

# TWILIGHT

2013

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*Web Supplement*

*Adventure Seeds*



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# **CREDITS**

## **G-1 (ADMINISTRATION)**

**Design:** Keith Taylor

## **G-2 (INTELLIGENCE)**

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## **G-3 (OPERATIONS)**

**Written By:** Various Writers

## **G-4 (LOGISTICS)**

**Production Director:** Keith Taylor

**Editing:** Keith Taylor

**Layout & Typesetting:** Keith Taylor

## **G-6 (COMMUNICATION)**

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**Seeds** - are small story elements which GMs can use to either fill down time in their campaigns or to start whole new ones based off of them. Each seed also provides possible complications to further develop these new possibilities.

**NPCs** - are character backgrounds which can serve as the basis for NPCs or Player Characters.

## GRAIN SILO

**Author: Simon Pratt**

While traveling across open farm land, the PCs come across a village looking to make a new start. They tell the PCs that one of the farms in the next village has a grain silo that “should” contain enough seed to allow the town to plant crops, to feed the entire village and provide a surplus for the following year. The villagers will agree to provide the PCs with food and a small amount of ammunition if they can secure the farm.

*Possible Complications:*

- The farm is now home to a well armed raider unit who are living off the grain.
  - The village council is less than benevolent and the farm is actually the home to a small family group who are hold outs against the village rulers.
  - The PCs find the farm a smoldering wreck. Investigation will reveal several tracks from vehicles and foot troops leading off north and the burned remains of the farm owner and his family in the wreckage. The grain silo is empty and the farm animals are no longer in their pens.
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# NEW ERA SHERIFF

**Author: Patrick Sherill**

While traveling through a back woods county one of the players inadvertently violates a “law” in the county and brings down the heat of the local Sheriff that rules the county with an iron fist. The Sheriff can easily bring to bare more guns than is necessary against the PCs; they will either have to do ‘jail’ time or perform a favor for the Sheriff. What the Sheriff has in mind is for the PCs to rid the county of a group of marauders and criminals that have been trouble for months.

*Possible Complications:*

- The criminals turn out to be rebels fighting against the tyrannical rule of the Sheriff who has been ruling the county like a warlord.
  - The criminals turn out to be a group of Special Forces operatives sent in to clean up the territory and prepare it for invasion by a larger military force.
  - The criminals are criminals but they are doing the Robin Hood thing, stealing food, clothing and supplies for the less fortunate in the county.
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# BIG BIRD DOWN

**Author: Patrick Sherill**

While out on patrol the players observe a C-130 fly over head with smoke coming from two of its engines. Shortly thereafter the PCs witness the plane going down just over the horizon from them, about ten kilometers away.

*Possible Complications:*

- The C-130 is loaded with medical supplies and food destined for a community vital to the reconstruction of an area. One of the crew has managed to survive and emphasizes how important the shipment of supplies is.
  - The C-130 was carrying an important official involved in the restructuring of the US Civgov and by the time the players arrive his security team has left headed toward what the players know to be a hostile controlled area.
  - The C-130 is carrying a large number of civilians that were being airlifted to another community being rebuilt. The civilians consist of engineers, medical personnel, teachers, teenagers etc.
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# THE BANALITY OF EVIL

**Author: Stephen A. Connor**

The PCs receive an order or mission from a trusted superior (or powerful NPC) requiring them to kill or harm a local civilian leader. The superior is utterly convinced of the necessity of the action.

*Possible Complications:*

- The Superior is deranged, evil or simply murderous. Whatever their motive, the target is a non-combatant with no military value. The Superior will lie or otherwise mislead the PCs, purposefully or not, in an effort to get them to carry out orders.
  - The target is as dangerous as the superior believes. While they will pretend to be innocent, the target will carry on their heinous acts until they are eliminated.
  - The target is dangerous but due to no fault of their own. However, 'saving' them, even if they are innocent puts a larger community or group of innocents at dire risk.
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# CONTAMINATION

**Author: Josh Benton**

During the course of the PCs travels through the region they have come across a series of settlements that have traded for contaminated foodstuffs. As a result there have been quite a few deaths, particularly of children and the infirm. All the supplies were purchased from the same trader, who has not returned to any of the settlements since. The villagers will agree to provide the PCs with food and a small amount of ammunition if they can track down the trader and find out what's going on.

*Possible Complications:*

- The person responsible for peddling the contaminated supplies is an old friend (contact) of one of the PCs.
  - The trader is knowingly aware that the supplies are contaminated and that people will probably die as a result; however, he also has a resource that the PCs are in desperate need of and which they will lose access to if he is killed or imprisoned.
  - The trader is not aware that the supplies are contaminated and is being used by a would-be warlord who is distributing them in order to weaken any possible resistance before he moves into the region.
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# RAWHIDE

**Author: Josh Benton**

The PCs are hired by a man who has a healthy herd of both dairy and beef cattle and wants them moved to a more secure location. Unfortunately there is no available means of transporting them en mass, so it looks like a 2013 version of a good old fashioned cattle drive is in order.

*Possible Complications:*

- The PCs' employer is in fact a thief and has stolen the cattle from a settlement where they were the primary source of food stock.
  - The rancher is using the cows to transport some form of valuable or contraband goods or information such as drugs, ammunition, medical supplies, intelligence reports of local forces etc. These items are being stored in the cows' stomachs, and once the cows have been transported to a new location they will be slaughtered of so that he can recover the goods.
  - The cows are a tribute payment, and failure to deliver them, or loss of more than 10% of the herd will result in the rancher's settlement being attacked.
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# ANGELS OF MERCY

**Author: Josh Benton**

Following a series of rumors the PCs discover a group that has begun operating their own hospital. While the building is something of an ad hoc arrangement, they seem to be quite well supplied, and everyone administering medical treatment appears to have at least a basic understanding of medicine. They ask very little in return and are willing to treat the less fortunate without charge.

*Possible Complications:*

- One of the ways the hospital is able to keep itself so well supplied is because they have found a steady source of meat to use in trade. This meat is patients who were severely injured or otherwise deemed untreatable and were euthanized in order to prevent committing too many resources to their treatment.
  - While the hospital is indeed doing good work and providing a valuable resource it operates on a discriminatory policy and refuses treatment to members of a particular ethnic group, region or religion etc.
  - The administrator of the hospital is a war criminal who was responsible for a number of atrocities during the **Twilight War** and is trying to wipe away the stain of his past.
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# GOAT SUCKERS

**Author: Josh Benton**

Several local animals are found dead, after having been savagely mauled and partially consumed. Witnesses have described seeing a strange creature with glowing eyes, and which makes hideous noises before it attacks.

*Possible Complications:*

- The "creature" responsible for the attacks is the result of a pre-war military experiment. Scientists were attempting to genetically engineer a badger that could be inserted behind enemy lines and which could be used to disrupt enemy supply lines and destroy property (the animals are capable of biting through thin metals or materials of similar strength, have extremely thick hides and are immune to the effects of electrical currents up to the strength of those used for a typical military-grade electric fence). While only a few of these animals survived, they are entering their breeding cycle. Should they manage to breed the area will be overrun within weeks.
  - The witnesses report seeing "Bigfoot." "Bigfoot" is the descendant of a group of apes who were escaped from nearby zoos. While the animal would normally ignore human-inhabited areas it has recently contracted rabies and its behavior has become increasingly erratic.
  - The attacks are the work of a group of opportunistic individuals who want to make the locals both fear for their livestock and their own safety. When they feel the situation has been properly primed the perpatrators will come in to "save the day" by capturing and killing the mysterious creature and of course demand an exorbitant fee for having performed this service.
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# ABANDONED HOSPITAL

**Author: Kristen Clark**

The PC's come across a local area hospital. It is three stories high and may also contain a basement. The outside of the walls show signs of large caliber weapons and artillery damage. In addition, most of the windows have been blown out, and part of one of the floors shows sign of having been on fire.

*Possible Complications:*

- The first floor is mostly deserted. It shows sign of having seen some firefight action. In some of the rooms there are old cardboard boxes, old stained linen and other laundry items where homeless may be bedding down at night. Essentially the hospital is a place for homeless to sleep at night.
  - At night, "patients" come out and they attack any PCs on sight. Killing them proves to be quite difficult as they seem very resilient to harm/damage. In reality, they are junkies who shoot up on (insert whatever drug here). The patients attack with their bare hands, but some will have scalpels, needles and other medical instruments that are blood stained. Any PCs which is hit by these "weapons" are more than likely to contract some sort of disease.
  - The hospital, because of its (large) size and prior reason for being (medical supplies, equipment & personnel) acts as a beacon to many undesirable characters from single people up to larger groups. The hospital itself is defended by local town folk who continue to look after the sick and injured.
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# OLD AIRPORT

**Author: Kristen Clark**

The PC's come across an abandoned airport which in the past serviced a small community. It has a medium sized brick building (departure lounge and administration center), a large hanger and an 800m runway. In the main terminal, there used to be a small, short range radar which may be salvagable and made vehicle portable.

*Possible Complications:*

- The airport is now used by Milgov/Civgov, or some well equipped marauders. There is only a skeleton guard in place to protect the location.
  - The airport, based somewhere in America (or some other NATO country) is actively being used by the Russian military. A small assortment of Hinds and fixed wing ground assault aircraft (SU-25 Frogfoot) are using the airport and are located in the hanger. There is a suitable contingent of security personnel protecting the airport.
  - The airport is deserted. In the abandoned hanger, a single old NATO type aircraft remains. It may be damaged and it will appear dusty, old and unreliable. While the fuel gauge says its tanks are empty, the airports bulk storage refueling tanks have enough fuel to fill the aircraft for one flight.
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# LOCAL SETTLEMENT

**Author: Kristen Clark**

The PCs come across a settlement of a couple of hundred people, living in a very makeshift village. Housing in the village is made up of mud or straw huts, which have been constructed recently. The village is situated near a fresh water creek with a wooded hill on one side and a large clearing just outside the living area where a small number of animals graze. The village is in an ideal location for farming and living off of the land. The settlement is friendly towards the PCs as long as the PCs are not raiding them.

## *Possible Complications:*

- The settlement will ask the PCs to join them in their rebuilding efforts. There is still much work to be done, building new houses, damming the creek, making new tools and equipment out of wood (windmills, shovels, rakes, more buildings, perhaps a church, barn or more). It is a chance for the PCs to help construct a new village/town from scratch, in ideal (for now) conditions. The people in the settlement are very focused around building the settlement with as much renewable technology as possible (wind farms, windmills, solar panels, fire etc. NO oil based fuel or electricity).
  - The villagers are friendly towards the PCs. If the PCs stay at least one night, they will find it very hard to leave at all in the following days. The village continues to ask and persuade the PCs to stay. It turns out the village is made up of a new religious cult intent on building up its numbers. While not violent, the religious side is taken very seriously (any number of different/confronting moral issues could be in effect here for the PCs to either turn their back on and leave the settlement, or, try and influence, depending on the players/PC's moral views).
  - In typical "wild west" theme, the village is slowly getting its act together as it establishes itself from scratch on fertile land, but bandits keep raiding the peaceful village. Depending on how well equipped the PCs are, the bandits could be mounted on horses or come in raiding parties with either dune buggy type "technicals" or even lightly armed APCs. Even if the PCs decide not to help the village and continue on their way, the PC party comes under attack from the bandits, forcing the PCs back to the village.
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# POISONED WATER SUPPLY

**Author: Chris Cotgrove**

A coastal port where the PC's frequent has developed a problem with their water supply. The port authority has discovered signs that their reservoir has become contaminated with petrochemicals. The PCs are requested to track down the source of the contamination and stop it.

*Possible Complications:*

- The contamination is coming from a small abandoned refinery just up the coast. Machinery inside is leaking, causing the contamination. There is also an undiscovered stockpile of petroleum in the building, too large to move quickly; it would be of immense value to the port, if not to other communities in the area.
  - Destroying the refinery will not stop the contamination; it may make it worse, causing a local environmental disaster that will significantly impact the port. The PCs are now faced with having to organize a defense of the refinery from raiders over the long term as a result.
  - Some other group is already at the refinery, in the process of using the stockpile. They are in no way sympathetic to the plight of the town and refuse to move their operation. The PC's will have to fight them if they want the contamination shut down; avoiding the destruction of the facility at the same time.
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# DEFENDING THE DEFENSELESS

**Author: Chris Cotgrove**

A local despot and his forces are terrorizing a small town. The PCs are requested to assist, as the settlement is very small with not many defenders. They are given directions (or a guide) to lead them to the gang's encampment.

*Possible Complications:*

- One of the townsfolk has already attempted to move against the gang and was captured. They (and other captives from other communities) are being held hostage and must be recovered alive.
  - One of the gang has information that could prove valuable to the PC's or the settlement and must be captured alive at all costs.
  - The gang has accumulated a large cache of supplies, which could a) be used to help the settlement b) be traded c) be redistributed amongst the local settlements they were taken from.
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# THE CARAVAN

**Author: Chris Cotgrove**

One of the settlements that the PC's frequent has worked out a new trade agreement with another settlement with which it has had bad blood in the past and is planning the first shipment very soon. It is seen as a diplomatic move towards settling down the tensions in the area. The caravan will leave Settlement A passing through a distinct route, before it arrives at Settlement B.

*Possible Complications:*

- The PC's discover that a group of disgruntled townsfolk from Settlement B are planning to sabotage the caravan; they see it as a threat to the independence of their town and forcing them to rely on Settlement A.
  - The PC's discover that the shipment (containing food and other supplies) is poisoned. Someone in Settlement A is plotting to wipe out Settlement B so that they can take the resources of the town in order to expand. In this situation, perhaps not everyone in Settlement A agrees.
  - The PC's discover that the shipment contains a large cache of weapons; it looks as if both settlements are planning to attack a third nearby settlement that has done nothing to warrant this attack. A faction amongst the usually calm Settlement B's leaders have been persuaded/bribed by those of Settlement A to undertake a pre-emptive strike in order for both to expand; what opposition there has been to this has been pushed aside.
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