-Jong Il succeeded him as Great Leader. Realizing the inevitable, Jong Il began a series of friendly overtures to South Korea, all the while stepping up propaganda tactics in his own nation. The collapse and re-organization of the Soviet Union two years before made getting supplies and advanced weaponry even more difficult, and while things were still holding together, Jong Il knew that real measures were needed to keep it that way.

From February 1993 till March 1994, both Koreas essentially tended to their own houses. The North set about a series of political machinations calling for closer ties with other Communist Asian nations. The nation also began significant purchases of modern weapons from whoever would sell them. These efforts were more successful than the Great Leader's attempts at economic reform.

The South had its own problems to deal with, ranging from rising crime and unemployment to increased political chaos in the streets. In the South, the unification movement had never been stronger, which made politicians extremely nervous in light of the fact that a rapidly decaying United States had been systematically reducing its military force in Korea since 1991. With conditions worsening in South Korea's big cities, the government began to flounder. Terrible student riots tore through Seoul and other industrial centers in 1994 and 1995, worsening the nation's image through the eyes of the media.

Time passed and tensions rose, but little changed. The world's eye was on Europe, where numerous brushfire wars and increasingly weird economic bedfellows made for headlines, as well as on China, where border disputes with the old Soviet Union were pointing towards inevitable war. North Korea, desperately looking for a strong ally, decided to publicly support the Soviets in the Chinese matter. The South tended to side with China out of sheer spite for its Northern neighbor, and denounced the North for supporting "acts of international irresponsibility". With the USSR strongly backing the North and the US becoming close once again to Seoul, trouble was just over the hill.

1996 brought war first in Asia and Europe, while 1997 brought the collapse of China and the first liberal use of nuclear weapons in a world conflict. Before and during World War III, the North Koreans had undertaken a massive buildup of forces and stretched its credit to the limit purchasing modern arms. The South, already well equipped but unprepared, immediately called up its reserves to garrison the front, while a slow re-deployment of US military forces in the region began. By Christmas of 1996, the two nations were a hair-trigger away from disaster.

Encouraged by Russian advances in Poland and convinced that the US could not spare resources to save South Korea, the attack finally came in March of 1997, five months before the Chinese collapsed.

The first week went well for the North. With their newly acquired arsenal, North Korean tanks and mechanized infantry punched their way through ROK positions (albeit at great cost). American units still proved to be more than a match for the North Korean army, but with the technology gap narrowed quite a bit, sheer force of numbers soon forced the US to withdraw from their prepared defensive positions, again at great cost for both sides. Inclement weather in the South grounded some of the ROK's air force, and until the US had all of its air resources in place, Russian bombers pounded Allied units from the sky.

By the second week, as casualties quickly mounted, the front grew desperately thin. North Korean & Russian units penetrated deeper into South Korea, but this left their supply lines open to attack, which in turn ended up slowing their advance. Seoul, and its surrounding suburbs, at first a massive pocket of resistance, fell under siege at the start of the third week. It should be noted that the South Korean army handled the siege bravely, holding for almost another two weeks before falling to superior numbers. Months later, Seoul was retaken in an Allied offensive the press would later label "the Second Inchon".

One month after the fighting began, China decided to send forces through Korea to link up with Allied units. This shocked the Allies more than it did the North Koreans, who expected that the Chinese could spare nothing in their fight to throw the Russians back. As thousands of "ChiComs" poured over the Yalu river, a hysterical North Korean high command rushed units back to the north to hold off this unexpected invader.

This bold pincer strategy worked well for a number of weeks. The fighting in the south stagnated for some time, then exploded suddenly, leading to a renewed US push for Pyongyang. As it did for the North Koreans, the US offensive began to stall. It is during this time the North Koreans began to fire tactical nuclear artillery; the other combatants fired larger warheads at each other soon after.

When the Chinese government collapsed, a number of Chinese units disbanded and went marauder or simply stayed where they were, which badly confused operations. Fighting degenerated into nasty firefights of attrition with ugly (and needless) losses, during which time the Russians and NK's suffered unfathomable losses to American nuclear counterstrikes and off-shore artillery support. This final blow stemmed more from a lack of cohesive command on the part of the Russians and North Koreans rather

than from any sort of concentrated effort on the part of the Allies, who indeed were already feeling the effects of desertion, mutiny, and a total lack of regular supply or refit.

The North Koreans, strangely enough, performed (in some cases) better than their allies during this terrible time, frustrating numerous American and ROK attempts to capture Pyongyang. These attempts stopped completely in late 1999 when the Russian 38th Internal Defense Rifle Division secured the capital.

Current Situation

As of 1 January 2000, the Korean peninsula is disputed between the North Korean/Russian forces, and the Allied forces to the south (composed primarily of ROK & US troops, but also including British, French, Australian, Thai, Canadian forces as well). Actual engagements are few and far between; any major battles that do happen are short, carefully planned offensives designed to take clearly strategic targets from the enemy. The Allies have an advantage here; although the North Koreans still have a fairly large force, they suffer from a complete lack of motivation, skill, or supply, while surviving Russian forces in the region are dwindling rapidly as units slowly unravel. Some have degenerated into marauders, mini-warlords, or other rabble; others are simply wandering home, emotionally and physically exhausted from three years of unrelenting war.

Government

This varies greatly from town to town. In South Korea, there is still a central government (theoretically) separate from the military, but its jurisdiction becomes thinner and thinner as one approaches the "front." Seoul is still the center of things, with 42% of the original population now living and trading within its defended walls. A national council convenes here as well to pass whatever legislation it can. In reality, the army has a final say in everything, although it is not uncommon for the two organizations' goals to be similar, creating an air of co-operation. Since the Allied armies still occupy many towns controlled by Seoul, this co-operation is often necessary.

North Korea is somewhat different. The remainder of the North Korean army rules the countryside, garrisoning and farming wherever they can to survive. The army is the law in North Korea, still commanded by Kim-Jong Il, who issues orders from his private, bunker-like apartment complex in Pyongyang. Towns not garrisoned by North Korean army troops are regularly patrolled by the hated political police, who are really thugs with guns and authority. Officially assigned to crush "counter-revolutionary ideals", the political police act as rear-guard and frontier security. Duels between these forces and ROK border patrols are not uncommon. (Note: The South Koreans are no saints in this either: the infamous "white mice," or military police, known for their white helmets and lack of regard for civilians, are just as hated in the south.)

Trade and Local Life

The standard of living in the Koreas varies greatly as it does elsewhere. The big cities are dirtier and emptier than they once were, and a slow process of decay is happening, creating large slum areas which both armies are having difficulty controlling. Most cities are war-torn to some extent. Seoul's northern neighborhoods, for example, were very badly damaged, but a slow process of rebuilding is taking place.

Other cities, not as fortunate as Seoul, were reduced to almost total rubble. Seoul and Pyongyang also tend to avoid the problems other cities experience in this post-war world due to the presence of constant trade, active political control and a large military body keeping the chaos to a minimum.

Most of the big industries in both Koreas are working at minimal output, so labor and resources are at a premium. Note that independent industry exists only in the largest of cities; the big production complexes of the past were captured or destroyed early in the war.

In the smaller towns, life is very different than before the war. Most towns are still wrecked or at least partially damaged from the fighting, while others cannot overcome the economic upheaval the invasion caused. The smaller the town though, the more likely a single organization holds it firmly. Most small towns in the North and South have some sort of garrison. Again, life in these places depends on the location; as one approaches the front, towns become more destitute, the population more pestilent. Disease is a very big problem on the peninsula, and garrisons are constantly on the watch against it. This is due to the fact that most of the dead were left unburied during the winter invasion and began to decompose when the snow melted, leading to an immediate outbreak of cholera (a resurgence of black plague was also rumored). The breakdown of a central medical system and the loss of many public services only fueled the fire. This makes medical supplies and personnel extremely valuable - during the last weeks of "sanctioned" fighting, a fierce mechanized battle near Kaesong was fought over seventeen unclaimed crates of penicillin!

Trade & Economy

Trade is fairly constant in South Korea, often run by independent distributors operating out of large cities. As of 1 Jan 1999, no independent is allowed to launch a trade expedition without a "letter of transportation". Said document is obtained by filling out a whole lot of forms in Seoul, presenting one's credentials, and then paying a hefty sum. Trade runs to frontier towns pay the best; border towns pay premium prices for badly needed goods. Often, a convoy headed north may find itself carrying some exotic (by 2000, ICM shells, say, are pretty exotic) weaponry or ammunition to an army unit, which pays even better. As you may have guessed, running trade without papers constitutes black-marketeering, which is punishable by forfeiture of goods, imprisonment and/or death.

Trade in the North is strictly an Army-run thing. Operating on an almost exclusively barter economy, many Northern towns exist on subsistence agriculture, trading mutually needed items with other nearby towns to stay afloat. Naturally, black-market runs here are brutally suppressed. Generally, the army also oversees vital farming and fishing operations, acting as supervisors and security in exchange for a chunk of the proceeds. As in the South, travel is difficult as many roads are badly damaged, and nature is beginning to take over the already rugged hinterlands. Note that gold is preciously scarce up north but is always accepted as payment.

Marauders

Korea's relatively small size acts as a plus here. Unlike Europe or the United States, where marauders have plenty of places to hide, bands of raiders in Korea are generally small and hit very isolated targets. Few groups are equipped to handle a serious stand up fight. Since most marauders are deserters or desperate refugees, many groups disband and scatter after only a few months in operation to avoid being tracked down and destroyed by local militia.

Refugees

Whenever a new offensive develops, or a new outbreak of disease ravages some township, PCs will encounter large caravans of refugees slowly trudging down the road. These columns will generally be headed away from the front and marching towards the coastlines. Often scared and desperate, refugees should just be avoided unless the PCs are prepared to help them, lest they are accosted by a lot of starving, scraggly people. It is rare that a refugee column becomes violent, however.

Weather

The wet, humid, flood-warning summers Korea once knew are a thing of the past. "Nuclear Fall" effects Korea just as it does the rest of the world, meaning that things are generally cool and overcast most of the time. There is a period of mixed sun and balmy weather from late June to mid August. The period from November to mid March is Korea's winter, during which time the peninsula is hit with blinding blizzards and daily below-zero temperatures. Towns and cities settle into winter hibernation, since snow fall has been measured at up to 108 inches during this season.

The Map

When I wrote this adventure, I had a pretty good map drawn out for it, detailing unit locations, points of conflict, nuclear targets, etc. Since I don't have a scanner (and I can't find the map anyway), I'd suggest writing to these fellows for an excellent series of regional maps:

Defense Mapping Agency Office of Distribution Services Washington, DC 20315 - 0010 These maps are inexpensively priced and are excellent for any campaign in the area.

Getting Involved What The Hell Are We Doing Here, Anyway?

There are a number of ways the PCs could end up in Korea. They may have landed there by accident or to stop for supplies on the USS Corpus Christi (see The Last Submarine or Boomer). They may be coming out of a recent campaign in Thailand, or may be on a very long march from the Middle East AO.

If your campaign has been a particularly long one, the PCs may even have originated in Europe, with the stop in Korea climaxing a months-long march across the shattered USSR and the ruins of China. Finally, novice PCs may start out the game in Korea as part of the American defense contingent there, or as some of the last reserve troops coming in from Pusan.

Final Note: What To Expect and How To Run It

Korea is an exotic place. To your PCs, the culture will be foreign and the people may be hostile. Usually, townsfolk won't show their true allegiance until it's too late. The terrain is ruined in some places, frozen in others. The enemy will constantly be popping up where he is least expected, and when discovered by the PCs, he will either turn tail and disappear or dig in and call for help. The climate will be monotonously cool and dry when it's not blindingly cold. People in the countryside will be desperate and destitute, while rich bureaucrats, officers and merchants will rule the cities. (Ref's: see Bangkok: Cesspool of the Orient for a similar situation.)

Both North and South Korea are tired of the war and just want to settle down to rebuild. Most of the people on both sides of the line who started the war are long dead, most killed in the nuclear strikes. Those few who are left either control fringe elements of their respective military, or are simply ignored. Within the next 10 years, it is hoped that the Korean peninsula can begin a steady recovery from this disaster. However, the border issue is still unsettled, since old grudges die hard, it remains to be seen if these unfriendly neighbors will once again scrap.

Most Allied forces, meanwhile, would like to go home. Transports often travel to and from Pusan at irregular intervals to the US and a host of other destinations. The local brass know this, and a slow evacuation is being considered, though there is still much to do. Until the ROK is on their feet and the threat of war is clearly suppressed many loyal officers in the Korean AO do not feel their job is done. Whether they can convince their troops of this or not is another story. With luck, however, the order to evacuate might come by the spring of 2001. Needless to say, your PCs will probably want to be there when it does.

Running Korean Campaigns for Merc: 2000

Korea is in considerably better shape in this alternate world. The nation is unified as one, with Seoul as its capital. The people are also very unified, and there is a strong feeling of national identity. Both armies were scaled down greatly after the unification, and all troops wear new standardized uniforms as of 1 Dec 1998.

Korea is weathering the worldwide depression well, but street violence, organized crime influence, student unrest, and a growing drug trade are taking their toll. The government is hiring for a variety of missions against minor insurgents, criminal bases of operation, and drug-producing facilities. Missions are also available against (rare) warlord incursions from the fragmented mess that was China. The USDEA, meanwhile, has an active office in Pyongyang(!), which is constantly hiring mercs for runs against drug facilities and personnel across Asia. The CIA often plans missions against the yakuza, Chinese warlords, and minor insurgents in Japan, mainland China, and elsewhere in Asia.

Overall, Southeast Asia is in about the same shape as it is today, with one major exception: China no longer exists as a single country and is divided amongst a number of warlords and petty bureaucrats with muscle. Very few still pretend to follow any particular ideology; life in regions ruled by those who do tends to be hellish. Hong Kong, Beijing, Seoul and Bangkok are the major merc hiring halls in the area. These modern, ever-expanding cities are dirty, sprawling, and rollicking at night, with an abundance of vices and villains to keep the PCs busy on and off the job.

38th Parallel

A Mini-Supplement for Twilight:2000

by [Andrew Borelli](#)

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Korean Order of Battle, 2000 A.D

• Soviet Group of Forces, Korea

- Far Eastern TVD, Yalu Front:

203rd Air Assault Brigade

Subordination: Yalu Front

Current Location: Near 38th Parallel

Manpower: 200

Tanks: None.

- 35th Soviet Army

173rd Motorized Rifle Division

Subordination: 35th Army

Current Location: Hamphung, North Korea

Manpower: 1000

Tanks: 2 T-74

194th Motorized Rifle Division

Subordination: 35th Army

Current Location: Suijang, North Korea

Manpower: 200

Tanks: 1 T-80

38th Internal Defense Rifle Division

Subordination: 35th Army

Current Location: Pyongyang, North Korea

Manpower: 2000

Tanks: 8 T-64

• Army of the People's Democratic Republic of North Korea

○ 15th People's Army

5th Irregular Mortar Company

Subordination: 15th Army

Current Location: Near 38th Parallel

Manpower: 750

Artillery: 10 82mm Mortar, 10 120mm Mortar, 20 B-11 107mm RCL, plus many free-fire 120mm Rockets

17th Irregular AA Battalion

Subordination: 15th Army

Current Location: Pyongyang

Manpower: 500

Artillery: 20 M-1946 130mm Field Gun, 20 KS-30 130mm AA Gun

66th Infantry Battalion

Subordination: 15th Army

Current Location: Jujang, North Korea

Manpower: 700

Tanks: 5 T-55

803rd Tank Battalion

Subordination: 15th Army Current Location: Pyongyang, North Korea

Manpower: 1200

Tanks: 40 T-55

8th Division

Subordination: 15th Army

Current Location: Approaching 38th Parallel

Manpower: 4000

Tanks: 30 T-55, 10 T-72

105th Sapper Battalion

Subordination: ?

Current Location: Seakong, South Korea

Manpower: 300

Tanks: 1 M728 CEV

Note: The 105th Sapper Battalion has been out of contact for the past seven months. The 15th Army has no idea what they are doing. The 105th occupied a small coastal town in South Korea shortly after the fighting subsided and has been conducting irregular guerilla operations ever since. They remain a constant thorn in the side of the US and ROK forces, but they're rapidly running out of munitions and supplies. They will have to make a bold move soon or starve come wintertime.

For individual Soviet unit histories, please consult the Soviet Vehicle Guide. North Korean units

are as listed above. In addition to these troops, North Korea has 15,000 troops acting as irregular militia up and down the countryside. These units are not well organized and serve only as local defense forces.

• Allied Group of Forces, Korea

- CENTCOM (Milgov)

- 8th US Army

- II US Amphibious Corps

- 23rd Regiment, 4th Marine Division**

- Subordination: II US Amphibious Corps

- Current Location: Inchon, South Korea

- Manpower: 700

- Tanks: 7 M60A3

- 5th Marine Division**

- Subordination: II US Amphibious Corps

- Current Location: Kaesong, North Korea

- Manpower: 2000

- Tanks: 9 M60A3

- 16th Regiment, 6th Marine Division**

- Subordination: II US Amphibious Corps

- Current Location: Weijei, North Korea

- Manpower: 600

- Tanks: 4 M60A3

- II US Corps

- 1st Brigade, 7th Light Infantry Division**

- Subordination: II US Corps

- Current Location: ?

- Manpower: 500

- Tanks: None.

- Notes: The 1st Brigade was trapped in North Korea after the run for the Yalu River was pushed back by victorious Soviet forces breaking out of China. The 1st has been out of contact for 13 months now. It is known they are actively making their way south.

- 26th Light Infantry Division**

- Subordination: II US Corps

- Current Location: Yujiaitu, South Korea

- Manpower: 500

- Tanks: 13 LAV-75

- 45th Infantry Division**

- Subordination: II US Corps

Current Location: Pusan, South Korea

Manpower: 2000

Tanks: None

■ VI US Corps

2nd Infantry Division

Subordination: VI US Corps

Current Location: Seoul, South Korea

Manpower: 2000

Tanks: 4 M1

25th Light Infantry Division

Subordination: VI US Corps

Current Location: Firebase Alpha, North Korea

Manpower: 600

Tanks: None

41st Infantry Division

Subordination: VI US Corps

Current Location: Firebase Juliet, North Korea

Manpower: 2000

Tanks: None

163rd Armored Cavalry Regiment

Subordination: VI US Corps

Current Location: Firebase Neccessity, South Korea

Manpower: 300

Tanks: 4 LAV-75

○ **Army of the Republic of South Korea**

■ Task Force A

20th Mechanized Infantry Battalion

Subordination: Seoul Military District

Current Location: Near 38th Parallel

Manpower: 450

Tanks: 1 M60A3, 5 M48A5

3rd Airborne Cavalry

Subordination: Seoul Military District

Current Location: Near 38th Parallel

Manpower: 130

Helicopters: 13 UH-1 Huey, 3 UH-60 Blackhawk

117th Recon Battalion

Subordination: Seoul Military District Current Location: Near 38th Parallel

Manpower: 400

Tanks: None

5th Tank Battalion

Subordination: Seoul Military District

Current Location: Near 38th Parallel

Manpower: 560

Tanks: 1 M1, 7 M60A3, 4 T-55, 6 Stingray, 38 M48A5

87th Artillery Battalion

Subordination: Seoul Military District

Current Location: Near 38th Parallel

Manpower: 400

Artillery: 10 M107 SPA, 4 M198 155mm Howitzer, 1 M55 Quad .50

Please consult the American Combat Vehicle Guide for individual unit histories. South Korean units are as listed above. Like the North Koreans, things have deteriorated for the South Korean army to the point where another 5,000 disorganized troops are acting as local militia around the country. These are defensive troops only.

TWILIGHT 2000 MODULE AND ADVENTURE ARCHIVE

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**TWILIGHT: 2000
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