PLAYER'S MANUAL



TWILIGHT: 2000

ROLEPLAYING IN THE WORLD WAR III THAT NEVER WAS

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01 YOU'RE ON YOUR OWN NOW

Kalisz. We're still only in Kalisz. We need to get out of here. Fast. The artillery barrages are getting closer. The Soviets will be here soon. Sarge says we move out after dark. I'm not sure we'll last that long.

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We were cav scouts, mechanized reconnaissance. Our life expectancy in combat was about two minutes. Most of us didn't even last that long. We never saw the enemy coming. When the Division HQ started shouting over the radio, it was already too late. The tanks of the Soviet 6th Guards Motor Rifle Brigade hit them hard at dawn, five klicks north of Kalisz.

The proud US 5th Mechanized Infantry Division - now just a band of scattered stragglers, spread out all over hell. Running for our lives. Dying in the Polish dirt, which had been cratered and irradiated by tactical nukes from both sides.

Not that we were a particularly grand bunch when this operation started. A ragtag gang of jolly green giants, walking the Earth with guns. Soldiers. Not just Americans - in our ranks we had Poles, Czechs, Germans, you name it. Even civilians. Hell, by the end we'd take in anyone who had a gun and knew which way to point it.

The command and supply chains broke down back in '98, when the US and Soviet naval forces obliterated each other on the high seas of the North Atlantic and the air resupply collapsed. After that, our forces over here in Europe were stranded. Living off the land. Falling apart.

When we first heard about Operation Reset, we couldn't believe it. The first major offensive by NATO forces in Europe in over a year. The order was to link up with other US forces under III Corps and push our way to Warsaw, or what's left of it. We weren't told why. Some said it was a last hurrah, a final try to save the world as we knew it. We didn't care. We just knew it was a Hail Mary, a desperate gamble in the most desperate of times. And maybe, just maybe, a chance to find a ride home.

It was no surprise that it went to hell. Most things have in the last few years.

Some say it didn't have to be this way. Some say history could have taken a different turn. If the Soviet Union had collapsed back in '91 when it was on the ropes. If the Gang of Eight coup against Gorbachev had failed, the world would have looked very different today. Some say. I think it's bullshit. This storm was always coming, sooner or later.

It doesn't matter anymore, anyway. Now, all that matters is to survive each day.

It's all up to us now. Our squad. Jonesy. Diaz, driving the M113. That Polish girl Kasia. The men and women around me. No one else will come to our rescue. The final words from division HQ, before they signed off for good, left little doubt.

"Good luck. You're on your own now."

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TWILIGHT: 2000

TWILIGHT: 2000 is a roleplaying game about survival in mankind's most desperate hour. In the year 2000 of a history that took a different turn from our own, the world is ravaged by war.

Yet, in this very bleak world, there is still hope. Mere survival is not enough. In the midst of utter destruction, you can start to build something new. Rally more people to your ranks. Stake a claim and protect it. And maybe, if you live long enough, start turning the tide.

THE PLAYERS

Each player in this game except one takes the role of a player character (PC). It might be a soldier from the now scattered US forces in Europe, but it can also be a soldier of another nationality, or even a civilian. More on that below. In the fallen world of TWILIGHT: 2000, it doesn't matter where you come from. It's your actions from this day forward that will define who you are.

You decide what your PC thinks and feels, what they say and do – but not what happens to them. It's your job as a player to portray your PC and imagine yourself in their boots. They are a person with feelings and dreams, just like yourself. Try to imagine – how would you react if you were in their place? What would you do?

The player characters are always the protagonists of the story. The game is about you. Your decisions, your story.

THE REFEREE

The final player is the Referee. They describe the world of TWILIGHT: 2000 to you. They portray all the people you meet during your travels – be it hostile military forces, preying marauders, hungry civilians or stragglers like yourselves. All of these people are called non-player characters, or NPCs for short.

The game is a conversation between the players and the Referee, back and forth, until a critical situation arises where the outcome is uncertain. Then it's time to break out the dice – read more about this in chapter 3.

It is the Referee's job to put obstacles in your path and challenge your PCs, forcing them to show what they're really made of. But it is not up to the Referee to



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decide what happens in the game – and above all, not how your story is supposed to end. That is decided in the game. That is why you are playing the game, to find out how your story ends.

Make sure the players help move the story forward. Being the Referee can feel overwhelming, as if the whole game rests on your shoulders. It doesn't. There are plenty of tools to help you in the Referee's Manual in this boxed set.

WHAT DO YOU DO?

In Twilight: 2000, there is no one to hold your hand and show you where to go in a world engulfed by war. It is up to you and the other players to decide where to go, together. The Referee will place encounters, NPCs and tough challenges in your path, but in the end, the stories of this game are created by you. They are not written down beforehand. You have control over your PCs' lives – and there is plenty to do:

STAY ALIVE

Your most immediate goal in Twilight: 2000 is to survive. You will need to scrounge for food, ammunition and fuel for your vehicle from day one. You're in hostile territory surrounded by enemy soldiers and marauders who will try to kill you on sight and take what's yours. You need to keep moving, stay alert, and be prepared to fight for your life every day.

HELP THOSE IN NEED

You might be alone and on the run, but at least you have weapons to protect yourselves and the skills to use them. On your travels, you will meet people in even more dire straits than you. Starving refugees with nothing but the clothes on their backs, civilians terrorized by some local warlord. It is up to you and your conscience whether to help those in worse need than yourselves, or leave them to their fate.



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SEARCH FOR INFORMATION

If you want to stay alive, you'll need fresh intel – about enemy troop concentrations, other US stragglers, marauders in the area, which bridges are blown and which towns have been hit by tactical nukes. Scout ahead, ask around. If you don't know what you're walking into, you won't make it very far.

FIND A SAFE HAVEN

Safety is a rare thing in the world of Twilight: 2000. But there are still some places, few and far between, where a semblance of order remains. Small communities or bases, islands of civilization in a sea of chaos, fighting desperately to protect themselves against the armies and marauders roaming the land. Maybe you can find such a place, and maybe they will let you stay there, at least for a while.

STAKE A CLAIM

Maybe one day, you can stop running. When you've gathered enough resources and found a location safe enough, you can create your own sanctuary in a world of war – a home base. The start of something new in the ruins of the old. But be warned, enemies will come knocking and you will need to fight to defend what's yours.

FIND A WAY HOME

If your character is a soldier in a foreign land, you might be looking for a way to return home. It's probably nothing but a pipe dream, but someday, somehow, maybe you can make it back.

RESET THE WORLD

The world has gone to hell, and most days are just about making it to the next alive. But what if there could be a way back? To heal the world, to re-awaken of civilization as we knew it? Mad prophets preach of a new dawn, rumors by campfires whisper of mysterious plans for rebooting the world. It's probably all fairy tales, but what if some of it is true? What if the world can still be saved?

THE GAME SETTING

Twilight: 2000 depicts a world engulfed by war. No corner of the world went untouched by the devastating wars that raged through the years leading up to the year 2000 AD. Therefore, it's possible to set the game in any country you prefer – even your own homeland.

However, the focus of the war, and therefore the focus of this game, is Central and Northern Europe. This is where the fighting between NATO and the Soviet forces was most intense (see the Referee's Manual). This is where the mushroom clouds from nuclear strikes rose tall across the landscape.

Specifically, this core rulebook describes two default campaign settings for you to choose between: Poland and Sweden. See the short summaries below. You can read more about the road to war in these two countries in the Referee's Manual, which also outlines the current situation in each of them in some detail. You will find large maps of key sections of Poland and Sweden in this boxed set.

POLAND

For yet another time in this century, Poland became the central battleground for the beginning of a World War. Unlike World War II, however, this Twilight War has no end. In the fields, forests, and cities of Poland the age's great ideologies waged battles that devastated everything in their path as the world crumbled under nuclear attacks.

Now, Poland is once again a realm of feudal warlords, lawlessness, deserters, and brigandry. Here, where war seems fecund and bent to seed, civilization died and was buried. Petty tyrants and devastated military units crawl across a landscape pockmarked by modern war, each simply trying to survive in the shadow of a world they can now only remember.

The Soviet push into Poland was slowed only by NATO air superiority, but the quick capture of civilian areas halted bombings early in some areas. That, coupled with the time it took NATO, and more importantly America, to bring sufficient armored forces to bear, left most of Poland in Soviet hands. The West came back strong, however, and the eventual use of nuclear weapons later in the war cut Soviet supply lines. Now, the fractured Soviet Army still outnumbers NATO elements, but no one can be said to have "won" anything.

SWEDEN

During the wars that broke out in 1997, officially neutral Sweden soon became the northern section of the frontline between NATO and Soviet forces. The US was actually the first foreign military to put its boots on the ground here, blocking a Soviet offensive in the Baltic Sea. A massive Soviet invasion of Sweden followed, pitting the military might of the two superpowers against each other in the desolate Nordic pine forests.

After a few weeks of heavy exchanges, the fighting subsided. Despite American air superiority, the more numerous Soviet forces made substantial conquests. American and Swedish forces held the west coast of Sweden and an enclave in Stockholm, while Soviet troops took control over most of the rest of the country and the Baltic Sea. The status quo lasted until spring of the year 2000, when Operation Reset was launched.

OTHER SETTINGS

The Referee's Manual also briefly outlines the current situation in other regions like the United States, the United Kingdom, Germany, and the rest of the world, should you want to set your campaign elsewhere.

You can use the material on Poland and Sweden as inspiration for your own setting. Most of the scenario material in this book, such as random encounters and scenario sites, can be used in any setting with only minor tweaks.

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CAMPAIGN FRAMEWORKS

TWILIGHT: 2000 is not a game about the military. It's a game about survivors. Still, on the scarred battlefields of Europe, many small and scattered military units remain, as they have the skills and the gear needed to stay alive. Playing such a unit of soldiers is therefore the default campaign framework for this game. There are many other options however, and you should jointly decide on a campaign framework before you make your characters. Here are a few suggestions:

CIVILIANS

You don't need to be a soldier to hold a gun. You can choose to play a group of civilians from any walk of life, now fighting to survive in the desperate world of TWILIGHT: 2000. Maybe you are roaming the land as refugees looking for shelter. Maybe you are still in your hometown, trying to protect it against marauders and soldiers seeking to steal what is rightfully yours.

LAW ENFORCEMENT

Keeping law and order was hard even before the world went to hell, and it sure isn't any easier now. As a team of former police officers, you no longer have the backing of any government, but you have the skills and wits to stay alive and – just maybe – protect and serve some civilians along the way.

PRISONERS

The end of the world as you knew it wasn't all bad. For you, it meant freedom. When the world fell, no one bothered to keep you behind bars any longer. As a group of convicts now roaming the wilds freely, you struggle to survive and find a new place for yourself amidst the current chaos.

A MIXED GROUP

Of course, you can create a group of characters with different backgrounds, forced together by chance and the horrors of war. In the year 2000, many military units have recruited civilians into their ranks.



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ROLLING DICE

The rules will sometimes ask you to roll a D3, 2D6 or D100. D3 means you roll a D6 and divide the result by two, rounding up. 2D6 means you roll two six-sided dice and add the results together. D100 means you roll two D10s, the first counting as the tens digit and the second the ones digit. That generates a result between 01 and 100 (a double zero counts as 100).

STARTING THE GAME

The default way to start a campaign of Twilight: 2000 is to begin just as the US military advance toward Warsaw or Stockholm – Operation Reset – has been crushed by Soviet forces. Your group of US soldiers, local soldiers, or civilians – or a mix of all three – is running for their lives, forced to fend for themselves in hostile territory.

Choose where on the travel map to start the game – close to Kalisz if playing in Poland, or near Örebro if playing in Sweden are good choices, as these areas are where the final battles occurred. From there, you're on your own – you decide where to go, with the Referee placing goals and obstacles in your path.

TOOLS OF THE GAME

Twilight: 2000 requires you to improvise as you play, but the game also provides a number of tools to help you create your story.

CHARACTER SHEETS

To document your character, you use a character sheet. You'll find an example of a completed character sheet on page 21, and there are a few blank sheets in this boxed set. From the Free League website, you can download character sheets for free to print. How to create your character will be described in the next chapter.

DICE

In the world of Twilight: 2000, nowhere is safe. Sooner or later, you will end up in situations where the outcome is uncertain, no matter how skilled you are. It's time to break out the dice.

To play Twilight: 2000, you will need a set of polyhedral dice with six, eight, ten and twelve sides, commonly referred to as a D6, D8, D10, and D12. You'll also need a bunch of extra D6s, to use as ammo dice (page 63).

A full set of custom dice is included with this boxed game, and you can purchase extra custom dice separately. You can play the game without these dice, but the custom symbols on them help to speed up gameplay.

CARDS

In Twilight: 2000, playing cards can be used for two purposes – drawing initiative in combat (chapter 4) and by the Referee for drawing encounters during travel (chapter 2 in the Referee's Manual).

A set of custom cards is included in this boxed set, containing 10 initiative cards and 52 encounter cards, with the encounters printed right on them for easy reference by the Referee. However, you can manage without these custom cards and just use a common deck of playing cards instead.

MAPS & COUNTERS

Hexagon (hex) maps are key to playing Twilight: 2000. There are two main types of maps – travel maps with 10-kilometer hexes that are used to regulate travel (see chapter 6) and battle maps that are used when bullets start flying (see chapter 4).

A large travel map depicting parts of Poland and Sweden is included in this boxed set, as well as eight double-sided battle maps that can be combined in many different ways to quickly create a unique battlefield, and two larger double-sided battle maps that depict specific scenario sites (see chapter 5 of the Referee's Manual).

Along with the battle maps you use cardboard tokens to keep track of fighters, vehicles, battlefield elements, and conditions. A collection of such tokens can also be found in this boxed set.

WHAT IS A ROLEPLAYING GAME?

If you have made your way here without knowing what a roleplaying game is, congratulations! Welcome to a rewarding and creative hobby. Roleplaying is a unique form of gaming, that combines tabletop gaming with storytelling. Roleplaying games give you a set of rules and let you create your own story with your friends in a way that books, movies, TV, and even video games cannot.

The advantage of roleplaying games is also their challenge – the freedom to create the story yourselves can be overwhelming. But this rulebook contains plenty of exciting encounters, locations and characters that you can populate your story with, and very specific tools for the Referee to use. If you need advice or ideas, there is a forum for Twilight: 2000 as well as our other games on our website, freeleaguepublishing.com. Welcome!

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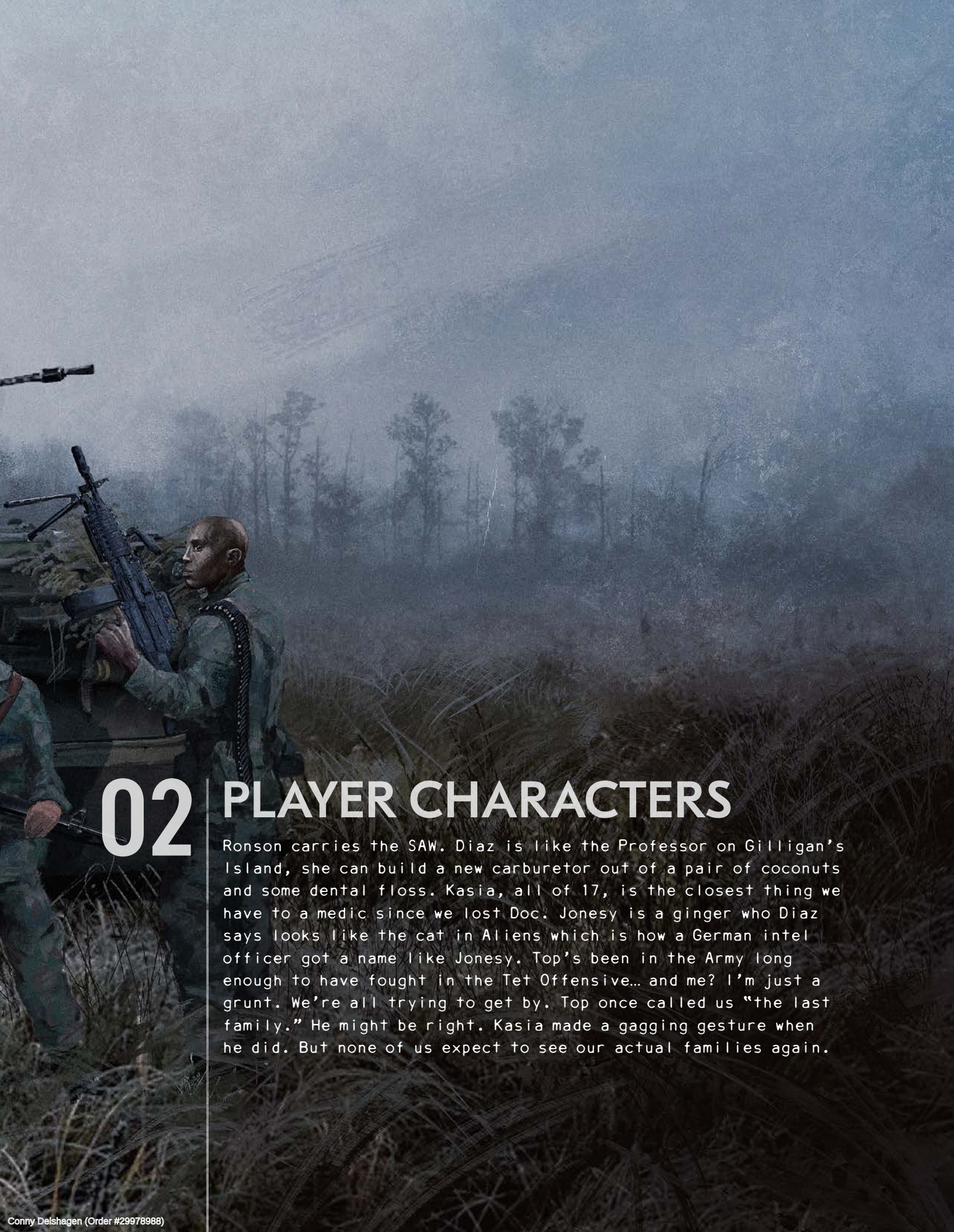

02 PLAYER CHARACTERS

Ronson carries the SAW. Diaz is like the Professor on Gilligan's Island, she can build a new carburetor out of a pair of coconuts and some dental floss. Kasia, all of 17, is the closest thing we have to a medic since we lost Doc. Jonesy is a ginger who Diaz says looks like the cat in Aliens which is how a German intel officer got a name like Jonesy. Top's been in the Army long enough to have fought in the Tet Offensive… and me? I'm just a grunt. We're all trying to get by. Top once called us "the last family." He might be right. Kasia made a gagging gesture when he did. But none of us expect to see our actual families again.

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YOU ARE A SURVIVOR. Whether soldier or civilian, you have experienced the horrors of World War III, but you refuse to let them break you. No matter what, you are determined to live another day. And one day, maybe, just maybe, find a way to fix this broken world.

Your player character (PC) – your survivor – is your most important asset in Twilight: 2000. They are your weapons, your eyes and ears in the world. But they, in return, depend on you making the right decisions for them. Don't screw it up. Take your PC seriously and play them as if they were a real person. It's more fun that way. At the same time, don't try to protect your PC from every conceivable danger. The goal of the game is to create a good story. For that to happen you need to take risks.

During the course of the game, your PC will change and develop. Their skills and specialties can be developed through experience, but you can also discover how their personality changes and is formed in a way that cannot be measured by numbers on a page. This is when your player character truly comes alive.

CHARACTER SHEET: To create your player character, you need a Twilight: 2000 character sheet. Five empty character sheets can be found in this boxed set, and you can download more from the Free League website.

ARCHETYPES VS LIFE PATHS

This chapter first explains some core characters concepts, and then offers two different methods for creating a player character: the *archetype* method (page 20) and the *life path* method (page 31). You can choose whichever method you like best for your gaming group – different players can even use different methods, as long as all are in agreement about it. The Referee has final say.

ARCHETYPES: This lets you create a fully playable character in mere minutes, ready to jump into the action. It also creates a fairly balanced group of characters, with similar overall competency.

LIFE PATHS: This method lets you build your character by developing their backstory in detail, learning skills and specialties as you go along. This will create more fleshed-out characters, but also with more varied levels of competency.



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NATIONALITY

Most PCs in the game will be American or locals, but you can be any nationality you like, including Soviet. It's your choice, and a mixed group is fine as well – desperate times make for strange alliances. Your nationality will not affect character generation, beyond your gear and language.

LANGUAGES: All characters in the game know their native language. All PCs are assumed to know at least a little English no matter their nationality, and all characters from former Warsaw Pact countries know a little Russian. Additional languages can be learned as specialties.

BRANCH

Your branch tells you where you got your training. It can be military or civilian. If you use the life path system for character generation, you gain skill points and specializations from your branch. If you use the archetype method, your choice of branch is just for flavor.

MILITARY RANK

After the collapse of most organized fighting in Europe, military rank no longer has the meaning it once did. You are all on your own now, after all. Still, for most men and women in uniform, orders from a superior officer will always hold extra weight. Read more under Social Conflict on page 61.

ATTRIBUTES

Your character has four base *attributes* that indicate your basic physical and mental capabilities, each rated on a scale from A to D. A represents the top human capacity, B is above average, C is your average Jane or Joe and D is a weakened or diminished ability.

- **STRENGTH (STR):** Muscle power, toughness, and physical endurance
- **AGILITY (AGL):** Body control, speed, and fine motor skills
- **INTELLIGENCE (INT):** Perception, intellect, and mental stability
- **EMPATHY (EMP):** Charisma, amiability, and emotional stability

DICE: Your attributes are used when you roll dice to perform actions in the game (as well as for determining how much damage and stress you can withstand before being incapacitated). When rolling dice, each attribute rating is connected to a specific die type. See the table on the next page.

MILITARY RANKS

Below, the most common military ranks in the US, Soviet, Polish, and Swedish armed forces are listed. If you are of another nationality, you will need to look up equivalent ranks elsewhere. Of course, if you're a civilian, you don't have a rank.

US	SOVIET	POLISH	SWEDISH
Private	Ryadovoy	Szeregowy	Menig
Private First Class	–	Starszy szeregowy	–
Corporal / Specialist	Efreitor	Kapral	Korpral
Sergeant	Mladshiy Serzhant	Starszy kapral / Plutonowy	Furir
Staff Sergeant	Serzhant	Sierżant	Sergeant
Sergeant First Class	Starshiy Serzhant	Starszy sierżant	–
Master Sergeant	–	Młodszy chorąży	–
First Sergeant	Starshina	Chorąży	–
Sergeant Major	–	Starszy chorąży	–
Second Lieutenant	Mladshiy Leytenant	Podporucznik	Fänrik
First Lieutenant	Starshiy Leytenant	Porucznik	Löjtnant
Captain	Kapitan	Kapitan	Kapten
Major	Mayor	Major	Major
Lieutenant Colonel	Podpolkovnik	Podpulkownik	Överstelöjtnant
Colonel	Polkovnik	Pulkownik	Överste
Brigadier General	General–mayor	General brygady	Brigadgeneral
Major General	General–leytenant	General dywizji	Generalmajor
Lieutenant General	General–polkovnik	General broni	Generallöjtnant
General	General–armee	General	General

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ATTRIBUTE SCORES

ATTRIBUTE	DIE TYPE	DIE SIZE	DESCRIPTION
A	D12	12	Extraordinary
B	D10	10	Capable
C	D8	8	Average
D	D6	6	Feeble

HIT AND STRESS CAPACITY

Your attributes determine how much *damage* and *stress* you can take before being taken out of action. This is measured by your hit capacity and your stress capacity. Read more about how those work in chapter 4.

- Your hit capacity equals the sum of the die size for your STR and AGL divided by 4, rounding fractions up.
- Your stress capacity equals the sum of the die size for your INT and EMP divided by 4, rounding up.

For example, STR B and AGL C give you a hit capacity of 5 (rounded up from 4.5), while INT B and EMP D give you a stress capacity of 4.

SKILLS

Your *skills* represent broad fields of expertise that you have acquired during your life. They determine, along with your attributes, how effectively you can perform actions in the game. There are twelve core skills, and they are all described in detail in chapter 3.

Just like attributes, skill levels are measured on a scale from A to D, where D represents only rudimentary training and A represents the best of the best in the field. You can also have a skill level of "F", meaning you have no training at all (this is the default and does not need to be indicated on your character sheet). You can increase your skill levels during the game (page 40).

NO SKILL LEVEL? You can generally roll for a skill even if you have no level at all in that skill ("level F") – in that case, only use the associated attribute for the skill in question.

DICE: Just like for attributes, each skill level is connected to a specific die type. See the table below.

SKILL LEVELS

SKILL LEVEL	DIE TYPE	DIE SIZE	DESCRIPTION
A	D12	12	Elite
B	D10	10	Veteran
C	D8	8	Experienced
D	D6	6	Novice
F	None	–	Untrained

DIE SIZE

A term sometimes used in the rules text is "die size." This simply means the highest possible result on a particular die type. The die size of a D6 is 6, the die size of a D8 is 8, etc.

SPECIALTIES

Specialties are narrow, specialized abilities that give you an edge and a way to fine-tune your character. Specialties are further explained in chapter 3. You can learn new specialties during the course of the game, but they always require specialized training.

COOLNESS UNDER FIRE

When bullets start to fly in your direction, you need to keep a cool head. Panicking can cost you your life or get someone else killed. *Coolness under fire*, or CUF for short, is a rating between A and D, just like an attribute. The better your CUF, the better you are at keeping calm in combat (page 67). After each session in which you rolled a CUF roll, you have a chance to improve your CUF (page 40).

UNIT MORALE

In war, your unit is your family. Your home. You live and die with the friends next to you. In the game, this is represented by a *unit morale* rating, rated from A to F, just like a skill. This score is primarily used for CUF rolls – the better the morale in your unit, the better your chances of keeping a cool head under pressure. Read more about this on page 67.

No matter which method you use for character generation, your group's starting unit morale is equal to the highest COMMAND skill level in the group. You only have one unit morale score for the group, so it's enough that one of you keeps track of it on your character sheet – usually it's done by the character with the highest COMMAND score.

Your unit morale will change during the course of the game – see page 41.

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MORAL CODE

The world might have gone to hell, but you're still a human being with values and morals. So far, anyway. This is represented by your *moral code*, phrased in a single sentence.

During play, you will face situations that test your moral code, where following it puts you or your group in immediate danger or requires a major sacrifice of some kind. The Referee has final say on when this happens, but you should also bring such situations to their attention.

- ★ If you choose to follow your moral code, you get a +1 modifier to one related skill roll (page 40) if this makes sense in the situation, and you will learn from the experience, earning an experience point (XP) at the end of the session.
- ★ If you choose to betray your moral code, you will immediately suffer 1 point of stress (page 77). At the end of the session, you also have the option to scrap your moral code and write a new one.

EXAMPLES OF MORAL CODES

- ✓ You have a moral obligation to help those worse off than you.
- ✓ War is a glorious thing and you are meant to command.
- ✓ Freedom is everything. No one tells you what to do. Ever.

BIG DREAM

Your immediate goal in the game is to live another day. But in the long run, merely surviving is not enough. You also have a motivation of your own, something you dream will one day come to pass, that keeps you on your feet when it would be easier to just lay down and die.

During play, you will gain extra XP if you take concrete action to realize your *big dream*. The Referee has final say.

EXAMPLES OF BIG DREAMS

- ✓ You were sent here to win this war. You intend to do just that, at any cost.
- ✓ Find a place to settle down with your friends, and defend it with our life.
- ✓ Find your parents. You were separated. You want them back.

YOUR BUDDY

You must choose which one of the other PCs that you feel closest to. That PC is your *buddy*. Mark your choice on the character sheet.

If you risk your life for your buddy or make a major sacrifice for them, you get a +1 modifier to one related skill roll (page 44) if this makes sense in the situation, and you will gain bonus (XP) at the end of the session.

If you witness your buddy being injured, you risk suffering mental stress (page 78).

HOW YOU MET

The group of other player characters is the closest thing you have to a family now. A single sentence or two is enough. This backstory has no mechanical effect.

APPEARANCE

Briefly describe your player character's appearance on your character sheet. This can be distinctive body or facial features, clothing, or even mannerisms.

NAME

You can give your character any name you like, and give yourself a nickname as well.

GEAR

When traveling in the world of Twilight: 2000, you'll need the right gear to survive. You'll need food to eat, weapons to defend yourself, medical equipment to patch up your wounds, maybe a tent to sleep in and even a vehicle to ride in. You must write down all the items you are carrying on your character sheet – more on that below. If it's not listed on your sheet, you don't have it with you.

STARTING GEAR

When you start out the game, you will get a set of gear based on your archetype or your final pre-war life path (if using the life path system), as appropriate for your nationality. In addition to the items you choose, you are assumed to have a uniform or sturdy civilian clothing, and a canteen for water.

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GROUP GEAR: In addition to your personal gear, you get to choose some gear for the group as a whole. Together, pick a number of the items listed below equal to the number of PCs in the group. You can only choose an item of the same type once. If you want to trade something in the list for something else of similar value, the Referee can allow it.

- Backpack
- Any bow including D6 arrows
- Any pistol or shotgun including D3 reloads
- Any sniper or hunting rifle including D3 reloads
- Any LMG/GPMG including one ammo belt
- Any GL or ATRL (including D3 reloads, if applicable)
- D6 magazines/reloads for any weapon
- Two ammo belts for any machinegun
- D6 reloads for any grenade or rocket launcher
- D6 hand grenades of any type
- Dirt bike with half a tank of fuel
- Basic toolkit
- Binoculars
- D100 liters of any fuel, in jerrycans
- D6 personal medkits
- D6 rations of food
- D6 rations of clean water

VEHICLE

In addition to group gear, your team can start the game with a vehicle. Roll 2D6 on the table below and add the number of PCs in the group. Choose an appropriate vehicle in chapter 5 from the indicated category. A fully civilian group should not be allowed to start the game with a military vehicle, however. Your vehicle is assumed to have been converted to run on alcohol, and you start the game with half a tank of it.

Instead of rolling, you can discuss with the Referee and decide together if you should start the game with a vehicle, and if so, which one. Vehicles are very useful, but they can also draw attention to you from hostile forces – having a vehicle can turn you into a target.

2D6+PCS	VEHICLE
3–6	None
7–8	2WD Car
9–10	Pickup Truck
11–12	Jeep or HMMWV
13–14	Armored Personnel Carrier
15+	Main Battle Tank

THE VALUE OF AMMO

In the world of Twilight: 2000, the world economy has collapsed, and paper money has little value. Instead, most business is conducted through bartering. Ammunition has become the most common base currency, and this is also used in chapter 5 to indicate the relative value of gear.



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ENCUMBRANCE

The weight and bulkiness of your gear is measured in *encumbrance units*, or just units for short. One encumbrance unit represents an item of roughly 3kg that can be carried in one hand – an assault rifle is a typical example. Smaller items weigh ½ or even ¼ unit. In chapter 5, the weight (in units) of all weapons and other gear is indicated.

RECORDING GEAR

The gear section of your character sheet has three subsections – one each for combat gear, items in your backpack, and tiny items. Each row in a subsection represents one full encumbrance unit.

COMBAT GEAR: Here, you list what you carry in your combat webbing, holsters, slings, belts, pockets, or in hand. Combat gear is easily accessible, and these items can be taken out with a fast action. You can only carry a number of encumbrance units equal to your STR die size as combat gear, e.g. eight units if you have STR C.

BACKPACK: If you have a backpack, you can use it to carry an additional number of encumbrance units equal to your STR die size. However, carrying a backpack gives you a –2 modifier on all **MOBILITY** rolls. Getting an item from your backpack during combat is a slow action (for you or another character in the same hex) and requires a **MOBILITY** roll. Dropping your backpack to the ground is a fast action. The backpack itself does not affect your encumbrance.

TINY ITEMS: Items with negligible weight, such as a photograph, a ring, or a dog tag, are called *tiny*. They are so small they don't affect your encumbrance. Tiny items still need to be listed on your character sheet.

AMMUNITION

Ammunition inside the magazine of a loaded weapon is included in the weapon weight. One extra magazine of ammunition weighs ¼ unit. An ammo belt for a machinegun typically weighs one full unit. Ammo belts are never included in the weapon weight.

LOOSE AMMO: For loose small arms ammunition, the rule of thumb is that every 25 rounds weigh ¼ unit.

ARTILLERY SHELLS: Shells for heavy weapons weigh much more of course – the weight of each shell depends on the caliber of the shell. See the table on page 114.

FOOD AND WATER

One daily ration of food weighs from ¼ to a full encumbrance unit, depending on the type of food (page 131). A daily water ration weighs ½ unit.

STOCKPILES

If you're lucky enough to have more gear than you can carry, you can create a stockpile. Usually, you have one stockpile for the whole group. Assign the task of keeping track of your stockpile to one player – this person is called the *quartermaster*.

If you have a vehicle, this is the obvious place to keep your stockpile. The vehicle tables in chapter 5 indicate how many encumbrance units a vehicle can carry, in addition to its passengers.

MEASURING TIME

Three separate units of time are typically used in the game, depending on the situation at hand. See the adjacent table. The exact duration of a *round*, *stretch* and *shift* can vary depending on the situation. It's the Referee's job to track time and determine when another round, stretch or shift has passed. There are typically four shifts in a day: *morning*, *day*, *evening*, and *night* (more on that in the travel rules, see chapter 6).

UNIT	DURATION	PRIMARY USE
Round	5–10 seconds	Combat
Stretch	5–10 minutes	Repairs
Shift	5–10 hours	Travel

RADIATION

After the nuclear exchanges between NATO and the USSR, radiation is a deadly hazard in large areas of the world. Chances are you have been affected already before the game starts. To finish off character creation, no matter which method you use, roll a D6 to determine your starting amount of permanent radiation points (page 80).

EXAMPLE (RULES ON NEXT PAGE)

Ronson is a Gunner, US Army. He rolls a 4 for rank, making him a Private First Class. He drops his EMP to D, giving him four attribute increases to use on other attributes. He raises both STR (his key attribute) and AGL to A, leaving INT at C. This gives him a hit capacity of 6 and a stress capacity of 4.

For his starting skills, Ronson sets Heavy Weapons to level B, Stamina and Ranged Combat to C, and Driving, Mobility and Close Combat to D. He chooses the Machinegunner specialty and his starting CUF is C. His moral code is "The team relies on me and my rate of fire. I'd give my life for my friends." His big dream is "Find a place to settle down away from the war." His buddy is Diaz.

As for starting gear, Ronson gets an M249 machine gun, three ammo belts, four hand grenades, a flak jacket and kevlar helmet, a knife, a personal medkit, a backpack, two rations of food, and five rations of clean water.

To top things off, Ronson rolls a 6 for starting rads. He's now ready to enter the world of Twilight: 2000.

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CHARACTER CREATION: ARCHETYPES

An archetype is a typical character type in Twilight: 2000. You'll find nine archetypes on the following pages. To create your character, follow the steps below, starting by choosing your archetype. Avoid having several players pick the same archetype.

Archetypes can feel stereotypical, and they are meant to. Picking an archetype is a quick way for you and the other players to get an immediate feel for your characters. But remember that your character is more than just an archetype. The archetype is a starting point toward creating a unique player character.

1. Choose your archetype.
2. Choose your nationality. Most PCs in the game will be American or locals, but you can be any nationality you like, including Soviet. The choice affects your language skills and starting gear.
3. Choose your branch from the options listed under your archetype, if any. This choice has no effect on gameplay.
4. Choose or roll for your military rank as instructed by your archetype, if you are military. Use the table on page 15 to convert US ranks to those of other nationalities.
5. Determine your attributes. You start with a baseline of C in all four attributes. You may then make three increases, of one step each, up to A. You can increase any attributes you want. You can gain one extra increase by decreasing one attribute from C to D.
6. Determine your hit capacity and stress capacity.
7. Determine your starting skills. You must choose one B level skill, two C level skills, and three D level skills. Your B level skill must be one listed under your archetype. You can choose your C and D level skills freely.
8. Choose your starting specialty from the options listed under your archetype - or any specialty you like, if the Referee allows it.
9. Record your starting coolness under fire (CUF) rating, as indicated by your archetype.
10. Determine your unit morale.
11. Choose your moral code from the suggestions listed under your archetype, or create your own.
12. Choose your big dream from the suggestions listed under your archetype, or create your own.
13. Choose a buddy from among the other PCs.
14. Decide how you met the other player characters. Choose from the suggestions listed under your archetype, or decide for yourself.
15. Decide your appearance from the suggestions listed under your archetype, or decide for yourself.
16. Choose a name, and a nickname if you like, from the suggestions listed under your archetype.
17. Pick your gear from the choices listed under your archetype.
18. Pick group gear together and possibly a vehicle, as described on page 18.
19. Roll a D6 to determine your starting permanent rads (page 80).

NOTE: The archetypes can be useful as inspiration for your character even if you use the life path system for character generation.

Conny Delshagen (Order #29978988)

TWILIGHT:2000

NAME: RONSON

NATIONALITY: US

BRANCH: US ARMY.

APPEARANCE:

MILITARY RANK: PRIVATE FIRST CLASS

MORAL CODE: THE TEAM RELIES ON ME AND MY RATE OF FIRE. I'D GIVE MY LIFE FOR MY FRIENDS.

BUDDY: DIAZ

BIG DREAM: FIND A PLACE TO SETTLE DOWN AWAY FROM THE WAR.

HOW YOU MET THE GROUP:

EXPERIENCE — CURRENT | TOTAL

ATTRIBUTES & SKILLS

	RATING	BASE DIE		RATING	BASE DIE		RATING	BASE DIE		RATING	BASE DIE
STRENGTH	A	D12	AGILITY	A	D12	INTELLIGENCE	C	D8	EMPATHY	D	D6
Heavy Weapons	B	D10	Driving	D	D6	Recon			Command		
Close Combat	D	D6	Mobility	D	D6	Survival			Persuasion		
Stamina	C	D8	Ranged Combat	C	D8	Tech			Medical Aid		

SPECIALTIES: MACHINEGUNNER

COMBAT

DAMAGE ☐☐☐☐☐☐

STRESS ☐☐☐☐☐☐

Hit Capacity	6
Stress Capacity	4
Coolness Under Fire	C
Unit Morale	

CRITICAL INJURIES

DISEASES

ARMOR

	RATING
Head KEVLAR HELMET	1
Arms	
Torso PLAK JACKET	1
Legs	

CONDITIONS

- Starving ☐
- Dehydrated ☐
- Sleep Deprived ☐
- Hypothermic ☐

RADIATION

TEMPORARY ☐☐☐☐☐☐☐☐☐☐

PERMANENT ☒☒☒☒☒☒☐☐☐☐

GEAR

COMBAT GEAR: M249 MACHINEGUN	7: PLAK JACKET	BACKPACK: FOOD, FOOD, WATER	7
2: —"—	8: KNIFE, PERSONAL MEDKIT, KEVLAR HELMET	2: WATER, WATER	8
3: AMMO BELT	9	3: WATER, WATER	9
4: AMMO BELT	10	4	10
5: AMMO BELT	11	5	11
6: HAND GRENADE, HAND GRENADE, HAND GRENADE, HAND GRENADE	12	6	12

TINY ITEMS

WEAPONS

WEAPONS	REL	ROF	DAMAGE	CRIT	BLAST	RANGE	MAG	ARMOR	WEIGHT	SPENT AMMO
M249 MACHINE GUN	5	6	2	3	—	6	200	0	2	
KNIFE	5	—	2	3	—	—	—	+1	1/4	

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THE CIVILIAN

You were an accountant. You worked retail. You were a part-time musician and full-time bartender. That's all gone now. None of it matters. Now, you are one thing: a survivor. You had no say in this war. Your government charged ahead without consent. Sometimes, you felt the whole world was in the grip of madness. You still feel that way. Your old life is over. What are you going to with this new one? Is there any hope to rebuild?



APPEARANCE

Choose from the examples below or decide for yourself.

- Regular clothes that don't make you stand out
- A t-shirt from your favorite band
- Shoes that were in fashion when the war began

SPECIALTIES

Choose one specialty. Recommended options are:

- Chemist
- Cook
- Hunter

YOUR MORAL CODE

Choose from the examples below or decide for yourself.

- You were nothing before the bombs. You won't be pushed around again. Ever.
- Soldiers ruling the world is just plain wrong.
- Everything in the world is up for grabs – grab as much as you can.

YOUR BIG DREAM

Choose from the examples below or decide for yourself.

- Establish your own community where you are in charge.
- Get the hell away from these battlefields. Find a safe haven, where ever it may be.
- Get revenge against the military forces who wrought this terror upon mankind.

HOW YOU MET THE GROUP

Choose from the examples below or decide for yourself.

- Your town always said, "don't aid any soldiers." But these people needed help. The town kicked you out. The penalty was supposed to be death, so you actually got off light.
- The soldiers who raided your home were crazed, blood in their eyes. They were about to kill you when soldiers of the same side gunned them down. You've been with them ever since.
- You were an informant for the NATO forces in your area. One day, you were discovered while planning an ambush with this group. You've been together ever since.

GEAR

You start the game with:

- Any civilian firearm
- D3 reloads for your weapon
- Knife or binoculars
- Basic toolset or dirt bike with half a tank of fuel
- D6 rations of domestic food
- D6 rations of clean water
- D6 rounds of ammo to use as currency

- ✓ BRANCHES: Blue Collar, White Collar
- ✓ RANK: None
- ✓ KEY ATTRIBUTE: EMP
- ✓ KEY SKILLS: Driving, Survival, Persuasion
- ✓ COOLNESS UNDER FIRE: D
- ✓ TYPICAL NICKNAMES: Duck, Izzy, Easy Ice

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THE GRUNT

They serve by the hundreds of thousands, the men and women who take and hold the ground. They are the ones who bleed and die in foreign fields for policies and ideologies decided upon thousands of miles away. There have always been grunts, though they weren't always called such. You're one of them. A ground-pounder, humping 30 kilos of gear up to hell and back hoping to stay alive. Your life was monotony punctuated by moments of sheer terror. Now, in the aftermath, it's just a muddy, gray hell.



APPEARANCE

Choose from the examples below or decide for yourself.

- Personalized helmet
- Buzz cut
- Zippo with a personalized motto: "Bury me upside down so the world can kiss my ass."

SPECIALTIES

Choose one specialty. Recommended options are:

- Load Carrier
- Ranger
- Rifleman

YOUR MORAL CODE

Choose from the examples below or decide for yourself.

- There is no good and evil here, there is just dead and alive.
- Making the world a safer place is the only way to save your soul.
- Apocalypse or not – orders are meant to be followed, at any cost.

YOUR BIG DREAM

Choose from the examples below or decide for yourself.

- Become a powerful ruler, a person of importance in a world after civilization's collapse.
- Keep your humanity and get to see home again.
- Stay alive. Nothing else matters anymore.

HOW YOU MET THE GROUP

Choose from the examples below or decide for yourself.

- You've been with this unit since you arrived in Europe. This is your family now.
- Your own unit was massacred. You were the only survivor. Two months on your own, then you spotted these people. Trust doesn't come easily.
- At first, you thought they'd shoot you because you are, after all, the enemy. But they patched you up where your own people had left you to die. You owe them.

GEAR

You start the game with:

- Assault rifle appropriate for your nationality
- D6 reloads for your weapon
- Flak jacket and helmet
- Knife or D6 hand grenades
- Personal medkit
- Fatigues
- Backpack
- D6 field rations
- D6 rations of clean water

- ✓ BRANCHES: Army, Marine
- ✓ RANK: Choose or roll D6.
  1–2: Private
  3–4: Private First Class
  5: Corporal
  6: Sergeant
- ✓ KEY ATTRIBUTE: STR
- ✓ KEY SKILLS: Close Combat, Stamina, Ranged Combat
- ✓ COOLNESS UNDER FIRE: C
- ✓ TYPICAL NICKNAMES: Sledgehammer, SNAFU, Oddball

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THE GUNNER

You were the biggest in your unit, so they gave you the machine gun. You also might just like to rock 'n roll and open a firefight with 700 rounds per minute flying downrange. At any rate, it feels powerful to be behind such a fine instrument of automated death. Whatever the reason, you got the big gun. You lay down suppressive fire for your team, a curtain of lead death. This makes you extremely popular in your squad. When the shit hits the fan, and it ALWAYS does, they turn to the soldier with the belts of ammunition humping the machine gun through mud and blood to lay down enough fire to kill a platoon. That's you. It's where you want to be.



APPEARANCE

Choose from the examples below or decide for yourself.

- Muscles
- Ammo belts draped over you
- A pack of Marlboros rubber-banded to your helmet

SPECIALTIES

Choose one specialty. Recommended options are:

- Launcher Crew
- Machinegunner
- Redleg

YOUR MORAL CODE

Choose from the examples below or decide for yourself.

- The team relies on you and your rate of fire. You'd give your life for your friends.
- You're in hell, but hell is pretty funny. Nothing is worth taking seriously.
- Kill them all, let God sort them out.

YOUR BIG DREAM

Choose from the examples below or decide for yourself.

- Rack up as many kills as you can. What else is there left to do?
- Keep your unit safe. Bear the burden of being the one they lean on. Get home.
- Find a place to settle down away from the war... if such a Narnia exists.

HOW YOU MET THE GROUP

Choose from the examples below or decide for yourself.

- You replaced their gunner who got dysentery. The mission was at Kalisz. Your unit, hell, your whole battalion is just... gone.
- You came up through basic with most of these folks. You left your actual family before basic training. You have not seen them since.
- These fools were pinned down by a Soviet machine gun. Your unit disbanded as raiders two days before. You weren't going to let fellow Americans die. The M60 made quick work of the enemy.

GEAR

You start the game with:

- Light machine gun appropriate for your nationality
- D6 ammo belts
- D6 hand grenades or ATRL with D3 rounds
- Flak jacket and helmet
- Knife
- Personal medkit
- Fatigues
- Backpack
- D6 field rations
- D6 rations of clean water

- ✓ BRANCHES: Army, Marine
- ✓ RANK: Choose or roll D6.
  1–3: Private
  4–5: Private First Class
  6: Corporal
- ✓ KEY ATTRIBUTE: STR
- ✓ KEY SKILLS: Heavy Weapons, Driving, Ranged Combat
- ✓ COOLNESS UNDER FIRE: C
- ✓ TYPICAL NICKNAMES: Pig, Rock 'n Roll, Buzzer

Conny Delshagen (Order #29078966)

THE KID

You never had a chance to grow up. The world ended before you could. The adults did that. You listened to them when you were little, but they destroyed it all. They stole your future. Now, it's up to you and people your age to make sure the world goes on. You had security ripped from you like an IV, like the umbilical cord. You cannot depend on grownups anymore. You see now you never could. You won't make that mistake again. Their world is in ashes. Your world is just beginning… or so you hope.



APPEARANCE

Choose from the examples below or decide for yourself.

- A Sex Pistols jacket
- Vans shoes
- Your Walkman

SPECIALTIES

Choose one specialty. Recommended options are:

- Archer
- Runner
- Scrounger

YOUR MORAL CODE

Choose from the examples below or decide for yourself.

- Authorities are meant to be disobeyed.
- Adults don't have a clue, might as well play them for fools.
- Kids need to fix the world the adults destroyed.

YOUR BIG DREAM

Choose from the examples below or decide for yourself.

- Grow up. Just live long enough to grow up.
- Become a leader, a healer, or something else the world needs.
- Find your parents. You were separated. You want them back. Or someone to take their place.

HOW YOU MET THE GROUP

Choose from the examples below or decide for yourself.

- Your older brother hero-worshiped the Americans. He died trying to help them and you happened to be there when it happened. Now, you're stuck with them.
- Your parents were killed years ago, and you survived on your own. Then these people needed your help. You certainly can't go back to that city after what you did to save them.
- You were one of hundreds of kids in a holding camp. The enemy took off one day, leaving you all no food. When these people showed up, they helped. You left with them.

GEAR

You start the game with:

- Bow, pipe gun or zip gun
- D3 reloads for your weapon
- Knife
- D6 rations of domestic food
- D6 rations of clean water
- D6 rounds of ammo to use as currency

- ✓ BRANCHES: None
- ✓ RANK: None
- ✓ KEY ATTRIBUTE: AGL
- ✓ KEY SKILLS: Stamina, Mobility, Survival
- ✓ COOLNESS UNDER FIRE: D
- ✓ TYPICAL NICKNAMES: Dime Bag, Shorty, "Kid"

Conny Delshagen (Order #29079965)

THE MECHANIC



Vehicles always made more sense to you than people did. You've seen a lot of people break over here. You couldn't put them back together. An engine though? You can repair an engine, fix an axle, weld armor on a chassis. You mind the machines, a natural grease monkey. Maybe you worked in a garage back home or just restored classic muscle cars. However you got your skills, the unit now relies on them. The war is hard on the hardiest of tanks or Humvees. You keep them running. It's up to Top and the Doc to keep the people running. You don't want that responsibility.

APPEARANCE

Choose from the examples below or decide for yourself.

- ★ Callused hands
- ★ Grease under the fingernails
- ★ Short, unkempt hair

SPECIALTIES

Choose one specialty. Recommended options are:

- ★ Combat Engineer
- ★ Gunsmith
- ★ Mechanic

YOUR MORAL CODE

Choose from the examples below or decide for yourself.

- ★ Anything or anyone can be fixed. Never lose hope.
- ★ Machines can be trusted. People can't.
- ★ Your vehicle is your freedom. Never lose it.

YOUR BIG DREAM

Choose from the examples below or decide for yourself.

- ★ Rebuild the old classic you have in the garage back home. Collect parts along the way.
- ★ Find a place where you can set up a proper workshop, actually building things.
- ★ Keep the deuce-and-half running. Keep the unit running ... all the way home.

HOW YOU MET THE GROUP

Choose from the examples below or decide for yourself.

- ★ These poor fools were stuck on what was left of a highway when you came upon their broke-down transport. If you weren't the best grease monkey around, they'd be dead.
- ★ The group's leader grabbed you as soon as things were starting to go pear-shaped. She said the group would need a mechanic and a mechanic would need people who could use guns.
- ★ You were just the local mechanic when the enemy came. They made you fix their vehicle, then argued about who would shoot you. These people showed up right about then. They saved you.

GEAR

You start the game with:

- ★ Assault rifle appropriate for your nationality
- ★ D6 reloads for your weapon
- ★ Flak jacket and helmet
- ★ Knife or D6 hand grenades
- ★ Personal medkit
- ★ Basic tools
- ★ Vehicle tools or weapon tools
- ★ Fatigues
- ★ Backpack
- ★ D6 field rations
- ★ D6 rations of clean water

- ✓ BRANCHES: Army, Marine, Navy, Blue Collar
- ✓ RANK: Choose or roll D6.
  1: Private
  2–3: Private First Class
  4–6: Specialist
- ✓ KEY ATTRIBUTE: INT
- ✓ KEY SKILLS: Stamina, Driving, Tech
- ✓ COOLNESS UNDER FIRE: D
- ✓ TYPICAL NICKNAMES: Grease Monkey (Monk), Daytona, Clutch

Conny Delshagen (Order #29078966)

THE MEDIC

Humpty Dumpty. They tried to put him back together again. You try to do that every day, but all the broken limbs and broken minds are just too much to fix. So, you triage. On the field. In life. You do what you can, making hard choices. Deciding who is too far gone. You have nightmares about the blood. Whole lakes of it. If you added up all you've seen spilled, a lake might not cover it. People hurt. War is pain. You try to heal. You try to mend. It is all you can do in the face of complete absurdity.



APPEARANCE

Choose from the examples below or decide for yourself.

- A weary look in the eyes
- Thin frame
- Tattoos representing dead comrades

SPECIALTIES

Choose one specialty. Recommended options are:

- Combat Medic
- Field Surgeon
- General Practitioner

YOUR MORAL CODE

Choose from the examples below or decide for yourself.

- You can't save everyone, but you'll sure as hell try.
- Harming another human being is wrong.
- You decide who lives and who dies.

YOUR BIG DREAM

Choose from the examples below or decide for yourself.

- Build a hospital to serve an entire community.
- Restore the world to some semblance of civilization.
- Get home, with some shred of hope and humanity left in your heart.

HOW YOU MET THE GROUP

Choose from the examples below or decide for yourself.

- One of the members of this group was brought into your ER. When the hospital came under barrage from Soviet artillery, these people took you with them.
- You found this poor soldier bleeding in a field. You patched them up and nursed them back to health. When the enemy got close, the soldier said they could bring you back to friendly lines.
- You remember when this was a full platoon. That was a long time ago. You think about all the people you didn't save. You have their dog tags in your rucksack.

GEAR

You start the game with:

- Pistol or SMG appropriate for your nationality
- D6 reloads for your weapon
- Flak jacket and helmet
- Knife or D6 hand grenades
- D6 personal medkits
- Pain relievers or surgical instruments
- Fatigues
- Backpack
- D6 field rations
- D6 rations of clean water

- ✓ BRANCHES: Army, Marine, White Collar
- ✓ RANK: Choose or roll D6.
  1: Private First Class
  2–3: Specialist
  4–6: Sergeant
- ✓ KEY ATTRIBUTE: EMP
- ✓ KEY SKILLS: Stamina, Medical Aid, Persuasion
- ✓ COOLNESS UNDER FIRE: C
- ✓ TYPICAL NICKNAMES: Doc, Tex, Bones

Conny Delshagen (Order #29078966)

THE OFFICER



The men and women under your command depend on you. You are resolute, decisive, and pragmatic… at least among the soldiers. Privately, the responsibility wears on you. You shouldn't have gone to OCS or the Academy. You aren't one of the "men." You can't be. You must remain apart, keep your objectivity… keep them alive. You're alone among a band of brothers, but that is exactly where the band needs you. That's why they follow your commands. They look to you for guidance. You look elsewhere for friendship.

APPEARANCE

Choose from the examples below or decide for yourself.

- Well-manicured look
- Greying hair
- 1,000-yard stare

SPECIALTIES

Choose one specialty. Recommended options are:

- Intelligence
- Sidearms
- Tactician

YOUR MORAL CODE

Choose from the examples below or decide for yourself.

- Your team relies on you to survive, and it's your job to keep them alive.
- War is a glorious thing and you are meant to command.
- The world has fallen to shit, but you can rebuild it.

YOUR BIG DREAM

Choose from the examples below or decide for yourself.

- Rule the country. Establish yourself as a tyrant in a world in need of leaders.
- Get you and your people home.
- Find someone else to lead these fine people. You know you'll one day fail them.

HOW YOU MET THE GROUP

Choose from the examples below or decide for yourself.

- The group's commander panicked in a battle. You took command. They've followed you ever since. The former commanding officer didn't survive.
- You replaced a beloved leader just before Kalisz. The troops don't know you. You don't know them, but now you're all on your own… together.
- These Americans need a native like you. When you met them, they were about to be shot by civilians. You saved them. Now, they look to you to lead them.

GEAR

You start the game with:

- Pistol or submachine gun appropriate for your nationality
- D6 reloads for your weapon
- Radio (manpack) or night vision goggles
- Flak jacket
- Knife or D6 hand grenades
- Personal medkit
- Fatigues
- D6 field rations
- D6 rations of clean water

- ✓ BRANCHES: Army, Marine, Navy, Police
- ✓ RANK: Choose or roll roll D6.
  1–3: Lieutenant
  4–5: Captain
  6: Major
- ✓ KEY ATTRIBUTE: EMP
- ✓ KEY SKILLS: Ranged Combat, Command, Persuasion
- ✓ COOLNESS UNDER FIRE: C
- ✓ TYPICAL NICKNAMES: Skipper, CO, El-Tee

Conny Delshagen (Order #

THE OPERATOR

You are the elite. When you joined up, you wanted to go all the way. You wanted to be the best. Now you are. You are the best in the world and trained in all kinds of elite operations from raids to capturing high value targets. You have done your country proud. You and your unit were the first into this godforsaken country. Looks like you'll be the last out, too. It's fine. This is what you signed up for.



APPEARANCE

Choose from the examples below or decide for yourself.

- Long hair, untidy appearance
- Civilian clothes, jeans, sneakers
- Sunglasses

SPECIALTIES

Choose one specialty. Recommended options are:

- Combat Awareness
- Infiltrator
- Sniper

YOUR MORAL CODE

Choose from the examples below or decide for yourself.

- Killing the enemy is your job, and you're going to do it. No mercy.
- In the end, everyone is on their own, including you. Look out for number one.
- When the shit hits the fan, everyone looks to you. You'll lead them to safety, no matter the risk.
- Keep your team alive and get back home. This land is lost. Your own country needs you now more than ever.

YOUR BIG DREAM

Choose from the examples below or decide for yourself.

- Become the ultimate soldier.
- Push the Soviets out of this country. That was your mission, and you see no reason to change it.

HOW YOU MET THE GROUP

Choose from the examples below or decide for yourself.

- Your unit was sent to rescue a platoon cut off at Kalisz. This is all that's left of the platoon. You all barely made it out.
- You were assigned to help train regular infantry and civilians in advanced tactics. You've been with these folks for a while now.
- This mix of civvies and regular army pulled your ass out of a hotspot. If it weren't for them, you'd be dead.

- ✓ BRANCHES: Army, Marine, Navy, Intelligence Services, Police
- ✓ RANK: Choose or roll D6.
  1–3: Staff Sergeant
  4–5: Sergeant First Class
  6: Master Sergeant
- ✓ KEY ATTRIBUTE: AGL
- ✓ KEY SKILLS: Ranged Combat, Recon, Survival
- ✓ COOLNESS UNDER FIRE: B
- ✓ TYPICAL NICKNAMES: Hat Trick, Tex, Jack Rabbit

GEAR

You start the game with:

- Any assault rifle or sniper rifle
- Any pistol or D6 hand grenades or rifle-mounted grenade launcher
- D6 reloads for each of your weapons
- Binoculars or night vision goggles
- Flak jacket and helmet
- Knife
- Personal medkit
- Fatigues
- Backpack
- D6 field rations
- D6 rations of clean water

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THE SPOOK



Your Cold War went hot. You spent a good portion of your life either trying to prevent that or making sure your side would have the advantage when the conflict started. But advantage is relative in a world devastated by World War III, and you must fall back on your skills and tradecraft to survive, help your side's soldiers, and maybe even get home. The spy game isn't over, but it sure has changed. The war of the shadows came into the bright light of nuclear explosions. You still have some contacts. You still have intel. You hope it'll be enough.

APPEARANCE

Choose from the examples below or decide for yourself.

- Black clothes
- A forgettable face
- Short, conservative haircut

SPECIALTIES

Choose one specialty. Recommended options are:

- Intelligence
- Killer
- Psy Ops

YOUR MORAL CODE

Choose from the examples below or decide for yourself.

- Anything for your country. Anything.
- Lies keep the world spinning. Never tell the truth.
- The nature of mankind is to kill, and you are very good at it. Leave no enemy alive.

YOUR BIG DREAM

Choose from the examples below or decide for yourself.

- Expose and eliminate a rival intelligence service.
- The war is still winnable. You will win it for your country. At any cost.
- Find a way, any way, to reboot civilization.

- ✓ BRANCHES: Intelligence
- ✓ RANK: None
- ✓ KEY ATTRIBUTE: INT
- ✓ KEY SKILLS: Ranged Combat, Recon, Persuasion
- ✓ COOLNESS UNDER FIRE: B
- ✓ TYPICAL NICKNAMES: Sparrow, Hadrian, Blue Angel

HOW YOU MET THE GROUP

Choose from the examples below or decide for yourself.

- This group was assigned to you as part of a clandestine mission. By the time they were supposed to rejoin their unit, there wasn't a military left to join.
- You'd been posing as a native for two years when this group found themselves in a spot of trouble. You blew your cover to save them from summary execution.
- You were losing blood in a dark alley of the city. Your pursuers were right behind you. You must have fallen unconscious. Next thing you knew, friendlies were waking you up. They don't know you were a double agent. Are you still?

GEAR

You start the game with:

- Any pistol
- D6 reloads for your weapon
- Radio (manpack) or binoculars
- Knife or D6 units of explosives
- Personal medkit
- D6 rations of domestic food
- D6 rations of clean water

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CHARACTER GENERATION: LIFE PATHS

The life path method lets you build your character by developing their backstory in detail. This is done over a number of career terms, each as D6 years long, each one giving you skills and specialties.

Just like real life, your life path will be a mix of choice and chance, generating a complex character that just may surprise you and turn out differently from what you expected. There is no space on the character sheet for your career terms, so you'll need a separate piece of paper for it.

1. Start with a fresh and inexperienced young person, 18 years old and CUF D.
2. Choose your nationality. Most PCs in the game will be American or locals, but you can be any nationality you like.
3. Determine your attributes. Start with a baseline of C in all four attributes. Roll 2D3 to determine how many increases you get. You can increase any attributes you want, and you can gain one extra increase by decreasing one attribute from C to D. The maximum attribute score is A. Keep in mind that some careers have minimum requirements, so be sure to look those up now if entering one of those careers is your goal.
4. Roll a D6 on the table on the next page to determine what your childhood was like. (If the Referee allows it, you may choose instead of roll.) Choose one skill at level D from the available options, and then roll another D6 to gain one specialty (or choose among the options, if the Referee allows it).
5. Choose a career for your first term, military or civilian, among the options listed on the following pages. Make sure you meet the requirements for entry. If this is a military career, note your starting rank.
6. Increase two skills one step each or one skill two steps, choosing among the skills listed for your career this term OR the generally available skills **STAMINA**, **MOBILITY**, and **DRIVING**. If you choose a skill you didn't have, it starts at level D. No skill can ever go above level A. SPECIAL RULE: In your first term of military service, one of your skill increases must be **RANGED COMBAT**, no matter what skills are listed.
7. Make an unmodified skill roll for one of the skills you increased in step #6. You cannot push the roll. If you succeed, you're doing well and receive a promotion - roll a D6 to see which specialty you learn. If you roll a specialty you already have, choose any specialty you want instead. If you receive a promotion in a military career, also increase your military rank one step. If you receive a promotion in a military or intelligence career, also increase your CUF one step, to a maximum of A.
8. Age your character D6 years. Then roll a D8 - if the result is LOWER than the number of terms you have completed, you must reduce one attribute of your choice by one step, due to the effects of age. You cannot go below D. Note that this means that you cannot get an attribute reduction directly after your first term.
9. Roll a D8. If the result is LOWER than the number of terms you have completed, war breaks out. Go to step #10. If not, go back to #5 and choose a career for your next term.
10. Check the At War career (page 38) and increase any two skills of your choice by one step each (you cannot increase one skill two steps). In addition, roll a D6 to gain a final new specialty (or choose among the options). Do NOT roll for promotion or age effects after the At War term.
11. Determine your hit and stress capacities.
12. Determine your unit morale.
13. Choose your moral code.
14. Choose your big dream.
15. Choose a buddy from among the other PCs.
16. Decide how you met the other player characters.
17. Decide your appearance.
18. Choose a name, and a nickname if you like.
19. Pick your gear from the choices given by your final career term before the At War term. Choose weapons as appropriate for your nationality. In addition, you get D6 rations of food, D6 rations of fresh water, and D6 rounds of ammo to use as currency.
20. Pick group gear together and possibly a vehicle, as described on page 18.
21. Roll a D6 to determine your starting permanent rads (page 80).

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CHILDHOOD

D6	1. STREET KID	2. SMALL TOWN	3. WORKING CLASS	4. INTELLECTUAL	5. MILITARY FAMILY	6. AFFLUENCE
SKILLS	Close Combat, Mobility, Recon	Driving, Ranged Combat, Survival	Close Combat, Stamina, Tech	Tech, Medical Aid, Persuasion	Stamina, Mobility, Ranged Combat	Mobility, Command, Persuasion
SPECIALTY (D6)						
1	Brawler	Biker	Brawler	Historian	Brawler	Boatman
2	Melee	Racer	Builder	Communi-cations	Martial Artist	Rider
3	Runner	Sniper	Load Carrier	Computers	Ranger	Runner
4	Infiltrator	Farmer	Scrounger	Scientist	Mountaineer	Linguist
5	Scrounger	Hunter	Blacksmith	Linguist	Runner	Musician
6	Locksmith	Quartermaster	Mechanic	Musician	Rifleman	Trader

MILITARY SERVICE

Military service is divided into five broad careers or *functional areas*. Being very similar across military branches and nations, a single chart is used to represent these military careers.

OFFICERS must qualify for *both* the Officer career path and for the functional area in which they want to serve. They also get to choose which of the two columns to use for each career bonus.

FIRST TERM: In your first term of military service, one of your two skill increases *must* be **RANGED COMBAT**, no matter what skills are listed.

NON-COMMISSIONED OFFICERS: At the rank of Corporal or above, you can always choose **COMMAND** as a skill increase.

MILITARY CAREERS

CAREER	COMBAT ARMS	COMBAT SUPPORT	COMBAT SERVICE SUPPORT	SPECIAL OPERATIONS	OFFICER
REQUIREMENTS	STR or AGL B+	INT B+	None	STR and AGL B+, INT C+, at least one term in Combat Arms	INT B+, no D attribute, at least one term in Education, requirements for the functional area
STARTING RANK	Private	PFC	PFC	Sergeant	2nd Lieutenant
SKILLS	Close Combat, Heavy Weapons, Ranged Combat, Recon	Recon, Survival, Tech	Medical Aid, Tech	Close Combat, Ranged Combat, Recon, Survival	Ranged Combat, Command, Persuasion
SPECIALTY (D6)					
1	Rifleman	Intelligence	Mechanic	Paratrooper	Sidearms
2	Redleg	Linguist	Gunsmith	Ranger	Intelligence
3	Tanker	Communications	Electrician	Infiltrator	Tactician
4	Machinegunner	NBC	Computers	Combat Awareness	Logistician
5	Launcher Crew	Psy Ops	Combat Medic	Sniper	Frontline Leader
6	Combat Engineer	Interrogator	Field Surgeon	SERE Training	Quartermaster

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	COMBAT ARMS	COMBAT SUPPORT	COMBAT SERVICE SUPPORT	SPECIAL OPERATIONS	OFFICER
STARTING GEAR	✓ Assault rifle, LMG or ATRL ✓ D6 reloads ✓ Flak jacket and helmet ✓ Knife or D6 hand grenades ✓ Personal medkit ✓ Backpack	✓ Assault rifle ✓ D6 reloads ✓ Flak jacket and helmet ✓ Knife or D6 hand grenades ✓ Personal medkits ✓ MOPP suit or manpack radio ✓ Backpack	✓ Assault rifle ✓ D6 reloads ✓ Flak jacket and helmet ✓ Knife or D6 hand grenades ✓ Personal medkit ✓ Basic tools ✓ Vehicle tools or weapon tools or surgical instruments ✓ Backpack	✓ Assault rifle or sniper rifle ✓ Any pistol or D6 hand grenades or rifle-mounted grenade launcher ✓ D6 reloads for each weapon ✓ Binoculars or night vision goggles ✓ Flak jacket and helmet ✓ Knife ✓ Personal medkit ✓ Backpack	✓ Pistol or submachine gun ✓ D6 reloads ✓ Manpack radio or night vision goggles ✓ Flak jacket ✓ Knife or D6 hand grenades ✓ Personal medkit

UNITED STATES

US ARMY: The core of the United States Military, the US Army has defended America since its inception. All major operations tend to involve the US Army whose mission parameters are broad and difficult. They have the best equipment and training of any army on the battlefield, and are spread widely across it, in nearly every country. Despite the current state of disorganized warfare, they have managed to stay together in somewhat cohesive units and even carry out missions when they receive them.

US MARINES: An amphibious landing force designed to support the US Navy, the United States Marine Corps has since grown to encompass an array of land-based operations. The USMC prides itself on its training, fidelity, and sheer tenacity on the battlefield. For the most part, Marine units are engaged in coastal areas where their skills can be of the most use, protecting ports and shipyards for US Navy warships and preventing Soviet invasion by sea.

US NAVY: From humble beginnings, the US Navy grew to control maritime operations around the globe as the British Empire once did. The US Navy has more ships, aircraft carriers, and submarines than any other navy and its SLBMs comprise part of the nuclear triad. Although most capital warships were destroyed by Soviet nuclear attacks on the main fleets, there are still many US Navy ships in the seas around Europe, supporting logistics, defenses, and communications whenever possible.

US AIR FORCE: The US Air Force grew out of the Army Air Corps after World War II, and has since been responsible for air superiority, combat air support, air logistics, strategic bombers, and the ground-based ICBM inventory of the United States. Although the major US air bases in Europe have taken a nuclear beating, many aircraft still survive, for the most part without fuel or ammunition, at smaller bases and even civilian airports.



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Who are these dirty, pasty, scrawny, long-haired freaks getting off my bus? Do you really think you have what it takes? Did you even think before you signed up for a life of misery? I know you are going to be miserable here! If I see anyone smiling, I will smoke the whole sorry lot of you! You are pathetic! The recruits get weaker and more sickly every year. When I signed up, we were men, going off to war. Not a whiny bunch of weaklings looking for college money. Pick up your shit, stand on the spots marked, and let's see what kind of contraband we can find. You belong to me now. No privacy, no personality, no race, no religion. I am your father and your mother, your pastor and your rabbi, your boss and your teacher. Don't think, don't talk, don't move. Just do what I say or I will think up new ways to make this even worse for you. Now MOVE OUT!

- Anonymous Drill Sergeant



SOVIET UNION

A proud, vast, highly motivated force of individuals which can field numbers unparalleled in the West, the Soviet Army is credited with playing a key role in winning World War II. They aim to do the same in this war. After the collapse of the Iron Curtain, the Soviet Army is somewhat diminished but still vastly outnumbers NATO in Europe.

SOVIET ARMY: The Soviet Army has a reputation for being large and poorly-equipped, but the USSR has come through with many military technical innovations, such as the first IFV (BMP), the first active defense system (Drozd), and the first platoon-issued sniper rifle (SVD). The Soviet Army cut through Eastern Europe and into NATO territory with relative ease in 1997 and 1998, stopped only by the US use of tactical nuclear weapons. They are still capable of large-scale operations, generally limited only by their tenuous link with the Soviet High Command (Stavka) and the willingness of an army that consists mainly of draftees and involuntary reservists to fight a war of aggression.

SOVIET NAVY: The Soviet Navy was never of very much use except as an arm of defense. The main exception to that rule has been the Soviet submarine forces, which were deployed all over the globe, mainly holding roles as ballistic missile launchers, convoy attackers, and as hunters of enemy submarines. There are still believed to be many Soviet submarines in active service, although potentially operating with little to no contact with their superiors.

SOVIET AIR FORCE: The Soviet Air Force was, for many years, the world's largest combat air arm, with more than 10,000 aircraft. Although the Air Defense Forces were a separate branch, the Soviet Air Force also held many air defense and detection systems under their umbrella. With many of their major air bases nuked and limited access to fuel and munitions, the Soviet Air Force has been relegated to defensive sorties and the remaining personnel reassigned to army units.

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SWEDEN

After the Soviet invasion of formerly-neutral Sweden, what remained of the Swedish Navy and Air Force fled to Norway and Finland to continue the fight under different flags, and the remaining support personnel went under the army to continue the fight against the invaders.

SWEDISH ARMY: The Swedish army is one of the oldest continuously serving armies in the world at nearly 500 years old. It blends new conscripts with professional soldiers formed into two combat brigades. More than half of the battalions in the Swedish Army are reserve battalions designated for territorial defense. As befits a neutral nation, Sweden is known for developing its own equipment and licensing the rest from any country in the world that has top-quality arms and vehicles, leading to a very well-equipped, if small, force under arms. Since the invasion, the military has moved out into the country and become a guerrilla force supported by the populace.

POLAND

As former members of the Warsaw Pact, the Polish armed forces use weapons similar to those of the Soviet Union, although they have spent several years Westernizing their organization and structure to be closer to NATO standards. Unfortunately, very little is left of the Polish Navy and Air Force, so, like Sweden, most of their personnel have been incorporated into the army on an ad hoc basis.

POLISH ARMY: The Polish Army served mainly as part of the Warsaw Pact for most of the 20th century, and was poorly supported both in terms of equipment from the Soviet Union and by a low opinion of the military within Poland as they were often used to suppress protests against communist rule. Since 1991, the Polish Army has been trapped between its obsolescent Soviet-based equipment and its intent to join NATO, with the shadow of the revitalized Soviet Union looming over it. Currently, Poland is still very much an active battlefield, and the Polish Army fights in pockets wherever it can organize support.

LOCAL MILITIA

Local forces fight on their home turf and are highly motivated to defeat invaders who have brought war to their doorstep. Their numbers do not compare to those of the US or the Soviets, but they fight for their homes and their families. That cannot be underestimated. They may have their own military training as a draftee or they may be civilians turned partisans, whose sole combat experience has been World War III coming to their hometown. For these forces, the war automatically breaks out by the end of their first term (so in addition to one term on the military table, they also get the benefits of the At War career). Local militia always know the area, have multiple contacts in the area, have a home in the area, and speak the local language fluently.





CIVILIAN EXPERIENCE

Civilian careers include police, crime, intelligence services, blue collar work, education, and white-collar work. Each of these categories is divided into a number of specific careers to choose from. If the Referee agrees, you can create additional careers on your own.

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POLICE

The traditional role of the police as peacekeepers gradually slid into paramilitary support as the war brought civilization to its knees. Trained to protect and serve, they now often find themselves as combatants, or at least caught between combatants, all over the world.

CAREER	POLICE OFFICER	DETECTIVE	SWAT
REQUIREMENTS	No D attribute, no terms in prison	EMP B+, at least one term as Police Officer	STR and AGL B+, at least one term as Police Officer
SKILLS	Close Combat, Ranged Combat	Ranged Combat, Recon, Persuasion	Close Combat, Ranged Combat, Recon
SPECIALTY (D6)			
1	Sidearms	Infiltrator	Martial Artist
2	Melee	Interrogator	Rifleman
3	Runner	Intelligence	Sniper
4	Racer	Investigator	Combat Awareness
5	Biker	Locksmith	Infiltrator
6	Scout	Linguist	Scout
STARTING GEAR	✓ Pistol ✓ D6 reloads ✓ Handcuffs ✓ Baton (club) ✓ Patrol car with half a tank of gasoline	✓ Pistol ✓ D6 reloads ✓ Lockpicks	✓ Assault rifle or submachinegun ✓ D6 reloads ✓ Night vision goggles ✓ Flak jacket and helmet ✓ Knife ✓ Personal medkit

CRIME

A life of crime might not be an ideal career choice for many, but with the rapid decline of civilization, some see it as their only option – and others simply see it as a way to make fast cash, no matter who gets hurt in the process.

PRISON: After a term in a career of crime, if war does not break out, roll a D6 – on an odd result, you must spend the next term in prison.

CAREER	GANG MEMBER	BURGLAR	HUSTLER	PRISONER
REQUIREMENTS	STR and AGL C+	AGL and INT C+	INT and EMP C+	–
SKILLS	Close Combat, Ranged Combat	Recon	Recon, Persuasion	Close Combat
SPECIALTY (D6)				
1	Brawler	Brawler	Sidearms	Brawler
2	Melee	Sidearms	Infiltrator	Melee
3	Killer	Mountaineer	Scout	Killer
4	Martial Artist	Infiltrator	Interrogator	Ranger
5	Rifleman	Electrician	Psy Ops	SERE Training
6	Sidearms	Locksmith	Trader	Scrounger
STARTING GEAR	✓ Any civilian firearm ✓ D6 reloads ✓ Knife	✓ Pistol or revolver ✓ D6 reloads ✓ Lockpick set (TECH +2)	✓ Pistol or revolver ✓ D6 reloads	✓ Any civilian firearm ✓ D6 reloads ✓ Knife

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INTELLIGENCE

Intelligence agencies, such as the CIA and KGB, have their agents in the field gathering information, assassinating enemy leaders, stealing examples of new equipment, sowing discord among the population in enemy-occupied territory, and assisting partisan units in their struggle.

CAREER	AGENT	ASSASSIN	PARAMILITARY
REQUIREMENTS	INT B+, at least one term in Education	EMP C or D, AGL B+, one or more terms as an Agent	STR and AGL B+, one or more terms in the military
SKILLS	Ranged Combat, Recon, Persuasion	Close Combat, Ranged Combat	Heavy Weapons, Ranged Combat, Survival
SPECIALTY (D6)			
1	Intelligence	Killer	Brawler
2	Locksmith	Interrogator	Rifleman
3	Investigator	Sniper	Machinegunner
4	Scout	Martial Artist	Combat Engineer
5	Psy Ops	Improvised Munitions	Improvised Munitions
6	Sidearms	Infiltrator	Tactician
STARTING GEAR	✓ Pistol ✓ D6 reloads ✓ Lockpick set ✓ Knife or explosives ✓ Personal medkit	✓ Sniper rifle or submachinegun (suppressed) ✓ D6 reloads ✓ Radio or binoculars ✓ Knife or explosives ✓ Personal medkit	✓ Assault rifle, LMG or ATRL ✓ D6 reloads ✓ Knife or D6 hand grenades ✓ Personal medkit

BLUE COLLAR

The vast majority of the population of planet Earth belong to no formal organizations, military or otherwise. Often, they fall victim to the minority that does, but many are determined to take back control of what is left of the world so that the armies of the East and West never again amass such power. That said, there is little left of civilization to save, and civilians often employ the military to achieve goals of survival and rebuilding. Such is the vicious world of life after World War III.

CAREER	DRIVER	FARMER	MECHANIC	CONSTRUCTION
REQUIREMENTS	AGL B+	None	None	STR B+
SKILLS	Tech	Survival	Tech	Close Combat, Tech
SPECIALTIES (D6)				
1	Biker	Cook	Blacksmith	Brawler
2	Boatman	Farmer	Gunsmith	Builder
3	Navigator	Fisher	Locksmith	Load Carrier
4	Pilot	Hunter	Mechanic	Blacksmith
5	Racer	Forager	Scrounger	Electrician
6	Tanker	Rider	Improvised Munitions	Improvised Munitions
STARTING GEAR	✓ Any civilian firearm ✓ D3 reloads ✓ Any civilian car or truck ✓ Vehicle tools	✓ Any civilian firearm ✓ D3 reloads ✓ Pickup truck ✓ Basic toolkit ✓ 2D6 rations of food	✓ Any civilian firearm ✓ D3 reloads ✓ Pickup truck ✓ Basic tools ✓ Vehicle tools or weapon tools	✓ Any civilian firearm ✓ D3 reloads ✓ Crowbar ✓ Pickup truck ✓ Basic tools

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EDUCATION

Higher education is available in most parts of the world and is generally considered a direct path out of blue-collar jobs and into more lucrative (and less physically demanding) white-collar jobs.

CAREER	LIBERAL ARTS	SCIENCES
REQUIREMENTS	INT and EMP C+	INT B+
SKILLS	Persuasion	Tech
SPECIALTIES (D6)		
1	Historian	Chemist
2	Cook	Communication
3	Linguist	Computers
4	Musician	Electrician
5	Psy Ops	Scientist
6	Counselor	Linguist
Starting Gear	✓ Any civilian firearm ✓ D3 reloads ✓ Dictionary in any language ✓ Bicycle	✓ Any civilian firearm ✓ D3 reloads ✓ Bicycle or 2WD car with half a tank of gasoline

WHITE COLLAR

A white-collar worker is a person who performs professional, desk, managerial, or administrative work. White-collar work may be performed in an office or other administrative setting.

CAREER	DOCTOR	PROFESSOR	MANAGER
REQUIREMENTS	Two terms in Education (Sciences), EMP B+	Two terms in Education (Liberal Arts), INT B+	One term in Education (any), EMP B+
SKILLS	Medical Aid, Persuasion	Persuasion	Tech, Command, Persuasion
SPECIALTY (D6)			
1	Linguist	Historian	Quartermaster
2	Combat Medic	Chemist	Computers
3	Counselor	Scientist	Frontline Leader
4	Field Surgeon	Linguist	Logistician
5	General Practitioner	Psy Ops	Teacher
6	Veterinarian	Teacher	Counselor
STARTING GEAR	✓ Any civilian firearm ✓ D3 reloads ✓ D6 personal medkits ✓ Pain relievers ✓ Surgical instruments	✓ Any civilian firearm ✓ D3 reloads ✓ 2WD car with half a tank of gasoline	✓ Any civilian firearm ✓ D3 reloads ✓ Pocket calculator ✓ 2WD car with half a tank of gasoline

AT WAR

Once World War III breaks out, everyone was trying hard to just stay safe and do what they could for themselves and their teammates, families, and co-workers.

For the final At War term, you may increase any two skills of your choice by one step each (you cannot increase one skill two steps). In addition, roll a D6 on the table on the next page for a final new

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specialty (or choose, if the Referee allows). Re-roll if you get a specialty you already have. Use the column corresponding to your most recent career term.

THE DRAFT: If your final term before war breaks out was spent as a civilian (*except* Intelligence careeers), *and* if your character is *not* a local of the country where your game is set, your At War term will be spent as a draftee or volunteer in the military. In this case, one of the two skill increases for the At War term must be **RANGED COMBAT** – unless you already have a level of D or better in the skill – and you roll for your specialty (or choose) using the Military column. Also, in this case you get starting gear as if your final pre-war term had been Combat Arms (page 32) instead of your civilian career.

LAST CAREER	MILITARY	BLUE COLLAR	WHITE COLLAR	OTHER
1	Brawler	Brawler	Scout	Racer
2	Ranger	Rider	Fisher	Hunter
3	NBC	Runner	Forager	Forager
4	Rifleman	Quartermaster	Scrounger	Quartermaster
5	Scrounger	Gunsmith	Frontline Leader	Scrounger
6	Improvised Munitions	Mechanic	Interrogator	Improvised Munitions

EXAMPLE

CLARK KELLER

1. *Clark Keller starts out 18 years old. He gets a result of 4 on his 2D3 roll for attribute increases, and decides on the following stats: STR B, AGL A, INT B, EMP C. His coolness under fire starts at D.*

2. *For his childhood, Clark rolls a 5 – he's from a military family. He chooses* **MOBILITY** *D and rolls another 5, for the Runner specialty.*

3. *Clark decides to go to college for a liberal arts degree. He increases* **MOBILITY** *to C and gets* **PERSUASION** *at level D. He makes a* **PERSUASION** *roll and succeeds, earning a specialty – he rolls a 3 and gets Linguist. He picks Russian as his second language. He rolls a 4 for age, turning him 22. As this is his first term, there is no risk of age effects or war breaking out.*

4. *Clark joins the US Army and goes into Combat Arms as an infantryman. He gets* **RANGED COMBAT** *and* **STAMINA** *at level D. He now makes a* **RANGED COMBAT** *roll and succeeds, earning a promotion. He rolls a 1 and gets the Rifleman specialty. His rank is now Private First Class, and his CUF is increased to C. He rolls a D6 for age and gets a 3 – Clark is now 25. He rolls a D8 for age effects but gets a 2 so he's okay. He rolls a D8 for the war but gets a 7 – no war yet.*

5. *Clark enters Special Operations. He is promoted to Sergeant, increases* **RANGED COMBAT** *to C, and gets* **SURVIVAL** *D. He makes another* **RANGED COMBAT** *roll and succeeds again. He rolls 1 and gets the Paratrooper specialty. He is promoted to Staff Sergeant and his CUF increases to B. Clark rolls a 6 for age, turning him 31. He rolls a D8 for age affects and gets a 2 again – now lower than his number of terms! He must decrease one attribute and chooses AGL, reducing it to B. War does not break out.*

6. *Clark is interested in intelligence work and moves into Combat Support. He increases* **RECON** *and* **SURVIVAL** *to C. He rolls for* **RECON** *but fails – no specialty this time. He rolls a 2 for age, turning him 33. He gets no further age effects, but the D8 war roll is a 3 – war breaks out!*

7. *For his At War term, Clark chooses to increase* **RANGED COMBAT** *to B and gets* **CLOSE COMBAT** *D. He rolls a 6 for the specialty and gets Improvised Munitions.*

8. *Clark's hit capacity is 5 and his stress capacity is 5.*

9. *Clark chooses his moral code, big dream and buddy among the other PCs.*

10. *Clark chooses his starting gear from the Combat Support list, and then chooses group gear with the other players.*

11. *Clark rolls a 3 for starting permanent rads.*

12. *The game begins.*

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DEVELOP YOUR CHARACTER

YOUR CHARACTER WON'T WALK through the world of war unaffected. The harsh realities of life will change you, that's all you can be certain of in an uncertain world. You can develop your character in several different ways during the game. Once the game has started, your method of character generation no longer makes any difference.

LEARN FROM EXPERIENCE

The things you learn during the game are measured in experience points (XP). You receive XP after the end of each game session. Talk it through and let the whole group discuss what has happened. For each of the below questions that you can reply "yes" to, you get one XP:

- Did you participate in the game session? You get one XP just for being there.
- Did you follow your moral code despite significant risk to yourself or your group?
- Did you risk or sacrifice something significant to realize your big dream?
- Did you travel through at least one hex on the travel map that you had not visited before?
- Did you overcome one or more dangerous events, using violent or non-violent means?
- Did you risk your life for the PC who is your buddy?

You can only get one XP per question. Sometimes, the answers will not be clear-cut. Discuss in the group and try to reach an agreement on whether an XP should be awarded or not. If you can't, the Referee has the final word. Write down the XP on your character sheet.

SPENDING XP

You can use your XP to improve your skills and specialties, or to learn new ones. You can only spend XP during a shift when you rest or sleep (page 148).

SKILLS: To increase a skill level by one step costs a number of XP indicated in the table to the above right. You can only increase a skill level one step at a time. Learning a new skill (at skill level D) costs 5 XP.

In addition, to raise a skill level or gain a new skill at level D, you must have used the skill and succeeded at least once since your last increase. Make a mark by the skill on the character sheet to indicate this. Only meaningful skill rolls where something is truly at stake count for this purpose. The Referee has final say. As an alternative to making a skill roll, you can be instructed for one shift by a teacher with a higher skill level than you.

INCREASING SKILL LEVEL

TARGET LEVEL	XP NEEDED
A	20
B	15
C	10
D	5

SPECIALTIES: Learning a specialty always costs 10 XP, but also requires a teacher – a PC or NPC who already knows the specialty – instructing you for at least one shift. After the shift, the teacher makes a **PERSUASION** roll. If they fail, you learn nothing this shift. You keep your XP and the teacher can try again another shift.

GAIN COOLNESS UNDER FIRE

After each session in which you made a CUF roll and succeeded (page 67), you have a chance to increase your CUF. Roll the base die for your CUF. If the result is a 1, increase your CUF one step. The maximum CUF score is A.



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However, becoming cooler under fire can make you emotionally numb. Each time your CUF increases, roll your base die for EMP. If the result is 6 or higher, your EMP rating is permanently reduced by one step, to a minimum of D.

CHANGE UNIT MORALE

At the end of each session, you should jointly in the group assess if your unit morale has changed as a result of events during the session.

If one or more of the following events have taken place in the session, the unit morale *increases* one step:

- Your unit has been in combat and defeated its enemies.
- You have helped other people in some material way.
- Your unit has traveled at least one hex on the travel map toward your goal.
- The PC in the unit with the highest **COMMAND** skill level has increased their skill level.

If one or more of the following events have taken place in the session, the unit morale *decreases* one step:

- A member of your unit has been killed or fatally wounded.
- A member of your unit is starving at the end of the session.
- A member of your unit is dehydrated at the end of the session.
- A member of your unit is sleep deprived at the end of the session.
- A member of your unit is hypothermic at the end of the session.

The unit morale can never go below F and never above A.

REDEFINE YOUR MORAL CODE

After a session in which you betrayed your moral code, you may scrap your moral code and write a new one.

SEEK A NEW DREAM

After any session, you may change your big dream and replace it with a new one.

FIND ANOTHER BUDDY

After the end of a game session, you are free to choose another PC buddy. You can only have one buddy at a time.



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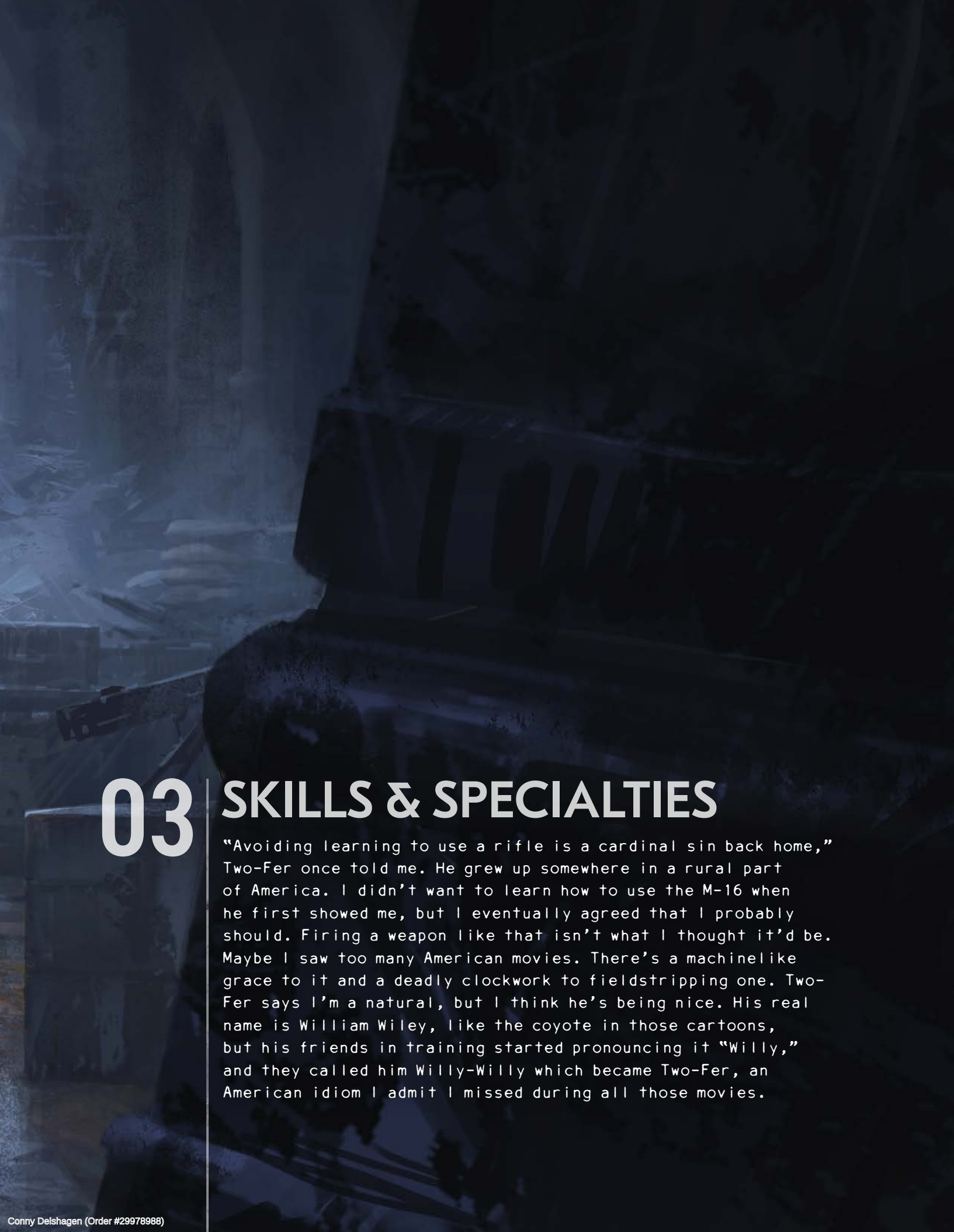

03 SKILLS & SPECIALTIES

"Avoiding learning to use a rifle is a cardinal sin back home," Two-Fer once told me. He grew up somewhere in a rural part of America. I didn't want to learn how to use the M-16 when he first showed me, but I eventually agreed that I probably should. Firing a weapon like that isn't what I thought it'd be. Maybe I saw too many American movies. There's a machinelike grace to it and a deadly clockwork to fieldstripping one. Two-Fer says I'm a natural, but I think he's being nice. His real name is William Wiley, like the coyote in those cartoons, but his friends in training started pronouncing it "Willy," and they called him Willy-Willy which became Two-Fer, an American idiom I admit I missed during all those movies.

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ROLEPLAYING IS A CONVERSATION. The Referee sets the scene, you describe what you do, the Referee tells you how NPCs react – then you respond, and so on, back and forth. The story grows one step at a time. But the world of Twilight: 2000 is a desperate place inhabited by desperate people. Sooner or later things will come to a head, a point of no return, a conflict that cannot be settled by just talking it through. Then it's time to bring out the dice and use one of your skills.

Skills represent broad fields of knowledge and abilities that you have acquired during your life. To enhance specific types of expertise, you also have a wide range of specialties which will be applied to your skills in the relevant situations.

ROLL THE DICE

There are a total of twelve core skills in the game, and they are all described later in this chapter. Each skill is connected to one of the four attributes: Strength (STR), Agility (AGL), Intelligence (INT), and Empathy (EMP).

When you perform an action, you first describe what your character does or says. Then you grab two dice – one for your skill level and another for the base attribute that is connected to the skill. These two dice are called your *base dice*.

The type of base dice to roll depends on your levels in the skill and attribute, see the table below. Then roll your two base dice together. If you don't have a level in the skill you're using, just roll one for the attribute.

BASE DICE

LEVEL	DIE TYPE
A	D12
B	D10
C	D8
D	D6

CUSTOM DICE

Two sets of green D6 to D12 base dice are included in this boxed set. Extra dice sets are available for purchase separately. The ⌖ symbols are engraved directly onto the custom dice to mark successes. Additionally, the one (1) side of each custom die is marked with the ✸ symbol, to mark damage from pushed rolls.

The tan colored dice in the boxed set are ammo dice and the white die is a hit location die. How these are used is explained in chapter 4.

You can play Twilight: 2000 without the custom dice – normal polyhedral dice found in any hobby store will do just fine.

THE CORE SKILLS

- ✓ Close Combat (STR)
- ✓ Heavy Weapons (STR)
- ✓ Stamina (STR)
- ✓ Driving (AGL)
- ✓ Ranged Combat (AGL)
- ✓ Mobility (AGL)
- ✓ Recon (INT)
- ✓ Survival (INT)
- ✓ Tech (INT)
- ✓ Command (EMP)
- ✓ Medical Aid (EMP)
- ✓ Persuasion (EMP)

SUCCESS

To succeed with your action, you must roll *6 or higher* on at least one base die used in the roll. A roll of 6 or higher is called a *success*, and is marked in the rules with a crosshairs symbol: ⌖.

MULTIPLE SUCCESSES: A roll of 10 or higher on a single die (only possible with a D10 or D12 of course) counts as *two successes*. This means you can potentially roll up to four successes with a single skill roll (two successes on each die), if you are both skilled and lucky. With bonus ⌖ beyond the first one you can achieve additional effects, if explicitly stated in the rules.

THE ART OF FAILURE

If you roll no ⌖, something goes wrong. For some reason, you failed to achieve your goal. Feel free to elaborate on why with the help of the Referee. They might even let a failed roll have further consequences to move the story forward in a dramatic way.

Failure must not stop the story completely. Even when you fail, there must be a way forward – perhaps at the cost of time, risk, or barter, but still a way. The Referee always has the final say regarding the consequences of failure in a particular situation.

You have one last chance if you really need to succeed – you can push the roll.

EXAMPLE

Ronson marches hard for a shift and needs to make a **STAMINA** *roll. He has STR A and* **STAMINA** *C, meaning he gets to roll a D12 and a D8 as his base dice. He needs to roll a 6 or better on at least one of the dice to succeed. His odds are pretty good.*

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PUSHING YOUR ROLL

Your initial skill roll reflects a safe and controlled action. If you fail your initial roll, or if you want additional ⌖, you can lean into the action, giving it everything you've got, pushing yourself or your gear to the limit.

This is called *pushing* the roll, and lets you re-roll all dice *except* those with the result of 1 (i.e. showing the explosion symbol ✸). You *must* re-roll all dice not showing ⌖ or ✸, and you cannot change back to the previous result.

There is also a risk – each time you push a roll, you immediately suffer 1 point of damage (if you rolled for STR or AGL) or 1 point of stress (if you rolled for INT or EMP) for each ✸ you rolled on your base dice. If this damage incapacitates you, this happens *after* the action is resolved. Read more about damage and stress in chapter 4.

USING GEAR: If you used a tool, such as a weapon or a vehicle, for a skill roll based on STR or AGL, any damage from pushing will affect *the item* instead of yourself and decrease its *reliability rating* (page 91).

AMMO DICE: If you push your roll, you must also re-roll any *ammo dice* (page 63) that don't show ✸ or ✐. ✸ on ammo dice will damage your firearm and decrease its reliability rating, just like ✸ rolled on your base dice.

PASSIVE ROLLS: You can only push skill rolls when you actively perform an action. When passive or unaware, for example when rolling **RECON** to see if you spot a sneaking enemy or when someone uses **PERSUASION** on you, you cannot push the roll.

ONLY ONCE: You can only push your roll once. If you don't succeed on your second try, you are stuck dealing with the consequences.

DESCRIBE YOUR ACTION

You create a story together in Twilight: 2000. A dice roll is a dramatic peak – first you should describe what you are trying to achieve, so that everyone knows what is at stake. Then you roll your dice. Interpret the result and describe what happens. Describe what you do, what you say, or what you are thinking. If you push your roll, describe how. Do it yourself, don't wait for the Referee – they should only stop you if you go beyond the results you have rolled.

DON'T ROLL TOO OFTEN

It's hard to succeed in Twilight: 2000. If you don't stack the odds in your favor, there is a great risk of failure. With that in mind, you should never roll dice unless necessary. Save the dice for dramatic situations or tough challenges. In any other situation, the Referee should simply allow you to perform whatever action you wish.

WHAT PUSHING MEANS: How a pushed roll plays out in story terms depends on what skill you are using. It can take the form of a great physical exertion, total mental focus or emotional strain.

EXAMPLE

Ronson has some bad luck and fails his **STAMINA** *roll. But he's not one to give up, and decides to push the roll. He rolls again. To his dismay, he fails again and rolls one ✸, suffering 1 point of damage. The player bitterly describes how Ronson stumbles in the mud during the hard march and sprains his ankle.*

GROUP ROLLS

When you face a challenge together with the other PCs, don't roll dice separately. Instead, you decide who among you is best suited to take on the challenge. The others may help this person (page 46) if it's relevant to the situation. If the roll fails, it counts as a failure for all of you – you are not allowed to try one time each. This rule does not apply in combat, where each PC acts independently.

MODIFIERS

Sometimes, external factors help you to succeed. Such modifiers will *step up* one of your base dice to a better die, from a D6 to a D8 for example. Other times, something hampers your action. This will *downstep* one of your base dice. You can get modifiers to skill rolls in several different ways: specialties, the difficulty of the action itself, and help from others.

A +1 modifier means upgrading a base die one step, a +2 modifier means upgrading two steps, and so on. A –1 modifier means downgrading a base die one step, –2 means two steps down, and so on. Several modifiers can apply to the same roll, and they are cumulative. A +2 modifier and a –1 modifier add up to +1, for example.

When stepping up and down, always try to *balance* your dice as much as possible – i.e. step up a lower base die first, and downstep a higher base die. You can never go above two D12s, no matter what modifiers you have. To downstep past two D6s, remove one die. You can never go below one D6.

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CHANCE OF SUCCESS

When you roll dice, it can be hard to predict the chance of success. The table below shows the chance of success when rolling with all possible combinations of dice. The table for pushed rolls shows the chance when pushing.

CHANCE OF SUCCESS, INITIAL ROLL

ATTRIBUTE/ SKILL	D6	D8	D10	D12
–	17%	38%	50%	58%
D6	31%	49%	59%	65%
D8	49%	61%	69%	74%
D10	59%	69%	75%	79%
D12	65%	74%	79%	82%

CHANCE OF SUCCESS, PUSHED ROLL

ATTRIBUTE/ SKILL	D6	D8	D10	D12
–	31%	62%	75%	82%
D6	52%	74%	83%	88%
D8	74%	85%	90%	93%
D10	83%	90%	93%	96%
D12	88%	93%	96%	97%

If you lack a skill level and start with just a single base die, step up by adding a D6 (as one step up) and step it up further as needed.

DIFFICULTY

Normally, the Referee doesn't assess how difficult an action is. You only roll dice in challenging situations – period. But sometimes, the Referee might want to underscore that external factors either help or hinder an action. Use the following table for guidance:

POSITIVE MODIFIERS: Each of the below factors can give a positive modifier to your roll:

- Familiar equipment (e.g., mines from your own nation)
- Specialized equipment (e.g., a custom off-road racing vehicle instead of an SUV)
- Spotter (an assistant with binoculars or spotting scope identifying targets hit/missed)
- Specific tools (e.g., lockpicks designed for the type of lock being picked)
- High-end ingredients (e.g., commercial-grade chemicals or freshly butchered beef)
- Advantage over opponent (e.g., they are asleep, looking the other way, etc.)

NEGATIVE MODIFIERS: Each of the below factors can give a negative modifier to your roll:

- Unfamiliar equipment (e.g., mines of a foreign nation)
- Improvised equipment (e.g., using a coat hanger and paper clip instead of lockpicks)
- Weather/light conditions (rain, fog, blizzard, darkness, glare, smoke, fire, etc.)
- Poor ingredients (e.g., stale bread, meat from sickly animal, homemade chemicals)
- Opponent has advantage (e.g., highly alert, using observation equipment, etc.)

SPECIFIC MODIFIERS: There are also many cases where specific modifiers are imposed by the rules, like when you aim carefully with a ranged weapon (page 65), shoot at long distance, or if you're in a bad bargaining position when you use **PERSUASION** on someone (page 61).

SPECIALTIES

Many specialties also give you a positive modifier in certain situations or when using certain types of gear. Read more on page 49.

HELP FROM OTHERS

Other PCs or NPCs can help you succeed at a skill roll. This must be declared before you roll your dice. It must also make sense in the story – the individuals helping you must be physically present and have the capacity to support your action. The Referee has final say.

For each person helping you, you get a +1 modifier. No more than three people can help you with a single roll, meaning your maximum modifier from getting help is +3. In combat, helping counts as the same type of action as the one you are supporting (fast or slow).

NPCs can help each other in the same way as player characters. Letting NPCs act in groups instead of individually is often an easy way to manage large numbers of NPCs in combat.

EXAMPLE

Diaz and Kasia go foraging together. Diaz has INT B and **SURVIVAL** *D. Kasia also has level D in* **SURVIVAL** *but INT A, so they decide to let Kasia roll and Diaz help out. Normally, Kasia would get to roll a D12 and a D6 in this case, but thanks to Diaz's help, her D6 is stepped up to a D8.*

OPPOSED ROLLS

Sometimes, rolling a ⌖ isn't enough to succeed with your skill roll. In some cases, you have to beat your foe in an *opposed roll*. To win an opposed roll, you must roll more

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⌖ than your adversary. Every ⌖ your adversary rolls eliminates one of your ⌖. Only you (the active party) can push your roll – and you can decide to do so even after your opponent rolls.

Sometimes you and your adversary roll for different skills, sometimes the same. Opposed rolls are common when you use **PERSUASION** to influence someone or **RECON** to move undetected. The Referee can also use opposed rolls in any case when they deem it appropriate. The Referee might even roll for you secretly when you are the passive part in an opposed roll.

EXAMPLE

Jonesy tries to convince a frightened local farmer to let the group stay overnight at her farm. Jonesy has EMP B and **PERSUASION** *D, giving him a D10 and a D6 to roll. The farmer has EMP C and no skill level in* **PERSUASION**. *Jonesy rolls one ⌖, but so does the farmer – meaning the opposed roll fails. Jonesy now needs to decide whether to push the roll or not.*

NPCS AND SKILLS

Non-player characters use skills in the same way as player characters. The Referee rolls dice for them. NPCs only rarely push rolls however – the Referee should save this for key NPCs in important situations. Additionally, the Referee should only roll dice for actions that affect a PC directly – for example, if the NPC is attacking a PC or attempting to save them. When an NPC performs an action that does not directly affect a PC, the Referee can simply decide what happens.

GEAR

In many skill rolls, you can use *gear*. Gear can take the form of a weapon in combat, a rope to climb, or a med kit to heal a wound. You will find weapons and other gear listed in chapter 5 of this book. In some cases, a piece of gear is needed to be able to perform a particular action at all. Particularly useful gear can also give you a positive modifier to your skill roll.

DAMAGE TO GEAR

Weapons, vehicles, and other gear can suffer damage just like people. Each piece of gear has a *reliability rating*, which works like a hit capacity. Damage from pushing rolls or outside force will reduce the reliability rating. When it reaches zero, the item is broken and can no longer be used. A typical piece of gear in good condition has a reliability rating of 5, but flimsy or badly built gear can start with a lower rating.

Broken or worn gear can be repaired using the **TECH** skill and spare parts. See chapter 5 for more on this. Damage to vehicles is more complex, and is described in full in chapter 4.

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THE SKILLS

This section describes the twelve core skills of the game.

CLOSE COMBAT (STR)

Use **CLOSE COMBAT** when fighting an enemy up close and personal, with or without a melee weapon in hand. If the roll succeeds, you hit your adversary and inflict damage equal to your weapon's base damage rating on them. Each extra ⌖ rolled will increase the damage by 1. Read more about close combat in chapter 4.

HEAVY WEAPONS (STR)

Use the **HEAVY WEAPONS** skill to fire machine guns, rocket launchers, mortars, tank guns, howitzers, and other heavy weapons. Specialties apply to specific types of heavy weapons. If your roll succeeds, you hit your target and inflict damage equal to your weapon's base damage rating on it. Each extra ⌖ rolled will increase the damage by 1. Read more about heavy weapons in chapter 4.

SPECIAL: When using **HEAVY WEAPONS** to fire mounted weapons, use AGL instead of STR, and when firing artillery, use INT.

STAMINA (STR)

When your physical toughness or endurance is tested, roll for **STAMINA**. For example, this skill is used to march hard, resist a disease or the effects of cold, or to cling to life after suffering a lethal critical injury (page 74).

DRIVING (AGL)

Use the **DRIVING** skill to maneuver motorcycles, cars, armored personnel carriers and even tanks. Specialties apply to specific types of vehicles. Read more about how to use this skill in chapter 4.

MOBILITY (AGL)

When you jump, climb, run fast, or perform any other action that requires speed or motor control, you roll **MOBILITY**. The skill is also used for thrown weapons, and has other specific uses in combat (chapter 4).

RANGED COMBAT (AGL)

Use the **RANGED COMBAT** skill to use hand-held ranged weapons, such as pistols, bows, submachineguns, and assault rifles. Specialties apply to specific types of weapons. If the roll succeeds, you hit your adversary and inflict damage equal to your weapon's base damage rating on them. Each extra ⌖ rolled increases the damage by 1. Read more in chapter 4.

RECON (INT)

Use the **RECON** skill to spot concealed enemies, avoid ambushes, move silently and avoid being detected. Make an opposed roll (page 46) against your adversary's **RECON**. If you win, you manage to avoid being spotted.

The person or group trying to stay hidden is always the active party in the opposed roll, i.e. they must roll more ⌖ than the opponent to remain undetected, and only they can push the roll. Read more about stealth and ambushes on page 60.

You can also use **RECON** when traveling, to spot another party on the trail before they spot you. See chapter 6.

SURVIVAL (INT)

In Twilight: 2000, civilization has collapsed. To survive, you need to know how to find food and shelter in the wild. You can roll **SURVIVAL** in a number of different situations when you are traveling. Read more in chapter 6.

TECH (INT)

Weapons and other gear are key to survival in Twilight: 2000. Use the **TECH** skill to repair gear and scavenge parts. You can even use the skill to craft new items if you have access to a workshop. Read more about this in chapter 5.



RANGED COMBAT

GROUP RECON

When you and the other PCs sneak side by side, don't make separate **RECON** rolls. Instead, only the PC with the lowest skill level rolls, and the result applies to the whole group. Conversely, when you and the other PCs scout at the same time, don't make separate **RECON** rolls. Instead, only the PC with the highest skill level rolls, and that result applies to the whole group.

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COMMAND (EMP)

Any group of survivors in the world of Twilight: 2000, soldiers or not, needs a good leader to inspire them. You can use your **COMMAND** skill to help a person who is incapacitated by stress get back on their feet (page 78). Your **COMMAND** score can also affect your unit morale (page 67), and the skill can be used in base building (page 132) if you have the Logistician specialty.

MEDICAL AID (EMP)

The world of Twilight: 2000 is a dangerous place. There is a significant risk that you and your friends will be injured, sooner or later. This is when the **MEDICAL AID** skill comes in handy. It can be used to help a friend who is incapacitated by damage (page 73) get back on their feet, and to save the life of a fallen comrade who has suffered a critical injury. Read more about critical injuries on page 74.

PERSUASION (EMP)

Life in the aftermath of World War III is dangerous, but you can often reach your goals without violence, using charm, threats, or reason. Use **PERSUASION** to make others see things your way. Your chances can be affected by your bargaining position and military rank. Read more about social conflict in chapter 4.

SPECIALTIES

While attributes and skills give you the broad strokes of your competency, specialties represent your specific areas of expertise in a wide range of narrow fields. Specialties typically give you a +1 modifier in certain situations or when using particular gear. Some specialties have unique uses.

Specialties are categorized by the skill they are most commonly used with. Note however that you don't need a skill level to learn the specialty – you can have the Brawler specialty without having a skill level in **CLOSE COMBAT**, for example.

REQUIRED SPECIALTIES?

In the core rules, specialties are never required to use a particular skill or perform a particular action. This is to give the maximum amount of agency to players and avoid blockers. However, should your group feel that this stretches your suspension of disbelief too far, as an optional rule the Referee can impose specialty requirements as they see fit – for example, they might require the Tanker specialty to drive a main battle tank or Launcher Crew to fire a missile launcher.

CLOSE COMBAT SPECIALTIES

- **BRAWLER:** Gives you a +1 modifier to **CLOSE COMBAT** rolls in unarmed close combat.
- **MELEE:** Gives you a +1 modifier to **CLOSE COMBAT** rolls for all hand-to-hand combat weapons, such as knives, bayonets, and clubs.
- **KILLER:** You can kill an incapacitated person outright without suffering any negative effects (page 73).
- **MARTIAL ARTIST:** Your unarmed close combat attacks have a crit threshold of 3 instead of 4.

HEAVY WEAPONS SPECIALTIES

- **MACHINEGUNNER:** Gives a +1 modifier to **HEAVY WEAPONS** rolls for firing all types of machine guns.
- **LAUNCHER CREW:** Gives a +1 modifier to **HEAVY WEAPONS** rolls for firing grenade launchers and missile launchers.
- **REDLEG:** Gives a +1 modifier to **HEAVY WEAPONS** rolls when firing mortars and howitzers.
- **VEHICLE GUNNER:** Gives a +1 modifier to **HEAVY WEAPONS** rolls when firing vehicle-mounted cannons.

I was never good with math. Never had to be until we found a mortar. Top showed me how to use it, work the trajectory and such but, to be honest, I was never good at it. Kasia, though, she's born to this stuff. She can land a round right where we need it every time… at least in practice. Not that we have many shells to practice with. I wonder what she might have been if the war hadn't come? I figure I'd have wound up doing my tour with the Army then going back home, working as a contractor with my brother. He's dead, I heard. Anyway, his unit was wiped out. Kasia, though? She could have really been someone. She's too smart for any of this shit… and too young.

Conny Delshagen (Order #29978988)

STAMINA SPECIALTIES

- **BUILDER:** Gives you a +1 modifier to **STAMINA** rolls made for base building.
- **LOAD CARRIER:** You can carry four additional encumbrance units in your combat gear and four more in your backpack.
- **NBC:** Gives a +1 modifier to **STAMINA** for all infection rolls, even those triggered by radiation or chemical agents. Also lets you identify nuclear, biological, and chemical weapon effects to personnel and equipment.
- **RANGER:** Gives you a +1 modifier to **STAMINA** rolls made for marching, resisting hypothermia, and other hardships.
- **SERE TRAINING:** Gives you a +1 modifier to **STAMINA** rolls made to resist interrogation, Psy Ops, bluffing, and torture effects.

DRIVING SPECIALTIES

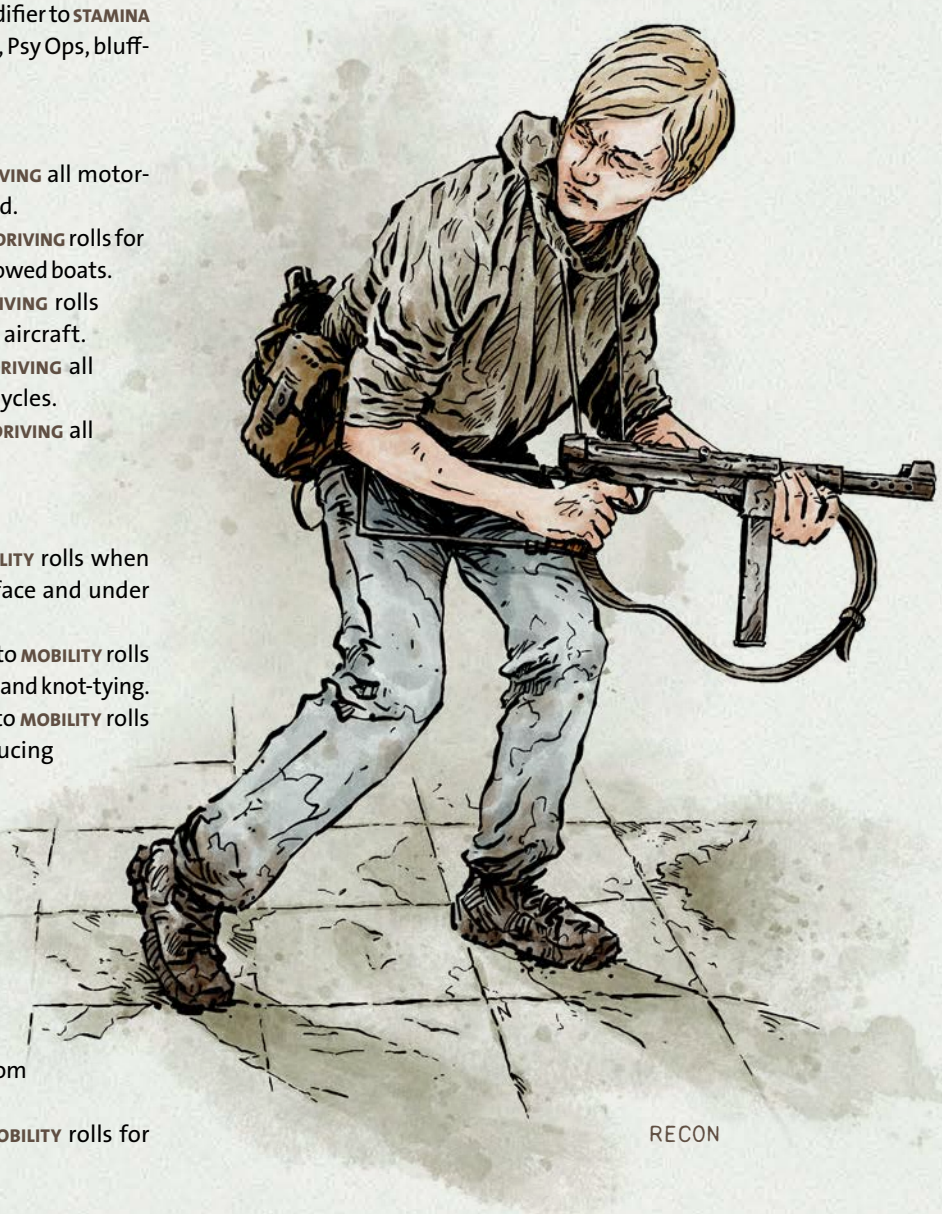
- **BIKER:** Gives a +1 modifier to **DRIVING** all motorcycles and bicycles, on or off-road.
- **BOATMAN:** Gives a +1 modifier to **DRIVING** rolls for piloting boats, including sail and rowed boats.
- **PILOT:** Gives a +1 modifier to **DRIVING** rolls for flying fixed- and rotary-wing aircraft.
- **RACER:** Gives a +1 modifier to **DRIVING** all wheeled vehicles except motorcycles.
- **TANKER:** Gives a +1 modifier to **DRIVING** all tracked vehicles.

MOBILITY SPECIALTIES

- **DIVER:** Gives a +1 bonus to **MOBILITY** rolls when swimming, both across the surface and under it. Includes use of SCUBA gear.
- **MOUNTAINEER:** Gives a +1 bonus to **MOBILITY** rolls for rappelling, ascender-climbing, and knot-tying.
- **PARATROOPER:** Gives a +1 bonus to **MOBILITY** rolls for skydiving, as well as for reducing damage from falling.
- **PITCHER:** Gives a +1 modifier to **MOBILITY** rolls for thrown weapons, including knives and grenades.
- **RIDER:** Gives a +1 bonus to **MOBILITY** rolls for riding fast and performing maneuvers on horseback. Also negates the negative modifier for shooting from horseback.
- **RUNNER:** Gives a +1 bonus to **MOBILITY** rolls for running.

RANGED COMBAT SPECIALTIES

- **ARCHER:** Gives a +1 modifier to **RANGED COMBAT** rolls for bows and crossbows.
- **RELOADER:** Gives a +1 modifier to **RANGED COMBAT** rolls made to reload your firearm (page 65).
- **RIFLEMAN:** Gives a +1 modifier to **RANGED COMBAT** rolls for firing assault rifles, carbines, submachine guns, and shotguns.
- **SIDEARMS:** Gives a +1 modifier to **RANGED COMBAT** rolls for firing revolvers and pistols.
- **SNIPER:** Gives a +1 modifier to **RANGED COMBAT** rolls for firing sniper rifles and hunting rifles.



RECON

Conny Delshagen (Order #29978988)

RECON SPECIALTIES

- **COMBAT AWARENESS:** When drawing initiative (page 54), you may draw two cards instead of one and choose which one to act on.
- **FORWARD OBSERVER:** Your **RECON** skill level counts as one step higher when directing indirect fire.
- **HISTORIAN:** Roll **RECON** when you arrive at a new location. If you succeed, the Referee can tell you something significant that has happened here in the past (if anything ever did).
- **INFILTRATOR:** Gives you a +1 modifier to **RECON** rolls when trying to remain undetected.
- **INTELLIGENCE:** Roll **RECON** when you spot enemy troops, vehicles, and weapons. If you succeed, the Referee should tell you their stats.
- **INVESTIGATOR:** Roll **RECON** when you spend a stretch or more investigating the scene of a crime or a battle. If you succeed, the Referee should give you some useful information about what has happened and when.
- **SCOUT:** Gives you a +1 modifier to **RECON** rolls for spotting others and avoiding ambushes.

SURVIVAL SPECIALTIES

- **COOK:** Gives you one additional ration of food when you or someone else in your group successfully forages, hunts or fishes.
- **FARMER:** Gives a +1 modifier to **SURVIVAL** rolls for farming.
- **FISHER:** Gives a +1 modifier to **SURVIVAL** rolls for fishing.
- **FORAGER:** Gives a +1 modifier to **SURVIVAL** rolls for foraging to find food.
- **NAVIGATOR:** Gives a +1 modifier when using **SURVIVAL** rolls for navigation.
- **HUNTER:** Gives a +1 modifier to **SURVIVAL** rolls for hunting to obtain food.
- **QUARTERMASTER:** Gives you a +1 modifier to **SURVIVAL** rolls for making camp and establishing a home base.
- **SCROUNGER:** Gives a +1 modifier to **SURVIVAL** rolls for scrounging.

TECH SPECIALTIES

- **BLACKSMITH:** Gives a +1 modifier to **TECH** rolls for metalworking, forging, casting, molding, and smelting.
- **CHEMIST:** Gives a +1 modifier to **TECH** rolls for distilling grain alcohol for fuel. Also lets you identify chemical substances correctly.
- **COMBAT ENGINEER:** Gives a +1 modifier to **TECH** rolls for placing and disarming mines and explosive devices, and to **RECON** rolls to avoid mines.
- **COMMUNICATIONS:** Gives a +1 modifier to **TECH** rolls for maintaining contact on radios, boosting a signal, using Morse code, setting up antennae, and using encryption equipment.
- **COMPUTERS:** Gives a +1 modifier to **TECH** rolls for using or tampering with computers and ancillary devices.
- **ELECTRICIAN:** Gives a +1 modifier to **TECH** rolls for wiring, soldering, disabling, and repairing electrical devices.
- **GUNSMITH:** Gives a +1 modifier to **TECH** rolls for repairing firearms.
- **IMPROVISED MUNITIONS:** Gives a +1 modifier to **TECH** rolls for making zip-guns and IEDs.
- **LOCKSMITH:** Gives a +1 modifier to **TECH** rolls for picking locks, cracking safes, and disarming alarms.
- **MECHANIC:** Gives a +1 modifier to **TECH** rolls for repairing engines, vehicles, generators, and pumps.
- **SCIENTIST:** Roll **TECH** when you come across a phenomenon of any sort that requires knowledge of physics, biology, geology, or any other natural science. If you succeed, the Referee must give you some useful information about it.

COMMAND SPECIALTIES

- **FRONTLINE LEADER:** Gives a +1 bonus to **COMMAND** rolls for helping someone who is incapacitated by stress (page 77). Does not affect unit morale.
- **LOGISTICIAN:** When building a base (page 132), you can roll **COMMAND** instead of any listed skill, but only if you have help by at least one person.
- **TACTICIAN:** Roll **COMMAND** when you spot an enemy force. If you succeed, the Referee must tell you something useful about their current organization and objectives.

MEDICAL AID SPECIALTIES

- **COMBAT MEDIC:** Gives a +1 modifier to **MEDICAL AID** rolls for helping an incapacitated character get back up (page 73). No effect on treating critical injuries.
- **COUNSELOR:** Gives a +1 modifier to **MEDICAL AID** rolls for counseling a person suffering from long-term mental trauma (page 78).
- **FIELD SURGEON:** Gives a +1 modifier to **MEDICAL AID** rolls for treating critical injuries.
- **GENERAL PRACTITIONER:** Gives a +1 modifier to **MEDICAL AID** rolls for treating disease, poison, and NBC.
- **VETERINARIAN:** Gives a +1 modifier to **MEDICAL AID** rolls for working on animals.

PERSUASION SPECIALTIES

- **LINGUIST:** You know another language of your choice, well enough to be taken as native on a successful **PERSUASION** roll.
- **MUSICIAN:** Gives a +1 bonus to **PERSUASION** rolls in situations where singing or playing an instrument is helpful. The Referee has final say.
- **INTERROGATOR:** Gives a +1 bonus to **PERSUASION** rolls for extracting information from a prisoner.
- **PSY OPS:** Gives a +1 bonus to **PERSUASION** rolls for changing someone's mind about a particular issue.
- **TEACHER:** Gives a +1 bonus to **PERSUASION** rolls for teaching someone a specialty.
- **TRADER:** Gives a +1 bonus to **PERSUASION** rolls when negotiating the price of an item.

Conny Delshagen (Order #29978988)



Conny Delshagen (Order #29978988)



04 COMBAT & DAMAGE

I'd been shaking for the entire hour, but I didn't shake while the guns were going off. I think I shot someone, but Ronson said it was him. He said it to make me feel better. I think I shot somebody. There isn't anything to describe this. I know my adrenal medulla released a ton of chemicals into my brain, and my fight-or-flight response kicked in. Medical books would tell me norepinephrine wars with adrenaline to calm me, but all I really know is that there are a bunch of dead people over there and I can't stop shaking and I killed one of them. I took classes at a college at night during high school. We never saw any bodies in those classes. Two-Fer sat down beside me and took my shaking hands and said, "You did good." None of this is good, is it? Diaz has a yin-yang painted on her helmet. Adrenaline-noradrenaline. Black and white. I don't want to close my eyes tonight.

Conny Delshagen (Order #29978988)

THE WORLD OF TWILIGHT: 2000 is a violent place. When someone gets in your way, you sometimes have no choice but to take them down. And when someone comes gunning for you, you need to be able to defend yourself. But combat can take a heavy toll on your character and could even kill you. Sometimes, retreat is the wiser option. Before entering a conflict, always ask yourself: Is it worth it?

BATTLE MAPS

When combat erupts, a map of the battlefield is useful. Battle maps have hexagonal grids, to regulate positions, movement and shooting range. One hexagon is 10 meters across. Positions inside a hex are not regulated by the rules (except for barriers, see page 59).

A number of general and modular full-color battle maps, that can be used in a variety of locations, are included in this boxed set. The modular battle maps can be combined in a multitude of different ways by the Referee, to quickly create unique battlefields.

The boxed set also contains a few larger specific battle maps for the scenario locations described in the Referee's Manual. Finally, on the Free League website you'll find blank hexagonal maps that you can print and then use to quickly sketch up the terrain for random encounters.

COMBAT TOKENS

Tokens are used to represent the fighters taking part in the combat. This boxed set contains a large number of tokens to represent individual fighters, vehicles, and a variety of combat effects such as cover, smoke, fire, and suppression. Tokens for individuals show the person standing on one side and prone on the other. For vehicle tokens, you need to keep track of facing (page 82).

> **MANAGING NPCS**
> **As a general rule, NPCs follow the same rules as PCs during combat unless otherwise stated. However, in order to reduce bookkeeping for the Referee and avoid slowing combat down, a number of simplified rules for NPCs are included in this chapter. These are all marked like this. The Referee is never obliged to use the simplified rules – for key NPCs, it's often worthwhile to use the full rules, just like for PCs.**

PLAYING WITHOUT MAPS

Although using battle maps is recommended, you can choose not to use them for certain fights and let them play out only in the "theater of the mind." In particular, this is a good solution in close quarters fights between a small number of fighters in the same hex, such as a bar brawl. It can also be useful for exchanges at very long range (500 meters or more).



MAPS WITHOUT HEXES

If you prefer using maps without hexes, measuring distances in meters and marking exact positions of fighters and vehicles, that works too. It will require a little more work on the part of the Referee, however. Simply multiply the distance in hexes by 10 to get meters. Any distance of 5 meters or less is considered in the same hex for the purposes of the rules, 5-15 meters is one hex distant, 15-25 meters is two hexes, etc.

ROUNDS & INITIATIVE

Combat is played out in rounds, each roughly 5–10 seconds long. When a combat begins, the first step is to determine who has the initiative. Do this before anyone rolls dice for an action.

DRAWING INITIATIVE

Grab the ten initiative cards included in this boxed set. If you don't have access to the custom card deck, any normal deck of cards works fine if you simply remove the face cards and substitute the aces for ones.

Each player taking part in the conflict, either voluntarily or involuntarily, draws a card and the Referee draws one card for each NPC (or group). This is called *drawing the initiative*. The number on the card determines the order in which you act in the conflict.

Participants act in order from lowest to highest number, beginning with card #1, until everyone has taken their turn. Place your initiative card by your character sheet, so everyone can see in which order you all act. The Referee places their initiative card(s) in front of them.

When all the participants in the combat have acted once, the round is over, and a new round begins. The round order remains the same throughout the whole conflict – drawing initiative is only done once, at the start of the first round.

SURPRISE

If you initiate combat with an attack that the Referee deems fully surprising, you automatically get the #1 initiative card in the first round. All other combatants – including others on your side – draw initiative normally. Also see Ambushes (page 60).

Conny Delshagen (Order #29079466)



HIDDEN INITIATIVE

As an alternative rule, to create more uncertainty and a stronger "fog of war" experience, you can keep initiative cards secret. The Referee then calls out initiative numbers, starting at #1, and each fighter shows their card and performs their actions once their number comes up. In this rules variant, the initiative must be drawn again at the start of each round.

EXCHANGING INITIATIVE

During a fight, you can exchange your initiative card – and thus your initiative – with another willing player character or NPC, whose turn has not yet come up in the current round. This must be declared on your turn, before you perform any action. You and the other player character must be able to speak to each other (even if only by radio) to exchange initiatives.

Reactive actions that occur out of turn (such as blocking and overwatch fire) are not affected by exchanging initiative – your spent actions still count as spent, even if you get a new initiative number.

HIDDEN INITIATIVE: If you use the alternative rule for hidden initiative (see the boxed text above), the other character is not allowed to say what initiative number they have before you make the switch – you'll simply have to wait and find out after you get the card.

YOUR TURN

The point in the initiative order at which you act is called your *turn*. The phrase "your next turn" means the next upcoming point in the initiative order at which you normally act, whether that happens to be in the current round or the next round (if your turn in the current round has already passed). The phrase "your previous turn" means your latest previous point in the initiative order, whether it was in the current round or the previous round.

EXAMPLE

Ronson, Diaz and Kasia come across an old farm, still smoldering after what seems to have been an artillery attack. While the others check the yard outside, Kasia makes her way into the main farmhouse to look for supplies. Suddenly, she comes across an armed marauder. Both are equally surprised. They draw initiative – Kasia gets a 3 and the Referee draws a 7 for the marauder. Kasia goes first.

NPC INITIATIVE

For a group of NPCs with identical stats, such as a squad of enemy soldiers, the Referee can draw one initiative card for the group instead of one per individual. All the NPCs in that group act at the same point in the round order. In what order they act individually within the group is up to the Referee. Large groups of NPCs can split into several smaller groups, if the Referee prefers.

SLOW & FAST ACTIONS

On your turn, you can perform *one slow action and one fast action*, or *two fast actions*. See the lists of typical slow and fast actions on the next page. All of these actions are explained in detail later in this chapter.

FREE ACTIONS: Dropping to the ground or shouting a few words are called *free actions* – they don't count toward your two actions for the round, but you can only do them on your own turn (except when forced to go prone by a failed CUF roll).

DESCRIBE YOUR ACTIONS

When it's your turn to act, simply state which actions you wish to perform and roll dice if needed to see if you are successful. Some actions, like blocking and overwatch fire, will give your opponent the opportunity to perform a reactive action, which breaks the turn order.

HELPING OTHERS

If you wish to help another player character or NPC perform an action, it costs you one action of the same kind (slow or fast). You must state you are trying to help someone before any dice are rolled. Helping others also occurs out of turn, i.e. it breaks the initiative order in the round. You can read more about helping in chapter 3.

MARK YOUR ACTIONS

Because helping and reactive actions occur out of turn, it can be hard to keep track of how many actions the combatants have performed. A tip is to keep track of this by turning the initiative card 90 degrees for every performed action. Turn it to the left for a fast action and to the right for a slow action, and all the way around 180 degrees once both actions in the turn are used up. All actions are refreshed at the start of each round.

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SLOW ACTIONS

ACTION	PREREQUISITE	SKILL
Get item from backpack	Backpack	Mobility
Persuade	The opponent can hear you	Persuasion
Unarmed attack	Unarmed	Close Combat
Melee attack	Melee weapon	Close Combat
Grapple	Unarmed	Close Combat
Break free	You are grappled	Close Combat
Shoot firearm	Firearm	Ranged Combat
Clear jam	Jammed firearm	Ranged Combat
Sniper aim	Telescopic sight	–
Shoot bow	Bow or crossbow	Ranged Combat
Throw weapon	Thrown weapon or hand grenade	Mobility
Aim mortar or howitzer	Mortar or howitzer	–
Fire heavy weapon	Heavy weapon	Heavy Weapons
Direct indirect fire	Target in sight	Recon
First aid	Victim incapacitated by damage	Medical Aid
Rally	Victim incapacitated by stress	Command
Enter/exit vehicle	Vehicle	–

FAST ACTIONS

ACTION	PREREQUISITE	SKILL
Drop backpack	Backpack	–
Seek cover (full or partial)	Terrain type providing cover	–
Go from full to partial cover	Full cover	–
Run	No enemy in same hex	Mobility
Cross barrier	–	Mobility
Move through door	–	–
Crawl	You are prone	Mobility
Get up	You are prone	–
Draw item from combat gear	–	–
Shove	–	Close Combat
Disarm	Target holds an item	Close Combat
Grapple attack	Opponent grappled	Close Combat
Retreat	Enemy in same hex	Mobility
Aim	Ranged weapon	–
Prepare bow	Bow	–
Assume overwatch position	Ranged weapon	–
Reload (slow action if failed)	Firearm or crossbow	Ranged Combat
Pull grenade pin	Hand grenade	–
Get on a bike	Motorcycle or bicycle	–
Grab the wheel	Vehicle	–
Start engine	Vehicle	–
Drive	Vehicle	Driving
Use item	Varies	Varies

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FREE ACTIONS

ACTION	PREREQUISITE	SKILL
Drop to the ground	You're standing up	–
Drop held item	Item in hand	–
Go from partial to full cover	Partial cover	–
Shout a few words	–	–

> **NPC GROUP ACTIONS**
> **A group of similar NPCs in the same hex can often perform the same action, such as moving together, seeking cover together, etc. For NPC group attacks, see Close Combat (page 62) and Ranged Combat (page 63).**

TERRAIN & HEXES

A battle map is divided into hexagons, or *hexes* for short. The hex is the main unit of distance in combat. A hex is 10 meters across. If the combat is played without a map, it's the Referee's job to determine the distances between the fighters involved.

HEX FEATURES

Each hex has a *terrain type* that affects visibility, ranged attacks, movement, cover, and infiltration. The terrain types table below summarizes these effects.

The dominating terrain in a hex on a battlemap applies to the entire hex. When in doubt, the terrain under the center dot determines the terrain type for the hex.

VISIBILITY: The maximum visibility range in 10-meter hexes. For more details on line of sight, see page 59.

RANGED ATTACKS: The modifier to all ranged attacks against targets in a hex with this terrain, unless the shooter is in the same hex. This modifier does *not* apply to area attacks made with heavy weapons against the hex itself (page 71).

MOVEMENT: The modifier to MOBILITY or DRIVING rolls made to move additional hexes during a movement action (page 58 and page 82).

COVER: Indicates whether it is possible to seek solid cover (page 58) inside a hex of this terrain type, and if yes, the typical armor level of such cover.

INFILTRATION: The modifier to RECON rolls made to stay hidden or set up an ambush (page 60) in a hex of this terrain type. Note that the modifier is applied to the individual trying to stay hidden (not the spotter).

ELEVATION: Elevated terrain is marked by contour lines or shades. Elevated terrain can block line of sight and moving from lower to higher ground reduces movement speed (page 58). In addition, ranged attacks from a higher position gain a +1 modifier.

BLOCKING: A hex of *blocking* terrain is filled with terrain taller than a human, fully blocking visibility and movement. A hex of blocking terrain cannot be entered by ground movement.

TERRAIN TYPES

TERRAIN	PAVEMENT	FIELD	SHRUB-LAND	DEBRIS	FOREST	FOLIAGE	SWAMP	SHALLOWS	BLOCKING	INDOORS
										
VISIBILITY	∞	∞	∞	∞	3	1	∞	∞	None	∞
RANGED ATTACKS	–	–	–1	–1	–1	–2	–	–	n/a	–1
MOVEMENT	–	–	–1	–2	–1	–3	Special	Special	n/a	–2
COVER	No	No	No	Yes (3)	Yes (2)	No	No	No	n/a	Yes (1)
INFILTRATION	–2	–1	–	+1	+1	+2	+1	–	n/a	+1

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FOOT MOVEMENT

In a single (fast) action, you can run two hexes without rolling dice. To move further, you need to make a **MOBILITY** roll, modified by the terrain of the hex you're in. For each ⌖ you roll, you can move an additional hex. If you fail the roll, you move no further.

STANCE: In order to run, you must be standing up. Going from a prone position to standing up is a fast action. Dropping to the ground is a free action, but it can only be done on your own turn. Use your character token to indicate your stance – one side shows you standing, the other prone.



CRAWLING: If you are prone, you can't run. Instead, you must crawl. Crawling works exactly like running, but you move one hex per (fast) action instead of two, and the **MOBILITY** roll can only increase the movement by one hex, no matter how many ⌖ you roll. Terrain and carrying a backpack affect crawling just like running.

BACKPACK: Carrying a backpack gives you a –2 modifier to all **MOBILITY** rolls. It might be a good idea to drop your backpack before going into combat.

ELEVATION: Moving into a hex of higher terrain counts as moving *two* hexes instead of one. You cannot move half a hex, so any unused movement is forfeited. This means you must roll **MOBILITY** to crawl up a hill.

SWAMPS AND SHALLOWS: Running into a hex of swamp or shallows counts as crawling. Actual crawling is not possible. Vehicle movement is impossible, except for amphibious vehicles (these move as into a field hex).

CLOSE COMBAT: If you have an active and aware enemy in the same hex, you can't simply move away from them. Instead, you must *retreat* (page 63).

VEHICLES: Movement for vehicles is explained on page 81.

> **NPC MOVEMENT**
> **A group of similar NPCs in the same hex can move together, making a single MOBILITY roll for extra movement.**

COVER

When the bullets start flying, you'll want to drop prone or, even better, seek solid cover. In a hex with a terrain type that can provide cover, you can spend a fast action to *seek cover*. You must choose if you want *full cover* (blocking line of sight and protecting your entire body) or *partial cover* (exposing your head and arms, allowing you to fire across the cover).

Going from full cover to partial cover is a fast action. Going from partial to full cover is a *free* action, but can only be done at your turn. This means you can pop up from full cover, fire a quick shot (page 65) and duck back down to full cover again on a single turn. Your fire won't be very accurate though, and you can still be targeted by overwatch fire (page 67).

DIRECTION OF COVER: Your cover from terrain will only be effective in a *specific direction* – toward just one adjacent hex and then extending outward in a 120-degree angle (see the diagram on the next page). To indicate this, place a **COVER** token in the adjacent hex, in the direction of your cover. If the adjacent hex is occupied, you can instead place the cover token straddling the hex border.

BARRIERS: You can also seek cover by a *low barrier* (next page) if it passes through your hex (or follows the border of it). Cover from a barrier is effective against anyone on the other side of the barrier.

SAME HEX: Your cover has no effect against ranged attacks from an enemy in the same hex as you, *unless* you're on opposite sides of a barrier crossing the hex. Read more about ranged combat on page 63.

Conny Delshagen (Order #29978988)

COVER



The blue fighter has partial cover in a forest hex. The cover is effective against red fighter #01, but not against red fighter #02.

NO HEXES? If you are playing without a map, or on a map without hexes, the Referee has the final word on whether your cover is effective or not.

BARRIERS

Barriers are another important terrain feature. The term encompasses any linear solid obstacle and includes indoor and outdoor walls, as well as sandbags and coils of barbed wire. Barriers can be *high*, blocking visibility completely, or *low*, blocking visibility only to prone fighters. A barrier can also provide cover against attacks from the other side of it.

See the table to the right for a number of typical barriers.

DIVIDED HEXES: Barriers often cut through hexes. In a hex divided by a barrier, you need to define which side of the barrier you are on and place your token accordingly. You cannot strike an enemy on the other side of a barrier in close combat even if you are in the same hex. This goes even for a low barrier.

CROSSING BARRIERS: As a general rule, a low barrier can be jumped over with a **MOBILITY** roll (fast action). Note that this action does not move you out of the hex, unless the barrier happens to follow the hex border exactly. Climbing over a high barrier also requires a **MOBILITY** roll, but it's a slow action. Some high barriers can't be crossed (such as an indoor wall).

BARBED WIRE is a type of barrier that does not block visibility, but crossing it requires a **MOBILITY** roll. Failure inflicts 1 point of damage. Military grade concertina wire obstacles give a –2 modifier to crossing, and a failed roll also automatically results in critical injury #3 to the legs (page 76).

DOORWAYS: A wall with a door or open doorway still counts as a barrier. Moving through an unlocked door or doorway to the other side of the barrier is a fast action, but requires no roll.

A locked door must either be opened by picking the lock (**TECH** roll, takes one stretch) or by breaking it down. A typical wooden door can take 5 points of damage before it falls apart. More sturdy doors require more force, and usually have an armor level as well.

TYPICAL BARRIERS

BARRIER	HEIGHT	ARMOR LEVEL
Concrete wall	High	3
Brick wall	Low	2
House wall	High	2
Indoor wall	High	1
Sandbags	Low	4 or more
Barbed wire	Low	–

VISIBILITY & LINE OF SIGHT

Adverse weather conditions, dim light and darkness can reduce visibility. The table on the next page indicates the maximum visibility in hexes. If several factors apply, use the lowest applicable visibility limit. Use these limits as guidelines – the Referee can adjust visibility limits further as they see fit. Weather and darkness also give you negative modifiers to **RANGED COMBAT** and **RECON** (when scouting). These modifiers are cumulative.

LIGHT SOURCES: Visibility limits for darkness do not apply if the target emits any light (including a lit cigarette). Discharging a firearm will cause you to lose the effects of being in darkness until your next turn.

NIGHT VISION: Night vision goggles negate the effects of darkness up to a certain distance (page 129). Thermal optics are even more effective, fully negating the effects of smoke, rain, and fog.

SEARCHLIGHTS: A powerful searchlight will light up an area of the battlefield and remove the effects of darkness. A typical searchlight has a range of 10 hexes, but only in a specific direction (see the diagram on the next page). All targets within the illuminated area can be seen at any distance (barring terrain and weather).

FLARES: Illumination rounds, fired by grenade launchers, mortars, and howitzers (page 114), also light up the battlefield. All targets within the illuminated area can be seen at any distance (barring terrain and weather).

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SEARCHLIGHT AREA OF EFFECT



WEATHER & DARKNESS

CIRCUMSTANCE	VISIBILITY (IN HEXES)	RANGED COMBAT AND RECON
Heavy rain	20	–1
Dense fog	10	–1
Dusk	20	–1
Moonlight	15	–2
Starlight	10	–2
Cloudy night	5	–2

SMOKE

Dense smoke can be created by smoke grenades, smoke launchers, and intense natural fires. Use a SMOKE token to mark smoke on the map. A single hex filled by smoke blocks visibility completely, both out of and into the hex. Smoke from a smoke launcher or grenade will dissipate over time. Roll a D6 base die at the start of each round for each smoke marker on the battle map – on a result of ✸, remove it. Thermal optics (page 129) can see through smoke.

LINE OF SIGHT

To be able to see and fire at something, you need *line of sight* to it. Draw a line between the center dot of your hex and the center dot of the target hex. If the line passes through any of the below, your line of sight is blocked.

- A high barrier
- A hex with blocking terrain
- A hex at a higher elevation than both you and your enemy
- A hex filled by SMOKE (even your own hex or the target hex)
- Three hexes of forest or one hex of foilage (*not* counting your hex *nor* the target hex)
- A number of hexes in excess of the visibility limit due to darkness or weather

If none of the above apply, you have line of sight – *unless* the target is in *full cover* (page 58), in which case your line of sight is also blocked.

NO HEXES? If you are playing without a battle map, or a map without hexes, the Referee has the final say on whether you have line of sight or not.

AMBUSH

The key to winning a conflict is often attacking when your enemy least expects it. When you stalk someone to attack them unawares, it's called an *ambush*. First, make an opposed RECON roll against your target, modified by any relevant terrain (modifying your roll) and darkness (modifying your target's roll). You also get a modifier to your roll depending on how close you want to get (see the table on the next page). If you want to ambush in close combat, you need to move into the same hex as your target. If you fail, your target spots you at your starting distance – draw initiative.

EFFECT: If you succeed, you automatically get the #1 initiative card in the first round of combat. An ambush in the same hex as the target (no matter if it's in close or ranged combat) gets a +3 modifier. Also, your target cannot block an ambush attack.

GROUP AMBUSHES: Ambushes can be carried out by a group and against a group of targets. This follows the usual rules for stealth – the person with the lowest RECON skill level rolls for the attackers, while the target with highest RECON skill level rolls for the targets. If you succeed, you get all of the top initiative cards, equal to the number of fighters on your side – i.e. if there are four attackers, you get cards #1 to #4. You can distribute these as you see fit. The target(s) draws initiative from amongst the remaining cards.

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WAYLAYING: If you lie in wait for an enemy to attack them as they pass, roll **RECON** to set up the ambush. This is a slow action. If you spend a stretch (5–10 minutes) or more to set up, you get a +2 modifier. If you spend a shift or more, you get +3. You can push the roll as normal. Record the number of ⌖ you roll.

When the target comes within visual range, they must make a passive and unmodified **RECON** roll (not pushed) to spot you. This still counts as an opposed roll, meaning you need to have more ⌖ than the target to remain hidden.

If you fail your initial roll to set up the ambush, you must find another spot to place your ambush (another hex), or the target will automatically spot you when they come within visual range.

VEHICLES: You can never ambush someone from a moving vehicle. You can, however, use a stationary vehicle when waylaying enemies (above), if you spend at least a stretch setting it up.

AMBUSHING

RANGE	RECON MODIFIER
Same hex	–2
1 hex	–1
2–5 hexes	0
6–20 hexes	+1
21+ hexes	+2

SOCIAL CONFLICT

Sometimes, you can make things go your way without resorting to violence. Instead, you trick or convince your opponents without drawing your weapon. This might even be possible in the midst of combat. For non-violent conflicts, use the **PERSUASION** skill.

Before you roll, you must state the stakes of the roll – what you want to achieve. What you ask of your opponent must be within reason – no NPC will agree to do anything you want or act directly against their own interests, no matter how good your roll is. The Referee has the final say on what is possible to achieve, given the current situation.

RESOLUTION

When you try to convince, bluff, or charm someone, make an *opposed roll* for **PERSUASION** against your opponent. It only counts as a (slow) action for you, the active party. If you successfully **PERSUADE** your opponent, you sway them somehow and reach the stated goal of the roll. If you roll multiple ⌖ more than your opponent, you might even gain some further bonus, if the Referee finds it appropriate.

Even if you succeed your **PERSUASION** roll, your opponent is entitled to ask for something in return, if the Referee deems it reasonable. It is up to you to accept the agreement or not.

NEGOTIATING POSITION

Your chances of manipulating someone successfully are affected by your negotiating position. Each of the following factors modifies your roll by +1 (or more, at the Referee's discretion):

- You have more people on your side.
- What you ask for doesn't cost your opponent anything.
- Your opponent has suffered damage or stress.
- Your opponent is sick.
- Your opponent is held captive by you.
- You have helped your opponent previously.
- You present your case very well (determined by the Referee).
- You outrank your opponent (only applies if you're both military of the same nationality).

Each of the following factors modifies your roll by –1.

- Your opponent has more people on their side.
- You ask for something valuable or dangerous.
- Your opponent has nothing to gain by helping you.
- You are held captive by your opponent.
- You are having trouble understanding each other.
- You are not in the same hex (more than 5 meters apart).
- Your opponent outranks you (only applies if you're both military of the same nationality).

PERSUADING A GROUP

When you want to **PERSUADE** a whole group, you usually address the group's leader or spokesperson. Remember that your roll is modified by –1 if your opponent has more people on their side. If you reach an agreement with the leader, the rest of the group usually follows. If there is no given leader, each opponent acts individually.

BEING PERSUADED

Typically, **PERSUASION** is only used against NPCs, not PCs. When NPCs or other PCs try to talk you into something, it's up to you how you react.

INTERROGATION

When you interrogate a prisoner to gain information, roll against their **STAMINA** instead of their **PERSUASION**. You get a +1 modifier for your opponent being held captive. As opposed to normal persuasion, interrogation *can* be used against PCs – actually forcing you to disclose information, no matter if you as a player want to or not.

EXAMPLE

*Kasia, trying to avoid fighting the marauder in the farmhouse, wants to use her slow action to persuade him to leave. The Referee thinks that goal is unreasonable, but agrees to let Kasia roll for the marauder to hesitate and not attack immediately. The player describes how Kasia pleads for her life, in Polish. Having EMP B and **PERSUASION** C, she rolls a D10 and a D8 against just a D6 for the marauder who has EMP D and no skill level. She rolls one successes against his none – the marauder lowers his rifle, hesitating.*

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CLOSE COMBAT MODIFIERS

FACTOR	MODIFIER
Attacker prone	–2
Target prone	+2
Defenseless target	+3
Aimed blow	–2
Diving blow	+2

CLOSE COMBAT

When you attack in close combat, use the **CLOSE COMBAT** skill. Close combat happens in the same hex as your target. There can be no barrier between you and your target. If there is, you must first cross the barrier. Cover has no effect against close combat attacks.

DAMAGE: If your roll succeeds, you hit your adversary and inflict your weapon's base damage rating on them. Each extra ⌖ rolled will increase the damage by 1. Roll for a random hit location (page 72) and apply the effects of armor.

CRITICAL INJURY: If the damage done, after mitigation by armor and cover, is equal to or higher than the crit threshold of your weapon, you inflict a critical injury on the target (page 74).

PUSHING & RELIABILITY: If you push a roll in close combat, each ✸ will reduce the reliability rating of the weapon by 1 *or* inflict 1 point of damage on you (if you're fightning unarmed). If your weapon breaks in an attack, it does so *after* the attack is resolved. Read more about damage to gear and repairs on page 91.

STANCE

If you are prone, your close combat attacks get a –2 modifier, and any hits will automatically be on the legs of a standing opponent. Getting up is a fast action. Close combat attacks against a prone target get a +2 modifier.

DEFENSELESS TARGET: If you attack a defenseless or unaware target, you get a +3 modifier. This is not further increased if the target is prone.

AIMED BLOWS

If you want your strike to hit a specific part of your target's body – the head, the torso, the legs or the arms – you need to make an *aimed blow*. Aimed blows suffer a –2 modifier.

BLOCKING

When an enemy attacks you in close combat, you can roll **CLOSE COMBAT** to *block* his attack to avoid being hit. This is a fast action. You must declare that you are attempting to block the attack before the attacker rolls for their strike. Every ⌖ you roll eliminates one ⌖ from the attacker's roll. Excess ⌖ have no effect.

Blocking is *not* an opposed roll, so you can push it, declaring that you wish to do so after the attacker has declared (and performed) any push.

SPENDING ACTIONS: Blocking breaks the turn order, but it *does* count against your two available actions in the round (one slow and one fast). For every block you perform, you get one less action when it is your turn, and once you have used both your actions during the round for blocks, you can no longer block further attacks. All actions are refreshed at the beginning of each new round. You can save unused actions to block later in the round, but never from one round to the next.



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DIVING BLOW

If you, in a single round, first run into the same hex as an enemy and then strike them with an unarmed blow, you get a +2 modifier to the attack. This is called a *diving blow*. If the attack hits, you inflict damage normally, and both you and the target fall prone. If the attack fails, only you fall to the ground. Diving blows can be blocked.

SHOVING

As a fast action, you can try to shove or trip an enemy to the ground. Roll for **CLOSE COMBAT**. If your opponent has higher STR than you, two ⌖ are required to succeed, otherwise one is enough. If you are successful, your opponent falls to the ground. The shove action itself causes no damage, and any additional ⌖ have no effect. Your opponent can block the attack.

DISARMING

As a fast action, you can try to wrestle a weapon or other object from your opponent's hands. Roll for **CLOSE COMBAT**. Dislodging an item held in one hand requires one ⌖, while two ⌖ are required if it's held in two hands. If you succeed, your opponent drops the item, which lands on the ground in the same hex. The disarm action itself causes no damage, and any excess ⌖ have no effect. Your enemy can block your attempt to disarm them.

GRAPPLING

As a slow action, you can attempt to *grapple* your opponent. Roll for **CLOSE COMBAT**. No weapon can be used. The grapple can be blocked. If the attack succeeds, both of you fall to the ground. The opponent drops any weapon they were holding and cannot move. The only action they can perform is to try to *break free* – which is a slow action and requires them winning an opposed **CLOSE COMBAT** roll against you. While you are grappling, the only action you can perform is a *grapple attack*. This works as a normal unarmed attack but is a fast action and cannot be blocked.

RETREAT

If you have an active enemy in the same hex as you and there is no barrier between you, you must make a **MOBILITY** roll to move out of the hex. If you fail, you still move but your enemy gets an immediate, free close combat attack against you. The free attack occurs out of turn order and it doesn't count toward their actions in the round. You cannot block it.

> **NPC MELEE ATTACKS**
> **A group of enemy NPCs in your hex can attack you together in close combat. Only one of them rolls for the attack and the others help, each giving a +1 modifier (up to a maximum bonus of +3).**

EXAMPLE

Hearing a commotion outside the farmhouse and realizing that Kasia is not alone, the marauder swings his rifle butt at her. With STR B and **CLOSE COMBAT** *C, he rolls a D10 and a D8. Kasia has still not used her fast action in the round, so she decides to block the strike with the club she carries. She has D in both STR and* **CLOSE COMBAT**, *so she rolls two D6s. The marauder rolls one ⌖, Kasia none. She decides to push, and re-rolls – now she gets a ⌖ and successfully blocks the strike.*

RANGED COMBAT

To attack someone with a hand-held ranged weapon, roll for **RANGED COMBAT**, *except* for thrown weapons, which use **MOBILITY**. You must have line of sight (page 59) to your target (with the exceptions of indirect fire and firing through cover and smoke). Chapter 5 describes a variety of firearms and other ranged weapons. Firing a weapon is a slow action.

DAMAGE: If your attack succeeds, you hit your target and inflict your weapon's base damage rating on them. Each extra ⌖ rolled will increase the damage by 1. Roll for a random hit location and apply the effects of armor.

CRITICAL INJURY: If the damage inflicted, after mitigation by armor and cover, is equal to or higher than the crit threshold of your weapon, you also inflict a critical injury on the target (page 74).

AIMING

Before you fire, you need to spend a fast action to *aim* at your target. If you don't, your attack counts as a *quick shot* and suffers a negative modifier:

- ★ Pistols, carbines and SMGs get a –1 modifier.
- ★ All other ranged weapons get a –2 modifier.

If you do anything else except shoot your weapon after you have aimed, you lose the effect of the aim and you need to spend another fast action to aim again. You can fire repeatedly at the same target without breaking your aim.

TELESCOPIC SIGHTS: If your weapon has a telescopic sight, you can aim as a *slow* action and get a +1 bonus. If you also have a stable platform to fire from (cover or a bipod, or the ground if you're prone), the bonus is +2. No ammo dice can be used in the attack. Note that this means you cannot slow aim and fire in the same round.

RANGE

The ranged weapons table indicates the **SHORT** range of each weapon, in hexes. Up to twice the short range is called **MEDIUM** range. Up to twice **MEDIUM** range (i.e. four times **SHORT** range) is **LONG** range, and up to twice **LONG** range (eight times **SHORT** range) is **EXTREME** range, which is the maximum range at which it's possible to hit a target effectively.

- ★ Firing at **MEDIUM** range gives you a –1 modifier.
- ★ Firing at **LONG** range gives you a –2 modifier.
- ★ Firing at **EXTREME** range gives you a –3 modifier.

FIRING IN CLOSE COMBAT: If you shoot at an active and aware enemy in the same hex as you, you get a negative modifier to ranged attacks depending on your weapon:

- ★ Pistols, carbines and SMGs get a –1 modifier.
- ★ All other ranged weapons get a –2 modifier.

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DEFENSELESS TARGET: If your target is in the same hex and immobile or unaware of you, you gain a +3 bonus.

SHOTGUNS: For shotguns, range gives no negative modifier to hit. Instead, the base damage is reduced by 1 at **MEDIUM** range, by 2 at **LONG** range, and by 3 at **EXTREME** range. Note that the base damage at **EXTREME** range for most shotguns will be zero. Even a hit that inflicts no damage can cause suppression (page 67).

STANCE

Firing at a prone target gives you a –1 modifier unless the target is in the same hex, in which case being prone provides no protection. Remember, dropping to the ground is a free action but can only be done on your own turn. Standing up is a fast action.

COVER

You can, as a fast action, take cover in a hex with the appropriate terrain type (page 57) or next to a barrier. Remember, cover only works in a specified direction, i.e. not against attacks from the side or behind. See the diagram on page 59. *You cannot be both prone and behind cover.*



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RANGED FIRE MODIFIERS

FACTOR	MODIFIER
Quick shot (no aim)	–1/–2
Fast aim	–
Telescopic sight (slow aim)	+1/+2
Short range	–
Medium range	–1
Long range	–2
Extreme range	–3
Active target in same hex	–1/–2
Defenseless target in same hex	+3
Target prone (not in same hex)	–1
Target in full cover	–3
Called shot	–2
Moving target	–1
Firing from moving vehicle	–2
Large target	+2
Small target	–2
Elevated firing position	+1
Target hex terrain	–1/–2
Dim light	–1
Darkness	–2
Heavy rain or wind	–1
Dense smoke	–3

PARTIAL COVER: Partial cover does not modify the hit chance, but gives you an armor level for body parts behind the cover – torso and legs if you want to be able to fire yourself, as you'll need to expose your arms and head. Read more about hit locations and armor on page 72.

FULL COVER: Full cover breaks line of sight and typically makes it impossible to hit the target. Firing at a target in full cover *can* be done, with a –3 modifier, *if* the Referee rules that the attacker knows the approximate location of the target. All hit locations are protected by full cover.

CALLED SHOTS

If you want your attack to hit a specific part of your target's body – the head, the torso, a leg or an arm – you need to make a *called shot*. Called shots suffer a –2 modifier.

MOVING TARGET

If your target has moved since your previous turn, your shot gets a –1 modifier. If you fire from a vehicle that has moved since your previous turn, your shot gets a –2 modifier.

TARGET SIZE

Firing at a large target, such as a vehicle, gives you a +2 modifier to the attack. Firing at a small object, such as a porthole, suitcase, or hand-held weapon, gives a –2 modifier. Other rules apply for heavy weapons (page 70).

ELEVATION

When firing from a hex at a higher elevation than the target, you gain a +1 modifier.

TERRAIN, WEATHER & DARKNESS

The terrain of the target hex can give you a –1 or even a –2 modifier, unless the target is in the same hex as you. Heavy rain, fog, and strong winds can give you a negative modifier to ranged attacks. The modifier is typically –1 but can be higher at the Referee's discretion.

At dusk or in a dimly lit room, you suffer a –1 modifier to your shot. At night or in a dark room with only a little light, you suffer a –2 modifier. You cannot hit a target in total darkness. Night vision goggles and thermal optics (page 129) can negate the effects of darkness.

SMOKE: Dense smoke (page 60) breaks line of sight and typically makes it impossible to hit the target. However, if the Referee deems it likely that you know what hex your enemy is in, you can still fire, but with a –3 modifier.

MACHINE GUNS

Machine guns are fired using the **HEAVY WEAPONS** skill, but when firing from a vehicle mount or tripod, use AGL instead of STR. There are three types of machine guns, as indicated in the weapon lists.

LIGHT (LMG): Normally fired from a bipod. Can be fired when carried, but with a –2 modifier.

GENERAL PURPOSE (GPMG): Normally fired from a bipod, tripod or vehicle mount. Can be fired when carried, with a –3 modifier.

HEAVY (HMG): Can only be fired from a tripod or a vehicle mount.

ONE-HANDED SHOOTING

You can fire a pistol with one hand without penalty. Submachine guns and carbines can be fired one-handed, but you get a –2 modifier to your roll. Rifles and assault rifles can be fired one-handed, but only at **SHORT** range and with a –3 modifier. Machine guns can never be fired one-handed.

FRIENDLY FIRE

You can fire at a target even if your line of fire crosses a hex where one or more friendly fighters are located, but these friendlies must all immediately make CUF rolls to avoid being suppressed. Also, if your shot misses, roll two D6 base dice – any ⌖ means a random friendly is hit instead, and a second ⌖ will increase the damage by 1.

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NPC RANGED ATTACKS
A group of similarly armed NPCs in the same hex can perform a ranged attack together. Only one of them rolls and the others help, each giving a +1 modifier (up to a maximum bonus of +3).

OVERWATCH

As a fast action, you can assume an *overwatch position* against a specified hex in line of sight (including your own). To indicate this, place an OVERWATCH token in the target hex. If you have a telescopic sight, you can use a slow action to assume overwatch, claiming the normal bonuses for this when firing.

Between now and your next turn, you can fire your weapon once against a target in the target hex. You can fire whenever you want in the round, breaking the initiative order. Your shot is resolved before all other actions, even if they are already declared. For example, if an enemy in your target hex wants to fire a weapon on their turn, you can shoot first. The enemy is not allowed to change their action after your overwatch attack.

Firing when in overwatch position counts as a normal, aimed, ranged attack (a slow action). Therefore, you must save your slow action in the round to be able to make an overwatch attack. You can only make one overwatch attack per round.

If you and an enemy have overwatch against each other's hexes, and both choose to fire at the same time, an opposed RANGED COMBAT roll determines which attack goes first. This roll does not count as an action for either shooter.

LOSING OVERWATCH: You keep your overwatch position until you break it, or any of the following occurs:

- You perform any action other than overwatch fire.
- You are attacked in close combat.
- You suffer damage.
- You are suppressed.

AMMUNITION

Firearms store ammunition in a magazine or an ammo belt. How many rounds of ammo your weapon can hold is indicated by its Mag rating. A weapon can only be loaded with ammo of the correct caliber, as indicated in the Ammo column in the firearm listings.

AMMO DICE: Firearms give you *ammo dice* to add to your skill roll. Six such tan colored D6s are included in this boxed set. You can add as many ammo dice to your attack as you like, from zero up to the rate of fire (RoF) rating of your weapon *or* the number of rounds left in the magazine, whichever is lower.



If you use no ammo dice at all, only one (1) round of ammunition is used in the attack. This is typically only the case for sniper shots (page 63), but can also be useful if you are very low on ammo or your weapon is in a bad condition (low reliability rating). Rolling a 6 on an ammo die is a success just like with a D6 base die, but successes on ammo dice *do not contribute to hitting your target*. Instead, successes on ammo dice have different, specific effects, outlined below. The six (6) side of the engraved ammo dice is marked with the symbol instead of to indicate the different effects.

- If your attack hits (checking *only* the base dice), each on your ammo dice can be used to *either* increase damage (each increases the damage by 1) *or* to trigger an additional hit on the same target or on a secondary target in the same hex. You cannot choose a secondary target that would be harder to hit directly than the primary target. Each additional hit inflicts *base damage* on a random hit location, and the damage is increased by 1 for each further you spend on it. *You can never hit more targets than you have rounds of ammo in the magazine of your weapon.*
- If your attack misses, rolling one or more on your ammo dice means that the target can still be *suppressed* (next page).

PUSHING & RELIABILITY: If you push your roll, you must also re-roll all ammo dice not showing or . Ammo dice have a symbol on the one (1) side, just like base dice. When pushing, each on a base die *or* an ammo die will reduce the reliability rating of the weapon by 1. Any rolled in the initial roll (before pushing) are also counted.

This means rolling more ammo dice will risk damaging your firearm – but *only when you push the roll*. If your weapon breaks due to pushing, it does so *after* the current attack is resolved. Read more about damage to gear and repairs on page 91.

WEAPON JAM: If you roll *two or more* on your base dice or ammo dice *after pushing*, your weapon *jams* immediately after resolving the attack (any or rolled still apply), in addition to the reduced reliability. Until the jam is cleared, the weapon cannot be fired. Clearing a jam is a slow action and requires a skill roll for the weapon (i.e. RANGED COMBAT or HEAVY WEAPONS). Multiple attempts are allowed.

AMMO SPENT: After your roll, you *sum up* the D6 digits on all of your ammo dice. This sum is the total amount of ammunition you have spent on the attack. *You always spend at least one round of ammo, even if no ammo dice were used.* If the sum on your ammo dice is equal to or more than the number of rounds you have left in the magazine, your magazine is completely emptied.

RELOADING: Once your magazine is depleted, you need to reload your weapon. Roll for RANGED COMBAT – if you succeed, reloading is a fast action. If you fail, it's a slow action. You may attempt to reload even if you only have a fast action left in the round, but if you fail the roll, the action is forfeit. The roll itself is not an action.

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TRACKING AMMO: You must always keep careful track of how much ammo you have in your magazine or belt, and how many magazines or ammo belts you carry.

- Mark down ammo spent in the current magazine or belt, using tally marks or digits, on the character sheet. When you reload, erase and start over.
- Note how many full magazines and ammo belts you have in your inventory. A magazine weighs ¼ of an encumbrance unit, while an ammo belt is one full unit. When you reload, erase the spent magazine or belt from your inventory.

HEAVY WEAPONS such as RPGs, grenade launchers, mortars and howitzers don't use ammo dice. Each attack consumes one round of ammo. Read more on page 70.

BOWS AND THROWN weapons don't give you ammo dice. Each time you shoot a bow, one arrow or thrown weapon is used. You can retrieve them from the target (requires a slow action and a **MEDICAL AID** roll, failure inflicts 1 point of damage on the victim), or from the ground in the target hex if you missed (fast action), and use them again.

Bows don't need reloading, but before you fire a bow, you need to *prepare* the bow by nocking an arrow. This is a fast action. After you have prepared a bow, you can't perform any action other than to aim (fast action) or shoot (slow action) – if you do, you'll need to prepare the bow again. Crossbows are reloaded like firearms.

Thrown weapons don't need to be prepared before an attack (roll **MOBILITY** for the attack).

> **NPC AMMO DICE**
> **For NPCs, the Referee doesn't need to manage ammo, jams, or weapon reliability. Instead, any attack roll with** *one or more* ✸ ***on the ammo dice only*** **(even without pushing) indicates that the weapon is emptied,** *after* **the current attack. In a group attack by NPCs, all of them need to reload if a ✸ is rolled on any ammo die. Reloading is always a slow action for NPCs.**

SUPPRESSION

If you are hit by enemy fire (even if the damage is fully deflected by armor or cover), *or* if one or more ammo dice in a failed attack against you show ✓, you must immediately make a *coolness under fire roll*.

Roll one base die for your current CUF rating. If you have line of sight to any non-incapacitated friendly fighter, also roll a base die for the current unit morale rating of your unit. The CUF roll does not count as an action. As it's not a skill roll, you cannot push a CUF roll if you fail.

Only firearms, heavy weapons and explosions can trigger suppression – not close combat attacks or attacks with bows and thrown weapons.

If your CUF roll fails, you are *suppressed*. This means that you immediately drop prone, suffer 1 point of stress, and lose both actions on your next turn. To indicate that you are suppressed, place a **SUPPRESSED** marker on your token on the battle map. After your next turn you are no longer suppressed – remove the marker.

PANIC SPREADS: If you fail a CUF roll and get suppressed, *all friendly fighters in the same hex* as you must also immediately make CUF rolls to avoid suppression too. However, a single attack can only trigger *one* CUF roll for the same person, never several rolls.

VEHICLES: A target fully inside a vehicle cannot be suppressed, but they can be forced to bail out (page 84).

> **SUPPRESSION AND NPCS**
> **The Referee can apply the effects of a CUF roll for an NPC to all NPCs with similar stats in the same hex, placing a SUPPRESSED marker on top of the stack to indicate this. CUF rolls for NPCs are only made with the CUF score alone (they have no unit morale rating). The Referee can also rule that NPCs automatically fail CUF rolls, applying the effect to all similar NPCS in the same hex.**

EXAMPLE

Outside the farmhouse, Ronson and Diaz have company. Six more marauders come walking up the road carrying AK-47s, about 100 meters away. Ronson and Diaz roll **RECON** *to hide but fail the opposed roll – the marauders have spotted them! The Referee splits the marauders into two groups, one hex apart. One initiative card is drawn for each group and they get a 4 and a 9. Ronson draws a 2 and Diaz a 5. Ronson goes first!*

Having his M249 ready, he drops prone (free action), aims (fast action) and opens fire (slow action) at one of the marauder groups. He decides to use the full rate of fire of the SAW and grabs six ammo dice. The marauders are at **MEDIUM** *range, but this –1 modifier is offset by his Machinegunner specialty. With STR A and* **HEAVY WEAPONS** *B, he rolls a D12 and a D10 base dice, but gets really unlucky and rolls no ⌖.*

One of the ammo dice shows ✓ so the enemy group will be suppressed (the Referee uses the simplified rules for NPCs), but Ronson decides to push the roll. The player leaves the ammo die showing ✓ on the table, re-rolling the rest of the ammo dice and both base dice. Now he gets two ⌖ on his base dice, as well as one more ✓ and a ✸ on his ammo dice. Due to the ✸, the reliability of the SAW drops from 4 to 3.

Ronson uses his two ⌖ to hit his primary target and and increase the damage on it by 1, and his two ✓ to hit a second target and increase the damage on it – both targets suffer critical hits and are incapacitated. The third marauder in the hex is suppressed, dropping prone (as he is a minor NPC, the Referee makes no CUF roll).

Ronson's ammo dice show 6, 6, 5, 3, 2, 1 – meaning he spent 23 rounds of ammo on the attack.

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EXPLOSIONS

The strength of an explosion is measured in its *blast power*, typically ranging from A to D (just like a skill level), where A is the most powerful explosion. The blast power has its full value in the hex where the detonation takes place and is reduced one step (toward D) for each hex away from the detonation point. If the blast power is reduced below D, the explosion has no effect.

BLAST DAMAGE

When an explosive detonates, roll *two base dice* of the type corresponding to the modified blast power once for each person within range of the explosion. See the table below, which also indicates the base damage rating, crit rating, and armor modifier of the explosion. The roll cannot be pushed. If one or more ⌖ is rolled, the target is hit by the blast. The damage done is increased by 1 for each additional ⌖ rolled beyond the first. Roll the hit location normally.

SUPPRESSION: Any person in the blast area of an explosion, *even if they are not hit*, is automatically knocked prone and must make an immediate coolness under fire roll or be suppressed (page 67). This does *not* apply to targets inside vehicles or behind cover that the blast cannot penetrate.

PRONE: If the target is prone, the blast power is reduced one step.

COVER: Solid cover (page 58) provides protection against shielded hit locations, just like for a ranged attack – *unless* the explosion occurs in the same hex as the target.

EXPLOSIONS

BLAST POWER	DICE	DAMAGE	CRIT	ARMOR
A	2xD12	4	3	+1
B	2xD10	3	3	+1
C	2xD8	2	3	+1
D	2xD6	1	2	+1

EXPLOSIONS & NPCS

The Referee doesn't need to roll separately for each NPC hit by an explosion. Instead, roll once for all NPCs at the same distance from the blast and apply the result to all of them.

EFFECTIVE BLAST POWER FOR AN EXPLOSION OF BLAST POWER A



EXAMPLE

A hand grenade (blast power C) explodes in the same hex as Diaz. Two D8s are rolled, and both come up ⌖. The blast inflicts 3 points of damage (base damage 2 plus the extra ⌖). The shrapnel hits Diaz's torso, and fortunately she's wearing a flak jacket. Due to the explosion armor modifier of +1 the flak jacket's armor level counts as 2, reducing the damage to 1. Diaz is also thrown to the ground and needs to make a CUF roll. Without the flak jacket, Diaz would have suffered 3 points of damage and taken a critical injury to her torso.

LANDMINES

A number of types of landmines are described in chapter 5. Placing landmines in a hex manually requires a *stretch* of work and a TECH roll. Success turns the hex into a minefield – place a MINES token on it to indicate this. If you fail the roll, the minefield is created but it will automatically be spotted by anyone moving into the hex. You can roll for TECH again in the next stretch to hide the mines better. Some types of mines can be scattered by artillery.

Several mine models are listed in chapter 5. They fall into three main categories: anti-personnel, anti-tank, and directional.

ANTI-PERSONNEL MINES: These come in many forms, but the most basic type, called *blast mines*, detonate when stepped upon. At least one blast mine is placed in each hex. Their primary purpose is to blow the victim's foot or leg off, disabling the victim rather than killing them.

Detecting a field of blast mines requires a successful RECON roll (passive). If the roll fails and you move unawares into a minefield, the Referee rolls a D6 for every hex you traverse. If the roll is equal to or less than the number of mines in the hex, you trigger a mine.

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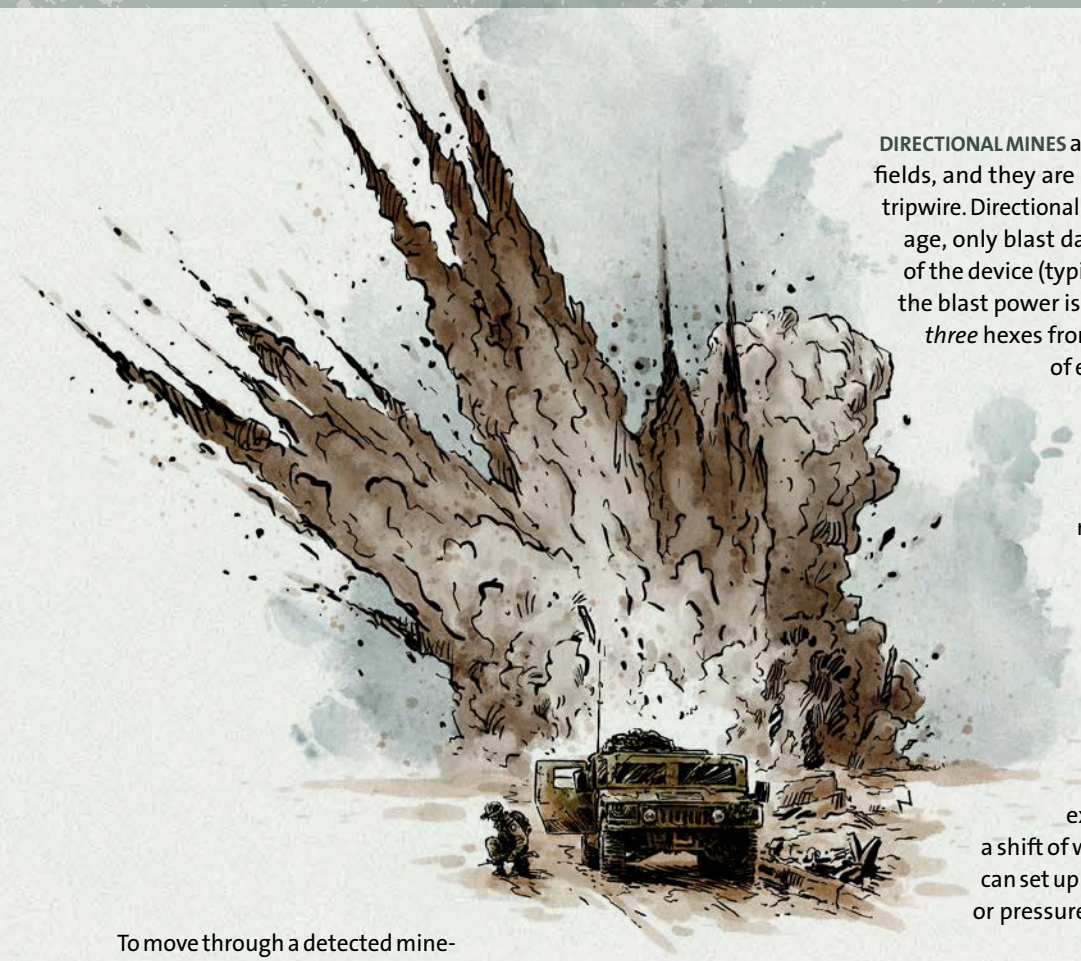

DIRECTIONAL MINES are placed individually, not in minefields, and they are detonated remotely, usually by a tripwire. Directional mines do not inflict any direct damage, only blast damage, and only in an arc in front of the device (typically about 60 degrees). However, the blast power is only decreased one step for every *three* hexes from the point of detonation instead of every hex – see the diagram below.

CLEARING MINES is dangerous work. Clearing a hex of mines requires at least a stretch of work and a **TECH** roll. Failure will detonate a mine. You will need at least a knife or a stick. More advanced gear can give you positive modifiers.

IEDS

Improvised explosive devices can be very effective weapons. Setting up and arming an IED requires explosives (page 131), spare parts, a shift of work, and a successful **TECH** roll. You can set up the IED to be triggered by a tripwire or pressure plate, effectively turning the IED

To move through a detected minefield without setting off a mine, you must walk very slowly (one hex per action instead of two, and no additional movement is possible). You also need to make another **RECON** roll (no action) for each hex you move into. If you fail, roll for detonation as per above. If several people move together in a line, only the leader needs to roll to detect mines – the others can follow in their footsteps.

If you trigger a blast mine, you suffer direct damage to your legs equal to the unmodified damage rating of the mine. The mine also triggers an explosion in the hex, which can cause further damage to you and others.

ANTI-TANK MINES: These are larger and more powerful than anti-personnel mines and require more pressure to be detonated, and thus cannot be triggered by a person, only vehicles. Only one is typically placed in each hex.

Spotting anti-tank mines is easier than blast mines (+2 modifier) but this is canceled by a –2 modifier if the **RECON** roll is made from a vehicle. Driving unawares into a mined hex will automatically trigger the mine. Driving through a detected minefield without setting off the mine requires very slow driving (one hex per round) and a successful **DRIVING** roll for each hex.

When an anti-tank mine is triggered, the vehicle suffers direct damage equal to the unmodified damage rating of the mine. Use the rear armor level of the vehicle. The mine also triggers an explosion in the hex.

EFFECTIVE BLAST POWER FOR A DIRECTIONAL MINE OF BLAST POWER B



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into a mine (this requires one general spare part) or by an electronic remote control or timer (requiring one electronic and one general spare part). A failed roll will detonate the device immedaitely, so be careful! The blast power of an IED depends on the amount and type of explosives used.

SHRAPNEL: Fitting your IED with shrapnel will increase the blast power by one step, up to A, but requires an additional general spare part and gives you a –1 modifier to setting the charge.

SHAPED CHARGES have direct damage increased by 1, an armor modifier of zero, and a crit rating of 1 for the target directly hit, but the blast power for other targets in the hex is reduced one step. Setting a shaped charge is difficult (–2) and requires one additional general spare part.

HEAVY WEAPONS

Heavy weapons is the collective term for rocket launchers, grenade launchers, anti-tank missiles, vehicle cannons, mortars, and howitzers. Hand grenades are also included in this category, but they follow special rules (see the sidebar to the left). Machine guns use the **HEAVY WEAPONS** skill, but are fired as normal ranged weapons and do *not* follow the rules in this section.

Hits from heavy weapons generally have a dual effect: *direct damage* and *explosive damage*.

DIRECT DAMAGE: The direct damage from a heavy weapon is resolved just like small arms fire. The damage inflicted on the target equals the base damage of the weapon plus 1 for each ⌖ rolled beyond the first, modified by cover and armor. If hitting an individual person, a heavy weapon can inflict critical injuries just like small arms. Note that some heavy weapons have a crit threshold lower than their base damage rating – a hit with such a weapon will automatically inflict a critical injury unless the target is protected by armor or cover.

EXPLOSION: The blast power of the explosive effect is indicated in the weapon lists in chapter 5. The effects of the explosion are in addition to the direct damage and rolled for separately, not affected by your attack roll.

ATTRIBUTE USE: The **HEAVY WEAPONS** skill is used for firing heavy weapons, with the following exceptions:

- ★ When throwing hand grenades, use **MOBILITY**.
- ★ For firing a weapon on a tripod or vehicle mount, roll for **HEAVY WEAPONS** but use AGL instead of STR.
- ★ When firing artillery (mortars and howitzers), roll for **HEAVY WEAPONS** but use INT instead of STR.

HAND GRENADES

Hand grenades use the same rules as heavy weapons, with these exceptions:

- ✓ Roll for **MOBILITY** instead of **HEAVY WEAPONS**.
- ✓ The maximum range is **SHORT**.
- ✓ You need to pull the pin before throwing the grenade. This is a fast action.
- ✓ You don't need to spend an action to aim a grenade throw and you don't get a penalty for not doing so.
- ✓ If a hand grenade lands in your hex, you get to roll **MOBILITY** (not an action) to drop prone before the detonation. You can even choose dive onto the grenade to save your friends – you will automatically be incapacitated and suffer a severe critical injury to your torso (roll two D10 on the crit list and apply the higher result), but no one else in the hex suffers damage from the blast.



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AIMING: Aiming a heavy weapon is a fast action just like for small arms, *except* for mortars and howitzers – aiming these is a slow action. A heavy weapon must be aimed before it can be fired (quick shots are not possible). Firing is a slow action.

TARGETING: Heavy weapons are generally used against large targets such a vehicle or an entire hex on the battle map. You get no bonus for firing at large targets. Instead, you suffer a –2 penalty if you fire a heavy weapon at an individual. Factors such as range, target movement, elevation, light and weather give the same modifiers as for small arms fire (see the table below). Target terrain modifers also apply, *except* for attacks that target a hex instead of a specific target. Also, when targeting a hex, any extra ⌖ on the attack roll have no effect.

RELOADING: Heavy weapons do not use ammo dice (except for rare exceptions). Generally, heavy weapons must be reloaded after each shot fired. This is a slow action, and no roll is allowed to reload faster. Reloading can be done by another person (a loader) or an autoloader (if the weapon is equipped with one, see chapter 5), allowing the weapon to be fired every round.

HEAVY WEAPONS FIRE

FACTOR	MODIFIER
Short range	–
Medium range	–1
Long range	–2
Extreme range	–3
Firing at an individual	–2
Moving target	–1
Elevated position	+1
Target hex terrain	–1/–2
Dim light	–1
Darkness	–2
Heavy rain or wind	–1
Artillery corrections	+1 per correction

DEVIATION

If an attack with an explosive effect fails – no matter if it was aimed at a hex or a specific target – roll two D6s to see where the round lands. The first D6 determines the direction of deviation (see the diagram to the right). The second D6 determines how far from the target hex that the round lands, in hexes. The deviation cannot exceed half of the distance to the target (rounding up).

TYPES OF AMMO

Most heavy weapons can be loaded with different types of ammunition with differing effects.

- ✓ HE: High Explosive rounds typically have a weak armor penetration capacity, and primarily cause damage through their explosive effect.
- ✓ HEAT: High Explosive Anti-Tank rounds have a powerful direct damage and an explosive effect.
- ✓ AP: Armor piercing rounds, including APDS (Armor Piercing Discarding Sabot) and APFSDS (Armor Piercing Fin Stabilized Discarding Sabot), are designed to penetrate armor and typically only have a direct damage.
- ✓ WP: White phosphorus rounds burn with intense heat. WP rounds have no direct damage effect, and instead of explosion damage, WP rounds inflict fire damage (page 79) of an intensity equal to the blast power. Extinguishing a WP fire is very difficult (–3 to **MOBILITY** rolls).
- ✓ CHEM: Chemical rounds spread deadly nerve agents or blistering agents over the target area. They inflict no direct damage or explosive effect. Read more about chemical warfare on page 79.
- ✓ ILLUM: Illumination rounds remove all effects of darkness (page 59) within a radius from the target hex equal to the die size of the blast power, e.g. 10 hexes for blast power B. Roll a D6 base die at the beginning of each round – on a ✸, the flare goes out.

DEVIATION



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CORRECTIONS: If an attack from a mortar or howitzer misses its target hex, the firer can correct the fire for a subsequent shot. Correcting counts as aiming (a slow action) but can only be done toward the same target hex as the previous shot. Each correction gives a +1 to the next attack against the same hex, up to a maximum bonus of +3.

DEVIATION

ROLL	DIRECTION
1	North
2	North east
3	South east
4	South
5	South west
6	North west

INDIRECT FIRE

Grenade launchers, mortars and howitzers are capable of indirect fire – launching shells in an upward arc to hit targets not visible from the firing position. To hit a target with indirect fire, you need a forward observer who does have line of sight to the target and is able to communicate with you.

Directing indirect fire requires a slow action and a **RECON** roll. It needs to be done before the weapon is aimed (this can be a good opportunity to exchange initiatives, see page 55). If the spotter's roll fails, the indirect fire cannot hit. The gunner can still aim and fire, but the shot will automatically deviate. If the spotter succeeds, the gunner resolves the attack normally. Extra ⌖ on the spotter's roll have no effect.

The spotter can call in corrections (above). This is a slow action and requires no dice roll. After corrections have been called in, the gunner needs to spend a slow action correcting their aim.

ANTI-TANK GUIDED MISSILES

Unlike other weapons, ATGMs (see chapter 5) don't strike their target immediately. Instead, they will strike the target in the *following round* (at your turn). ATGMs come in two varieties:

WIRE-GUIDED: Firing a wire-guided missile is a slow action, but don't roll any dice at the point of launch. Instead, you roll when you spend a *second* slow action in the following round, to guide the missile to its target. The attack will *automatically miss* if any of the following occurs before the strike:

- You become incapacitated or suppressed.
- You lose line of sight to the target.
- You move.

FIRE-AND-FORGET: This type of missile guides itself to the target. You roll normally when firing the missile. If you succeed, the missile will hit in the next round, unless the target has moved out of (**EXTREME**) range.

DAMAGE

Life in the aftermath of World War III is dangerous. You don't know where your journey ends, but you'll for sure suffer all sorts of harm along the way. Harm to your character can come in two forms: *damage* and *stress*. Both are recorded using the check boxes on your character sheet. We'll deal with damage first.

SUFFERING DAMAGE

You can suffer damage in many ways. These are the two most common:

- By pushing a skill roll. If you push a skill roll using STR or AGL, you suffer 1 point of damage for each ✸ rolled on your base dice. Armor and cover have no effect against such damage.
- From attacks. Whenever you attack someone in combat, you inflict damage equal to the base damage of the weapon plus one for every additional ⌖ you roll. The same goes for damage from explosions, fire, etc.

HIT LOCATION

When a human target is hit by a ranged attack, in close combat or by an explosion – roll the special D6 white *hit location die*, included in this boxed set, to determine the hit location. A normal D6 works too, use the table below. If you fired a called shot or struck an aimed blow, you can choose the hit location freely. Never roll hit location for damage from pushing.

HIT LOCATION

D6	HIT LOCATION
1	Legs
2–4	Torso
5	Arm
6	Head

ARMOR & COVER

If you're behind cover or wearing body armor that protects the body location hit, it might stop the attack or at least reduce the amount of damage done. A few types of body armor are included in chapter 5, and a list of typical cover can be found on page 59. To be able to shoot a firearm across a barrier, you need to expose your head and your arms.

ARMOR LEVEL: Cover and body armor have *armor levels*. Wearing multiple layers of body armor is not useful – only the most effective armor counts. Body armor can be combined with cover or vehicle armor, however – add the two armor levels.

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ARMOR MODIFIER: All weapons have an *armor modifier*, which is applied to any armor level before determining penetration. The armor modifier is *not* applied if the target has no armor at all.

PENETRATION: The damage done is reduced by the modified armor level. If this reduces the damage to zero, the hit is fully deflected. You still need to make a coolness under fire roll to avoid suppression, however.

PENETRATION LIMIT: There is a limit to armor penetration. If the *base damage* rating of the weapon is *2 steps lower than the modified armor level* or more, the attack is fully deflected, no matter how many ⌖ or ✓ were rolled for the attack.

ARMOR ABLATION: If a piece of armor or cover is penetrated by an attack, roll a D6 base die – on a ✸, its armor level is decreased one step. If the armor level reaches zero, the armor or cover no longer provides any protection. Armor can be repaired with a **TECH** roll and a shift of work – each ⌖ rolled restores one point of armor level, up to the original score.

INCAPACITATED BY DAMAGE

When you have suffered damage equal to or in excess of your hit capacity, you become *incapacitated*. You're knocked senseless or collapse from exhaustion, and you can only crawl and mumble through the pain. You can't perform any other actions and you can't roll for any skills.

KILLING BLOW

A person who is incapacitated by damage is defenseless. If it's a human being and you want to kill them outright, you must *fail* an EMP roll (roll one base die only). If the roll succeeds, you simply cannot force yourself to commit the deed. Even if the roll fails and you do kill the victim, you suffer 1 point of stress – killing in cold blood is not easy. If you have the Killer specialty (page 49) you can kill defenseless enemies without these negative effects.

RECOVERY

The fastest way to recover from being incapacitated by damage is for someone else in the same hex as you to treat you by successfully rolling for **MEDICAL AID**. This is a slow action. If successful, you immediately heal a number of damage points equal to the number of ⌖ rolled. Further **MEDICAL AID** rolls have no effect, and the same person cannot try again unless more advanced medical gear is applied, or until the next time you are incapacitated by damage.

If no one helps you within a shift, you recover anyway and heal 1 point of damage.

FURTHER RECOVERY

Once back on your feet, you will heal 1 point of remaining damage for each full shift spent resting or sleeping (page 148). This assumes that you are not starving, dehydrated, or hypothermic (page 78). You can heal damage and stress at the same time.

INFECTED WOUNDS

If you suffer 1 point of damage or more from an external attack, you risk infection. Unless you are treated with a **MEDICAL AID** roll within a shift after taking damage, you must make an infection roll (page 81) to resist falling ill. Antibiotics give a +3 modifier to the roll. You can treat yourself, as long as you're not incapacitated.



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DAMAGE & NPCS
To speed the game up and minimize bookkeeping, the Referee doesn't need to track damage points on minor NPCs at all. Instead, all hits on such NPCs trigger automatic suppression of the target and all similar NPCs in the same hex (page 67), and all critical hits are instantly incapacitating. There is no need to roll for hit location on minor NPCs unless they are wearing body armor or are behind cover.

INCAPACITATED NPCS
NPCs can be incapacitated in the same ways as PCs. An NPC can administer first aid to a PC and vice versa. However, dice are usually not rolled when an NPC aids another NPC – instead, the Referee decides what happens. The Referee can also decide that a minor NPC who is incapacitated by damage simply dies.

EXAMPLE

A marauder hits Ronson with an AKM attack, rolling a single ⌖. The Referee rolls the hit location die and it comes up legs. As the AK-47 has a base damage of 2 and Ronson has no armor on his legs, he suffers 2 points of damage. As Ronson has hit capacity 6 but has suffered 4 points of damage before, the hit is just enough to incapacitate him – he falls to the ground, moaning. On her turn, Kasia runs up to Ronson (fast action) and tries to get him back on his feet. She rolls MEDICAL AID *(slow action) and succeeds with one ⌖ – Ronson recovers 1 point of damage and gets back on his feet, groaning.*

CRITICAL INJURIES

Normal damage points represent fatigue, bruises, and flesh wounds – painful, to be sure, but not fatal. *Critical injuries* represent a much more dangerous form of injury – these can maim or kill you.

When attacking an enemy, if the damage you inflict is *equal to or higher than* the crit threshold of your weapon, after mitigation by armor and cover, you inflict a critical injury on that enemy. The same goes, of course, when an enemy attacks you.

The critical injury tables are found on page 76. Roll a D10 for the hit location struck to determine the exact injury. Some injury descriptions might need to be adapted to the weapon, but it doesn't change the effect.

ARMS & LEGS: In addition to the listed effects, all arm crits automatically make you drop any held items, and all leg crits make you fall down.

SEVERE INJURIES

If the damage of an attack exceeds the weapon's crit threshold by *two steps or more*, the critical injury is *severe* – this means that you roll *two* D10s on the critical injury table and use the highest result. If the damage inflicted is four steps higher than the crit threshold or more, you roll three D10s and use the highest result, and so on.

DEATH

If you suffer a critical injury listed as *lethal*, you must make a *death save* when the listed time limit has passed – one round, stretch, or shift (page 19). If the time limit is round, make the roll on your next turn. The death save is not an action in itself.

A death save is a roll for STAMINA. You may roll even if incapacitated, but then you cannot push the roll. If you're not incapacitated, you can push the roll normally. If a death save fails, you die. If you succeed, you linger on, but you must make another death save when the listed amount of time has passed again.

MOVING THE WOUNDED: If you move when suffering from a lethal critical injury, you must make an immediate death save. If someone else moves you, they must make a MEDICAL AID roll (no action) – failure means you must make an immediate death save.

When carrying another person, each running action will move you only one hex (plus one for each ⌖ on your MOBILITY roll).

STABILIZING CRITS: To stabilize a lethal critical injury and save your life, one or more MEDICAL AID rolls must be made. Medical equipment can give a bonus to the roll. If you are not incapacitated, you can attempt to administer medical aid to yourself, but with a –2 modifier.

The MEDICAL AID roll takes the same amount of time to perform as the time limit of your critical injury, i.e. one round, stretch, or shift. (If the time limit is a round, the first aid is a slow action.) If the roll succeeds, the time limit of your crit is increased one category, i.e. from *round* to *stretch* or from *stretch* to *shift*. When a crit with a time limit of a *shift* is successfully treated, you no longer risk dying and you don't need to make any further death saves. If the MEDICAL AID roll fails, trying again is allowed – after a death save has been made.

INSTANT KILL: Note that there are a small number of critical injuries that kill you outright. If you roll any of these, your character leaves this brutal world forever. Time to create a new character.

HEALING CRITS

Each critical injury has a specific effect that you suffer during the healing time indicated, which is measured in days. If you have several crits, they will heal simultaneously. If an injury is listed as permanent, it will never heal.

SKILL MODIFIERS: Skill roll modifiers due to critical injuries are cumulative, and apply even if you don't have the skill.

CARE: If someone tends to you for a shift per day during the process of healing a critical injury and makes a MEDICAL AID roll, that day counts double.

DAMAGE: Note that you can heal all of your damage points, but still suffer the effects of a critical injury.

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CRITS ON NPCS
For NPCs, the Referee can rule that any critical injury incapacitates the target, or even kills instantly. This speeds up play considerably in large battles.

EXAMPLE

Ronson is hit again by an AKM, this time with two ⌖ in the legs. The AKM has a crit threshold of 3, so Ronson suffers a critical hit. He rolls a D10 and gets a 9 – the bullet has severed an artery and he's bleeding badly. He's incapacitated and needs to make a death save every stretch to survive.

Kasia comes to his aid. Her first **MEDICAL AID** *attempt to stop the bleeding fails, despite pushing the roll – Ronson must make a death save. Fortunately, he succeeds, and Kasia can try again. This time, she makes it – Ronson must now only make death saves every shift (instead of every stretch).*

Kasia decides they cannot stay here – more marauders could be coming. Despite the risks, she tries to get Ronson back on his feet. She succeeds with one ⌖ so Ronson recovers 1 point of damage and gets up. Since he moves despite his lethal critical injury, he must make an immediate death save. It's touch and go but he makes it, and the duo moves out.

Ronson and Kasia march for a shift to get away from the marauders' territory. Ronson must make another death save – again he makes it, after pushing the roll. Now, Kasia can spend a shift to properly treat Ronson's wound. She succeeds, and Ronson no longer risks dying. He will recover damage points at a rate of 1 per shift but running will remain a slow action for him for the next 2D6 days.

MULTIPLE CRITS

If you suffer multiple critical hits, their skill modifications are cumulative. Other effects are not – for example, even if you suffer multiple critical hits on your arms, you retain the ability to use one-handed weapons.



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HEAD

D10	INJURY	LETHAL	TIME LIMIT	EFFECTS	HEAL TIME
1	Ear slashed	No	–	**RECON** –1	D6
2	Concussion	No	–	CUF –1	D6
3	Nose crushed	No	–	**RECON** and **PERSUASION** –1	2D6
4	Shattered teeth	No	–	**PERSUASION** –2	3D6
5	Cracked skull	Yes	Shift	CUF –2	2D6
6	Gouged eye	Yes	Shift	**RANGED COMBAT** and **RECON** –2	Permanent
7	Brain hemorrhage	Yes	Stretch	All INT skills –2	3D6
8	Shattered neck	Yes	Stretch	Fall down, immobile	4D6
9	Crushed windpipe	Yes	Round	**STAMINA** and **MOBILITY** –2	3D6
10	Brains blown out	Yes	–	Instant death	–

TORSO

D10	INJURY	LETHAL	TIME LIMIT	EFFECTS	HEAL TIME
1	Snapped collarbone	No	–	**MOBILITY** –1	D6
2	Broken ribs	No	–	**STAMINA** and **MOBILITY** –1	2D6
3	Cracked pelvis	No	–	**MOBILITY** –2	3D6
4	Bleeding gut	Yes	Shift	**STAMINA** –2, any **MOBILITY** roll reopens wound	2D6
5	Ruptured kidney	Yes	Shift	1 damage at any **MOBILITY** roll	2D6
6	Punctured lung	Yes	Shift	**STAMINA** and **MOBILITY** –2	2D6
7	Cracked spine	Yes	Shift	Fall down, immobile	4D6
8	Torn intestines	Yes	Stretch	**STAMINA** –1 and disease virulence –3, incubation one shift	2D6
9	Internal bleeding	Yes	Round	Fall down, cannot run, only crawl	3D6
10	Heart impaled	Yes	–	Instant death	–

LEGS

D10	INJURY	LETHAL	TIME LIMIT	EFFECTS	HEAL TIME
1	Crushed toes	No	–	Running becomes a slow action	2D6
2	Dislocated knee	No	–	Can't run, only crawl	D6
3	Severed tendons	No	–	Running is slow action, **MOBILITY** –2	2D6
4	Broken shinbone	No	–	Can't run, only crawl	3D6
5	Crushed ankle	No	–	Can't run, **MOBILITY** –2	2D6
6	Cracked hip	No	–	Can't run, **MOBILITY** –2	3D6
7	Thigh gash	Yes	Shift	Running is slow action, **MOBILITY** –2	D6
8	Shattered knee	Yes	Shift	Can't run, **MOBILITY** –2	3D6
9	Arterial bleeding	Yes	Stretch	Running becomes a slow action	2D6
10	Severed leg	Yes	Stretch	Can't run, **MOBILITY** –2	Permanent

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ARMS

D10	INJURY	LETHAL	TIME LIMIT	EFFECTS	HEAL TIME
1	Dislocated shoulder	No	–	**RANGED COMBAT** –2 with two-handed weapons	D6
2	Slashed forearm	No	–	**RANGED COMBAT** –2 with two-handed weapons	2D6
3	Crushed fingers	No	–	**RANGED COMBAT** –2 with two-handed weapons	3D6
4	Dislocated elbow	No	–	Two-handed weapons cannot be used	D6
5	Broken forearm	No	–	Two-handed weapons cannot be used	2D6
6	Crushed wrist	No	–	Two-handed weapons cannot be used	3D6
7	Bleeding shoulder	Yes	Shift	**RANGED COMBAT** –2 with two-handed weapons	D6
8	Shattered elbow	Yes	Shift	Two-handed weapons cannot be used	3D6
9	Arterial bleeding	Yes	Stretch	**RANGED COMBAT** –2 with two-handed weapons	2D6
10	Severed arm	Yes	Stretch	Two-handed weapons cannot be used	Permanent

MENTAL

D10	INJURY	EFFECTS
1	Nervous tremble	**RANGED COMBAT** and **DRIVING** –1
2	Anxious	**RECON** and **SURVIVAL** –1
3	Sullen	**COMMAND** and **PERSUASION** –1
4	Nightmares	CUF roll every shift spent sleeping – if failed, the sleep doesn't count
5	Nocturnal	Sleep only possible during morning and day shifts
6	Phobia	1 stress each round in the same hex as the object of phobia (related to trauma)
7	Alcoholism	1 point of stress and no stress recovery each shift without drinking alcohol
8	Paranoia	Effects are to be roleplayed
9	Psychosis	EMP roll (attribute only) in stressful situations, failure triggers violent rampage
10	Catatonic	Immobile and non-responsive

STRESS

Stressful experiences, such as getting shot at or witnessing harrowing scenes, can temporarily put you out of action or even cause long term psychological damage.

SUFFERING STRESS

You can suffer stress in several different ways. These are the two most common:

- By pushing a skill roll. If you push a skill roll using INT or EMP, you suffer 1 point of stress for each ✸ rolled on your base dice.
- From stressful situations. The Referee determines the amount of potential stress from the event, from 1 to 3 (see the table on the next page). You then make a roll for coolness under fire. Roll one base die for your current CUF rating and one for the current unit morale rating of your unit, if you have line of sight to any friendly fighters. Each ⌖ rolled eliminates 1 point of potential stress. If you suffer 1 or more points of stress, you also freeze, losing both of your actions on your next turn. CUF rolls cannot be pushed. A single attack or event can only ever trigger *one* CUF roll for the same person, never several rolls.

INCAPACITATED BY STRESS

When you have suffered stress equal to or in excess of your stress capacity, you are incapacitated by stress. You're paralyzed by fear or indecision or break down in despair. You can run for cover, but you can't perform any other actions or roll for any skills.

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RALLY
When incapacitated by stress, another PC or NPC in the same hex can *rally* you to help you regain your senses by making a COMMAND roll. This is a slow action. If successful, you immediately heal a number of stress points equal to the number of ⌖ rolled. Further COMMAND rolls have no effect, and the same person cannot try again until the next time you are incapacitated by stress. If no one rallies you within a stretch, you recover anyway and heal 1 point of stress.

FURTHER RECOVERY
You automatically heal 1 point of remaining stress for each full shift spent resting or sleeping. This assumes that you are not sleep deprived or hypothermic (below). You can heal stress and damage at the same time.

MENTAL TRAUMA
Stress doesn't inflict critical injuries like damage does, but each time you become incapacitated by stress, you risk suffering long-term mental trauma. Roll for EMP the next time you rest or sleep for a shift. Roll for the attribute only. If the roll fails, you develop a long-term or even permanent mental trauma of some kind – make a roll on the table on page 77.

HEALING TRAUMA: Long-term trauma is permanent unless you get help. A person who spends at least one shift counseling you can roll for MEDICAL AID. If successful, you can make another EMP roll – if that also succeeds, you heal the trauma. Only one counseling attempt can be made each week.

STRESSFUL SITUATIONS

SITUATION	STRESS
Getting hit by a ranged attack, being targeted by a ranged attack that misses but one or more ammo die show ⁄ (page 67), being in the blast radius of an explosion (page 68), being in the same hex as friendly fighter failing a CUF roll, seeing your buddy (page 17) suffer damage or another PC suffer a lethal critical injury	1
Seeing your buddy suffer a lethal critical injury	2
Witnessing a massacre, being tortured	3

> **STRESS & NPCS**
> **The Referee doesn't need to track stress for NPCs, instead roleplaying it as dramatically appropriate.**

CONDITIONS
In the game, you can suffer four negative conditions: *starving, dehydrated, sleep deprived*, and *hypothermic*. These conditions can cause damage and block recovery. Mark conditions on your character sheet.

STARVING
You must eat a ration of food (page 131) at least once every day. After a full day without food, you become *starving*. Starvation has several effects:

- You cannot heal damage in any way. You can recover stress normally.
- You suffer 1 point of damage per week. If you are incapacitated by damage while starving, you die after another week without food.
- As soon as you have eaten, you are no longer starving, and you can heal damage normally.

DEHYDRATED
You must drink a ration of water (page 19) at least once per day. After a day without water, you become *dehydrated*. Being dehydrated has several effects:

- You cannot heal damage in any way. You can recover stress normally.
- You take 1 point of damage every day. If you are incapacitated by damage while dehydrated, you die after another day without water.
- As soon as you drink, you are no longer dehydrated, and you can heal damage normally.

SLEEP DEPRIVED
You need to sleep for at least one shift of each day. After one day without sleep, you become *sleep deprived*. Being sleep deprived has several effects:

- You cannot heal stress. If you are incapacitated by stress while sleep deprived, you must sleep for at least one shift before you can heal any stress.
- You take 1 point of stress each day. If incapacitated by stress while sleep deprived, you collapse and sleep for at least one shift, and are impossible to wake up during that time.
- As soon as you have slept for at least a shift, you are no longer sleep deprived, and you can heal stress normally.

HYPOTHERMIC
When the cold is bitter and you don't have adequate clothes or shelter (Referee's discretion), you must roll for STAMINA at regular intervals. The colder it is, the more frequently you need to roll. A chilly fall day requires a roll per day – in winter, you might have to roll once every shift or even every stretch in extreme conditions. Extra protection, like a blanket, can give a bonus to your roll. If you fail, you become *hypothermic*. Being hypothermic has several effects:

- You immediately suffer 1 point of damage and 1 point of stress.
- You can even hallucinate, causing you to act irrationally – details are up to the Referee to decide. Some say that when you are close to freezing to death, you feel a strong burning sensation that can make you tear your clothes off.
- You must keep rolling for STAMINA at the same interval, suffering 1 point of damage and 1 point of stress each time you fail. If you become

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incapacitated while hypothermic, you die the next time you need to roll.

★ You cannot heal damage or stress. Only after you have warmed up, if only by a campfire, are you able to heal again.

FALLING

Falling on a hard surface inflicts an amount of damage equal to the height of the fall (in meters) divided by 2, rounding all fractions down. The crit threshold is 3. In a controlled jump, roll MOBILITY – each ⌖ rolled reduces the damage inflicted by 1. Body armor gives no protection.

DROWNING

All player characters are assumed to know how to swim. In rough seas or if you're stuck in water for a long time, you need to make a MOBILITY roll to stay afloat. If you sink, or intentionally swim under water, you need to make a STAMINA roll every round to hold your breath. If you fail, you start to drown and suffer 1 point of damage every round. If you are incapacitated when drowning, you must make a death save (page 74) every round until you die or you are saved – by being brought to the surface and a successful MEDICAL AID roll (slow action).

FIRE



A fire is measured in its intensity, ranging from A to D (just like a skill level), where A is the most intense. A typical fire has intensity C. When exposed to fire, roll two base dice of the type corresponding to the intensity. For every ⌖ rolled, you suffer 1 point of damage. Armor has no effect against fire damage.

If you take damage, you catch fire and continue to burn. Place a FIRE token on your character token on the battle map. When burning, you suffer another attack each round, at your turn. The intensity increases by one each round, up to a maximum of A. As soon as a fire attack inflicts no damage, the fire goes out by itself. You, or a friend in the same hex, can put out the fire with a successful MOBILITY roll (slow action). Using a blanket or similar object gives a +2 modifier.

FIRE CRITS: Fire damage has a critical injury threshold of 2. This means that if you suffer 2 points of damage or more from fire in a single round, you are critically injured. Don't roll for this critical injury – instead, the effect is always a –2 modifier to STAMINA and MOBILITY. The crit is lethal, death saves must be made each stretch, and the healing time is 2D6 days.

CHEMICAL WARFARE



Chemical weapons remain in the arsenals of several military forces and they remain a deadly threat on the ravaged battlefields of Europe. They come in two main categories: nerve agents and blistering agents.

These deadly weapons are generally distributed using artillery shells. Use the table below to determine how far (in hexes) from the target hex that the effect of the chemical round reaches, based on the blast power of the weapon (chapter 5).

When a chemical round detonates, place CHEM tokens to indicate the outer boundaries of the contaminated area.

PROTECTIVE GEAR: Protective masks and suits (page 129) can offer you some protection against chemical weapons. A mask gives you a –2 modifier to all RECON rolls and to STAMINA rolls made for marching (page 140), however.

CHEMICAL WEAPONS AREA OF EFFECT

BLAST POWER	EFFECT RADIUS (HEXES)
A	3
B	2
C	1 (adjacent hexes)
D	Only target hex

NERVE AGENTS

These extremely deadly toxins, developed in the middle of the 20th century, kill very quickly and even very limited exposure can have a deadly effect. The most common variants are sarin, which is gaseous and disperses quickly, and VX, which is liquid and can contaminate an area for days or even weeks. For sarin attacks, roll a D6 for each contaminated area on the battle map at the start of each round – on a roll of 1, the gas has dispersed.

EXPOSURE: In a contaminated hex, you must make a STAMINA roll on each of your turns (before performing any actions). If unprotected, you get a –3 modifier. Wearing a protective mask, the roll is unmodified. Basic protective clothing like a raincoat, gives a +1 modifier. Putting on a mask is a fast action if it's in your combat gear (page 19). Only a full hazmat suit will completely protect you from the effects of a nerve agent.

EFFECTS: If you fail the STAMINA roll, you immediately suffer 1 point of damage and 1 point of stress, and a further point of damage and stress on each of your subsequent turns even if you leave the contaminated area. If you are incapacitated by damage while suffering the effects of a nerve agent, you must make a death save every round. The only way to save your life at this point is to inject you with atropine. This is a fast action (by yourself or someone else) and requires no MEDICAL AID roll. When injected, no further death saves are made, and you recover normally.

BLISTERING AGENTS

These chemical weapons come in many varieties, the substance commonly known as mustard gas being the most infamous. They are less lethal than nerve agents – instead, their purpose is to incapacitate. Most blistering agents can contaminate an area for a long time.

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SPOTTING CONTAMINATION

Areas can remain contaminated by VX or mustard gas for long periods of time. If you move into a contaminated area, the Referee can let you roll **RECON** to spot signs of contamination – these can include smells, droplets, or vapors. If you fail, you will notice the contamination only when its effects become apparent.

EXPOSURE: The effects of a blistering agent are not immediate, sometimes appearing hours after exposure. Make a **STAMINA** roll within a shift after exposure. Just like for nerve agents, you get a –3 modifier if you were unprotected when exposed. A protective mask makes the roll unmodified, and basic protective clothing gives a +1 modifier. A hazmat suit offers full protection.

EFFECTS: If you fail the **STAMINA** roll, you suffer 1 point of damage and 1 point of stress, *and* you suffer a critical injury as from fire (page 79) but with death saves every *shift* (not stretch). Then, roll for **STAMINA** again each subsequent shift (with the same modifiers for protective gear), suffering another point of damage and stress for each failed roll. While suffering from the effects of a blistering agent, you cannot recover damage or stress. As soon as you succeed at a **STAMINA** roll, or when you are incapacitated, the effects stop, and no more **STAMINA** rolls need to be made (but your critical injury remains and must be treated). When rolling for **MEDICAL AID** to treat a critical injury from a blistering agent, certain chemicals like household bleach give a +2 modifier.

PROTECTION AGAINST NERVE AND BLISTER AGENTS

GEAR	MODIFIER
No gas mask	–3
Wearing gas mask	–
Raincoat	+1
Hazmat suit	Automatic success

CHEMICAL WEAPONS AREA OF EFFECT FOR BLAST POWER **A**



RADIATION

The fighting in northern Europe saw extensive use of tactical nuclear weapons. Even though the fear of total nuclear Armageddon has not yet become reality, radiation is a constant threat to you.

RADS

Radiation permeates your body and builds up inside you over time. When you are contaminated by radiation, you gain *rad points*. Mark them in the check boxes on your character sheet.

HOTSPOTS

Sometimes, you will come across craters from nuclear strikes and other radiation hotspots. The level of contamination varies and determines the frequency at which you gain a rad when staying in the hotspot.

- **WEAK RADIATION:** 1 rad per shift
- **STRONG RADIATION:** 1 rad per stretch
- **EXTREME RADIATION:** 1 rad per round

RAD ATTACK

You can also gain rads from specific events or actions, such as consuming contaminated food or drink, wading through contaminated water or coming into contact with contaminated items. In these situations, you gain 1 or more rads directly. This is called a *rad attack*.

EFFECTS

Every time you gain a rad, you must immediately roll for **STAMINA** to resist radiation poisoning (see Diseases on the next page). The *virulence* of the disease is equal to +4 minus your total rad count.

PROTECTIVE GEAR, such as a full hazmat suit (page 130), can protect you against radiation. It's not always effective however and needs to be handled

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correctly. Whenever you gain a rad, make a TECH roll. If you succeed, the suit protects you against the radiation and you do not gain a rad this time.

VEHICLES: If you're in a vehicle, the frequency at which you suffer rads is halved (1 rad every other time unit).

RADIATION SICKNESS

TOTAL RADS	VIRULENCE
1	+3
2	+2
3	+1
4	–
5	–1
6	–2
7	–3
etc.	etc.

DECONTAMINATION

When you have left a hotspot, 1 rad will leave your body every day. If you wash your body in clean water, half of your rads (round fractions up) go away immediately. You only get this effect once.

PERMANENT RADS

When you are contaminated, there is a risk that the radiation will stay in your body forever. Every time you are about to lose one rad, roll a D6. If you roll ✸, the rad stays, and becomes permanent. Mark this on your character sheet. Permanent rads stay with you for the rest of your life.

DISEASE

When exposed to a dangerous contagion or infection, you need to make a STAMINA roll modified by the virulence rating of the disease (see the list of diseases below). Roll after the incubation period has passed. This is called an *infection roll*. If you fail the roll, you fall ill, which has two effects:

- ★ You suffer 1 point of damage.
- ★ You can't heal damage.

Make another infection roll once per day. Each failed roll means you suffer another point of damage. If you are incapacitated by damage while sick, you die after another day if you're not given medical aid (below) before then. As soon as you succeed at an infection roll, you are no longer ill. Stop rolling infection rolls and heal your damage normally.

DISEASES

DISEASE	VIRULENCE	INCUBATION	SYMPTOMS
Food poisoning	+2	1 shift	Abdominal pain, vomiting
Pneumonia	+1	D6 days	Fever, cough, chest pain
Typhoid fever	+1	D3 days	Fever, cough, pain
Wound infection	–	1 day	Fever
Typhus	–	1 day	Fever, headache, rash
Dysentery	–	D3 days	Abdominal pain, diarrhea
Cholera	–1	1 day	Abdominal pain, fever, diarrhea
Rabies	–2	2D6 days	Fever, salivation, pain
Plague	–3	D6 days	Fever, cough, abdominal pain
Radiation sickness	Page 80	1 shift	Vomiting, diarrhea, bleeding

MEDICAL AID

If you are cared for by someone during the course of your illness, this person can make your infection rolls instead of you. The caregiver rolls for MEDICAL AID modified by the virulence of the disease. If you are given antibiotics, the caregiver gets a +3 bonus to the roll, but it has no effect against viruses or radiation sickness.

VEHICLE COMBAT

Vehicles can be key to survival in the grim world of TWILIGHT: 2000, moving you across the devastated battlefields and protecting you from enemies at the same time. Yet, vehicles can be a real hassle to keep running, and they can turn you into a target for marauders looking to steal your ride. A large number of vehicles, both military and civilian, are described in chapter 5 of this book. This section explains how to use them in combat. Travel rules for vehicles are covered in chapter 6.

GETTING IN AND OUT

Getting into or out of a vehicle is typically a slow action. Getting on or off a motorcycle or bicycle is a fast action. Starting a vehicle is typically a fast action.

VEHICLE MOVEMENT

The combat speed rating of your vehicle indicates how many 10-meter hexes you can safely drive with a single (fast) action in combat, on-road and off-road respectively. Only pavement hexes count as on-road. You can drive in any direction you want, ending the movement facing any direction you like.

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If you make a DRIVING roll directly after having moved the safe distance, you can move a further number of hexes equal to the combat speed *plus one* for each ⌖ rolled beyond the first. The roll is modified by the terrain of the hex you're in *after* having moved the safe driving distance. If such a DRIVING roll fails, you get *stuck* after having moved the safe distance. Place a STUCK marker on your vehicle token on the battle map.

GETTING UNSTUCK: When stuck, you need to make another DRIVING roll (slow action) to get loose, modified by the type of terrain the vehicle is currently in. If this roll also fails, the vehicle becomes bogged down – now, you need to get out of the vehicle and make a STAMINA roll (taking one stretch) to get the vehicle moving again. Others can help you, and if you use another vehicle (at least as large as the bogged down vehicle), you get a +2 modifier.

FACING

On the battle map, you must indicate the direction in which your vehicle is facing at the end of movement, and rotate the token accordingly. At the end of movement, the token must always face one side of the hex. As a driver, you can choose to rotate your vehicle in any direction any number of times during your movement action (it's not an action in itself). You cannot change your facing at any other time.

RELIABILITY

Vehicles have a reliability rating, just like any other gear. For each ✸ rolled after *pushing* a DRIVING roll, the reliability rating is reduced one step. If it drops to zero, the vehicle breaks down and becomes inoperable, *before* the extra movement (after the safe distance). See chapter 5 for more.

VEHICLE FACING



EXAMPLE

Diaz is driving the M113 along a deserted road, when Jonesy, riding unbuttoned, suddenly spots a roadblock up ahead. A T-72 tank, 25 hexes away, swivels its turret menacingly towards them. Luckily, Diaz wins the initiative and drives the M113 off the road, toward a copse of trees that will block the line of fire for the tank.

The M113 has an off-road combat speed of 3, meaning it can safely move 3 hexes per fast action. The cover is 8 hexes distant, so Diaz rolls DRIVING to double the movement of her second action. The M113 is in a hex of shrubland at this point, so Diaz gets a –1 modifier. She fails, despite pushing, and the M113 gets stuck before reaching safety!

To make matters worse, Diaz rolled a ✸, dropping the reliability rating of the M113 one step.

SMOKE LAUNCHERS

A smoke launcher is fired with a slow action, without the need for a dice roll. It fills all hexes adjacent to the one occupied by the vehicle with dense smoke (page 60).

ATTACKS ON VEHICLES

Attacks on vehicles from small arms fire generally get a +2 modifier due to the size of the target. Heavy weapons don't get this modifier, and it does not apply to bicycles and motorcycles.

MOVING VEHICLE: Firing from a vehicle, no matter if it's a hand-held or a mounted weapon, suffers a –2 modifier if the vehicle has moved since the shooter's previous turn. This modifier is negated by stabilizers.

MOVING TARGET: If the target vehicle has moved since the shooter's previous turn, the attack gets a –1 modifier.

ANGLE OF ATTACK: The position of the attacker as relative to the vehicle and its facing determines the angle of attack: front, side, or rear. See the diagram on the next page.

DAMAGE: When a vehicle is hit by an attack, damage is calculated just like for an attack on a person – the damage done is equal to the base damage rating of the weapon plus 1 for each ⌖ or ◢ rolled.

ARMOR: Most vehicles have armor, and often different armor levels on the front, sides, and rear. Use the armor level of whichever part of the vehicle is facing the attacker, and apply the armor modifier of the weapon. Just as for body armor, the damage done is reduced the by the modified armor level.

PENETRATION LIMIT: If the *base damage* rating of the weapon is *2 steps lower than the modified armor level* or more, the attack is fully deflected, no matter how many ⌖ or ◢ were rolled for the attack.

ABLATING ARMOR: If the armor of the vehicle is penetrated by the attack, roll a D6 base die – on a ✸, its armor level is decreased by 1 point. Armor can be repaired with a TECH roll and a shift of work – each ⌖ rolled restores 1 point of armor level, up to the original rating.

COMPONENT DAMAGE

Component damage is damage to a specific part of the vehicle or passenger. When a vehicle is hit, roll a D10 on the table on page 84.

- ★ If the hit penetrated the armor of the vehicle, use the "Penetration" column of the table. Reduce the damage inflicted by the (modified) armor level of the vehicle before applying the results. If

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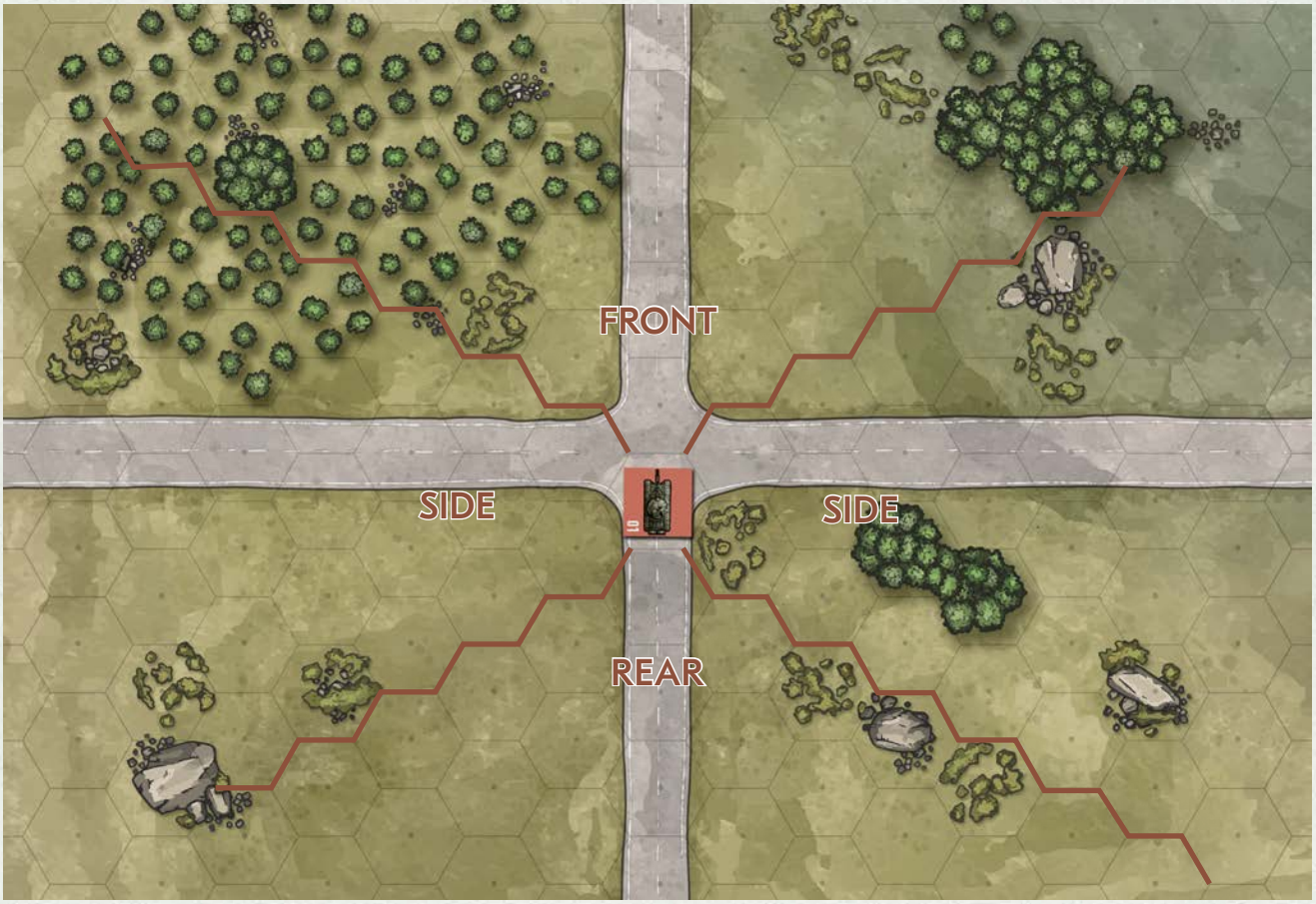

you roll a component not present in the vehicle or already destroyed, move up one row in the table (toward #1) until you reach a component that is present.

★ If the hit did not penetrate the armor, use the "no penetration" column. In this case, apply the full damage of the attack, *not* reduced by armor. If you roll a component not present on the vehicle or already destroyed, *do not* move up in the table – instead, the attack has no effect.

EFFECTS: Exactly what happens when a particular component is hit is explained in the section on the next page.

SECONDARY DAMAGE: For penetrating hits only, if the damage done exceeds what is needed to destroy or incapacitate a component, the remaining damage *continues* to hit another component inside the vehicle (except for engine hits) – move row by row *up* the table (toward #1) until you reach a component that is present. Repeat this procedure until all damage points have been distributed. Non-penetrating hits never cause secondary damage.

The BMP was probably wrecked at some point early in the war, given the way it was rusted like my brother's old '36 Ford back home, but Diaz swore he could find something useful. He and Kasia crawled into the burnt-out shell of the thing, like climbing into a big, dead bug. They were in there all of two seconds when Katje rushed back out and puked. I peered in. The crew was still inside; what was left of them. They didn't smell anymore, so I helped Diaz strip what we could from the Soviet wreck. Someone had gone at the engine like a honey badger on an ant hill, but Diaz made good on his word. He found enough to help keep the M113 running.

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WEAPON MOUNTS

The vehicle lists indicate the type of mount for each mounted weapon:

- ✓ TURRET: The weapon can be fired without exposing the gunner.
- ✓ COAXIAL: The weapon can be fired without exposing the gunner, but it cannot be fired in the same round as the main weapon.
- ✓ HULL MOUNT: The weapon can be fired without exposing the gunner, but it can only be fired in a specific direction (front/side/rear).
- ✓ PINTLE: Firing the weapon requires the shooter to be partly exposed, typically the arms and head. Some pintles have gun shields to protect the arms (but not the head).

COMPONENT DAMAGE

D10	PENETRATION	NO PENETRATION
1	Fuel	Track/wheel*
2	Engine	Weapon
3	Suspension	Fire control system
4	Ammunition	Antenna
5	Cargo	External stores
6	Driver	External stores
7	Passenger	Exposed passenger
8	Gunner	Exposed passenger
9	Commander	Ricochet
10	Radio	Ricochet

*Re-roll for front and rear attacks.

EXPLOSIVE HITS: If a weapon with an explosive effect (i.e. it has a blast power) penetrates the armor of a vehicle, all occupants in the vehicle suffer the effects of the explosion, in addition to any direct damage. The blast power is not decreased by the armor.

BAILING OUT: Occupants of a vehicle that is penetrated by an attack must make an immediate CUF roll (page 67), even if they were not hurt by the attack. Anyone who fails the roll must immediately bail out on their next turn – i.e. spend a slow action to exit the vehicle. This effect replaces the normal effects of a CUF roll.

INOPERABLE & DESTROYED: Hits to the engine, fuel tank, suspension, tracks or wheels of a vehicle can render it inoperable and unable to be driven further until it is repaired. A hit to the fuel tank or ammunition store in a vehicle can cause it to become permanently destroyed, meaning it cannot be repaired. It can still be scavenged for spare parts, however.

VEHICLE COMPONENTS

Below, the effects of damage to each of the components are explained.

FUEL: If the attack inflicts 1 point of damage or more, the tank will leak. The maximum fuel capacity is halved, until the damage is repaired. Any fuel currently in the tank in excess of the reduced capacity is immediately lost. Any excess damage continues to hit another component.

Also, if the damage was from an explosive attack, roll for the blast power as normal – if one or more ⌖ is rolled for the explosion, the fuel tank catches fire. This exposes everyone inside the vehicle to fire with Intensity C, and all occupants must make a CUF roll or be forced to bail out on their next turn. A fuel fire lasts for a *stretch* and completely destroys the vehicle, beyond repair.

ENGINE: Each point of damage will reduce the reliability rating of the vehicle by 1. If it's reduced to zero, the engine is disabled and the vehicle is rendered inoperable. Any excess damage will be stopped by the engine block and does *not* continue to hit another component.

SUSPENSION: Each point of damage will reduce the reliability rating of the vehicle by 1. If it's reduced to zero, the suspension is disabled and the vehicle is rendered inoperable. Any excess damage continues to hit another component.

AMMUNITION: The main ammunition store is hit. If the attack inflicts 1 point of damage, half of the ammunition in the vehicle is destroyed. If the attack inflicts 2 points of damage, all of the ammunition is lost. Any excess damage continues to hit another component.

In addition, ammunition for heavy weapons risks exploding when hit. If the attack inflicted 1 point of damage, there is a 50% risk of an explosion (a roll of 4 or higher on a D6). If the attack inflicted 2 points of damage, an explosion will definitely occur. If the ammunition explodes, the blast power of the explosion is equal to the blast power of the ammunition in question increased by one step, up to a maximum of A. In addition, the vehicle is completely destroyed beyond repair.

CARGO: The internal cargo hold is struck, and a random item stored there hit. For effects of damage on gear, see page 91. If the item is destroyed, any excess damage continues to hit another component.

DRIVER: The driver of the vehicle is hit by the attack. Resolve the attack normally, including hit location and any critical injury. Any excess damage beyond the crit level of the weapon continues to hit another component. Another occupant can take over as driver as a fast action.

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PASSENGER: A random passenger inside (or partly inside) the vehicle is hit by the attack. Resolve the attack normally, including hit location and any critical injury. Any excess damage beyond the crit level of the weapon continues to hit another component – including another passenger, if they are present.

GUNNER: The gunner of the vehicle is hit by the attack. Resolve the attack normally, including hit location and any critical injury. Any excess damage beyond the crit level of the weapon continues to hit another component.

COMMANDER: The commander of the vehicle is hit by the attack. Resolve the attack normally, including hit location and any critical injury. Any excess damage beyond the crit level of the weapon continues to hit another component.

RADIO: Each point of damage will reduce the reliability rating of the radio by 1. If it's reduced to zero, it is rendered inoperable and must be repaired. A typical radio has a reliability rating of just 1. Any excess damage continues to hit another component.

TRACK/WHEEL: Can only be hit by side attacks. For each point of damage in excess of *half* the side armor level of the vehicle (rounded up, then modified by the armor modifier), the reliability rating of the vehicle is reduced by 1. If it's reduced to zero, the vehicle is rendered inoperable and needs to be repaired. If the damage does *not* exceed half of the side armor level, the attack has no effect.

WEAPON: A random weapon mounted on the vehicle is hit. Each point of damage will reduce the reliability rating of the weapon by 1. If it's reduced to zero, the weapon is rendered inoperable and needs to be repaired. *Tank guns* and some other vehicle weapons are armored, so the damage done is reduced by half of the front armor



STABILIZERS & FIRE CONTROL SYSTEMS

Some vehicle mounted weapons are equipped with stabilizers – these eliminate the –2 modifier for firing while moving. More advanced fire control systems have the same effect, and additionally remove all modifiers for range – all attacks with such weapons, up to **EXTREME** range, are resolved as if they were in **SHORT** range.

VEHICLE NIGHT VISION

Some vehicles weapons (as indicated in chapter 5) are equipped with IR sights or thermal imaging, effective up to **MEDIUM** range with its IR spotlight on, and **SHORT** range without it. For effects, see page 59.

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level of the vehicle (rounded up, then modified by the armor modifier).

FIRE CONTROL SYSTEM: If the fire control system suffers 1 point of damage or more, it is rendered inoperable and must be repaired.

ANTENNA: If the antenna suffers 1 point of damage or more, the vehicle radio is rendered inoperable and must be repaired.

EXTERNAL STORES: Any external stores are struck, and a random item hit. For effects of damage on gear, see page 91.

EXPOSED PASSENGER: A random passenger on the outside of the vehicle (or partly outside, in a hatch or window) is hit by the attack. Resolve the attack normally, including hit location and any critical injury.

RICOCHET: The attack bounces off in a random direction. All exposed individuals on the outside of the vehicle, or on foot in the same hex, must make immediate CUF rolls.

CALLED SHOTS

You can aim for a specific *external* component of a vehicle (i.e. tracks/wheels, weapon, rangefinder, antenna, external stores, exposed passenger) by accepting a –2 modifier. If firing small arms, this modifier is offset by the +2 for firing at a vehicle.

- You can only hit the tracks or wheels with an attack from the side.
- Called shots will never penetrate armor.

EXPOSED PASSENGERS

Passengers on the outside of a vehicle, or leaning out of an open window or hatch, can be hit by non-penetrating damage, and they are also at risk from explosions in the hex (only hit locations inside the vehicle are protected by its armor). On the flip side, passengers riding unbuttoned have a better chance of spotting encounters during travel (page 143) and they can fire their personal weapons at targets outside the vehicle.

EXAMPLE

It's time for the T-72 crew to act. The gunner aims and fires. The M113 is within **SHORT** *range of the 125mm gun (30 hexes), but the M113 is in a shrubland hex, giving the attack a –1 modifier. Luckily for Diaz and her friends, the shot misses.*

In the next round, Ronson fires a M136 AT4 rocket launcher at the T-72. It's **EXTREME** *range, so he gets a –3 modifier, but he pushes the roll and hits with one ⌖. The front armor of the tank is 9 and the base damage of the AT4 is 8. Even with the –1 armor modifier, the attack does not penetrate, so Ronson rolls on the "no penetration" column of the component damage table.*

He gets lucky again and rolls a 2 – the main weapon the T-72 is hit. The 8 points of damage is reduced by 4 (half the front armor level, rounded up, then reduced by 1), but the remaining 4 points of damage are enough to bring the reliability of the tank gun down from its current rating of 4 to zero – meaning it's now inoperable.

Diaz now has a chance to get the M113 unstuck and move to safety...

SCAVENGING PARTS

If you spend a shift scavenging parts from a functional or inoperable vehicle and make a **TECH** roll, you can find a number of vehicle spare parts equal to the number of ⌖ you roll. If the vehicle you scavenge is permanently destroyed, you can still scavenge it, but you'll find one less spare part, meaning you'll need to roll at least two ⌖ to find a single usable part. The vehicle you scavenge is permanently destroyed in the process, and can never be scavenged again, even by another person.

RAMMING

You can use your vehicle as a weapon, against other vehicles as well as against individuals. The attack counts as a fast action, and can only be directed at a target in the same hex. Make an opposed roll for **DRIVING**. If the target is an individual, they instead roll for **MOBILITY**. The roll only counts as an action for you, the attacker.

If you hit, you inflict damage equal to the *rear* armor level of your vehicle, plus one for each ⌖ you roll beyond the first.

RAMMING VEHICLES: When ramming another vehicle, the attacking vehicle also suffers damage equal to the rear armor level of the target vehicle (unmodified). The target vehicle is hit on the side facing the attacker, while the attacking vehicle always suffers damage to the front.

RAMMING PEOPLE: The crit threshold for ramming attacks against individuals is 2. The attacking vehicle suffers no damage.

HORSES

A horse can be a good alternative to a vehicle, especially if fuel is scarce. Rules for travel using horses can be found on page 142. In combat, a horse has a combat speed just like a vehicle (typically 2, both on-road and off-road). When riding, you can double its movement in the same way – but roll for **MOBILITY** instead of **DRIVING**.

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RANGED COMBAT: Firing a one-handed firearm from horseback gives a –2 modifier, and a two-handed firearm gets a –3 modifier. The Rider specialty negates these modifiers. When shooting at a mounted target, you must decide if you attack the rider or the horse.

CLOSE COMBAT: You can fight from horseback in close combat, but only with a one-handed weapon. When striking a mounted target, you must decide if you attack the rider or the horse. Attacks against the rider get a –1 modifier.

DAMAGE: A horse can suffer damage just like humans. If your mount is hit, it makes no CUF roll – instead, you must make an immediate **MOBILITY** roll (no action) or be thrown off, suffering 1 point of damage.

The hit capacity of a typical horse is 5. A horse that is incapacitated must be saved by a **MEDICAL AID** roll within a shift, or it needs to be put down. Horses heal 1 point of damage per shift, just like humans. Any critical injury on a horse is considered immediately fatal.

BOATS

These vehicle rules are focused on land vehicles. Boats follow generally the same rules, with the change that a "suspension" hit with one or more points of damage penetrating the armor instead means the hull is breached, and the boats begins to sink. Roll a D6 at the start of each round – rolling an ✸ means that the boat sinks and is lost. More detailed combat rules for boats will be included in future modules to the game.



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05 WEAPONS, VEHICLES & GEAR

Everything has a name and designation and none of them make much sense. And, everything also has a nickname, mostly, except when it doesn't. Like they call the .50 caliber machine gun on the Humvee the "ma deuce." What the hell? I get all the names memorized and then they go and use some term they all know but I don't. I went and painted the name Karol on the M113. They told me that was a girl's name. I told them it wasn't. Top said it would make us too easy to identify anyway and had me paint over it. I still call it Karol though, because screw those boys and their stupid, macho names for everything.

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EQUIPMENT IS A KEY element of Twilight: 2000. Without weapons, vehicles and other gear you won't last very long, and keeping your gear in working order can be the difference between life and death. This chapter describes a wide range of equipment, as well as rules for trade and maintenance.

TRADE

Chapter 3 describes how you get your starting gear. Acquiring new equipment during the campaign will not be easy - you'll have to fight for it, or barter hard. As mentioned in chapter 3, in the year 2000 the world economy has collapsed and there is no uniform system of currency. Instead, trade is done by bartering.

As a replacement for US dollars and other traditional currencies, small arms ammunition is often used as a base unit for transactions. The gear lists in this chapter indicate approximate prices, given in rounds of small arms ammunition.

Use these prices only as a rough baseline, as the value of an item can vary wildly between locations and situations. The Referee has final say on what a NPC will demand or offer for a specific item.

BARTERING

When bartering with an NPC for an item, the Referee first sets an asking price – in bullets or other goods – that they deem reasonable. It can be higher or lower than the list price, depending on the situation. Assume that everyone will always try to get as much as they possibly can from every transaction.

Next, if you want to negotiate the price down, roll an opposed **PERSUASION** roll. If you succeed, the price is reduced by 10% for each ⌖ rolled. If you're paying with something other than bullets, you'll need to make a judgment call on what the result means. The Referee has final say.

When you attempt to sell an item, the process is done in reverse – the NPC makes an offer and you can then roll **PERSUASION** to get the price up, each ⌖ will increase the price by 10% – assuming the NPC can actually pay this sum. After the roll, you can decide whether to accept the deal or not.

Bartering between PCs, should it occur, is handled without rolling dice.

RELIABILITY: The list prices for weapons and vehicles assume items with full starting reliability ratings. For each step of reduced reliability, you can reduce the list price by approximately 10%, as a general rule of thumb.

SUPPLY

Often, more important than the price is the question of whether an item is available at all. Many goods are rare and the PCs can't expect to find everything they're looking for in any little settlement they come across.

Each type of gear has a *supply rating*, which indicates the probability that your characters can find this type of item offered for trade in a typical settlement or scenario location.

- **COMMON (C)** items are fairly ubiquitous even in the year 2000. Roll a D6. If the result is 3 or higher, the item is available. A new roll can be made each week.
- **SCARCE (S)** items are not easily available, but individual items can be offered for trade from time to time. Roll a D6. If the result is a 5 or a 6, the item is available. A new roll can be made each week.
- **RARE (R)** items are not generally available, and tightly guarded by anyone who possesses them.

The table below indicates typical supply ratings for a range of items, as well as the quantity available if the supply roll succeeds. Note that these are just rough

SUPPLY & QUANTITIES

SUPPLY	ITEM TYPES	QUANTITY
Common (C)	Knives, clubs, pistols, hunting rifles, shotguns, submachine guns, assault rifles, hand grenades, anti-personnel mines, small arms ammunition, weapons gear, flashlights, gas masks, medkits, basic tools, spare parts, small stills, tents, food, alcohol fuel, improvised explosives, backpacks, fatigues, tents, fishing gear	D6 items / 2D6x10 rounds of ammo / 2D6x2 rations of food / 2D6x10 liters of fuel / D6 encumbrance units of explosives
Scarce (S)	Machine guns, rocket launchers, mortars, heavy weapons ammunition, anti-tank mines, motorcycles, cars, pickup trucks, flak jackets, helmets, military radios, night vision goggles, searchlights, radiacmeters, hazmat suits, antibiotics, atropine, specialized tools, gasoline/diesel, large stills, batteries, generators, dynamite	One item / D6 rounds of heavy weapons ammo / 2D6x5 liters of fuel / D6 sticks of dynamite
Rare (R)	Guided missiles, howitzers, APCs, main battle tanks	One item

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guidelines – the actual supply ratings and quantities depend on the location and situation. The Referee has final say.

When rolling supply of weapons or vehicles, you may only make one roll for each *type* of item, for example "assault rifle" – you cannot make separate rolls for M16, AKM, FN-FAL, etc. If the item type is available, the Referee decides the exact model, depending on what makes the most sense at the location.

RELIABILITY: When you have established that a weapon or vehicle is available, the Referee rolls a D6 on the table below to determine the reliability rating of the item. Apply the modifier to the listed reliability for the item.

RELIABILITY

D6	RELIABILITY
1	–3
2	–2
3	–1
4–6	Unmodified

GEAR DAMAGE & REPAIRS

Gear can suffer damage and be broken through use or attacks, as explained in chapter 3 and 4. Each piece of gear has a *reliability rating*. Each point of damage from pushing rolls or outside force will reduce the reliability rating by 1. When it reaches zero, the item is broken and can no longer be used. A typical piece of sturdy, mechanical gear in good condition has a reliability rating of 5, but delicate or badly built gear can start with a lower rating. If no hit reliability is listed, assume it to be 5.

REPAIRS: Repairing a broken item typically requires a shift of work, *tools* of some sort (page 130), a TECH roll, and a *spare part* (page 130) of the relevant type: vehicle, weapon, electronic – or general, if none of the others apply. If your roll is successful, the spare part is consumed, and the piece of gear is restored to working order, with a reliability equal to the number of ⌖ you rolled. The reliability can never go above the listed value. If the roll fails, you can try again in the next shift.

Restoring a reduced reliability rating before the item is broken also requires a shift of repairs and a TECH roll, but no spare part is needed. The reliability is increased by 1 for every ⌖ rolled, up to its list value.

GUN CARE

Every week in which you have used a firearm at least once, you must spend a stretch servicing it and make a TECH roll. If you don't, or the roll fails, its reliability rating drops one step. The Referee can call for gun care after extraordinary exposure of some sort, like moving through water or mud.

VEHICLE MAINTENANCE

During each week that a vehicle has been driven one hex or more on the travel map, a mechanic needs to spend a shift to service it and make TECH roll. If you don't, or if the roll fails, the reliability rating of the vehicle is decreased one step.

SCAVENGING FOR PARTS

You can scavenge spare parts from items that you come across. If you spend a shift scavenging parts from one or several pieces of gear and make a TECH roll, you manage to extract a number of spare parts of the corresponding type (weapon, vehicle, electronic – or general, if none of the others apply) equal to the number of ⌖ you roll, up to a maximum total weight equal to the items themselves.

You can scavenge an item even if it's inoperable. The item you scavenge is permanently destroyed in the process, and can never be scavenged again, even by another person.

JURY RIGGING

If you can't find the gear you need, you might have to build it for yourself. Some items in this chapter can be jury rigged, if so indicated in the gear lists. This includes crude weapons, but also larger items such as stills for distilling fuel (page 130). Jury rigging an item requires a TECH roll, a number of shifts of work and spare parts as indicated by the item's description. You can try again if you fail.

WORKSHOP: If you have access to a workshop with advanced tools, you can build even advanced gear, given time and the right raw materials. Read more about this in the section about base building later in this chapter.

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WEAPONS

WEAPON FEATURES

The features used in the weapon tables are explained below.

TYPE: The type of weapon. See the table to the right for abbreviations.

AMMO: The specific type of ammunition fired by the weapon. For small arms, this is typically the caliber of the bullet. Heavy weapons can often use several different types of ammunition – see the list on page 114.

REL stands for reliability rating. Wear and damage can reduce this rating, but it can never go above its starting value.

ROF: Rate of fire, which indicates how many ammo dice can be used in an attack.

DAMAGE: The base damage rating, i.e., how many points of damage your opponent suffers if your attack is successful. If you roll extra ⌖, you deal 1 additional point of damage per extra ⌖ rolled. A dash (–) means that the weapon inflicts no direct damage.

CRIT: The amount of damage you need to inflict in a single attack to trigger a critical injury.

BLAST: The blast power of explosions caused by heavy weapons. For WP, CHEM, and ILLUM rounds, this indicates the area of effect.

RANGE: The **SHORT** range of the weapon, measured in 10-meter hexes. Melee weapons have no range rating – they can only be used in the same hex.

MAG: The number of rounds of ammunition the magazine of the weapon contains.

ARMOR: The armor modifier of the weapon.

WEIGHT: The weight of the weapon, measured in encumbrance units.

PRICE: The typical price of the weapon, in rounds of small arms ammunition.

WEAPON TYPE ABBREVIATIONS

SMG	Submachine gun
LMG	Light machine gun
GPMG	General purpose machine gun
HMG	Heavy machine gun
GL	Grenade launcher
RL	Rocket launcher
ATRL	Anti-tank rocket launcher
ATGM	Anti-tank guided missile

MELEE WEAPONS



BOTTLE

REL	DAMAGE	CRIT	ARMOR	WEIGHT	PRICE
1	1	2	+3	¼	–



KNIFE

REL	DAMAGE	CRIT	ARMOR	WEIGHT	PRICE
5	2	3	+1	¼	5

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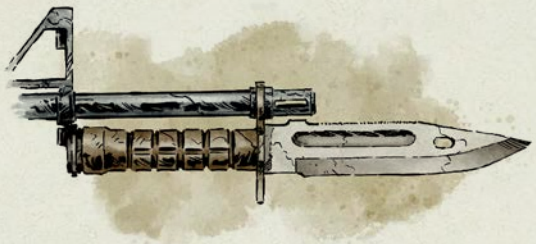
CLUB

REL	DAMAGE	CRIT	ARMOR	WEIGHT	PRICE
5	2	4	+2	1	1



SPIKED BAT

REL	DAMAGE	CRIT	ARMOR	WEIGHT	PRICE
5	2	3	+2	1	3



BAYONET

REL	DAMAGE	CRIT	ARMOR	WEIGHT	PRICE
5	2	3	+1	¼+rifle	5



MACHETE

REL	DAMAGE	CRIT	ARMOR	WEIGHT	PRICE
5	3	4	+1	½	20



AXE

REL	DAMAGE	CRIT	ARMOR	WEIGHT	PRICE
5	3	3	+1	1	30

MELEE WEAPONS

WEAPON	REL	DAMAGE	CRIT	ARMOR	WEIGHT	PRICE
Unarmed	5	1	4	+3	–	–
Rifle butt	5	2	4	+2	As rifle	–
Bottle	1	1	2	+3	¼	–
Knife	5	2	3	+1	¼	5
Club*	5	2	4	+2	1	1
Spiked bat*	5	2	3	+2	1	3
Bayonet	5	2	3	+1	¼+rifle	5
Machete	5	3	4	+1	½	20
Axe	5	3	3	+1	1	30

*Can be jury rigged.

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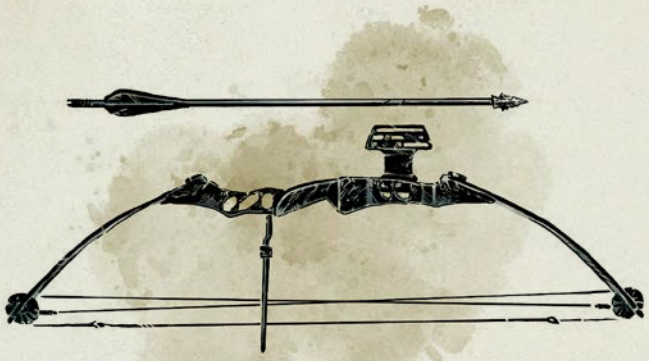
BOWS & THROWN



HUNTING BOW

REL	DAMAGE	CRIT	RANGE	ARMOR	WEIGHT	PRICE
5	1	2	4	+1	1	150



CROSSBOW

REL	DAMAGE	CRIT	RANGE	ARMOR	WEIGHT	PRICE
5	2	3	4	0	1	200



IMPROVISED BOW

REL	DAMAGE	CRIT	RANGE	ARMOR	WEIGHT	PRICE
3	1	3	2	+1	1	10

BOWS & THROWN

WEAPON	REL	DAMAGE	CRIT	RANGE	ARMOR	WEIGHT	PRICE
Rock	5	1	3	1	+2	½	–
Hunting bow	5	1	2	4	+1	1	150
Crossbow	5	2	3	4	0	1	200
Improvised bow*	3	1	3	2	+1	1	10

*Can be jury rigged with one general spare part. 2D6 arrows can be made from branches with a **TECH** roll and a shift of work.

CIVILIAN FIREARMS



SERVICE REVOLVER

Service revolvers have been in production since before World War I, and were used by many Western nations in both World Wars and as a police weapon until revolvers started losing popularity in the 1980's. Despite the civilian caliber, these remain in widespread use.

TYPE	AMMO	REL	ROF	DAMAGE	CRIT
Revolver	.38 SPL	5	2	1	3

BLAST	RANGE	MAG	ARMOR	WEIGHT	PRICE
–	2	6	+2	½	75



POLICE PISTOL

Polymer-framed pistols became wildly popular among police and civilians after their introduction in the early 1980s. They typically incorporate a polymer frame, trigger safety, and a striker-fired action and have a large-capacity magazine, usually in 9x19mm.

TYPE	AMMO	REL	ROF	DAMAGE	CRIT
Pistol	9x19	5	2	1	2

BLAST	RANGE	MAG	ARMOR	WEIGHT	PRICE
–	2	17	+1	½	125

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COMBAT PISTOL

Double-action combat pistols have been produced since before World War II. Their wide availability and ease of operation have made them a favorite of many law enforcement organizations.

TYPE	AMMO	REL	ROF	DAMAGE	CRIT
Pistol	9x19	5	2	1	2
BLAST	**RANGE**	**MAG**	**ARMOR**	**WEIGHT**	**PRICE**
–	2	15	+1	½	100



BOLT-ACTION RIFLE

Bolt-action hunting rifles have been popular since the early 1900s and are most commonly available in sporting rifle calibers. Multiple barrel, magazine, stock, and sighting options are available.

TYPE	AMMO	REL	ROF	DAMAGE	CRIT
Hunting rifle	.30-06	5	1	3	4
BLAST	**RANGE**	**MAG**	**ARMOR**	**WEIGHT**	**PRICE**
–	10	5	0	1	300



LEVER-ACTION RIFLE

The lever-action hunting rifle was designed in the 19th century to tame the Wild West and popularized the .30-30 cartridge. It has since been found worldwide among hunters and sometimes among guerrilla fighters and is still in production.

TYPE	AMMO	REL	ROF	DAMAGE	CRIT
Hunting rifle	.30-30	5	1	3	4
BLAST	**RANGE**	**MAG**	**ARMOR**	**WEIGHT**	**PRICE**
–	5	8	0	1	250



PIPE GUN (RIFLE)

The pipe gun is an improvised firearm made from pipes, nails, and scraps to fire rifle shells. They are unreliable and inaccurate, but generally used only once to gain a better weapon from their victim (if they succeed). This weapon can be jury rigged, using two weapon or general spare parts.

TYPE	AMMO	REL	ROF	DAMAGE	CRIT
Hunting rifle	Any rifle	3	1	3	4
BLAST	**RANGE**	**MAG**	**ARMOR**	**WEIGHT**	**PRICE**
–	3	1	+1	1	25



SEMI-AUTOMATIC SHOTGUN

Semi-automatic hunting shotguns were first developed before World War I and have been produced ever since. They are widely used among hunters and have also been pressed into military service, primarily in military police and special operations units.

TYPE	AMMO	REL	ROF	DAMAGE	CRIT
Shotgun	12 GA	5	2	3	4
BLAST	**RANGE**	**MAG**	**ARMOR**	**WEIGHT**	**PRICE**
–	2	5	+1	1	225

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PUMP-ACTION SHOTGUN

The pump-action hunting shotgun was designed in the late 19th century and comes standard with a 5-round tube. It has been adopted by many military and police forces for close combat and door entry. Aftermarket accessories like 7–9 round tubes, shorter barrels, and folding stocks are available.

TYPE	AMMO	REL	ROF	DAMAGE	CRIT
Shotgun	12 GA	5	1	3	4
BLAST	**RANGE**	**MAG**	**ARMOR**	**WEIGHT**	**PRICE**
–	2	5	+1	1	200



DOUBLE-BARRELLED SHOTGUN

The typical side-by-side (or over-and-under) double-barreled hunting shotgun is a pattern that has been around since the 1800s. This shotgun is sometimes found with a sawed-off barrel and stock to make it handier (encumbrance ½, range 1). It can fire a variety of 12-gauge shotgun shells.

TYPE	AMMO	REL	ROF	DAMAGE	CRIT
Shotgun	12 GA	5	2	3	4
BLAST	**RANGE**	**MAG**	**ARMOR**	**WEIGHT**	**PRICE**
–	2	2	+1	1	150



PIPE GUN (SHOTGUN)

The pipe gun is an improvised firearm made from scraps to fire shotgun shells. They are unreliable and inaccurate. This weapon can be jury rigged, using two weapon or general spare parts.

TYPE	AMMO	REL	ROF	DAMAGE	CRIT
Shotgun	12 GA	3	1	3	4
BLAST	**RANGE**	**MAG**	**ARMOR**	**WEIGHT**	**PRICE**
–	1	1	+1	1	25



ZIP GUN

Similar to the pipe gun, but fires pistol rounds. This weapon can be jury rigged, using one weapon or general spare part.

TYPE	AMMO	REL	ROF	DAMAGE	CRIT
Pistol	Any pistol	3	1	1	3
BLAST	**RANGE**	**MAG**	**ARMOR**	**WEIGHT**	**PRICE**
–	1	1	+2	½	25

CIVILIAN FIREARMS

WEAPON	TYPE	AMMO	REL	ROF	DAMAGE	CRIT	BLAST	RANGE	MAG	ARMOR	WEIGHT	PRICE
Service revolver	Revolver	.38 SPL	5	2	1	3	–	2	6	+2	½	75
Police pistol	Pistol	9x19	5	2	1	2	–	2	17	+1	½	125
Combat pistol	Pistol	9x19	5	2	1	2	–	2	15	+1	½	100
Bolt-action rifle	Hunting rifle	.30-06	5	1	3	4	–	10	5	0	1	300
Lever-action rifle	Hunting rifle	.30-30	5	1	3	4	–	5	8	0	1	250
Pipe gun rifle*	Hunting rifle	Any rifle	3	1	3	4	–	3	1	+1	1	25
Semi-auto shotgun	Shotgun	12 GA	5	2	3	4	–	2	5	+1	1	225
Pump-action	Shotgun	12 GA	5	1	3	4	–	2	5	+1	1	200
Double-barrelled	Shotgun	12 GA	5	2	3	4	–	2	2	+1	1	150
Pipe gun shotgun*	Shotgun	12 GA	3	1	3	4	–	1	1	+1	1	25
Zip gun*	Pistol	Any pistol	3	1	1	3	–	1	1	+2	½	25

*Can be jury rigged.

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M1911A1

The M1911A1 served the US armed forces from World War I through Vietnam and when war broke out in the 1990s, there were still many tens of thousands in the inventory and in reserve stocks that were issued to mobilized reservists and newly-formed units. Although the ammunition can be a bit scarce in Europe, it is a simple, reliable, and powerful pistol.

TYPE	AMMO	REL	ROF	DAMAGE	CRIT
Pistol	.45	5	2	2	3
BLAST	**RANGE**	**MAG**	**ARMOR**	**WEIGHT**	**PRICE**
–	2	7	+1	½	100



M9

The M9 officially replaced the M1911A1 in US service in 1980, but production was delayed until 1988. By the time war broke out in the 1990s, only front-line troops and officers had the M9, while many reserve units and units that had been formed from freshly-recruited troops were issued the M1911A1. The 9mm ammo of the M9 was much easier to find than .45 ACP, and the larger magazine capacity made it more efficient, leading to it being more popular among most soldiers.

TYPE	AMMO	REL	ROF	DAMAGE	CRIT
Pistol	9x19	5	2	1	2
BLAST	**RANGE**	**MAG**	**ARMOR**	**WEIGHT**	**PRICE**
–	2	15	+1	½	100



M16

The **M16A1** assault rifle was developed in the 1960s for use in the jungles of Vietnam. After some teething problems were resolved, it became the standard rifle of the US armed forces until it was replaced by the M16A2 in the mid-80s. Large stockpiles of M16A1s were sold or given to allies or maintained by reserve and training units. These rifles were issued en masse when war broke out in the '90s, mainly to units that had just been formed or to expand reserve units. Many soldiers actually preferred the M16A1 over the M16A2 due to its higher rate of fire.

The **M16A2** assault rifle replaced the M16A1 in the mid-1980s. The main improvements were a heavier barrel designed around the newer 5.56mm ammunition, easier sight adjustment, better flash hider, and a slightly longer stock. Another "feature" was the removal of fully-automatic fire and its replacement with a 3-round burst system, intended to increase hit probability and conserve ammunition. This rifle was the primary arm of combat units in US service in the 1990s.

WEAPON	TYPE	AMMO	REL	ROF	DAMAGE	CRIT	BLAST	RANGE	MAG	ARMOR	WEIGHT	PRICE
M16A1	Assault rifle	5.56x45	5	6	2	3	–	5	30	0	1	400
M16A2	Assault rifle	5.56x45	5	3	2	3	–	6	30	0	1	400



M4

The M4 assault rifle is a shorter carbine version of the M16A2 with a telescoping stock and shorter barrel to make it handier for troops operating from vehicles or in close environments, like the Vietnam-era XM177E2 (CAR-15) carbine it replaced. It was first issued in the mid-1990s and includes a Picatinny mounting rail on the top of the receiver. Its adjustable stock and lighter weight also make it better suited to soldiers with smaller stature. Like the M16A2, it is limited to 3-round bursts in lieu of automatic fire.

The M4A1 is a fully-automatic version of the M4 carbine intended for specialized combat troops such as Rangers and Special Forces. Otherwise, it is identical to the regular M4.

WEAPON	TYPE	AMMO	REL	ROF	DAMAGE	CRIT	BLAST	RANGE	MAG	ARMOR	WEIGHT	PRICE
M4	Carbine	5.56x45	5	3	2	3	–	4	30	0	1	350
M4A1	Carbine	5.56x45	5	6	2	3	–	4	30	0	1	375

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M40A3

The M40A3 is the most recent in a line of US Marine Corps sniper rifles begun during the war in Vietnam. It is based on the civilian Remington M700 action but customized and accurized by USMC armorers. The earlier M40A1, which was replaced by the M40A3 in the 1990s, is very similar to the M40A3, as there were only very minor changes in the upgrade.

TYPE	AMMO	REL	ROF	DAMAGE	CRIT
Sniper rifle	7.62x51	5	1	3	3
BLAST	**RANGE**	**MAG**	**ARMOR**	**WEIGHT**	**PRICE**
–	12	5	0	2	500



M21

The M21 is an accurized match-grade M14 battle rifle developed during the war in Vietnam. It served until replaced by the M24 Sniper Weapon System in 1988, but was retained widely in reserve units and often used in an intermediate sniping role as a DMR due to its higher rate of fire. A newer version of the M21, called the M25, was also developed and tested in the 1990s by the 10th Special Forces Group.

TYPE	AMMO	REL	ROF	DAMAGE	CRIT
Sniper rifle	7.62x51	5	2	3	3
BLAST	**RANGE**	**MAG**	**ARMOR**	**WEIGHT**	**PRICE**
–	10	20	0	2	450



M82A1

The M82A1 was issued in the early 1990s as the Special Applications Scoped Rifle (SASR) to many special operations units and designated for use against light vehicles, although it was primarily used for very long-range sniping. More were purchased in the prelude to war in the mid-1990s, but the lack of the rare specialized sniping ammunition left snipers using extra M2 machinegun ammunition, which was less accurate at extreme ranges (although still ideal for shooting at light vehicles).

TYPE	AMMO	REL	ROF	DAMAGE	CRIT
Sniper rifle	.50 M2	5	1	4	3
BLAST	**RANGE**	**MAG**	**ARMOR**	**WEIGHT**	**PRICE**
–	20	10	0	5	1,000



M79

The M79 was the first US military grenade launcher issued during the war in Vietnam. It uses a single-shot break-action similar to hunting shotguns, but fires a 40mm grenade instead of a shotgun shell (although a shotgun-shell-like canister round is also available). The grenades are spin-armed and will not detonate under 15 meters (two hexes). Although replaced by the M203, this grenade launcher is still widely available among combat units. Some special operations units were even known to saw off the barrel and the stock to create a small and powerful, if inaccurate, break-contact weapon for emergency use.

TYPE	AMMO	REL	ROF	DAMAGE	CRIT
GL	40x46	5	1	3	3
BLAST	**RANGE**	**MAG**	**ARMOR**	**WEIGHT**	**PRICE**
D	5	1	0	1	250



M203

The M203 grenade launcher supplemented and then replaced the M79 in the 1970s, its shorter barrel and heavy balance effect on the M16 and M4 made both rifles harder to shoot (-1 modifier) while giving the M203 less effective range than the M79. It is very common among combat arms units, but much less so among reserve and rear-echelon support units. Like the M79, the 40mm grenades are spin-armed and will not detonate under 15 meters (two hexes).

TYPE	AMMO	REL	ROF	DAMAGE	CRIT	BLAST	RANGE	MAG	ARMOR	WEIGHT	PRICE
GL	40x46	5	1	3	3	D	4	1	0	½	300

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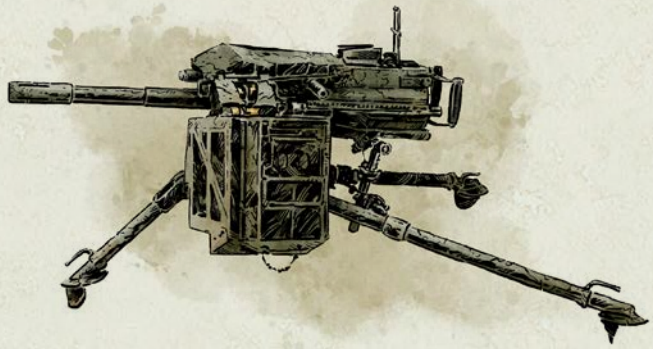

MK 19

The Mk 19 is a belt-fed automatic grenade launcher developed during the war in Vietnam that fires longer 40mm grenades than the M79 and M203 out to much longer ranges. It must be mounted on a tripod or a pintle and is most often found on vehicles and is very useful for fire suppression, even against buildings, and engaging light vehicles.

Unlike other heavy weapons, the Mk 19 does use ammo dice just like small arms. If you hit, each ✓ on an ammo die lets you land an additional grenade in the target hex or a hex adjacent to it – or, if you attacked a specific target, score another hit on the target, or a secondary target in the same or an adjacent hex. If you miss, roll deviation one additional time for each ✓ rolled on your ammo dice.

TYPE	AMMO	REL	ROF	DAMAGE	CRIT	BLAST	RANGE	MAG	ARMOR	WEIGHT	PRICE
GL	40x53	5	4	3	3	D	20	32	0	6	2,500



M249

The M249 light machine gun (often called a SAW, for Squad Automatic Weapon, even though that designation has been dropped) is a US copy of the FN Minimi adopted into US service in the mid-'80s. It can be fired from the integral bipod, or from a tripod or vehicle pintle mount. It is capable of firing from belts of disintegrating links, which can be carried in a box attached to the receiver, and it can also use standard M16 (STANAG) magazines in an emergency.

TYPE	AMMO	REL	ROF	DAMAGE	CRIT
LMG	5.56x45	5	6	2	3
BLAST	**RANGE**	**MAG**	**ARMOR**	**WEIGHT**	**PRICE**
–	6	200	0	2	1,000



M60

The M60 general-purpose machine gun (GPMG) was developed in the 1950s from the World War II German FG-42 and MG-42. Although officially replaced in service by the M240B in the early 1990s, there were still large numbers in the US inventory and by the outbreak of war in the mid-'90s it was still the primary machine gun of American combat arms units. It includes an attached bipod and can also be fired from a tripod.

TYPE	AMMO	REL	ROF	DAMAGE	CRIT
GPMG	7.62x51	4	4	3	4
BLAST	**RANGE**	**MAG**	**ARMOR**	**WEIGHT**	**PRICE**
–	8	100	0	3	1,250



M240B

The M240B was adopted by the US armed forces as a vehicle-mounted machine gun in the late 1970s, and then as an infantry weapon in the early 1990s. It comes standard with a bipod but may also be mounted on a tripod or pintle. Unlike the M60, which was well known for jamming, the M240B was very reliable.

TYPE	AMMO	REL	ROF	DAMAGE	CRIT
GPMG	7.62x51	5	4	3	4
BLAST	**RANGE**	**MAG**	**ARMOR**	**WEIGHT**	**PRICE**
–	8	100	0	3	1,500



M2HB

The venerable Browning M2HB .50 machine gun was developed during World War I but not adopted until the 1930s. It has served in every branch of the US armed forces since then, mainly on vehicles, but also on tripods from fixed fighting positions. The weapon is so heavy, however, that a team is required to carry the barrel, receiver, tripod, and ammunition separately.

TYPE	AMMO	REL	ROF	DAMAGE	CRIT
HMG	.50 M2	5	4	4	4
BLAST	**RANGE**	**MAG**	**ARMOR**	**WEIGHT**	**PRICE**
–	15	100	0	7	2,000

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M72A3 LAW

The M72A3 Light Antitank Weapon (LAW) fires a 66mm HEAT rocket from a disposable, extendable fiberglass tube. It was introduced in the early 1960s and slated to be replaced by the M136 AT-4 in the 1980s, but production of the M72A3 continued through the beginning of the war in the mid-'90s, since it was found to be particularly useful against light vehicles and buildings, and two M72A3 could be carried instead of one M136 AT-4.

TYPE	AMMO	REL	ROF	DAMAGE	CRIT
ATRL	66mm	5	1	6	3
BLAST	**RANGE**	**MAG**	**ARMOR**	**WEIGHT**	**PRICE**
C	3	1	–1	1	100



M136 AT4

The M136 AT4 is a modified version of the earlier Swedish 74 mm Pansarskott m/68, developed in the late 1960s, adopted by the US armed forces in the mid-'80s. Like the M72A3 LAW, it is a disposable anti-tank weapon, but it has much better penetration and range than the M72A3. Like the LAW, it is also effective against buildings and lighter vehicles.

TYPE	AMMO	REL	ROF	DAMAGE	CRIT
ATRL	84mm	5	1	8	2
BLAST	**RANGE**	**MAG**	**ARMOR**	**WEIGHT**	**PRICE**
C	5	1	–1	2	200



FGM-148

The FGM-148 Javelin is a top-attack fire-and-forget antitank guided missile that only started being issued in the mid-'90s as a replacement for the M47 Dragon, so it is still quite rare. It is also capable of guiding itself against designated helicopters. As the Javelin missile hits from the top, the armor rating for the rear of the target vehicle as always used.

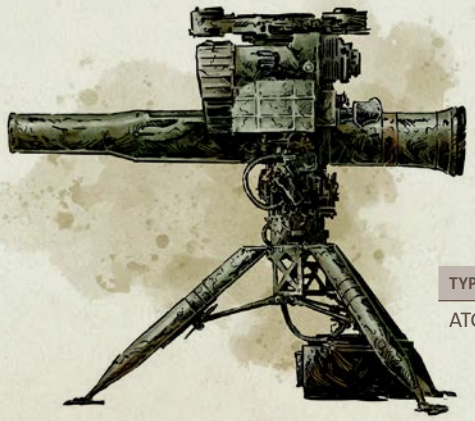
TYPE	AMMO	REL	ROF	DAMAGE	CRIT
ATGM	127mm	5	1	10	1
BLAST	**RANGE**	**MAG**	**ARMOR**	**WEIGHT**	**PRICE**
B	40	1	–1	3	7,500



M47 DRAGON

The M47 Dragon was developed in the mid-1970s as a wire-guided antitank missile capable of defeating the frontal armor of nearly any main battle tank. The gunner is expected to keep the crosshairs on the target for as long as 5 seconds while the missile flew to the target, despite having given away their position by the firing signature.

TYPE	AMMO	REL	ROF	DAMAGE	CRIT
ATGM	140mm	5	1	11	1
BLAST	**RANGE**	**MAG**	**ARMOR**	**WEIGHT**	**PRICE**
B	25	1	–1	3	5,000



BGM-71 TOW

The Tube-launched, Optically-tracked, Wire-guided (TOW) missile system was developed in the 1960s and is normally mounted on a vehicle (such as the Bradley or M901 ITV or a HMMWV) but can be carried by a crew. The gunner is expected to keep the crosshairs on the target for as long as 10 seconds while the missile flew to the target, despite having given away their position by the firing signature. Because the TOW has a much longer range than the Dragon, this was generally not a problem.

TYPE	AMMO	REL	ROF	DAMAGE	CRIT	BLAST	RANGE	MAG	ARMOR	WEIGHT	PRICE
ATGM	152mm	5	1	11	1	B	50	1	–2	15	10,000

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US MILITARY WEAPONS

WEAPON	TYPE	AMMO	REL	ROF	DAMAGE	CRIT	BLAST	RANGE	MAG	ARMOR	WEIGHT	PRICE
M1911A1	Pistol	.45	5	2	2	3	–	2	7	+1	½	100
M9	Pistol	9x19	5	2	1	2	–	2	15	+1	½	100
M16A1	Assault rifle	5.56x45	5	6	2	3	–	5	30	0	1	400
M16A2	Assault rifle	5.56x45	5	3	2	3	–	6	30	0	1	400
M4	Carbine	5.56x45	5	3	2	3	–	4	30	0	1	350
M4A1	Carbine	5.56x45	5	6	2	3	–	4	30	0	1	375
M40A3	Sniper rifle	7.62x51	5	1	3	3	–	12	5	0	2	500
M21	Sniper rifle	7.62x51	5	2	3	3	–	10	20	0	2	450
M82A1	Sniper rifle	.50 M2	5	1	4	3	–	20	10	0	3	1,000
M79	GL	40x46	5	1	3	3	D	5	1	0	1	250
M203	GL	40x46	5	1	3	3	D	4	1	0	½	300
Mk 19	GL****	40x53*	5	4	3	3	D	20	32	0	6***	2,500
M249	LMG	5.56x45	5	6	2	3	–	6	200*	0	2	1,000
M60	GPMG	7.62x51	4	4	3	4	–	8	100*	0	3	1,250
M240B	GPMG	7.62x51	5	4	3	4	–	8	100*	0	3	1,500
M2HB	HMG	.50 M2	5	4	4	4	–	15	100*	0	7***	2,000
M72A3 LAW	ATRL	66mm	5	1	6	3	C	3	1**	–1	1	100
M136 AT4	ATRL	84mm	5	1	8	2	C	5	1**	–1	2	200
FGM-148	ATGM	127mm	5	1	10	1	B	40	1	–1	3	7,500
M47 Dragon	ATGM	140mm	5	1	11	1	B	25	1	–1	3	5,000
BGM-71 TOW	ATGM	152mm	5	1	11	1	B	50	1	–2	15***	10,000

*Ammo belt (one encumbrance unit).
**Disposable. Can be fired only once.
***Needs to be fired from a tripod or vehicle mount.
****Automatic grenade launcher. Uses ammo dice (page 63).

SOVIET MILITARY WEAPONS



PM

The Pistolet Makarova, commonly known as the Makarov, was adopted by the Soviet Armed Forces in the early 1950s to replace older pre-World War II designs. It was built around a new 9x18mm cartridge midway in power between the 9x17mm (.380 ACP) and 9x19mm (9mm Parabellum or NATO). It was later supplemented, but not replaced, by the PSM pistol.

TYPE	AMMO	REL	ROF	DAMAGE	CRIT
Pistol	9x18	5	2	1	3

BLAST	RANGE	MAG	ARMOR	WEIGHT	PRICE
–	2	8	+2	½	75



PSM

The Pistolet Samozaryadny Malogabaritny supplemented the Makarov in the early 1970s. It fires a 5.45x18mm cartridge that is basically the Makarov round necked down to fire an AK-74 bullet. Because it is so small, it is popular among undercover agents and high-ranking officers.

TYPE	AMMO	REL	ROF	DAMAGE	CRIT
Pistol	5.45x18	5	2	1	4

BLAST	RANGE	MAG	ARMOR	WEIGHT	PRICE
–	2	8	+2	¼	75

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AKM

The final version of the legendary Avtomat Kalashnikova AK-47, the "modernized" AK took over production in the late 1950s. Although it was officially replaced by the AK-74 in the mid-1970s, it never went out of style and large stockpiles were held in reserve and provided to Soviet allies.

TYPE	AMMO	REL	ROF	DAMAGE	CRIT
Assault rifle	7.62x39	5	4	2	3
BLAST	**RANGE**	**MAG**	**ARMOR**	**WEIGHT**	**PRICE**
–	5	30	0	1	300



AK-74

The AK-74 is the latest AK-derivative used by the Soviet armed forces and officially supplanted the AKM in front-line service in the mid-1970s. Like most NATO assault rifles, it is built around a smaller caliber cartridge, in this case the 5.45x39mm derived from the original 7.62x39mm cartridge of the AK-47.

TYPE	AMMO	REL	ROF	DAMAGE	CRIT
Assault rifle	5.45x39	5	5	2	3
BLAST	**RANGE**	**MAG**	**ARMOR**	**WEIGHT**	**PRICE**
–	6	30	0	1	400



PP-19

The PP-19 Bizon is a submachine gun based on the AK receiver firing 9x18mm Makarov pistol ammunition from a helical magazine below the barrel. It was adopted in the early 1990s and issued primarily to counter-terrorist units of the MVD and KGB.

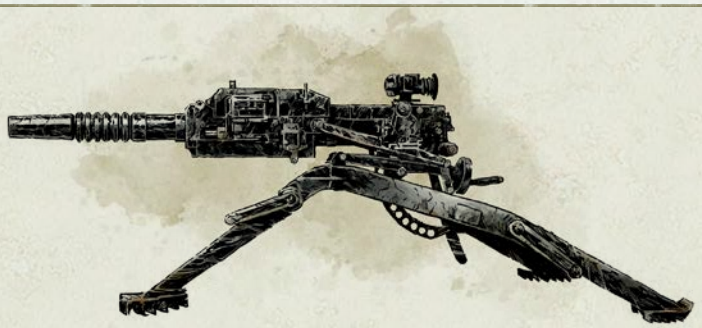
TYPE	AMMO	REL	ROF	DAMAGE	CRIT
SMG	9x18	5	5	1	3
BLAST	**RANGE**	**MAG**	**ARMOR**	**WEIGHT**	**PRICE**
–	3	64	+2	1	350



GP-25

The GP-25 series consists of 40mm grenade launchers for any AK series rifle. The grenade has no cartridge case and is muzzle-loaded, making it more like a trigger-fired 40mm mortar than a grenade launcher. The spin-armed fuse sets between 10 and 40 meters from the muzzle, so the grenade will not detonate any closer than that.

TYPE	AMMO	REL	ROF	DAMAGE	CRIT
GL	40mm	5	1	3	4
BLAST	**RANGE**	**MAG**	**ARMOR**	**WEIGHT**	**PRICE**
D	4	1	0	1	250



AGS-17

The AGS-17 Plamya is a belt-fed 30mm automatic grenade launcher that can be mounted on a tripod or a vehicle pintle. It was adopted in the early 1970s and has been used widely since that time. Unlike the GP-25 40mm grenade launcher, the AGS-17 used conventional cased cartridges.

Unlike other heavy weapons, the AGS-17 uses ammo dice just like small arms. If you hit, each ◢ on an ammo die lets you land an additional grenade in the target hex or a hex adjacent to it – or, if you attacked a specific target, score another hit on the target, or a secondary target in the same or an adjacent hex. If you miss, roll deviation one additional time for each ◢ rolled on your ammo dice.

TYPE	AMMO	REL	ROF	DAMAGE	CRIT	BLAST	RANGE	MAG	ARMOR	WEIGHT	PRICE
GL	30x29	4	4	3	4	D	15	29	0	5	2,000

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SVD-63

The SVD-63, more commonly known as the SVD or Dragunov, is a platoon-issued semi automatic sniper rifle introduced in the Soviet Army during the early 1960s. It is very common, although the folding-stock version (issued to paratroopers) is still quite rare.

TYPE	AMMO	REL	ROF	DAMAGE	CRIT
Sniper rifle	7.62x54	5	2	3	3

BLAST	RANGE	MAG	ARMOR	WEIGHT	PRICE
–	10	10	0	2	500



PKM

The PKM, or modern version of the Pulemyot Kalashnikova, is a Soviet belt-fed general-purpose machine gun introduced in the 1960s. It comes with a detachable bipod, but it can also be mounted on a tripod or a vehicle pintle.

TYPE	AMMO	REL	ROF	DAMAGE	CRIT
GPMG	7.62x54	5	5	3	4

BLAST	RANGE	MAG	ARMOR	WEIGHT	PRICE
–	8	100	0	3	1,250

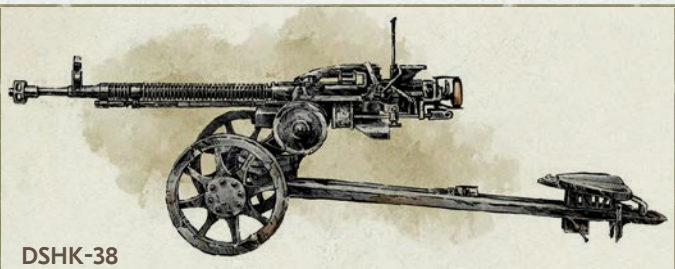


RPK

The RPK or Ruchnoy Pulemyot Kalashnikova, is the LMG version of the AK-47 series. It has a longer, heavier barrel with an integral bipod and is issued with 40-round magazines and 75-round drums, both of which can be used in a regular AKM. A model with a folding stock is also available for use by airborne forces.

The **RPK-74** is simply the RPK version of the AK-74. Like the RPK, it has a heavier barrel with a built-in bipod, but it is issued only with 45-round magazines and not drums. This magazine is also interchangeable with the 30-round magazine of the AK-74. A folding-stock model is made for paratroopers.

WEAPON	TYPE	AMMO	REL	ROF	DAMAGE	CRIT	BLAST	RANGE	MAG	ARMOR	WEIGHT	PRICE
RPK	LMG	7.62x39	5	4	2	3	–	6	75	0	2	600
RPK-74	LMG	5.45x39	5	5	2	3	–	7	45	0	2	750



DSHK-38

The DShK-38, or Degtyaryova-Shpagina Krupnokaliberny model of 1938, is a Soviet heavy machine gun adopted in the late 1930s. It can be fired from a vehicle pintle or broken down and carried by a crew for tripod use. Although mostly replaced by the NSV, tens of thousands of DShK-38 machineguns are still in service and stockpiles.

TYPE	AMMO	REL	ROF	DAMAGE	CRIT
HMG	12.7x108	5	4	4	4

BLAST	RANGE	MAG	ARMOR	WEIGHT	PRICE
–	15	50	0	7	1,750



NSV

The NSV, or Nikitina-Sokolova-Volkova, is a Soviet heavy machine gun that began replacing the DShK-38 in the early 1970s. It is most often mounted on vehicles; however, it can be broken down and carried by a crew for tripod-mounted use.

TYPE	AMMO	REL	ROF	DAMAGE	CRIT
HMG	12.7x108	5	6	4	4

BLAST	RANGE	MAG	ARMOR	WEIGHT	PRICE
–	15	50	0	6	2,000

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RPG-7V

The RPG-7V, or Ruchnoy Protivotankoviy Granatomyot, is a portable, reloadable antitank rocket launcher based on the RPG-2, itself derived from the World War II German Panzerfaust. It was developed in the early 1960s and has a very small backblast which enables it to be fired indoors safely.

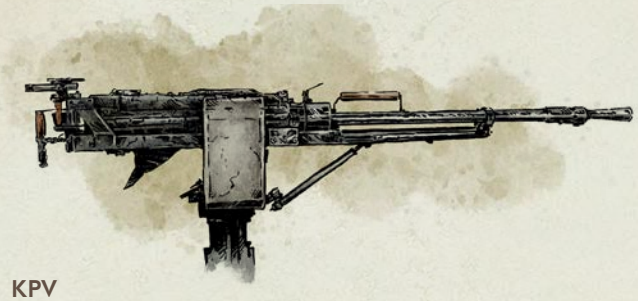
TYPE	AMMO	REL	ROF	DAMAGE	CRIT
ATRL	83mm	5	1	7	2
BLAST	**RANGE**	**MAG**	**ARMOR**	**WEIGHT**	**PRICE**
C	6	1	–1	2	750



RPG-16

The RPG-16 is a smaller version of the RPG-7V intended for use by airborne and Spetsnaz troops. It is more accurate than the RPG-7V, but has a smaller warhead with less armor penetration.

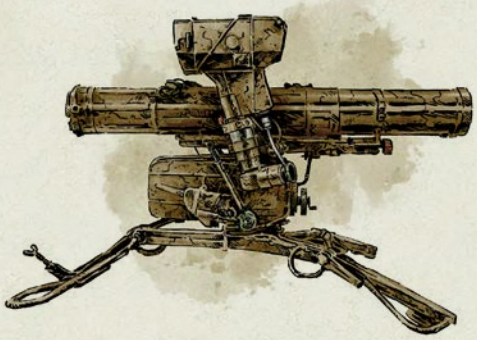
TYPE	AMMO	REL	ROF	DAMAGE	CRIT
ATRL	58mm	5	1	5	3
BLAST	**RANGE**	**MAG**	**ARMOR**	**WEIGHT**	**PRICE**
C	8	1	–1	2	1,000



KPV

The KPV, or Krupnokaliberniy Pulemyot Vladimirova, is a Soviet heavy machine gun introduced shortly after World War II. It can be found mounted on many armored fighting vehicles and on independent towed anti-aircraft trailers such as the ZPU-1, ZPU-2, and ZPU-4 (the numbers indicating how many KPV machineguns are mounted together).

TYPE	AMMO	REL	ROF	DAMAGE	CRIT
HMG	14.5x114	5	4	4	3
BLAST	**RANGE**	**MAG**	**ARMOR**	**WEIGHT**	**PRICE**
–	20	40	0	9	2,500



9M113 KONKURS

The 9M113 Konkurs (NATO codename AT-5 Spandrel) is a wire-guided antitank missile developed in the mid-1970s and often found mounted on vehicles. It can also be carried by a crew for firing from a tripod.

TYPE	AMMO	REL	ROF	DAMAGE	CRIT
ATGM	135mm	5	1	10	1
BLAST	**RANGE**	**MAG**	**ARMOR**	**WEIGHT**	**PRICE**
B	40	1	–1	3	5,000

SOVIET MILITARY WEAPONS

WEAPON	TYPE	AMMO	REL	ROF	DAMAGE	CRIT	BLAST	RANGE	MAG	ARMOR	WEIGHT	PRICE
PM	Pistol	9x18	5	2	1	3	–	2	8	+2	½	75
PSM	Pistol	5.45x18	5	2	1	4	–	2	8	+2	¼	75
AKM	Assault rifle	7.62x39	5	4	2	3	–	5	30	0	1	300
AK-74	Assault rifle	5.45x39	5	5	2	3	–	6	30	0	1	400
PP-19	SMG	9x18	5	5	1	3	–	3	64	+2	1	350
GP-25	GL	40mm	5	1	3	4	D	4	1	0	1	250
AGS-17	GL****	30x29*	4	4	3	4	D	15	29	0	5***	2,000

Conny Delshagen (Order #29978988)

WEAPON	TYPE	AMMO	REL	ROF	DAMAGE	CRIT	BLAST	RANGE	MAG	ARMOR	WEIGHT	PRICE
SVD-63	Sniper rifle	7.62x54	5	2	3	3	–	10	10	0	2	500
RPK	LMG	7.62x39	5	4	2	3	–	6	75	0	2	600
RPK-74	LMG	5.45x39	5	5	2	3	–	7	45	0	2	750
PKM	GPMG	7.62x54	5	5	3	4	–	8	100*	0	3	1,250
DShK-38	HMG	12.7x108	5	4	4	4	–	15	50*	0	7***	1,750
NSV	HMG	12.7x108	5	6	4	4	–	15	50*	0	6***	2,000
KPV	HMG	14.5x114	5	4	4	3	–	20	40*	0	9***	2,500
RPG-7V	ATRL	83mm	5	1	7	2	C	6	1	–1	2	750
RPG-16	ATRL	58mm	5	1	5	3	C	8	1	–1	2	1,000
9M113 Konkurs	ATGM	135mm	5	1	10	1	B	40	1	–1	3	5,000

*Ammo belt (one encumbrance unit).
**Disposable. Can be fired only once.
***Needs to be fired from a tripod or vehicle mount.
****Automatic grenade launcher. Uses ammo dice (page 63).

SWEDISH MILITARY WEAPONS



PIST 88

The Pist 88 is the Austrian Glock 17 pistol used by the Swedish Armed Forces since the 1980s. It is a striker-fired polymer-framed double-column 9x19mm pistol, well known both for its reliability and its simplicity of use.

TYPE	AMMO	REL	ROF	DAMAGE	CRIT
Pistol	9x19	5	2	1	2

BLAST	RANGE	MAG	ARMOR	WEIGHT	PRICE
–	2	17	+1	½	125



AK 4

The Ak 4 Automatkarbin is the German G3 battle rifle manufactured under license in Sweden. It was developed in the late 1950s in cooperation with Spain and its design was based on the World War II StG 44. Sweden adopted the rifle in the late 1960s, and in spite of its replacement by the Ak 5, many Ak 4 rifles are still issued and held in stockpiles.

TYPE	AMMO	REL	ROF	DAMAGE	CRIT
Battle rifle	7.62x51	5	4	3	4

BLAST	RANGE	MAG	ARMOR	WEIGHT	PRICE
–	8	20	0	2	500



AK 5

The Ak 5 is the Belgian FNC assault rifle manufactured under license in Sweden. This rifle was developed in the early 1980s as a replacement for Belgium's aging FN FALs, and was subsequently adopted by other nations including Sweden and Indonesia.

TYPE	AMMO	REL	ROF	DAMAGE	CRIT	BLAST	RANGE	MAG	ARMOR	WEIGHT	PRICE
Assault rifle	5.56x45	5	5	2	3	–	6	30	0	1	400

Conny Delshagen (Order #29978988)



PSG 90

The Psg 90 Prickskyttegevär is the Arctic Warfare bolt-action sniper rifle designed for cold climates and manufactured under license in Sweden. It is identical to the British L118A1 and Australian SR98. A folding-stock model (Psg 90B) is also available.

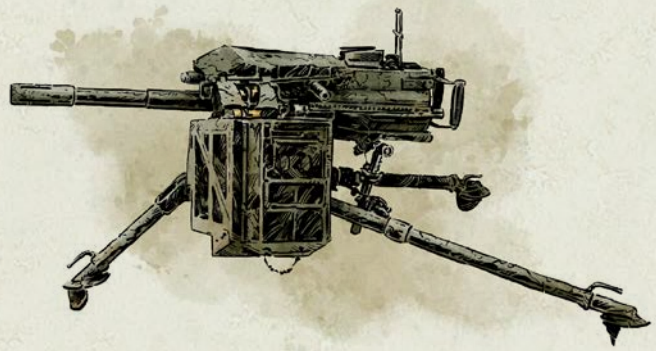
TYPE	AMMO	REL	ROF	DAMAGE	CRIT
Sniper rifle	7.62x51	5	1	3	3
BLAST	**RANGE**	**MAG**	**ARMOR**	**WEIGHT**	**PRICE**
–	12	10	0	2	750



AG 90

The Ag 90 is the US Barrett M82A1 sniper rifle manufactured under license in Sweden. See the US listing for the M82A1 for more information.

TYPE	AMMO	REL	ROF	DAMAGE	CRIT
Sniper rifle	.50 M2	5	1	4	3
BLAST	**RANGE**	**MAG**	**ARMOR**	**WEIGHT**	**PRICE**
–	20	10	0	5	1,000



GRSP 40

The Grsp 40 is the US Mk 19 automatic grenade launcher manufactured under license in Sweden. See the US listing for the Mk 19 for more information.

TYPE	AMMO	REL	ROF	DAMAGE	CRIT
GL	40x53	5	4	3	3
BLAST	**RANGE**	**MAG**	**ARMOR**	**WEIGHT**	**PRICE**
D	20	32	0	6	2,500



KPIST M/45

Also known as the Carl Gustaf M/45, this Swedish submachine gun was adopted in 1945. The m/45 was the standard submachine gun of the Swedish Army for decades. It was gradually replaced in Swedish service by the Ak 4 battle rifle and Ak 5 assault rifle.

TYPE	AMMO	REL	ROF	DAMAGE	CRIT
SMG	9x19	5	4	1	2
BLAST	**RANGE**	**MAG**	**ARMOR**	**WEIGHT**	**PRICE**
–	3	36	+1	1	300



KSP 90

The Kulspruta 90 is the FN Minimi light machine gun manufactured under license in Sweden. See the US listing for the M249 for more information.

TYPE	AMMO	REL	ROF	DAMAGE	CRIT
LMG	5.56x45	5	6	2	3
BLAST	**RANGE**	**MAG**	**ARMOR**	**WEIGHT**	**PRICE**
–	6	200	0	2	1,000

Conny Delshagen (Order #29978988)



KSP 58B

The Ksp 58B is the FN MAG 59 general-purpose machine gun manufactured under license in Sweden. See the US listing for the M240B for more information.

TYPE	AMMO	REL	ROF	DAMAGE	CRIT
GPMG	7.62x51	5	4	3	4

BLAST	RANGE	MAG	ARMOR	WEIGHT	PRICE
–	8	100	0	3	1,500



KSP 88

The Ksp 88 is the US Browning M2HB heavy machine gun manufactured under license in Sweden. See the US listing for the M2HB for more information.

TYPE	AMMO	REL	ROF	DAMAGE	CRIT
HMG	.50 M2	5	4	4	4

BLAST	RANGE	MAG	ARMOR	WEIGHT	PRICE
–	15	100	0	7	2,000



GRG M/48

The Grg m/48, also known as the Carl Gustaf, is a shoulder-fired 84mm recoilless rifle designed in the late 1940s and adopted by the Swedish army. The M3 version, introduced in the early 1990s, was also adopted for limited use by US SOCOM.

TYPE	AMMO	REL	ROF	DAMAGE	CRIT
ATRL	84mm	5	1	7	2

BLAST	RANGE	MAG	ARMOR	WEIGHT	PRICE
C	5	1	–1	3	1,000



PSKOTT M/86

The Pskott Pansarskott m/86 was developed in the mid-1980s to replace the older 74mm Pskott m/68. It was adopted by the US armed forces as the M136 AT4. See the US listing for the M136 AT4 for more information.

TYPE	AMMO	REL	ROF	DAMAGE	CRIT
ATRL	84mm	5	1	8	2

BLAST	RANGE	MAG	ARMOR	WEIGHT	PRICE
C	5	1	–1	2	200

SWEDISH MILITARY WEAPONS

WEAPON	TYPE	AMMO	REL	ROF	DAMAGE	CRIT	BLAST	RANGE	MAG	ARMOR	WEIGHT	PRICE
Pist 88	Pistol	9x19	5	2	1	2	–	2	17	+1	½	100
Ak 4	Battle rifle	7.62x51	5	4	3	4	–	8	20	0	2	500
Ak 5	Assault rifle	5.56x45	5	5	2	3	–	6	30	0	1	400
Psg 90	Sniper rifle	7.62x51	5	1	3	3	–	12	10	0	2	750
Ag 90	Sniper rifle	.50 M2	5	1	4	3	–	20	10	0	3	1,000
Grsp 40	GL	40x53*	5	4	3	3	D	20	32	0	6***	2,500
Kpist m/45	SMG	9x19	5	4	1	2	–	3	36	+1	1	350

Conny Delshagen (Order #29978988)

SWEDISH MILITARY WEAPONS, CONT.

WEAPON	TYPE	AMMO	REL	ROF	DAMAGE	CRIT	BLAST	RANGE	MAG	ARMOR	WEIGHT	PRICE
Ksp 90	LMG	5.56x45	5	6	2	3	–	6	200*	0	2	1,000
Ksp 58B	GPMG	7.62x51	5	4	3	4	–	8	100*	0	3	1,500
Ksp 88	HMG	.50 M2	5	4	4	4	–	15	100*	0	7***	2,000
Grg m/48	ATRL	84mm	5	1	7	2	C	5	1	–1	3	1,000
Pskott m/86	ATRL	84mm	5	1	8	2	C	5	1**	–1	2	200

*Ammo belt (one encumbrance unit).
**Disposable. Can be fired only once.
***Needs to be fired from a tripod or vehicle mount.

POLISH MILITARY WEAPONS



P-83

The P-83 is a copy of the Soviet Makarov PM pistol manufactured in Poland. See the Soviet listing for the PM for more information.

TYPE	AMMO	REL	ROF	DAMAGE	CRIT
Pistol	9x18	5	2	1	3

BLAST	RANGE	MAG	ARMOR	WEIGHT	PRICE
–	2	8	+2	½	75



AKM

The AKM is a copy of the Soviet AKM assault rifle manufactured in Poland. See the Soviet listing for the AKM for more information.

TYPE	AMMO	REL	ROF	DAMAGE	CRIT
Assault rifle	7.62x39	5	4	2	3

BLAST	RANGE	MAG	ARMOR	WEIGHT	PRICE
–	5	30	0	1	300



PMK-60

The PMK-60 is a special Polish version of the AK-47 that includes an adapter for firing rifle grenades (no other AK-series rifles are inherently capable of firing rifle grenades). Other than that, this rifle is treated as a standard AKM.

TYPE	AMMO	REL	ROF	DAMAGE	CRIT
Assault rifle	7.62x39	5	4	2	3

BLAST	RANGE	MAG	ARMOR	WEIGHT	PRICE
–	5	30	0	1	350



PM-84

The PM-84 Glauberyt is a Polish submachine gun that entered service in the mid-1980s to provide a lighter personal defense weapon for vehicle crews and police. It is not widely used (or even well known) outside of Poland.

TYPE	AMMO	REL	ROF	DAMAGE	CRIT
SMG	9x18	5	4	1	3

BLAST	RANGE	MAG	ARMOR	WEIGHT	PRICE
–	3	25	+2	1	300

Conny Delshagen (Order #29978988)



WZ. 1974

The wz. 1974 Pallad is an indigenous Polish underbarrel grenade launcher for the AKM. It is more similar to the M203 than the Soviet GP-25, as it uses a conventionally-cased 40x47mm cartridge that is not interchangeable with the NATO 40x46mm grenade cartridge.

TYPE	AMMO	REL	ROF	DAMAGE	CRIT
GL	40x47	5	1	3	4
BLAST	**RANGE**	**MAG**	**ARMOR**	**WEIGHT**	**PRICE**
D	5	1	0	½	350



SWD

The SWD is a copy of the Soviet SVD-63 sniper rifle manufactured in Poland. See the Soviet listing for the SVD-63 for more information.

TYPE	AMMO	REL	ROF	DAMAGE	CRIT
Sniper rifle	7.62x54	5	2	3	3
BLAST	**RANGE**	**MAG**	**ARMOR**	**WEIGHT**	**PRICE**
–	10	10	0	2	500



RPK

The RPK is a copy of the Soviet RPK light machine gun manufactured in Poland. See the Soviet listing for the RPK for more information.

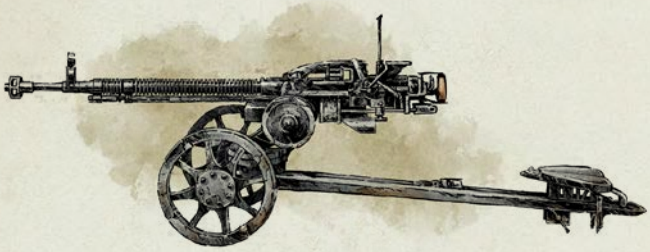
TYPE	AMMO	REL	ROF	DAMAGE	CRIT
LMG	7.62x39	5	4	2	3
BLAST	**RANGE**	**MAG**	**ARMOR**	**WEIGHT**	**PRICE**
–	6	75	0	2	600



PKM

The PKM is a copy of the Soviet PKM general-purpose machine gun manufactured in Poland. See the Soviet listing for the PKM for more information.

TYPE	AMMO	REL	ROF	DAMAGE	CRIT
GPMG	7.62x54	5	5	3	4
BLAST	**RANGE**	**MAG**	**ARMOR**	**WEIGHT**	**PRICE**
–	8	100	0	3	1,250



DSZKM

The DSzKM is a copy of the Soviet DShK-38 heavy machine gun manufactured in Poland. See the Soviet listing for the DShK-38 for more information.

TYPE	AMMO	REL	ROF	DAMAGE	CRIT
HMG	12.7x108	5	4	4	4
BLAST	**RANGE**	**MAG**	**ARMOR**	**WEIGHT**	**PRICE**
–	15	50	0	7	1,750



NSW

The NSW is a copy of the Soviet NSV heavy machine gun manufactured in Poland. See the Soviet listing for the NSV for more information.

TYPE	AMMO	REL	ROF	DAMAGE	CRIT
HMG	12.7x108	5	6	4	4
BLAST	**RANGE**	**MAG**	**ARMOR**	**WEIGHT**	**PRICE**
–	15	50	0	6	2,000

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RPG-7V

The RPG-7Vis a copy of the Soviet RPG-7V antitank rocket launcher manufactured in Poland. See the Soviet listing for the RPG-7V for more information.

TYPE	AMMO	REL	ROF	DAMAGE	CRIT
ATRL	83mm	5	1	7	2
BLAST	**RANGE**	**MAG**	**ARMOR**	**WEIGHT**	**PRICE**
C	6	1	–1	2	750

POLISH MILITARY WEAPONS

WEAPON	TYPE	AMMO	REL	ROF	DAMAGE	CRIT	BLAST	RANGE	MAG	ARMOR	WEIGHT	PRICE
P-83	Pistol	9x18	5	2	1	3	–	2	8	+2	½	75
AKM	Assault rifle	7.62x39	5	4	2	3	–	5	30	0	1	300
PMK-60	Assault rifle	7.62x39	5	4	2	3	–	5	30	0	1	350
PM-84	SMG	9x18	5	4	1	3	–	3	25	+2	1	300
wz. 1974	GL	40x47	5	1	3	4	D	5	1	0	½	350
SWD	Sniper rifle	7.62x54	5	2	3	3	–	10	10	0	2	500
RPK	LMG	7.62x39	5	4	2	3	–	6	75	0	2	600
PKM	GPMG	7.62x54	5	5	3	4	–	8	100*	0	3	1,250
DSzKM	HMG	12.7x108	5	4	4	4	–	15	50*	0	7**	1,750
NSW	HMG	12.7x108	5	6	4	4	–	15	50*	0	6**	2,000
RPG-7V	ATRL	83mm	5	1	7	2	C	6	1	–1	2	750

*Ammo belt (one encumbrance unit).
**Needs to be fired from a tripod or vehicle mount.

OTHER MILITARY WEAPONS



FN FAL

The FN FAL was one of the world's first modern battle rifles and was adopted by many Western nations as their standard infantry weapon in the 1950s. It was available with a fixed or folding stock and in semiautomatic and selective-fire models, as well as LMG and carbine versions.

TYPE	AMMO	REL	ROF	DAMAGE	CRIT
Battle rifle	7.62x51	5	4	3	4
BLAST	**RANGE**	**MAG**	**ARMOR**	**WEIGHT**	**PRICE**
–	8	20	0	2	500



FAMAS

The FAMAS was the French contribution to the development of bullpup assault rifles, and this model was adopted in the late 1970s to replace the older battle rifles and submachine guns of the French army.

TYPE	AMMO	REL	ROF	DAMAGE	CRIT
Assault rifle	5.56x45	5	6	2	3
BLAST	**RANGE**	**MAG**	**ARMOR**	**WEIGHT**	**PRICE**
–	5	25	0	1	400

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VZ 61

The vz 61 Škorpion is a rare but interesting Czechoslovakian machine pistol adopted in the early 1960s and generally used as a PDW to replace both pistol and submachine gun. Although carried holstered, like a pistol, it has a folding stock and generally larger magazine capacity than most pistols, although firing a somewhat underpowered cartridge.

TYPE	AMMO	REL	ROF	DAMAGE	CRIT
SMG	7.65x17	5	6	1	3
BLAST	**RANGE**	**MAG**	**ARMOR**	**WEIGHT**	**PRICE**
–	2	20	+2	½	200



UZI

The Israeli Uzi is one of the most famous submachine guns of all time and was adopted in the early 1950s by the IDF before being exported around the world. It is available with either a detachable fixed stock or a folding stock and is one of the few submachine guns ever made to accept a bayonet.

TYPE	AMMO	REL	ROF	DAMAGE	CRIT
SMG	9x19	5	4	1	2
BLAST	**RANGE**	**MAG**	**ARMOR**	**WEIGHT**	**PRICE**
–	3	32	+1	1	350



PSG-1

The PSG-1 *Präzisionsschützengewehr* is a German semi automatic sniper rifle derived from the G3 series of battle rifles and adopted in the 1970s, mainly for use by counterterrorism units. A military version with plastic accessories (weight 1), called the MSG90, was developed in the early 1990s but is even more rare than the original rifle.

TYPE	AMMO	REL	ROF	DAMAGE	CRIT
Sniper rifle	7.62x51	5	1	3	3
BLAST	**RANGE**	**MAG**	**ARMOR**	**WEIGHT**	**PRICE**
–	12	20	0	2	1,000



ARMBRUST

The German Armbrust is one of the few disposable antitank rocket launchers that can be fired safely from indoors due to its low firing signature. It was developed in the 1970s and is similar to the M72A3 LAW in lethality.

TYPE	AMMO	REL	ROF	DAMAGE	CRIT
ATRL	67mm	5	1	6	3
BLAST	**RANGE**	**MAG**	**ARMOR**	**WEIGHT**	**PRICE**
C	4	1	–1	1	100



PZF 3

The German *Panzerfaust* 3 antitank rocket launcher was adopted in the early 1990s to replace the aging PzF 44 developed at the end of World War II. It is similar to the RPG-7V, itself derived from the original Panzerfaust, but has longer range and greater penetration than the Soviet weapon.

TYPE	AMMO	REL	ROF	DAMAGE	CRIT
ATRL	110mm	5	1	8	1
BLAST	**RANGE**	**MAG**	**ARMOR**	**WEIGHT**	**PRICE**
C	7	1	–1	1	250

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OTHER MILITARY WEAPONS

WEAPON	TYPE	AMMO	REL	ROF	DAMAGE	CRIT	BLAST	RANGE	MAG	ARMOR	WEIGHT	PRICE
FN FAL	Battle rifle	7.62x51	5	4	3	4	–	8	20	0	2	500
FAMAS	Assault rifle	5.56x45	5	6	2	3	–	5	25	0	1	400
Vz 61	SMG	7.65x17	5	6	1	3	–	2	20	+2	½	200
Uzi	SMG	9x19	5	4	1	2	–	3	32	+1	1	350
PSG-1	Sniper rifle	7.62x51	5	1	3	3	–	12	20	0	2	1,000
Armbrust	ATRL	67mm	5	1	6	3	C	4	1*	–1	1	100
PzF 3	ATRL	110mm	5	1	8	1	C	7	1	–1	1	250

*Disposable. Can be fired only once.

HAND GRENADES



FRAGMENTATION

DAMAGE	CRIT	BLAST	RANGE
2	3	C	3

ARMOR	WEIGHT	PRICE
+1	¼	30



ANTI TANK

DAMAGE	CRIT	BLAST	RANGE
6	3	D	3

ARMOR	WEIGHT	PRICE
–1	¼	50



WHITE PHOSPHOROUS

DAMAGE	CRIT	BLAST	RANGE
–	–	Fire B	3

ARMOR	WEIGHT	PRICE
–	¼	50



IMPROVISED

DAMAGE	CRIT	BLAST	RANGE
2	3	C	2

ARMOR	WEIGHT	PRICE
+1	1	25

HAND GRENADES

WEAPON	DAMAGE	CRIT	BLAST	RANGE	ARMOR	WEIGHT	PRICE
Fragmentation	2	3	C	3	+1	¼	30
Anti Tank	6	3	D	3	–1	¼	50
Smoke*	–	–	–	3	–	¼	25
White Phosphorous	–	–	Fire B**	3	–	¼	50
Improvised***	2	3	C	2	+1	1	25
Molotov Cocktail****	–	–	Fire C**	2	–	1	15

*Fills the target hex with **SMOKE** (page 60).

**Fire effect in target hex only.

***Can be jury rigged, using one encumbrance unit of improvised explosives (or equivalent), and one general spare part for shrapnel.

****Can be jury rigged, using one liter of fuel and a bottle.

Conny Delshagen (Order #29978988)

ARTILLERY

VEHICLE CANNONS

WEAPON	AMMO	REL	ROF	DAMAGE	CRIT	BLAST	RANGE	MAG	ARMOR
20/23mm	AP	5	6	5	3	–	20	100	0
	HE	5	6	4	3	D	25	100	+2
25mm	AP	5	4	5	3	–	30	300	0
	HE	5	4	4	3	D	35	300	+2
30mm	AP	5	3	6	3	–	20	500	0
	HE	5	3	5	4	D	25	500	+2
40mm	AP	5	3	6	3	–	35	500	0
	HE	5	3	5	4	D	40	500	+2
73mm	AP	5	1	6	3	–	10	1	0
	HE	5	1	5	3	C	10	1	+2
76.2mm	AP	5	1	7	2	–	10	1	0
	HE	5	1	6	3	C	15	1	+2
	HEAT	5	1	7	2	C	15	1	–1
100mm	APDS	5	1	8	2	–	25	1	0
	HE	5	1	7	3	B	30	1	+2
	HEAT	5	1	7	2	B	25	1	–1
105mm	APDS	5	1	8	2	–	30	1	0
	HE	5	1	7	2	B	40	1	+2
	HEAT	5	1	8	2	B	30	1	–1
115mm	APDS	5	1	9	2	–	25	1	0
	HE	5	1	8	2	B	30	1	+2
	HEAT	5	1	9	2	B	25	1	–1
120mm	APFSDS	5	1	10	1	–	40	1	–1
	HEAT	5	1	10	1	B	40	1	–1
125mm	APFSDS	5	1	11	1	–	30	1	–1
	HE	5	1	10	1	B	40	1	+2
	HEAT	5	1	11	1	B	30	1	–1

MORTARS

WEAPON	AMMO	REL	ROF	DAMAGE*	CRIT*	BLAST	RANGE	MAG	ARMOR*	WEIGHT	PRICE
60mm	HE/WP/CHEM/ILLUM	5	1	5	3	C	35	1	+2	6**	1,000
81mm	HE/WP/CHEM/ILLUM	5	1	6	3	B	65	1	+2	10***	2,500
82mm*****	HE/WP/CHEM/ILLUM	5	1	6	3	B	40	1	+2	10***	2,500
4.2 inch	HE/WP/CHEM/ILLUM	5	1	8	2	A	75	1	+2	100	5,000
120mm	HE/WP/CHEM/ILLUM	5	1	9	2	A	75	1	+2	50	7,500
Improvised	HE/WP/CHEM/ILLUM	3	1	4–6****	4	A–C****	15	1	+2	5	200

*HE only. WP, CHEM, and ILLUM rounds have no direct damage effect.
**Can be broken down into tube (2), bipod (2), baseplate (1), and sight (1). Takes one stretch to assemble/disassemble.
***Can be broken down into tube (4), baseplate (3), bipod (2), and sight (1).
****Depends on ammunition used.
*****The Vasilek semi-automatic 82mm mortar system has a RoF of 2 and Mag of 4. It must be towed and can't be broken down. It uses ammo dice just like small arms. On a hit, each ⌖ on an ammo die lands an additional grenade in the target hex or a hex adjacent to it. On a miss, deviation is rolled one additional time for each ⌖ rolled on the ammo dice.

Conny Delshagen (Order #29978988)

HOWITZERS

WEAPON	AMMO	REL	ROF	DAMAGE*	CRIT*	BLAST	RANGE	MAG	ARMOR*	PRICE
105mm	HE/WP/CHEM/ILLUM	5	1	8	2	B	150	1	+2	10,000
122mm	HE/WP/CHEM/ILLUM	5	1	10	1	B	200	1	+2	15,000
152mm	HE/WP/CHEM/ILLUM	5	1	11	1	A	250	1	+2	20,000
155mm	HE/WP/CHEM/ILLUM	5	1	11	1	A	250	1	+2	25,000
203mm**	HE/WP/CHEM/ILLUM	5	1	12	1	A	400	1	+2	30,000

*HE only. WP, CHEM, and ILLUM rounds have no direct damage effect.
**Capable of firing atomic shells.

HEAVY WEAPONS AMMUNITION

TYPE	CALIBER	WEIGHT	PRICE
GL	40mm	¼	25
ATRL	58–110mm	1	150
ATGM	127–152mm	4	500
HE	20–40mm	¼	25
	41–60mm	½	50
	61–75mm	2	100
	76–90mm	4	150
	91–114mm	6	200
	115–125mm	8	250
	126–139mm	10	350
	140mm+	12	500
HEAT	61–75mm	2	150
	76–90mm	4	200
	91–114mm	6	250
	115–125mm	8	350
	126–139mm	10	500
	140mm+	12	750
AP	20–40mm	¼	25
	41–60mm	½	50
	61–75mm	2	100
	76–90mm	4	150
APDS	91–114mm	6	250

TYPE	CALIBER	WEIGHT	PRICE
APFSDS	115–125mm	8	500
	126–139mm	10	750
	140mm+	12	1,000
CHEM	61–75mm	2	150
	76–90mm	4	250
	91–114mm	6	350
	115–125mm	8	450
	126–139mm	10	750
	140mm+	12	1,000
WP	61–75mm	2	100
	76–90mm	4	150
	91–114mm	6	200
	115–125mm	8	250
	126–139mm	10	350
	140mm+	12	500
ILLUM	61–75mm	2	25
	76–90mm	4	50
	91–114mm	6	75
	115–125mm	8	100
	126–139mm	10	150
	140mm+	12	200

MINES

MINE	NATION	TYPE	DAMAGE	CRIT	BLAST	ARMOR	WEIGHT	PRICE
M16	US	Anti-personnel	5	3	C	+1	½	50
M18 Claymore	US	Directional	–	–	B	0	½	75
M21	US	Anti-tank	7	2	B	–1	1	150
M67 ADAM*	US	Anti-personnel	3	4	D	+2	½	25
OZM-4	USSR	Anti-personnel	5	3	C	+1	½	50
MON-50	USSR	Directional	–	–	B	0	½	75
TM-72	USSR	Anti-tank	7	2	B	–1	1	150
PFM*	USSR	Anti-personnel	2	2	D	+2	¼	10

*Scatterable by artillery.

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VEHICLES

VEHICLE FEATURES

The features used in the vehicle tables are explained below.

TYPE: The general type of vehicle. See the table below to the right.

REL stands for reliability rating. Wear and damage can reduce this rating, but it can never go above its starting level.

TRAVEL SPEED: Indicates the speed of the vehicle (in 10km hexes) on-road/off-road per shift of driving. Read more in chapter 6.

COMBAT SPEED: Indicates the base safe speed of the vehicle (in 10m hexes) on-road/off-road per driving action in combat, as well as the mode of transportation (W = Wheeled and T = Tracked).

ARMOR: The armor levels against weapons fired at the front, sides and rear of the vehicle (page 83). For attacks against the top or bottom, use the rear armor level.

FUEL TYPE: Gasoline (G) or diesel (D). Vehicles may be converted to run on alcohol fuel (page 142).

FUEL CAP: The fuel capacity in liters (a US gallon is 3.8 liters).

FUEL CONS: The fuel consumption, in liters per 10km hex driven. Off-road, the fuel consumption is doubled. When running on alcohol fuel, the fuel consumption of the vehicle is also doubled.

CREW: The number of crew needed for the designated positions of the vehicle. If a second value is indicated, this is the number of passengers that can fit comfortably, including their carried gear. Extra passengers can fit into the cargo hold (below), but each counts as 50 encumbrance units. If no passenger value is indicated, the vehicle can only carry passengers on the outside, for short distances.

CARGO: The maximum number of encumbrance units that can be carried in the vehicle's cargo hold. Each empty passenger seat (above) can be used to carry 25 extra units. Up to 50% excess cargo may be carried, but this reduces the vehicle's combat and travel speeds by half and doubles its fuel consumption. A trailer can hold up to the cargo value of the vehicle, effectively doubling its capacity, but using one also reduces the combat and travel speeds by half and doubles the fuel consumption.

MAIN WEAPON: The primary weapon on the vehicle, fired by a dedicated gunner. (P) = pintle mount, (PG) = pintle mount with gun shield, (T) = turret mount, (C) = coaxial, (H) = hull mount, S = stabilized gun, FCS = fire control system, IR = infrared, Tm = thermal. See pages 84 and 85 for an explanation of these terms.

SECONDARY WEAPON: Secondary weapons may be fired by crew who are not performing another task. Passengers may take over pintle-mounted weapons if no dedicated gunner is available. SD = Smoke dischargers (page 60). R = Radio (vehicular radios have double the range of equivalent portable radios, generally 10-20 km, see page 127).

VEHICLE TYPE ABBREVIATIONS

APC	Armored Personnel Carrier
IFV	Infantry Fighting Vehicle
MBT	Main Battle Tank



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CIVILIAN VEHICLES

VEHICLE TYPE	REL	COMBAT SPEED	TRAVEL SPEED	FRONT ARMOR	SIDE ARMOR	REAR ARMOR	FUEL TYPE	FUEL CAP	FUEL CONS	CREW	CARGO	PRICE
Horse	–	2/2	3/2	–	–	–	–	-	-	1+1	25	500
Wagon	5	1/1 W	2/1	–	–	–	–	-	-	1+4	100	250
Bicycle	5	2/1 W	4/2	–	–	–	–	-	-	1	25	50
Motorcycle	5	6/1 W	9/2	–	–	–	G	20	0.5	1+1	25	3,000
Dirt bike	5	4/3 W	6/4	–	–	–	G	10	0.5	1	25	2,000
2WD Car	5	6/1 W	10/1	1	1	1	G or D	60	1	1+3	75	4,000
4WD Car	5	6/3 W	10/6	1	1	1	G or D	80	2	1+3	75	10,000
Pickup Truck	5	5/3 W	9/4	1	1	1	G	100	2	1+5	250	8,000
Light Truck	5	3/2 W	8/1	1	1	1	G	150	3	1+14	500	20,000
Heavy Truck	5	2/1 W	6/1	1	1	1	D	300	4	1+16	1,500	30,000
Bus	5	2/1 W	6/1	1	1	1	D	300	8	1+50	1,250	25,000
Rowboat	5	1*	2*	–	–	–	–	-	-	1+4	100	100
Small Sailing Boat	5	3*	3*	1	1	1	–	-	-	1+7	250	250
Small Motorboat	5	4*	5*	1	1	1	G	80	5	1+7	250	4,000
Tugboat	5	2*	4*	1	1	1	D	1,000	50	4+16	5,000	15,000

*On water only

US MILITARY VEHICLES



HMMWV

The **M998** was the first version of the HMMWV, or High-Mobility Multipurpose Wheeled Vehicle, introduced in the 1980s. It was often called a "Humvee" (but never a "Hummer"). It had no armor but did have a pintle mount on top for a machinegun.

The **M1114 HMMWV** was similar to the earlier M998, but it had a heavier suspension and armor plate intended to stop small arms fire and shell fragments. It also had a pintle mount on top that could hold a machinegun, but was only just entering service when hostilities started in the late 1990s.

VEHICLE	TYPE	REL	COMBAT SPEED	TRAVEL SPEED	FRONT ARMOR	SIDE ARMOR	REAR ARMOR	FUEL TYPE	FUEL CAP	FUEL CONS	CREW	CARGO	MAIN WEAPON	SECONDARY WEAPON(S)	PRICE
M998 HMMWV	4WD Car	5	5/4 W	10/8	1	1	1	G	95	3	1+4	250	M240B (P)	R	15,000
M1114 HMMWV	4WD Car	5	4/3 W	9/7	3	3	3	G	95	3	1+4	250	M2HB (PG)	R	20,000

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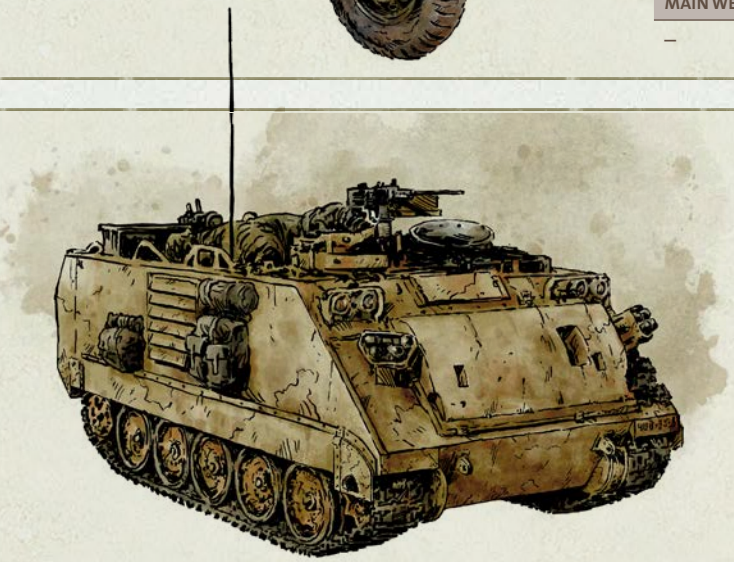
M151

The M151 was the final version of the standard World War II American Jeep, officially known as the Truck, Utility, ¼ Ton, 4x4. Although officially superseded by the HMMWV, the Jeep was still in frontline service when the war broke out in the late 1990s in many support and reserve units. Optionally, a pintle may be installed for the M60 machine gun.

TYPE	REL	COMBAT SPEED	TRAVEL SPEED	FRONT ARMOR	SIDE ARMOR
Car	5	6/3 W	10/6	1	1

REAR ARMOR	FUEL TYPE	FUEL CAP	FUEL CONS	CREW	CARGO
1	G	65	2	1+3	75

MAIN WEAPON	SECONDARY WEAPON(S)	PRICE
–	–	10,000



M113

The M113 entered US service in the early 1960s and was developed into a number of role-based versions. Although it was replaced in infantry service by the Bradley IFV beginning in the 1980s, it is still widely held by reserve and support units and actually outnumbers the Bradley on the battlefield.

The **M113 ACAV** variant mounts additional machineguns beyond the standard M2HB, consisting of two M60 machineguns with gunshields on pintles on the port and starboard sides. This model could provide a better base of fire for dismounted infantry and was often used to escort them directly in combat.

The **M901** Improved TOW Vehicle, based on the M113, is often called a "Hammerhead" due to its distinctive appearance. It carries a dual-TOW launching platform that can be raised on an elevator to be fired from a hull-down position behind cover.

VEHICLE	TYPE	REL	COMBAT SPEED	TRAVEL SPEED	FRONT ARMOR	SIDE ARMOR	REAR ARMOR	FUEL TYPE	FUEL CAP	FUEL CONS	CREW	CARGO	MAIN WEAPON	SECONDARY WEAPON(S)	PRICE
M113A3	APC	5	4/3 T	8/6	4	4	4	D	360	8	2+11	250	M2HB (PG)	SD, R	125,000
M113 ACAV	APC	5	4/3 T	8/6	4	4	4	D	360	8	2+9	250	M2HB (PG)	M60 x2 (PG), SD, R	125,000
M901 ITV	APC	5	4/3 T	8/6	4	4	4	D	360	8	4	–	TOW x2 (T)	SD, R	100,000



BRADLEY M2/M3

The Bradley was the first US Infantry Fighting Vehicle and was adopted in the early 1980s to fight alongside the M1 Abrams MBT and in response to the successful Soviet BMP IFV. In addition to its 25mm chain gun and two TOW missiles, the vehicle has six M231 firing port weapons built into the hull to allow those inside to provide defensive fire when traveling mounted.

TYPE	REL	COMBAT SPEED	TRAVEL SPEED	FRONT ARMOR	SIDE ARMOR	REAR ARMOR	FUEL TYPE	FUEL CAP	FUEL CONS	CREW	CARGO	MAIN WEAPON	SECONDARY WEAPON(S)	PRICE
IFV	5	5/4 T	9/8	5	4	4	D	360	12	3+7	250	25mm(T), FCS,Tm	M240B, (C) TOW x2 (C), 6xM4A1, SD, R	250,000

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M1 ABRAMS

The M1 Abrams is the culmination of the MBT 70 program jointly managed by the United States and West Germany. It led to many experimental prototypes and eventually to the adoption of both the M1 Abrams and the Leopard 2 in the early 1980s. Most M1 versions (with the 105mm gun) have been replaced or upgraded to the M1A1 standard.

The **M1A1** Abrams is a major upgrade to the M1 through the replacement of the 105mm main gun with the 120mm Rheinmetall gun used on the Leopard 2 from the mid-1980s. It also has improved armor as well as an upgraded air filtration system to better protect the crew against chemical attacks.

VEHICLE	TYPE	REL	COMBAT SPEED	TRAVEL SPEED	FRONT ARMOR	SIDE ARMOR	REAR ARMOR	FUEL TYPE	FUEL CAP	FUEL CONS	CREW	CARGO	MAIN WEAPON	SECONDARY WEAPON(S)	PRICE
M1 Abrams	MBT	5	5/4T	10/9	11	8	6	G	1,915	40	4	300	105mm (T), FCS, Tm	M2HB (PG), M240B (C), M240B (PG), SD, R	900,000
M1A1 Abrams	MBT	5	5/4T	10/9	12	8	6	G	1,915	40	4	300	120mm (T), FCS, Tm	M2HB (PG), M240B (C), M240B (PG), SD, R	1,000,000

OTHER US VEHICLES

CUCV: The Civilian Utility Cargo Vehicle, was one of a range of general purpose civilian pickup trucks painted in a camouflage pattern and used in the rear echelons where there was little need for off-road travel. They ran on a universal CUCV key to allow any soldier to use one as needed.

M35 2.5 TON TRUCK: The M35 2.5 ton truck was commonly called the "deuce and a half" for its carrying capacity. The rear of the truck could serve as a flat stake-bed or a passenger compartment with benches. Although the cab was made of metal, the best the passengers or cargo in the rear could get was a canvas cover for protection from the elements.

M939 5 TON TRUCK: The M939 5 ton truck is a large, conventional cargo truck that is often used to mount cargo boxes for specific purposes (such as communications, repair, or TOC). It was also often used as a prime mover for artillery and could tow a large trailer in addition to its regular load.

M977 HEMTT: The M977 Heavy Expanded Mobility Tactical Truck is an unusual eight-wheeled transport adopted in the early 1980s to replace medium and heavy cargo vehicles for tactical use. It can carry up to ten tons of cargo on its flatbed, or a standard short shipping container.

LAV-25: The LAV-25 Light Armored Vehicle was developed for the US Marine Corps in the early 1980's. It is armed with the same M242 25mm chain gun that is used by the Bradley IFV. It is an amphibious, wheeled armored personnel carrier that is lighter, cheaper, and faster than a typical tracked IFV.

AAVP-7A1: An amphibious troop transport used by the US Marine Corps.

M60A3: The M60A3 is the final version of the Patton series of tanks developed in the 1950s. It went through several upgrades before being replaced by the M1 Abrams and still serves in many National Guard units as well as the US Marine Corps.

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US MILITARY VEHICLES

VEHICLE	TYPE	REL	COMBAT SPEED	TRAVEL SPEED	FRONT ARMOR	SIDE ARMOR	REAR ARMOR	FUEL TYPE	FUEL CAP	FUEL CONS	CREW	CARGO	MAIN WEAPON	SECONDARY WEAPON(S)	PRICE
M151	Car	5	6/3 W	10/6	1	1	1	G	65	2	1+3	75	–	–	10,000
CUCV	Pickup	5	5/3 W	9/4	1	1	1	G	90	2	1+3	75	–	–	8,000
M998 HMMWV	4WD Car	5	5/4 W	10/8	1	1	1	G	95	3	1+4	250	M240B (P)	R	15,000
M1114 HMMWV	4WD Car	5	4/3 W	9/7	3	3	3	G	95	3	1+4	250	M2HB (PG)	R	20,000
M35 2.5 Ton Truck	Light Truck	5	3/2 W	8/3	1	1	1	D	190	3	1+14	400	–	–	20,000
M939 5 Ton Truck	Heavy Truck	5	2/1 W	5/3	1	1	1	D	300	4	1+16	1,100	–	–	30,000
M977 HEMTT	Heavy Truck	5	2/1 W	5/3	1	1	1	D	585	8	1+20	2,500	–	R	40,000
LAV-25	APC	5	4/3 W	10/6	4	4	4	D	270	6	3+6	300	25mm (T)	M240B x2 (P), SD, R	100,000
AAVP-7A1*	APC	5	4/3 T	8/5	5	4	4	D	650	12	4+25	500	Mk 19 (T)	M2HB (C) R	150,000
M113A3	APC	5	4/3 T	8/6	4	4	4	D	360	8	2+11	250	M2HB (PG)	SD, R	125,000
M113 ACAV	APC	5	4/3 T	8/6	4	4	4	D	360	8	2+9	250	M2HB (PG)	M60 x2 (PG), SD, R	125,000
M901 ITV	APC	5	4/3 T	8/6	4	4	4	D	360	8	4	150	TOW x2 (T)	SD, R	100,000
Bradley M2/M3	IFV	5	5/4 T	9/8	5	4	4	D	360	12	3+7	250	25mm (T), FCS, Tm	M240B, (C) TOW x2 (C), SD, R	250,000
M60A3	MBT	5	4/3 T	8/7	9	7	5	D	1,425	25	4	300	105mm (T), FCS, IR	M2HB, (T), M240B (C), SD, R	500,000
M1 Abrams	MBT	5	5/4 T	10/9	11	8	6	G	1,915	40	4	300	105mm (T), FCS, Tm	M2HB (PG), M240B (C), M240B (PG), SD, R	900,000
M1A1 Abrams	MBT	5	5/4 T	10/9	12	8	6	G	1,915	40	4	300	120mm (T), FCS, Tm	M2HB (PG), M240B (C), M240B (PG), SD, R	1,000,000

*Amphibious vehicle – can move through shallow water and swamp unhindered.

SOVIET MILITARY VEHICLES



UAZ-469B

The UAZ-469B is a light off-road utility vehicle, similar in concept to the Jeep, which was introduced in the mid-1960s. Its capacity, low cost, and widespread availability made it popular among the former Warsaw Pact nations as well as the militaries of other nations aligned with the Soviet Union.

TYPE	REL	COMBAT SPEED	TRAVEL SPEED	FRONT ARMOR	SIDE ARMOR
Car	5	6/3 W	10/6	1	1

REAR ARMOR	FUEL TYPE	FUEL CAP	FUEL CONS	CREW	CARGO
1	G	75	2	1+6	150

MAIN WEAPON	SECONDARY WEAPON(S)	PRICE
–	–	7,500

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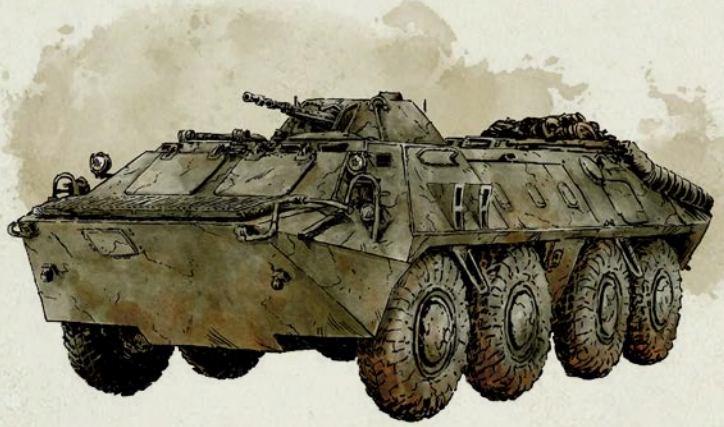

BTR SERIES APC

The **BTR-60**, or Bronetransporter, is an 8x8 armored personnel carrier, powered by two separate engines, that entered Soviet service in the early 1960s. It was innovative for its time and could carry eight soldiers and their gear. It is still widely used among second- and third-line units.

The **BTR-70** replaced the BTR-60 in Soviet military service in the 1970s. It is very similar to the BTR-60, but could only carry seven soldiers in addition to the crew, and ultimately not many were produced.

The **BTR-80** was was adopted in the mid-1980s. It replaced the dual-gasoline engines of the previous generations of BTRs with a single diesel engine. Like the BTR-70, it could only carry seven infantrymen, but its turret could also mount a 30mm autocannon.

All BTRs can be made amphibious by one stretch of preparations.

VEHICLE	TYPE	REL	COMBAT SPEED	TRAVEL SPEED	FRONT ARMOR	SIDE ARMOR	REAR ARMOR	FUEL TYPE	FUEL CAP	FUEL CONS	CREW	CARGO	MAIN WEAPON	SECONDARY WEAPON(S)	PRICE
BTR-60	APC	5	4/3 W	9/6	4	4	4	G	290	6	2+12	300	KPV (T)	R	75,000
BTR-70	APC	5	4/3 W	9/6	4	4	4	G	350	6	3+7	300	KPV (T)	R	90,000
BTR-80	APC	5	4/3 W	10/6	4	4	4	D	300	6	3+7	300	30mm (T)	PKM (C) , R	100,000

T-SERIES TANKS

The **T-55** was designed after World War II and adopted in the early 1960s. This series was the most widely produced tank in the world, with as many as 100,000 reported to have been built. Although replaced in front-line service by the T-64, T-72, and T-80, the T-55 has gone through numerous upgrades and can still be found in service with many second- and third-line units and Soviet allies, including the former Warsaw Pact nations.



The **T-62** is similar to the T-55, but is better armored and carries a larger gun. However, it was quickly eclipsed by Western tanks that were coming out at the same time, and so few were made. It can still be found in the tank regiments of some second-line Motor Rifle Divisions.

The **T-64** was adopted in the mid-1960s to fight the premier Western tanks of its day, the M60, Leopard, and Chieftain. While formidable, its cost was high and some weaknesses were discovered, leading to it being replaced by the T-72, although some T-64s can still be found in second-line tank divisions.

The **T-72** was developed as a cheaper replacement for the T-64 in the early 1970s, and is still in front-line service and used by several former Warsaw Pact allies. Although intended only to be cheaper and simpler than the T-64, numerous improvements made it a superior tank in combat as well.

The **T-80** was introduced in the late 1970s to supplement the T-72 tanks then in production, especially in tank divisions. It is more akin to a highly modernized T-64 than to the T-72, and is more powerful, maneuverable, and better armored than previous Soviet main battle tanks.

VEHICLE	TYPE	REL	COMBAT SPEED	TRAVEL SPEED	FRONT ARMOR	SIDE ARMOR	REAR ARMOR	FUEL TYPE	FUEL CAP	FUEL CONS	CREW	CARGO	MAIN WEAPON	SECONDARY WEAPON(S)	PRICE
T-55	Medium Tank	5	4/3 T	7/6	6	5	4	D	965	24	4	300	100mm (T), IR	PKM (C), DShK-38 (P), SD, R	350,000
T-62	Medium Tank	5	5/4 T	8/7	7	6	5	D	580	24	4	300	115mm (T), S, IR	PKM (C), DShK-38 (P), SD, R	500,000
T-64	MBT	5	5/4 T	9/8	8	7	5	D	1,000	24	3	300	125mm (T), FCS, IR	PKM (C), NSV (P), SD, R	600,000
T-72	MBT	5	5/4 T	9/8	9	8	5	D	1,200	24	3	300	125mm (T), FCS, IR	PKM (C), NSV (P), SD, R	700,000
T-80	MBT	5	6/5 T	10/9	10	8	5	G	910	24	3	300	125mm (T), FCS, Tm	PKM (C), NSV (P), SD, R	800,000

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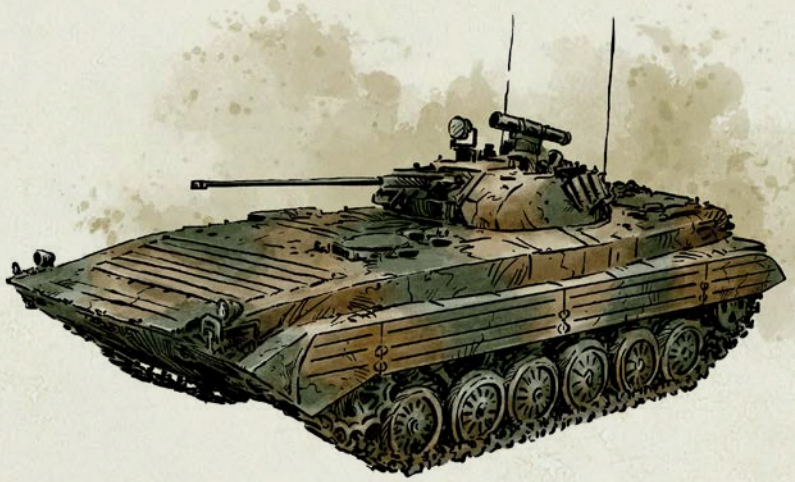

BMP SERIES IFV

The **BMP-1**, or Boyevaya Mashina Pekhoty, was the first true infantry fighting vehicle and inspired the wave of Western IFVs that followed. It carries eight passengers (who can fire from inside the vehicle) in addition to the three crew, is amphibious, and mounts a 73mm cannon. Although replaced by the BMP-2, it still serves in many second- and third-line units and among the forces of former Warsaw Pact nations.

The **BMP-2** replaced the BMP-1 in the early 1980s and is very similar in appearance. It carries a 30mm autocannon in the turret and can mount a 9M111 or 9M113 ATGM as well. Unlike the BMP-1, it can only carry seven infantrymen.

The **BMP-3** replaced the BMP-2 in the late 1980s. It is armed with a 100mm main gun and a coaxial 30mm autocannon. By the time the war broke out, the BMP-3 had only replaced the BMP-2 in first-line units.

All BMP models can be made amphibious by one stretch of preparations.

VEHICLE	TYPE	REL	COMBAT SPEED	TRAVEL SPEED	FRONT ARMOR	SIDE ARMOR	REAR ARMOR	FUEL TYPE	FUEL CAP	FUEL CONS	CREW	CARGO	MAIN WEAPON	SECONDARY WEAPON(S)	PRICE
BMP-1	IFV	5	4/3T	8/6	5	5	4	D	425	8	3+7	300	73mm (T), IR	PKM (C) , R	150,000
BMP-2	IFV	5	4/3T	8/7	5	5	4	D	425	8	3+7	300	30mm (T), IR	PKM (C), AGS-17 (P), SD, 9M113, R	175,000
BMP-3	IFV	5	5/4T	9/8	5	5	4	D	700	8	3+7	300	100mm (T), Tm	30mm (C), PKM (C), SD, R	200,000

OTHER SOVIET VEHICLES

ZIL-131: A general-purpose 6x6 truck. Introduced in the 1960s, it forms the foundation of a variety of cargo vehicles as well as rocket launcher systems.

GAZ-66: A widely used medium-sized 4x4 truck in service since the mid-1960s. There are numerous variants, including an ambulance, chemical disinfecting station, and rocket launcher system.

BRDM-2: The Boyevaya Razvedyvatelnaya Dozornaya Mashina is a 4x4 amphibious armored car adopted for reconnaissance duties in the 1960s. It has four extra, smaller, drive wheels that it can engage in particularly difficult terrain, and can be fitted with antitank missile systems.

BMD-2: A Soviet airborne infantry fighting vehicle, introduced in 1985. It is fully amphibious and can be air dropped.

PT-76: A Soviet amphibious light tank with a 76mm gun introduced in the 1950s. Although still in service, it is rarely encountered and then mostly in Naval Infantry and combat engineer units, although it is sometimes found in divisional reconnaissance units alongside the BRDM-2.

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SOVIET MILITARY VEHICLES

VEHICLE	TYPE	REL	COMBAT SPEED	TRAVEL SPEED	FRONT ARMOR	SIDE ARMOR	REAR ARMOR	FUEL TYPE	FUEL CAP	FUEL CONS	CREW	CARGO	MAIN WEAPON	SECONDARY WEAPON(S)	PRICE
UAZ-469B	Car	5	6/3 W	10/6	1	1	1	G	75	2	1+6	150	–	–	7,500
GAZ-66	Truck	5	3/2 W	8/3	1	1	1	G	210	3	1+12	375	–	–	15,000
ZIL-131	Truck	5	2/1 W	5/3	1	1	1	G	340	4	1+16	1,250	–	–	25,000
BRDM-2*	Arm. Car	5	5/4 W	9/6	3	3	3	G	290	4	4	150	KPV (T)	R	50,000
BTR-60*	APC	5	4/3 W	9/6	4	4	4	G	290	6	2+12	300	KPV (T)	R	75,000
BTR-70*	APC	5	4/3 W	9/6	4	4	4	G	350	6	3+7	300	KPV (T)	R	90,000
BTR-80*	APC	5	4/3 W	10/6	4	4	4	D	300	6	3+7	300	30mm (T)	PKM (C) , R	100,000
BMP-1*	IFV	5	4/3 T	8/6	5	5	4	D	425	8	3+7	300	73mm (T), IR	PKM (C) , R	150,000
BMP-2*	IFV	5	4/3 T	8/7	5	5	4	D	425	8	3+7	300	30mm (T), IR	PKM (C), AGS-17 (P), SD, 9M113, R	175,000
BMP-3*	IFV	5	5/4 T	9/8	5	5	4	D	700	8	3+7	300	100mm (T), Tm	30mm (C), PKT (C), SD, R	200,000
BMD-2**	IFV	5	4/3 T	8/6	3	3	3	D	300	5	4+4	200	30mm (T), IR	PKM (C), R	150,000
PT-76*	L. Tank	5	4/3 T	9/7	5	4	3	D	250	6	3	300	76.2mm (T)	PKM (C) , R	150,000
T-55	Medium Tank	5	4/3 T	7/6	6	5	4	D	965	24	4	300	100mm (T), IR	PKM (C), DShK-38 (P), SD, R	350,000
T-62	Medium Tank	5	5/4 T	8/7	7	6	5	D	580	24	4	300	115mm (T), S, IR	PKM (C), DShK-38 (P), SD, R	500,000
T-64	MBT	5	5/4 T	9/8	8	7	5	D	1,000	24	3	300	125mm (T), FCS, IR	PKM (C), NSV (P), SD, R	600,000
T-72	MBT	5	5/4 T	9/8	9	8	5	D	1,200	24	3	300	125mm (T), FCS, IR	PKM (C), NSV (P), SD, R	700,000
T-80	MBT	5	6/5 T	10/9	10	8	5	G	910	24	3	300	125mm (T), FCS, Tm	PKM (C), NSV (P), SD, R	800,000

*Can be made amphibious by one stretch of preparations. Amphibious vehicles can move through shallow water and swamp unhindered.
**Amphibious with no preparation required

SWEDISH MILITARY VEHICLES



TGB 11

The 4x4 Volvo C303 went into production as the *Terrängbil* 11 in the mid-1970s as the Swedish standard light utility vehicle.

TYPE	REL	COMBAT SPEED	TRAVEL SPEED	FRONT ARMOR	SIDE ARMOR
Light Truck	5	5/3 W	9/6	1	1

REAR ARMOR	FUEL TYPE	FUEL CAP	FUEL CONS	CREW	CARGO
1	G	80	2	1+6	150

MAIN WEAPON	SECONDARY WEAPON(S)	PRICE
*	–	15,000

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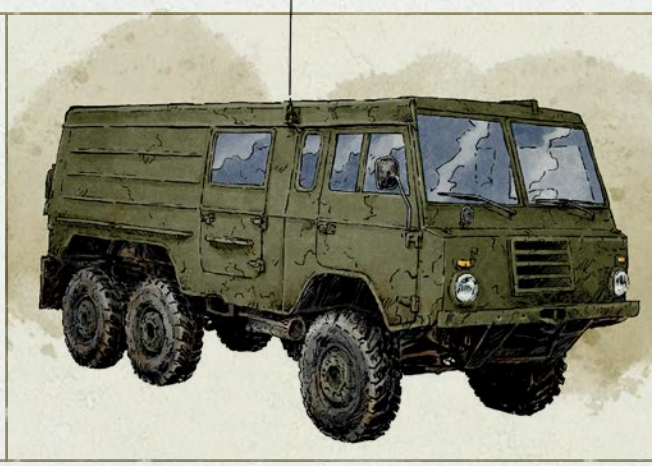


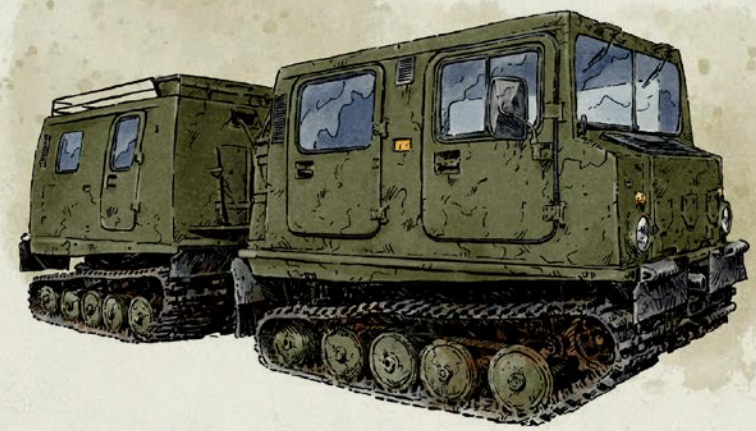
TGB 13

The Tgb 13 is a six-wheeled version of the Tgb 11, that can carry a heavier load.

TYPE	REL	COMBAT SPEED	TRAVEL SPEED	FRONT ARMOR	SIDE ARMOR
Light Truck	5	5/3 W	8/6	1	1

REAR ARMOR	FUEL TYPE	FUEL CAP	FUEL CONS	CREW	CARGO
1	G	80	3	1+6	350

MAIN WEAPON	SECONDARY WEAPON(S)	PRICE
*	–	15,000

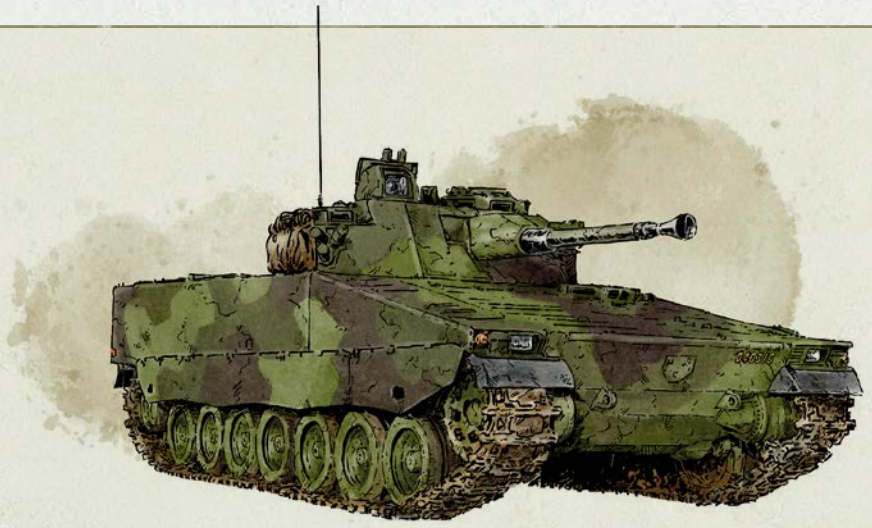


BV 206 S

The *Bandvagn* 206 is a tracked, articulated all-terrain transport that can carry up to 17 soldiers or 2.5 tons of cargo. It was developed during the 1970s and is particularly useful in winter environments due to its low ground pressure.

The Bv 206 S is the armored personnel carrier version of the Bv 206. It can carry up to twelve combat-ready soldiers.

TYPE	REL	COMBAT SPEED	TRAVEL SPEED	FRONT ARMOR	SIDE ARMOR	REAR ARMOR	FUEL TYPE	FUEL CAP	FUEL CONS	CREW	CARGO	MAIN WEAPON	SECONDARY WEAPON(S)	PRICE
APC	5	3/3 T	4/4	3	3	3	G	160	4	1+12	300	Ksp 88 (P)	R	50,000



STRF 90

The *Stridsfordon* 90 IFV was developed during the 1980s and entered Swedish service shortly before the war started. It can carry eight soldiers in addition to the three crew and has excellent mobility in snow and mud.

TYPE	REL	COMBAT SPEED	TRAVEL SPEED	FRONT ARMOR	SIDE ARMOR	REAR ARMOR	FUEL TYPE	FUEL CAP	FUEL CONS	CREW	CARGO	MAIN WEAPON	SECONDARY WEAPON(S)	PRICE
IFV	5	5/4 T	8/7	5	4	3	D	520	10	3+8	250	40mm (T), Tm	Ksp 58 (C), SD, R	200,000

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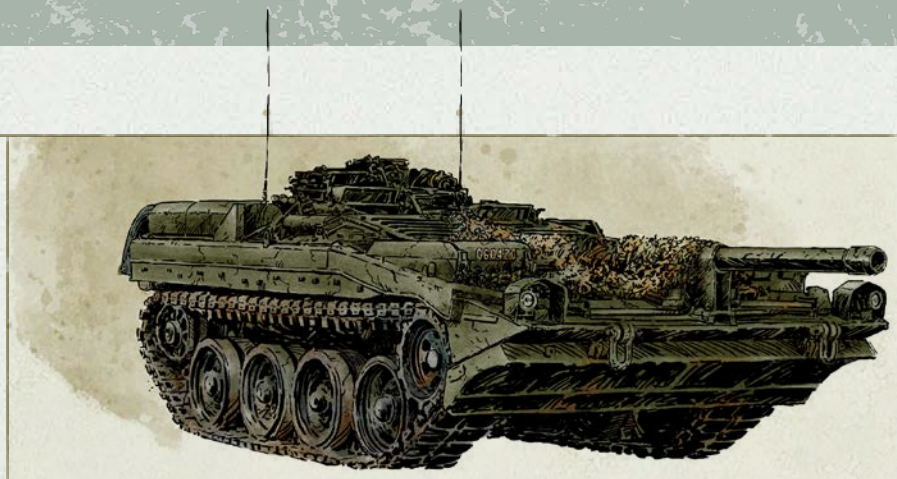

STRV 103C

The Stridsvagn 103C main battle tank was developed in the 1950s and was ahead of its time, using a turbine engine, an autoloader, and a low turretless superstructure. Due to the hull-mounted configuration, the fire control system on the Strv 103C does not allow firing and moving in the same round.

TYPE	REL	COMBAT SPEED	TRAVEL SPEED	FRONT ARMOR	SIDE ARMOR	REAR ARMOR	FUEL TYPE	FUEL CAP	FUEL CONS	CREW	CARGO	MAIN WEAPON	SECONDARY WEAPON(S)	PRICE
MBT	5	4/3 T	9/7	8	6	4	D	960	12	3	300	105mm (H), FCS, IR	Ksp 58 x2 (C), Ksp 58 (P) , R	600,000

OTHER SWEDISH VEHICLES

PATGB 180: The Pansarterrängbil 180 is a Finnish-produced, amphibious 6x6 armored personnel carrier adopted by Sweden in the mid-1980s. It can carry up to eight soldiers, who can make use of the firing ports to defend the vehicle from attack.

PBV 302: The Pansarbandvagn 302 is a conventional APC developed in the 1960s and produced through the mid-1970s. Although officially replaced by the Strf 90, there are still many in service. The PBV 302 can carry eight soldiers in addition to the three crew.

STRV 121: The Strv 121 main battle tank is the German Leopard 2A4 developed in the 1970s and entering Swedish service in the mid-1990s. It was due to be replaced by the Strv 122 (Leopard 2A5) just as the war broke out.

SWEDISH MILITARY VEHICLES

VEHICLE	TYPE	REL	COMBAT SPEED	TRAVEL SPEED	FRONT ARMOR	SIDE ARMOR	REAR ARMOR	FUEL TYPE	FUEL CAP	FUEL CONS	CREW	CARGO	MAIN WEAPON	SECONDARY WEAPON(S)	PRICE
Tgb 11	Light Truck	5	5/3 W	9/6	1	1	1	G	80	2	1+6	150	*	–	15,000
Tgb 13	Light Truck	5	5/3 W	8/6	1	1	1	G	80	3	1+6	350	*	–	15,000
Bv 206	All-Terrain Carrier	5	4/3 T	5/4	1	1	1	G	160	3	1+17	600	*	–	40,000
Bv 206 S	APC	5	3/3 T	4/4	3	3	3	G	160	4	1+12	300	Ksp 88 (P)	R	50,000
Patgb 180	APC	5	4/3 W	8/4	4	4	4	D	140	6	2+16	400	Ksp 88 (T)	R	100,000
PBV 302	APC	5	4/3 T	6/5	4	4	4	D	285	8	3+8	200	23mm (T)	Ksp 58 (P) , R	125,000
Strf 90	IFV	5	5/4 T	8/7	5	4	3	D	520	10	3+8	250	40mm (T), Tm	Ksp 58 (C), SD, R	200,000
Strv 103C	MBT	5	4/3 T	9/7	8	6	4	D	960	12	3	300	105mm** (H), FCS, IR	Ksp 58 x2 (C), Ksp 58 (P) , R	600,000
Strv 121	MBT	5	5/4 T	10/9	12	10	6	D	1,200	30	4	300	120mm (T), FCS, Tm	MG3 (C), MG3 (P), SD, R	1,000,000

*Can be fitted with a Ksp 58 (P).
**Due to the hull-mounted configuration, the FCS on the Strv 103C does not allow firing and moving in the same round.

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POLISH MILITARY VEHICLES

UAZ 469B: The Polish UAZ-469B is identical to the Soviet UAZ-469B.

HONKER 4012: The Honker is a light-duty 4x4 pickup truck with an enclosed cab adopted in the mid-1980s. It can carry up to ten passengers, although fewer if they are loaded for combat.

STAR 266: The Star 266 is a 6x6 truck capable of carrying up to 3.5 tons of cargo. It was adopted in the mid-1970s and widely used in its primary role as well as that of a mobile command post, liquid transport, decontamination vehicle, and crane truck.

ZIL-131: The Polish ZIL-131 is identical to the Soviet ZIL-131.

GAZ-66: The Polish GAZ-66 is similar to the Soviet GAZ-66.

BRDM-2: The Polish BRDM-2 is identical to the Soviet BRDM-2.

MT-LB: The MT-LB is an older Soviet amphibious tracked armored transport that is widely used by the Polish armed forces and has even been upgraded with Polish engines in some cases. 11 soldiers or up to 2 tons of cargo may be carried. It is also often used as a prime mover for artillery.

BWP-1: The Polish BWP-1 is similar to the Soviet BMP-1.

T-72M: Export version of the Soviet T-72 with inferior armor.

PT-91 TWARDY: The PT-91 is essentially a late model T72M1 that has been manufactured or upgraded in Polish service with improved drive train, armor, fire control systems, and radios.

POLISH MILITARY VEHICLES

VEHICLE	TYPE	REL	COMBAT SPEED	TRAVEL SPEED	FRONT ARMOR	SIDE ARMOR	REAR ARMOR	FUEL TYPE	FUEL CAP	FUEL CONS	CREW	CARGO	MAIN WEAPON	SECONDARY WEAPON(S)	PRICE
UAZ 469B	Car	5	6/3 W	10/6	1	1	1	G	75	2	1+6	150	–	–	7,500
Honker 4012	Light Truck	5	5/2 W	8/3	1	1	1	G	110	2	1+10	300	–	–	20,000
GAZ-66	Light Truck	5	3/2 W	8/3	1	1	1	G	210	3	1+12	375	–	–	15,000
Star 266	Heavy Truck	5	2/1 W	5/2	1	1	1	G	300	4	1+12	850	–	–	25,000
ZIL-131	Heavy Truck	5	2/1 W	5/3	1	1	1	G	340	4	1+16	1,250	–	–	25,000
BRDM-2	Armored Car	5	5/4 W	9/6	3	3	3	G	290	4	4	150	KPV (T)	R	50,000
MT-LB	APC	5	4/3 T	6/5	4	4	4	D	450	6	2+11	400	NSW (P)	AGS-17, R	75,000
BWP-1	IFV	5	4/3 T	8/6	5	5	4	D	460	8	3+7	300	73mm (T), IR	PKM (C) , R	150,000
T-72M	MBT	5	5/4 T	9/8	8	7	5	D	1,200	24	3	300	125mm (T), FCS, IR	PKM (C), NSW (P), SD, R	650,000
PT-91 Twardy	MBT	5	6/5 T	10/8	10	8	5	D	1,000	30	3	300	125mm (T), FCS, Tm	PKM (C), NSW (P), SD, R	850,000

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OTHER MILITARY VEHICLES

LAND ROVER: A 4x4 light utility vehicle in British service since the late 1940s.

AMX-10 RC: A French 6x6 heavy reconnaissance vehicle. Unusual for wheeled scouts, it carries a full-sized 105mm cannon.

WIESEL: A German airborne combat vehicle adopted in the mid-1980s.

TPZ FUCHS: A German wheeled 6x6 armored personnel carrier, adopted in the 1970s.

AMX-10P: A tracked armored personnel carrier adopted by the French army in the 1970s.

SARACEN: A wheeled 6x6 armored personnel carrier used by the British army since the 1950s.

MARDER: Adopted by West Germany in the early 1970s, it still serves as the German army's primary troop transport.

WARRIOR: Adopted into British service in the mid-1980s to replace the outdated FV 432, a box-like APC similar to the US M113.

CHALLENGER 1: Entered British service in the early 1980s and serves currently, supplemented by some of the Challenger 2 MBTs produced in the mid-1990s.

LECLERC: Entered French service in the early 1990s after a 20-year program to replace the AMX-30.

LEOPARD 2A4: The latest generation of the slab-sided Leopard 2 tank developed in West Germany in the 1970s. Large numbers of these tanks were also sold to other European nations in the early 1990s.

OTHER MILITARY VEHICLES

VEHICLE	TYPE	REL	COMBAT SPEED	TRAVEL SPEED	FRONT ARMOR	SIDE ARMOR	REAR ARMOR	FUEL TYPE	FUEL CAP	FUEL CONS	CREW	CARGO	MAIN WEAPON	SECONDARY WEAPON(S)	PRICE
Land Rover	Car	5	6/3 W	10/6	1	1	1	G	75	2	1+3	75	M240B	–	10,000
AMX-10 RC	Armored Car	5	4/3 W	7/3	4	4	4	D	700	4	4	250	105mm (T)	M240B (C), M2HB (P), SD, R	125,000
Wiesel	Light Tank	5	4/3 T	6/4	3	3	3	D	80	4	3	150	20mm (T) or TOW (P)	MG3 (P) , R	75,000
TPz Fuchs	APC	5	4/3 W	7/4	4	4	3	D	390	4	2+10	250	M240B (P)	SD, R	100,000
AMX-10P	APC	5	4/3 T	7/5	4	4	4	D	530	8	3+8	250	20mm (T)	M240B (C), SD, R	125,000
Saracen	APC	5	4/3 W	7/4	4	4	3	G	200	6	2+9	250	M240B (T)	R	100,000
Marder	IFV	5	4/3 T	8/7	5	4	4	D	650	12	3+6	250	20mm (T), Tm	Milan (C), MG3 (C), SD, R	225,000
Warrior	IFV	5	5/4 T	8/7	5	5	4	D	770	12	3+7	250	30mm (T), Tm	M240B (C), M240B (P), SD, R	250,000
Chal-lenger 1	MBT	5	5/4 T	10/8	11	8	6	D	1,800	40	4	300	120mm (T),FCS,Tm	M240B (C), SD, R	900,000
Leclerc	MBT	5	6/4 T	10/9	11	8	5	D	1,300	25	3	300	120mm (T), FCS, Tm	M2HB (C), M240B (P), SD, R	1,000,000
Leopard 2A4	MBT	5	5/4 T	10/9	12	10	6	D	1,200	30	4	300	120mm (T),FCS,Tm	MG3 (C), MG3 (P), SD, R	1,000,000

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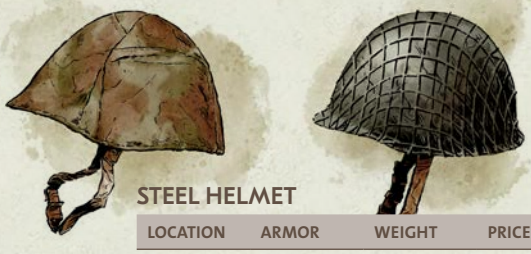
GEAR

BODY ARMOR

SSH-68 (RUSSIAN) WZ75 (POLISH)



STEEL HELMET

LOCATION	ARMOR	WEIGHT	PRICE
Head	1	1	25

PASGT (US) HJÄLM 90 (SWEDISH)



KEVLAR HELMET

LOCATION	ARMOR	WEIGHT	PRICE
Head	1	½	100

WEAPONS GEAR

Weapons gear is associated with the soldier's issue firearms (and sometimes with civilian firearms as well). Such equipment can improve the combat capability of a weapon tremendously in the right hands.

TELESCOPIC SIGHT: Gives you a +1 modifier if you aim as a slow action (+2 if you fire from a stable platform, such as a rest, sandbag, or bipod). It is most often used by snipers and hunters. Weight: 0. Price 100.

NIGHT VISION SIGHT: Enables a firearm to be fired without restrictions or modifiers for darkness, but only within **MEDIUM** range. Night vision sights use infrared lights that are not visible to the naked eye but are visible to other night vision devices. Night vision sights used without the infrared light can only be used within **SHORT** range. Weight: ½. Price 250.

BAYONET: Adding a bayonet to a military rifle allows it to be used more effectively in hand-to-hand combat. Weight: ¼. Price 5.

BIPOD: A bipod provides a more stable firing platform than an unsupported position. Bipods are normally part of light and general-purpose machineguns but may also be mounted on rifles. Weight: ¼. Price 10.

TRIPOD: A tripod provides a stable firing platform for heavy weapons such as general-purpose and heavy machineguns and some ATGMs, such as the BGM-71 TOW. For general-purpose machineguns, its use is optional, but for heavier weapons, it is required unless fired from a vehicle mount. Weight: 2. Price 25.

SUPPRESSOR: A suppressor reduces the sound of the report of a firearm being shot, but does not silence it, making it harder to pinpoint where it came from. Although relatively rare, suppressors can be found for many pistols, rifles, and submachine guns. A specially-modified barrel is generally required for mounting a suppressor, although many modern assault rifles can simply replace their existing muzzle brake with one. Weight: ½. Price 150.

BODY ARMOR

ARMOR	LOCATION	ARMOR	WEIGHT	PRICE
Steel helmet	Head	1	1	25
Kevlar helmet	Head	1	½	100
Flak jacket	Torso	1	1	150
Plate vest	Torso	2	3	250

COMMUNICATIONS GEAR

Hand-held (manpack) radios are used by dismounted tactical units to communicate with each other and with their headquarters. The most basic radio is a single-channel FM radio broadcasting in the clear. Advanced radios use encryption and frequency hopping to prevent interception.

Military combat vehicles are generally equipped with FM radios that are compatible with manpack radios but run on vehicle power rather than increasingly rare batteries (page 131).

RANGE: The approximate range for each radio is listed in kilometers. When mounted in a vehicle, or using a long wire antenna, the range is doubled. The range can also be doubled (for a shift) with a successful **TECH** roll. See the chart on the next page to determine what a range in km means in terms of hexes on the travel map.

Note that HF/AM radios (such as those used by HAM radio operators) are capable of skipping signals off the atmosphere to reach many hundreds of kilometers if the conditions are right.

US MILITARY RADIOS

AN/PRC-148 MBITR: Developed by SOCOM for the primary use of special operations forces in the early 1990s. It is a multiband

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RADIO RANGE

RANGE IN KM	RANGE IN TRAVEL HEXES
1–5	Same hex only
6–15	Adjacent hex
16–25	Two hexes
Etc.	Etc.

handheld walkie-talkie type tactical radio and is interoperable with other US and NATO radios. Range: 10 km. Rel: 1. Weight: ½. Price 500.

AN/PRC-77: A portable backpack solid-state VHF FM radio transceiver that provides short-range two-way single-channel voice communication. It operates on 920 channels in 50 MHz steps. It will accept a KY-57 encryption device, enabling it to communicate with other encrypted single-channel VHF FM radio systems using the same encryption keys. Range: 8 km. Rel: 3. Weight: 2. Price 350.

AN/PRC-119 SINCGARS: Has replaced the PRC-77 in frontline service in active duty units but is not widely available among support units. The PRC-119 is the 5-watt manpack version of the SINCGARS radio system, which also includes vehicle-mounted systems up to 50 watts (and with twice the range). It provides options for VHF-FM frequency hopping at 100 times per second among 2,320 channels using an encrypted algorithm or using a single-channel VHF-FM transmission in the clear or with internal encryption. Range: 8 km. Rel: 2. Weight: 2. Price 1,000.

KY-57 VINSON: A portable tactical cryptographic device that provides voice encryption for military radios and telephones. It was designed by the National Security Agency (NSA) to attach by cable to insecure military communication systems such as the PRC-77 and give them an encryption capability through the use of encryption keys (Secret through Top Secret). Weight: ½. Price 2,500.

SOVIET MILITARY RADIOS

R-105M: An older single-channel FM manpack radio system that uses a mix of vacuum tubes and transistors. It operates in the lower middle range of most FM radios, from 36 to 46 MHz. It can be found in use only in third-line units and among some former Warsaw Pact forces. Range: 8 km. Rel: 2. Weight: 3. Price 150.

R-107: Replaced the R-105M in the 1970s and is also a single-channel FM manpack radio system that uses a mix of micro-vacuum tubes and transistors. It also operates in the lower middle range of most FM radios, from 20 to 52 MHz. It can be found mainly in use in third-line units and among former Warsaw Pact forces and rear-echelon support units. Range: 6 km. Rel: 3. Weight: 3. Price 200.

R-126: A smaller radiotelephone for use at the platoon and company level introduced in the 1960s. It is a single-channel FM radio with 31 fixed channels from 48.5 to 51.5 MHz. Although replaced by the R-392A, it can still be found in the inventories of former Warsaw Pact nations and third-line Soviet units. Range: 2 km. Rel: 1. Weight: 1. Price 100.

R-311: A very old but very common shortwave AM radio produced since the 1950s. It is primarily used for transmitting and receiving Morse code. Although it is no longer issued by the military, its lack of transistors made it somewhat EMP resistant, and since over 60,000 were manufactured, they can be found in many reserve inventories. Rel: 5. Weight: 5. Price 250.

R-392A: Supplemented and then replaced the R-126 in the 1970s. It is a short-range single-channel FM radio with six preset frequencies at 44.3, 44.6, 44.9, 45.2, 45.5, and 45.8 MHz for use at the lowest tactical level of communication. Aside from the usual batteries, this radio is also provided with a hand crank for continuous power generation. Range: 5 km. Rel: 1. Weight: 1. Price 350.

RADIOS & EMP

Radios, like other electronics, are very susceptible to the Electro-Magnetic Pulse (EMP) generated by nuclear explosions. Solenoids, transistors, microchips, and long wires are much more vulnerable than vacuum tubes, solid-state radios, short wires, and batteries. Airbursts, which have less effect on buildings and people than ground bursts, are better at spreading EMP across a wider area. Electronics that are off are less vulnerable than those that are powered when the EMP hits them, and some military electronics are shielded against specific levels of EMP. Some protection can also be provided by Faraday cages, such as galvanized steel trash cans, to electronics stored inside. In general, most military VHF/FM vehicle radios are likely to be operational in 2000, while many portable military radios and most civilian radios will likely have been rendered useless by EMP if they were within 50 km of a nuclear attack.

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R-198: The latest generation of Soviet platoon-level solid-state radios, the R-198 operates from 30-80 MHz in the FM band. Range: 4 km. Rel: 1. Weight: 1. Price: 400.

CIVILIAN RADIOS

WALKIE-TALKIE: A cheap commercial communications device operating in the clear on a single FM channel and useful only at very short ranges. Advanced models may have multiple channels and police models sometimes have encryption. Range: 1 km. Rel: 1. Weight: ½. Price 50.

HAM RADIO: An AM HF radio used for distant Morse code (and sometimes voice) communication and relay. Ham radios vary from fairly portable units with limited capabilities and range (weight 3) to barely-mobile sets that require generator power and antennae to be set up when used, which can reach much of the globe (weight 5 + antenna). Rel: 2–4. Price 200–1,000.

SIGNALING GEAR

SIGNAL PANELS: Reversible nylon sheets with a dark green or camouflage side and a brightly colored reverse (usually orange or pink). These can be laid out on the ground in a pattern to signal aircrews or held up at long ranges to visually identify friendly units. Weight: ½. Price 10.

STROBE LIGHT: Very bright blinking lights that may have a special cap to convert the light to infrared only (visible only through night vision devices). It is most often used to signal aircrews for landing or pickup, but can also be used as a long-range visual signal in an emergency. Weight: ¼. Price 20.

SIGNAL FLARE: Can be fired from a single-use disposable canister or a reusable launcher with flare ammunition, such as a flare gun. These flares are solely for signaling and do not provide additional light, like the flares fired by mortars and other artillery. Weight: ¼. Price 5.

OBSERVATION GEAR

Observation equipment is used to gain an advantage over the enemy through intelligence – knowing where they are and what they are doing, without them knowing that you know – or for visual signaling at a distance to friendly forces.

BINOCULARS: Used to spot animals, people, and vehicles at longer ranges. They typically range from 8x to 12x in power. Binoculars give a +2 modifier to **RECON**, but only when actively scouting or observing. Rel: 1. Weight: ½. Price 50.

NIGHT VISION GOGGLES: An electronic visor that amplifies light, allowing the user to see in near-total darkness (and total darkness by using the attached infrared light). They allow night vision out to three hexes (30 meters), or up to five hexes when using the attached light, eliminating all modifiers to **RANGED COMBAT** and **RECON** due to darkness. Requires a battery. Rel: 1. Weight: ½. Price 250.

THERMAL OPTICS: Thermal optics are extremely rare but can be found on many modern armored fighting vehicles and aircraft as well as the CLU module of the FGM-148 Javelin. Thermals see heat rather than amplifying light, so warm objects (such as people, animals, fires, engines, etc.) appear light while cold objects appear dark, even through fog, rain, and smoke (unless the smoke is hot or contains thermal chaff). This eliminates all visibility limits and skill modifiers due to darkness, weather, and smoke. Rel: 1. Weight: 1. Price 1,000.

FLASHLIGHT: A flashlight is simply a battery-powered light used to see in the dark, typically with a range of three hexes (30 meters), eliminating the effects of darkness within that area. It is very visible to others, especially if they are using night vision devices. Rarely, an infrared cover may be found that hides the visible light and is only visible to night vision devices. Requires a small battery. Rel: 1. Weight: ¼. Price 30.

SEARCHLIGHT: A powerful spotlight with a range of 10 hexes (100 meters). See page 59 for more information. Must be powered by a vehicle, a large battery or a large generator. Rel: 3. Weight: 5. Price 200.

COMPASS: Used to determine direction and may include advanced features such as a mil scale, lock, aiming wire, and map ruler. Gives a +2 to **SURVIVAL** rolls for navigating in roadless terrain (page 140). Rel: 1. Weight: ¼. Price 10.

GLOBAL POSITIONING SYSTEM: GPS was used by both NATO and Soviet aircraft and modern armored fighting vehicles, and even some handheld devices were available, until EMP pulses from nuclear detonations knocked out most of them. Now, functional GPS devices are very rare, and as many GPS satellites have also been destroyed, only work half of the time (roll 4+ on a D6). When functional, a GPS eliminates the need to roll **SURVIVAL** for navigating in roadless terrain. Weight: ½. Price 250.

PROTECTIVE GEAR

RADIACMETER: A radiacmeter is used to detect the level of radiation in an area. Requires a slow action to use. Rel: 1. Weight: ¼. Price 200.

CHEMICAL AGENT DETECTOR: This small kit is used to assess whether a chemical agent is present in a hex and, if so, identify which agent. Requires one stretch of time to use. Weight: ¼. Price 75.

PROTECTIVE MASK: Used to reduce or counter the effects of chemical weapons. Removes the –3 modifier to **STAMINA** rolls for avoiding the effects (page 79), but also gives a –2 modifier to **RECON** and to **STAMINA** rolls made for marching. Rel: 1. Weight: ½. Price 150.

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HAZMAT/MOPP SUIT: A suit, generally made of charcoal-impregnated water-resistant cloth in Western Europe and the US and waterproof plastic in Eastern Europe. Includes rubber gloves and boots and, when worn properly with a protective mask (above), protects you fully from most chemical weapons, even those that are lethal on contact with skin. Also offers some protection against radioactive contamination (page 80). Weight: 1. Price 500.

RAINGEAR: Gives a +1 modifier to **STAMINA** rolls for avoiding the effects of chemical weapons. Weight: ½. Price 25.

MEDICAL SUPPLIES

PERSONAL MEDKIT: Gives a +1 modifier to **MEDICAL AID** rolls. Disposable, can only be used once. Weight: ¼. Price 25.

DOCTOR'S MEDICAL KIT: Medical equipment and drugs that give a +2 modifier to **MEDICAL AID** rolls. Includes 10 doses of each drug type below, plus bandages and tools for minor surgery. Weight: 2. Price 250.

SURGICAL INSTRUMENTS: Scalpels, forceps, hemostats, clamps, and other tools. The set gives a +1 modifier to **MEDICAL AID** rolls, but only when treating fatal critical injuries. Can be combined with medkits. Weight: 1. Price 50.

ANTIBIOTICS: Gives a +3 modifier to **MEDICAL AID** when treating infected wounds and other bacterial infections. The effect of a dose lasts for one day. Weight: 0. Price 25/dose.



PAIN RELIEVER: Heals 1 point of damage in one stretch. Further doses during the same shift have no effect. Weight: 0. Price 15/dose.

ATROPINE AUTOINJECTOR: A premeasured, automatic injector, which can be operated by nonmedical personnel to treat the effects of nerve agents. One dose, disposable. Weight: 0. Price 100.

TOOLS & SPARE PARTS

BASIC TOOLS: A general tool set that can be used to repair items or service vehicles. Includes wrenches, pliers, screwdrivers, etc. Weight: 2. Price 25.

VEHICLE TOOLS: Specialized tools for repairing and servicing vehicles that give a +1 modifier when doing so. This tool set includes spark plug wrenches, torque wrenches, a grease gun, etc. Weight: 3. Price 50.

WEAPON TOOLS: Specialized tools for repairing weapons that give you a +1 modifier for it. Weight: 2. Price 50.

WEAPON SPARE PART: Needed to repair an inoperable weapon. Can also be used to jury rig. Weight: ½. Price 25.

VEHICLE SPARE PART: Needed to repair an inoperable vehicle. Weight: 1. Price 50.

ELECTRONIC SPARE PART: Needed to repair an inoperable electronic item. Weight: ½. Price 25.

GENERAL SPARE PART: Needed to repair an inoperable mechanical item that is not a weapon or vehicle. Can also be used to jury rig items. Weight: 1. Price 10.

FUEL & STILLS

GASOLINE/DIESEL: As the global oil and refinery supply system has collapsed, traditional fossil fuels are very rare in Europe in the year 2000. Price 50/liter.

ALCOHOL FUEL: To compensate for the gasoline and diesel shortfalls, most operational vehicles have been converted to run on alcohol fuel like methanol and ethanol, which can be produced from wood, grain and other organic materials. Price 15/liter.

SMALL STILL: Produces up to 5 liters of alcohol per shift of stationary use. Requires one encumbrance unit of organic material per liter of alcohol produced. Can be jury rigged (requires 20 general spare parts). Rel: 1. Weight: 20. Price 500.

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LARGE STILL: Produces up to 50 liters of alcohol per shift of stationary use. Requires one encumbrance unit of organic material per liter of alcohol produced. Can be jury rigged (requires 400 general spare parts). Rel: 3. Weight: 400. Price 2,500.

INDUSTRIAL STILL: Produces up to 500 liters of alcohol per shift. Requires one encumbrance unit of organic material per liter of alcohol produced. Cannot be moved. Rel: 5. Price 10,000.

ELECTRICITY

A steady supply of electricity is a rare commodity in the year 2000. Vehicles, mobile generators, and batteries can be used to generate enough electricity to power smaller devices.

SMALL GENERATOR: Generates enough electricity to power a single small electric device. Requires 2 liters of alcohol fuel per shift or a **STAMINA** roll if powered manually. Can be jury rigged (requires 3 general or vehicle spare parts and 4 electronic spare parts). Rel: 3. Weight: 5. Price 200.

LARGE GENERATOR: Generates enough electricity to power one large electric device or up to a dozen small electric devices. Requires 20 liters of alcohol fuel per shift. Can be jury rigged (requires 30 general or vehicle spare parts and 40 electronic spare parts). Rel: 5. Weight: 50. Price 1,000.

SMALL BATTERY: Powers one small electric device for a day's use. Can be recharged by plugging it into a running vehicle or a generator for one shift. Weight: ¼. Price 100.

CAR BATTERY: Powers one large electric device, or up to a dozen small electric devices, for a day's use. Can be recharged by plugging it into a running vehicle or a large generator for one shift. Weight: 5. Price 1,000.

EXPLOSIVES

PLASTIC EXPLOSIVES: A quarter of an encumbrance unit of plastic explosives has a blast power of D. Quadrupling the amount of plastic explosives will increase the blast power one step, up to a maximum of A. Price 25/quarter unit.

DYNAMITE STICKS: One stick of dynamite weighs ¼ of an encumbrance unit and has a blast power of D. Quadrupling the amount of dynamite will increase the blast power one step, up to a maximum of A. Price 25/stick.

CHEMICALS: A range of commonly available substances that can be used to manufacture improvised explosives, such as fertilizers. Price 10/unit.

IMPROVISED EXPLOSIVES: One full encumbrance unit of improvised explosives has a blast power of D. Quadrupling the amount of explosives will increase the blast power one step, up to a maximum of A. You can convert one encumbrance unit of chemicals into one encumbrance unit of improvised explosives with a successful **TECH** roll. If you fail, immediately roll again – on a second failure, the explosives detonate. Price 25/unit.

FOOD & DRINK

FIELD RATIONS: MRE – Meal, Ready-to-Eat – is a self-contained, individual field ration in lightweight packaging produced by the US. Minimum shelf life is three years. Other nationalities have similar field rations. One field ration covers the minimum daily requirement of food. Weight: ¼ per ration. Price 20/ration.

DOMESTIC FOOD: Cooked meat or vegetables. Needs to be consumed within a week, or it will spoil. Weight: ½ per daily ration. Price 10/daily ration.

WILD FOOD: Edible plants and roots that can be collected by foraging (page 143). Spoils after one week. Each daily ration of wild food weighs one full encumbrance unit, as the energy content is low. Price 5/daily ration.

FIELD GEAR

BACKPACK: Can be used to carry a number of encumbrance units equal to your STR die size, in addition to your combat gear. Carrying a backpack gives a –2 modifer to all **MOBILITY** rolls. Weight: 0. Price 50.

FATIGUES: These have a camouflage pattern and include boots, socks, undergarments, and gloves. The fatigues count as adequate clothes for protection against cold except in severe winter conditions. The camouflage pattern gives a +1 modifier to **RECON** rolls for setting ambushes and staying undetected. Weight: 0. Price 20.

THERMAL FATIGUES: Heavily insulated fatigues, protecting even against extreme cold. Weight: 1. Price 50.

SLEEPING BAG: Gives a +2 to **SURVIVAL** rolls when sleeping on bare ground and **STAMINA** rolls against cold. Weight: 1. Price 25.

BLANKET: Gives you a +1 to **STAMINA** rolls against cold. Weight: 1. Price 10.

SMALL TENT: Gives a +1 modifier to **SURVIVAL** rolls for making camp (page 147). Fits four people. Weight: 4. Price 50.

LARGE TENT: Gives a +1 modifier to **SURVIVAL** rolls for making camp. Fits ten people. Weight 8. Price 150.

FISHING GEAR: Used for fishing (page 147). Can be jury rigged using one general spare part. Weight 1. Price 25.

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HOME BASE

TWILIGHT: 2000 is a game about traveling through the wastelands of WWIII, but one day you might find a place safe enough to stay at – temporarily or for a longer period of time. This section details how you can establish and develop a home base for your group. But be warned, enemies will come knocking and you will need to fight to defend what's yours.

The rules in this section are intentionally light and abstract. Detailed rules for managing a base or a settlement would result in excessive bookkeeping and slow the game down – these rules are designed to create a base of operations to be used as a backdrop for roleplaying.

FINDING A BASE

The first thing you need to do in order to establish a home base is to find a suitable location. There are plenty of ruins out there in the wastelands, some even in decent shape, and your best bet is to find some pre-existing structure or building to settle down in. You might be lucky enough to come across empty locations during your travels – or you might need to throw the current occupants out and claim the place as your own. Some examples of locations that might serve as your home base:

- Bomb shelter
- Bridge (underneath)
- Dilapidated mansion
- Farm
- Gated community
- Junkyard
- Oil rig
- Prison
- Shipwreck
- Shopping mall
- Skyscraper
- Small island
- Subway station
- Trailer park

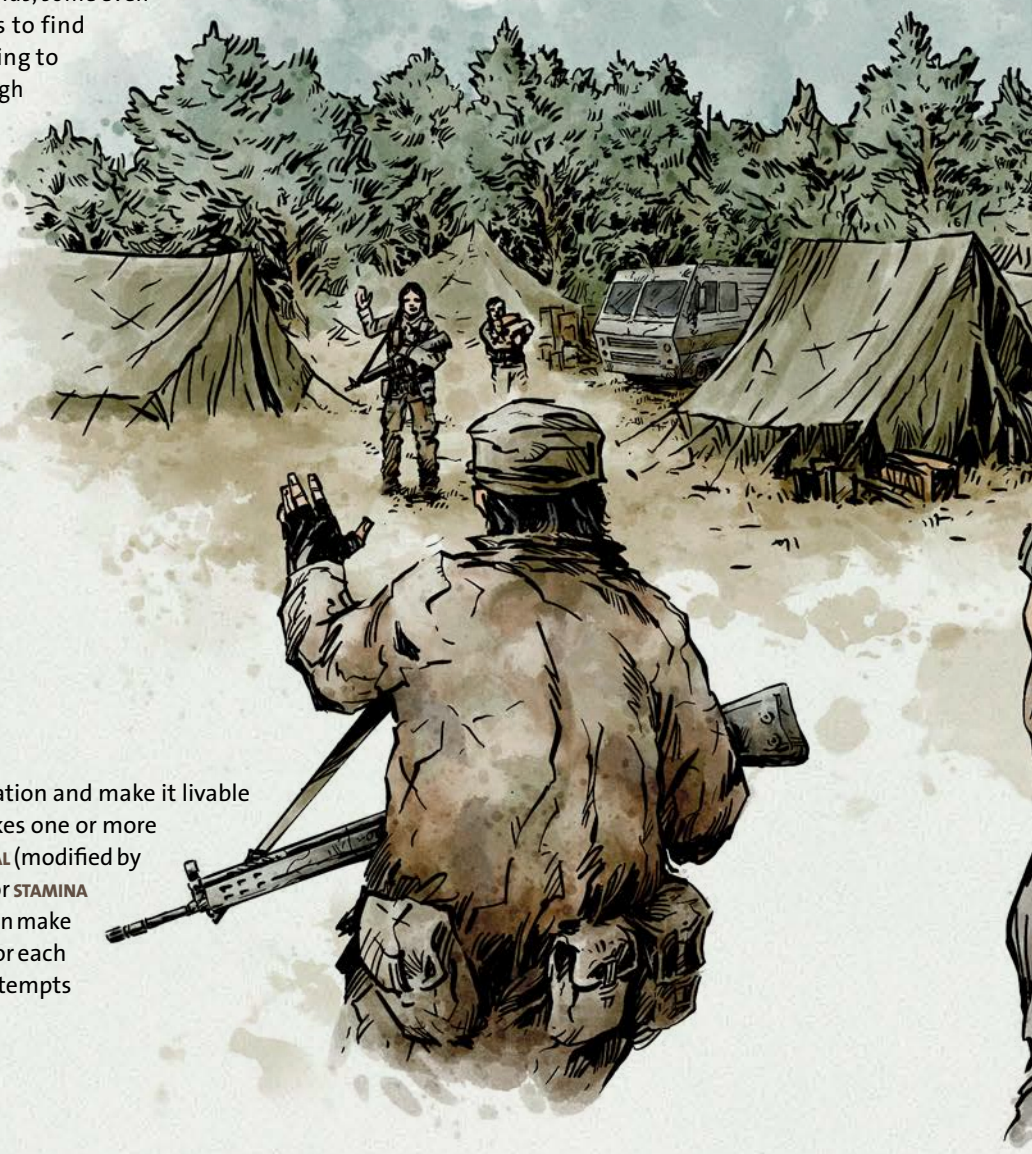
How long it takes to clean out the location and make it livable is up to the Referee, but it typically takes one or more shifts and two skill rolls – one for **SURVIVAL** (modified by the Quartermaster specialty) and one for **STAMINA** (modified by Builder). Only one person can make each roll, but others can help. One roll for each skill can be made per shift. Multiple attempts are allowed.

MAP OF THE BASE

Once you have established a home base, we recommend that you draw at least a simple map of it, using the battle map 10-meter hexagons. This will help you visualize the base and run any combat encounters there.

EFFECTS OF A BASE

Once you have established your base, it immediately lets you sleep and rest there as long as you want without the need for **SURVIVAL** rolls to make camp (page



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147). A home base can be useful in many other ways too, but for that you will need facilities – more on those below.

EXISTING FACILITIES: Your home base might already have some useful facilities when you settle in it. It is up to the Referee to decide what's reasonable for the site you have settled in.

UPKEEP: Each week, you must spend a shift on repairs and general upkeep of the home base and make a **STAMINA** roll (modified by the Builder specialty). Only one person can make each roll, but others can help. Only one roll can be made per shift, but multiple attempts are allowed. If a full week passes without successful upkeep, the home base no longer offers basic shelter and the two rolls to establish the home base must be re-made.

ENCOUNTERS: The home base can cause trouble for you, most often in the form of unwanted attention from others in the area. The Referee can read more about encounters for stationary players on page 36



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of the Referee's Manual. Additionally, if you leave your home base empty for any length of time, you run the risk of someone else looting it or claiming it for themselves.

FACILITIES

The main way to develop your home base is to add further facilities. A selection of facilities are listed below, and more can be created by yourselves, with the Referee's approval. Some facilities may not be possible to build at your particular site. Conversely, the Referee also determines if some facilities are already present at the base when you settle in it.

Adding a facility to your base typically requires some prerequisite (such as tools or materials), work time (measured in days or weeks, assuming two shifts of work per day), and one or more skill rolls (with bonuses from relevant specialties). Only one person can make each skill roll, but others can help. If a skill roll to build a facility fails, you can try again, spending the same amount of time on it.

Should you want to, you can add several facility units of the same type to your base (e.g. several croplands or cow pens).

COW PEN: Room for one cow. Once per day, the cow can be milked. This takes a shift and gives 2D6 rations of domestic food. Slaughtering a cow takes a shift and yields 2D6x6 rations of domestic food. You should cook the meat (page 148) before eating it, or you must make a **STAMINA** roll to resist food poisoning.

- **PREREQUISITES:** Basic tools, cow (must be stolen or bought – supply rating S)
- **TIME:** One day
- **SKILL: STAMINA** (Builder)

CROPLAND: A plot of land is set aside for the organized cultivation of grain, corn, turnips, radishes, or other vegetables. For each ⌖ rolled when you harvest in the fall, the field yields D6x100 units of wild food.

- **PREREQUISITES:** A plot of land, basic tools
- **TIME:** One week to establish, then one shift per week in the spring and summer to tend, and finally one week to harvest in the fall.
- **SKILL: STAMINA** (Farmer). Roll once when establishing the field, and again during the harvest.

DEFENSES: Walls, palisades, or earthworks that offer defensive positions with cover with armor level 3 or higher.

- **PREREQUISITES:** Basic tools
- **TIME:** One day per hex
- **SKILL: STAMINA** (Builder), **COMMAND** (Tactician)

HEATER: Eliminates the effect of cold in the base.

- **PREREQUISITES:** Basic tools and firewood or alcohol fuel (5 liters/day)
- **TIME:** One week
- **SKILL: STAMINA** (Builder), **SURVIVAL** (Quartermaster)

INFIRMARY: Gives a +1 modifier to **MEDICAL AID** rolls, in addition to modifiers from medical gear.

- **PREREQUISITES:** Basic tools, alcohol fuel
- **TIME:** One week
- **SKILL: STAMINA** (Builder), **MEDICAL AID** (General Practitioner)

GARAGE: Gives you a +1 modifier to all **TECH** rolls for repairing vehicles. Can also be used for construction (page 135).

- **PREREQUISITES:** Basic tools, 50 general spare parts
- **TIME:** Two weeks
- **SKILL: STAMINA** (Builder), **TECH** (Blacksmith)

GENERATOR: Jury rigged, see page 131.

LOOKOUT POINT: Gives you a +1 modifier to spot enemies approaching your base. Also offers cover with armor level 2.

- **PREREQUISITES:** Basic tools
- **TIME:** One week
- **SKILL: STAMINA** (Builder)

PIGSTY: Holds up to a dozen pigs. Slaughtering a pig takes a shift and yields 2D6x2 rations of domestic food. You should cook the meat (page 148) before eating it, or you must make a **STAMINA** roll to resist food poisoning.

- **PREREQUISITES:** Basic tools, pigs (must be stolen or bought – supply rating C)
- **TIME:** One day
- **SKILL: STAMINA** (Builder)

PRISON CELLS: Holds up to a dozen prisoners behind armor level 2 doors.

- **PREREQUISITES:** Basic tools
- **TIME:** One week
- **SKILL: STAMINA** (Builder)

ROOT CELLAR: Makes your domestic food stored here last for a month instead of just a week before spoiling.

- **PREREQUISITES:** Basic tools
- **TIME:** One week
- **SKILL: STAMINA** (Builder), **SURVIVAL** (Cook)

SHRINE: If you are a religious person and spend a shift here, you recover an additional point of stress. Can only be used once per day.

- **PREREQUISITES:** Basic tools
- **TIME:** One week
- **SKILL: STAMINA** (Builder), **MEDICAL AID** (Counselor)

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STILL: Jury rigged, see page 131.

WELL: Gives everyone in the base free access to clean water.

- **PREREQUISITES:** Basic tools
- **TIME:** Two weeks
- **SKILL: STAMINA** (Builder), **SURVIVAL** (Quartermaster)

WINDMILL: As long as there is wind (D6 roll of 3+ each day), the windmill generates enough electricity to power one large electric device or up to a dozen small electric devices.

- **PREREQUISITES:** Basic tools, 40 general spare parts, 40 electronic spare parts
- **TIME:** One week
- **SKILL: STAMINA** (Builder), **TECH** (Blacksmith, Electrician)

WORKSHOP: Gives you a +1 modifier to all **TECH** rolls for repairs, except on vehicles (see Garage for that). Can also be used for construction (below).

- **PREREQUISITES:** Basic tools, 50 general spare parts
- **TIME:** Two weeks
- **SKILL: STAMINA** (Builder), **TECH** (Blacksmith)

CONSTRUCTION

In a garage and workshop, you can do more than just repair – you can also build vehicles and other mechanical gear (including weapons and ammunition). This goes beyond jury rigging, and means you can manufacture most items found in the gear chapter – given time, skill, and raw material in the form of spare parts.

Generally, a difficult (–2) **TECH** roll is required to manufacture an item in a garage or workshop, with a bonus from the Blacksmithing specialty as well as Gunsmith, Mechanic, Electrician or Chemist, as appropriate. If the roll succeeds, you complete the item with a reliability rating 2 points lower than the "original" (down to a minimum of 1) plus 1 for each ⌖ rolled beyond the first (to a maximum of the original reliability). The reliability rating achieved during manufacturing is the maximum for the item.

The requirements in time and materials to manufacture an item vary immensely, but some general guidelines follow below.

WEAPONS: The time requirement ranges from about a week for small arms, to several weeks for heavy weapons. You also need spare parts with a total weight equal to the weight of the item, evenly divided between general spare parts and weapon spare parts. Some weapons might also require electronic spare parts (Referee's discretion). Ammunition is not included. Some examples of spare part requirements:

- **PISTOL:** 1 weapon
- **SHOTGUN:** 1 general and 1 weapon
- **ATRL:** 2 general and 2 weapon
- **HMG:** 4 general and 4 weapon
- **MORTAR (82MM):** 8 general and 8 weapon

AMMUNITION: To manufacture ammunition, you need general spare parts and explosives in equal weight, totaling the same weight as the ammunition you want to produce. In a workshop, you can produce one encumbrance units' worth of ammo per shift of work for each ⌖ you roll on your **TECH** roll. Be careful though – if you fail a roll, immediately roll again. If the second roll also fails, you trigger an explosion with a blast power equal to the type of round you are making (D for non-explosive).

VEHICLES: The time requirement ranges from about a week for a bicycle or motorcycle, to several weeks for larger vehicles. You also need spare parts with a total weight equal to the weight of the vehicle, evenly divided between general spare parts and vehicle spare parts. Most vehicles also require some electronic spare parts. Vehicle-mounted weapons are not included when building a vehicle – these must be built separately in a workshop. Some examples of spare part requirements:

- **BICYCLE:** 2 general, 2 vehicle
- **DIRTBIKE:** 25 general, 25 vehicle, 1 electronic
- **PICKUP TRUCK:** 150 general, 150 vehicle, 5 electronic
- **APC:** 1,500 general, 1,500 vehicle, 10 electronic



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06 TRAVEL

I used to have this dream where I was floating down the Vistula with all of my classmates. We were all Zen-like quiet and serene as the river towed us toward what eventually was a waterfall, a hundred kilometers high, I swear, and then all of us fell off the edge into the rainbow made by the mist. These people were just dead, but they reminded me of my dream. They slipped by under the bridge we crossed. All of them ice-blue from the winter but their eyes open to the slate-colored sky. They floated down the river peacefully having, I think, been gassed in a mass execution. I didn't even get sick this time which made me sick in and of itself. I'm getting used to this.

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IN THE WORLD OF Twilight: 2000, safe havens are few and far between, and rarely remain safe for long. To stay alive, you need to keep moving. Traveling, whether on foot or by vehicle, is a key part of most Twilight: 2000 campaigns.

TRAVEL MAPS

To regulate journeys across the devastated Europe of World War III, you use a *travel map*. The map is divided into hexagons, which are used to measure distances and govern movement. One hexagon is 10 kilometers across.

You can find a large travel map – one side showing central Poland and the other central Sweden – in this boxed set. At the Free League website, you can find blank map templates to create your own maps.

CITY MAPS: Traveling inside large cities is handled somewhat differently, using maps with a smaller scale. See the section on city travel at the end of this chapter.

TERRAIN TYPES

The travel maps are divided into different *terrain types*. These are summarized in the table below. The terrain types affect travel speed as well as the difficulty of driving, foraging, hunting, and scrounging. Note that the terrain type for the entire hex for game purposes is determined by the center dot of the hex on the map.

ROADS: Several major roads are marked on the travel map. Traveling along a major road is generally faster – but you also increase the risk of running into patrols of soldiers or other groups (see chapter 2 in the Referee's Manual for more on encounters).

Only main paved roads count as roads for game purposes. The countryside is often criss-crossed with small dirt roads, but these do not count as roads for the purposes of the travel mechanics.

RIVERS are also not a type of terrain in and of themselves, but can be used for traveling. Fords and bridges can be used to pass over a river. If there are none, you need a raft or boat to cross a river, or you must swim across it. Read more about journeys on lakes and rivers below.

TERRAIN TYPES

TERRAIN	ROAD	OPEN	WOODS	HILLS	MOUNTAINS	LAKE/RIVER	SWAMP	RUINS
								
SPEED*	x1	x1	x½	x½	x⅓	x1**	x¼	x½
DRIVING	+3	+1	–1	0	–1	+2	–1	0
FORAGING	As terrain	–1	+1	0	–2	–	–1	–2
HUNTING	As terrain	+1	+1	0	–1	0	0	–1
SCROUNGING	+1	–	–1	–1	–2	–	–2	+2
ENCOUNTER DISTANCE (HEXES)	2D10x2***	2D10x4	2D10	2D10x2	2D10x3	2D10x4	2D10x2	2D10

*Applies only to off-road driving (page 140). For marching and on-road driving, the speed factor is always x1.
**Requires boat or amphibious vehicle.
***Minimum distance, use only for roads through woods or ruins.

WHERE TO GO?

In a sandbox game like Twilight: 2000, you might find yourself asking the question – where should we go? The answer to this is very much up to yourself and your campaign. The Referee will give you enough information to go on – nearby enemies to flee from or points of interest to investigate. More information about this can be found in the Referee's Manual.

TASKS & SHIFTS OF THE DAY

During travel, the day is divided into four shifts of roughly six hours each:

- Morning
- Day
- Evening
- Night

TASKS: At the start of every shift, each member of your group must decide what they will do for most of that shift. You cannot perform more than one task in the same shift, including marching. The *only* exception to this is that one PC may keep watch while marching.

Some tasks can be performed by several of the characters at the same time. For other tasks, a single character must be chosen.

The various tasks are explained in detail over the course of the coming pages.

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COMBAT TERRAIN

The Referee should take the travel map terrain into account when selecting or drawing battle maps for combat encounters, but there is not an absolute match between travel terrain and combat terrain. For example, there can be small areas of forest in an open hex on the travel map, and conversely there can be open fields in a travel hex dominated by forests.

- **MARCHING:** Walking on foot to progress on the travel map. Can be combined with keeping watch, for one character only.
- **DRIVING:** Maneuvering a vehicle on land, water or in the air to progress on the travel map. Passengers can keep watch, rest, or sleep while you drive.
- **GATHERING:** Collecting wood or grain to produce alcohol fuel. Must be done on foot.
- **KEEPING WATCH:** Scouting for enemies and other encounters. Only one character can perform this task. Can be combined with marching.
- **SCROUNGING:** Looking for useful scrap in the wastelands. Must be done on foot.
- **FORAGING:** Looking for edible plants and herbs. Must be done on foot.
- **HUNTING:** Tracking and killing animals for food. Must be done on foot.
- **FISHING:** Requires a river or a lake.
- **MAKING CAMP:** Only one character can roll for making camp, but others can help.
- **COOKING:** Requires a kitchen or a campfire (which can be set as a part of making camp).
- **RESTING:** Can be done in a moving vehicle, as long as you're not driving or keeping watch.
- **SLEEPING:** You need to sleep at least one shift per day (page 138). Can be done in a moving vehicle, as long as you're not driving or keeping watch.
- **EXPLORING:** Investigating a scenario site (chapter 5 of the Referee's Manual) or other location and interacting with NPCs. Must be done on foot.

LIGHT & DARKNESS

The time of day determines the level of light, which affects visibility (page 59). In most of the world, the morning and day shifts are generally considered daylight, while the evening and night shifts are dark (with visibility depending on moonlight and cloud cover). Only a short period at the start of each morning and evening shift are considered dusk. However, at higher latitudes, such as in the Nordic region, the seasons have a great impact on light levels and the dusk lasts for entire shifts. See the table below for guidance.

NORDIC LIGHT

SHIFT	SPRING	SUMMER	FALL	WINTER
Morning	Dusk	Light	Dusk	Dark
Day	Light	Light	Light	Dusk
Evening	Dusk	Light	Dusk	Dark
Night	Dark	Dusk	Dark	Dark

WEATHER

The weather, particularly cloud cover and rain, can limit visibility and affect ranged combat. The Referee decides the current weather when the campaign starts, and then rolls a D6 base die at the start of each shift (or less often if they prefer). On a ✸, the weather changes one step toward rain. On a ⌖, the weather changes one step toward fair.

1. **FAIR WEATHER:** Maximum visibility in darkness is 10 combat hexes (15 with strong moonlight).
2. **CLOUDY:** Cloud cover reduces visibility during the dark shifts of the day to 5 combat hexes (50 meters).
3. **HEAVY RAIN/SNOW:** Limits visibility to 20 combat hexes in the daytime and 5 hexes at night. Gives a –1 modifier to all ranged attacks. Requires a **STAMINA** check for marching (below) and gives a –2 modifier to **DRIVING** rolls. A heavy rain will only last one shift – after a shift of heavy rain, the weather automatically shifts to cloudy.

MARCHING

If you have no vehicle to travel in, you'll need to walk on foot across the nuclear wastelands. Under good circumstances, you can march two hexes per shift on a road or in open terrain. Off-road in any terrain type except open, you can march one hex per shift.

MAKING YOUR OWN MAPS

As the world of Twilight: 2000 is an alternate version of our own world, you can use any number of online map resources to create travel maps. Simply go to any such website and download a map of the area you want. Download the blank hexagon map overlay from the Free League website, and use an image editing program to place it on top of the map. Make sure each hexagon on the map is 10 kilometers across.

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INTERRUPTIONS

You need to spend most of a shift on a specific activity for it to count, but the Referee should allow some interruptions as a result of encounters and other events. As a rule of thumb, if you spend at least three quarters of the Shift on your chosen activity, you gain the benefits from it. The Referee has final say.

WEATHER: In heavy rain, each PC needs to make a **STAMINA** roll to march – if you fail, your base movement for this shift is reduced by one hex (which can mean you don't move at all). If some PCs succeed and others fail, you need to decide whether to leave stragglers behind or wait for them.

DARKNESS: Marching off-road at night requires a **SURVIVAL** roll. Only one person rolls for the entire group. Failure means that you cannot find your way, and no progress is made this shift.

ENCOUNTERS: Short breaks are included in the travel speeds in the list, but if you stop for more than a few minutes along the way – because of an encounter or something else – you will not be able to travel the entire distance during the shift. The Referee has the final word on how many hexes of movement you lose when stopping for an encounter.

FORCED MARCH

You can march for two of the four shifts of the day without problem. If you need to, you can push yourselves and march for a third shift in a single day. This requires that each of you make a **STAMINA** roll (in addition to any roll for heavy rain).

Failure means that you are unable to march during the shift – instead, you must rest or sleep. If your **STAMINA** roll succeeds, you can choose to leave any stragglers behind and split up the group, or you can stay and wait for them.

If you are in a real rush, you can even attempt to march for a fourth shift in the day. In that case, you must roll for **STAMINA** again as outlined above, but the roll gets a –2 modifier. Be aware that doing this automatically makes you sleep deprived (page 78), as you miss the necessary hours of sleep per day.

EXAMPLE

Ronson gets up early in the morning and starts marching. The night was cloudy and the Referee rolls a ✸ for the weather – as morning breaks, the rain starts pouring down. Ronson needs to make good progress so he walks along a road. He needs to roll **STAMINA** *for the rain and succeeds, so he moves two hexes along the road during the morning shift.*

He just barely makes it past a Soviet patrol however, so for the day shift he decides to walk through the woods instead. There is a road in this hex, so he doesn't need to roll for navigation. The rain stops, so no **STAMINA** *roll is needed, but due to marching off-road, he only proceeds one hex.*

Ronson decides to march for a third straight shift. He rolls **STAMINA** *for the forced march, but fails. He pushes the roll, but fails again and rolls a ✸ – he's just too tired. Ronson suffers 1 point of damage, and spends the evening recovering.*

By the start of the night shift, he has healed the damage. It's dark now but Ronson must press on. He takes the chance to march on the road. He rolls **STAMINA** *again for marching for a third shift in the same day, and succeeds. He proceeds another two hexes.*

By daybreak, Ronson is sleep deprived due to not having slept for a full day.

DRIVING

All characters are assumed to be able to drive cars, trucks, motorcycles, and even tracked vehicles under normal circumstances. The vehicle lists in chapter 5 indicate maximum travel speeds, in 10-kilometer hexes per shift. Two separate rates are given, one for traveling off-road and one for traveling on-road. If the listed speed for off-road travel is a dash (–) the vehicle cannot be driven off-road at all.

Normally, you will choose on-road or off-road driving for a full shift, but the Referee can allow splitting a shift in half, at their discretion.

ENCOUNTERS: As for marching, short breaks are included in the travel speeds for vehicles, but if you stop for more than a few minutes, you will not be able to travel the entire distance. The Referee has the final word on how many hexes of movement you lose when stopping for an encounter.

NAVIGATION

When moving off-road through a hex with no road in it, no matter if you are marching or driving, one person in your group must make a **SURVIVAL** roll to enter a new hex. If the roll fails, you enter another hex than the one intended. Roll any die - on an even roll, you enter the hex to the right of the target hex, and on an odd roll, the hex to the left. Maps and compasses (page 129) give bonuses to the roll.

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TERRAIN

When driving off-road, difficult terrain can reduce your speed. A terrain speed factor of x½ in a hex means that you need to spend two hexes of movement to drive into it, a speed factor of x⅓ means you need to spend three hexes of movement, etc. You will sometimes need to accumulate movement over multiple shifts to move into a hex. When driving on-road, the terrain has no effect.

DRIVING AT NIGHT

Driving at night halves the effective travel speed, both on and off-road, rounding fractions up. The era of well-lit roads is long gone, and they are often blocked by debris and potholed by impact craters.

MISHAPS

At the start of each shift you drive, you must make a **DRIVING** roll, modified for terrain type. If you drive off-road into a new terrain type during a shift, you need to make an additional roll. In heavy rain, you get a –2 modifier. If you fail, you suffer a *mishap* – make a roll on the table on the next page. Typically, a mishap occurs about halfway into the movement of the shift – the Referee decides the exact hex. Remember that the reliability rating of your vehicle can also be reduced if you push the **DRIVING** roll.

FUEL & STILLS

Vehicles need fuel to operate. The lists in chapter 5 indicate each vehicle's fuel capacity (in liters) and fuel consumption (in liters per hex driven). Off-road, the fuel consumption is doubled.



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DRIVING MISHAPS

2D6	MISHAP	EFFECT
2	Broken axle	The vehicle becomes inoperable, its reliability rating reduced to zero.
3	Roadkill	The vehicle hits a random animal (roll a D6 on the hunting table on page 146). The animal is killed (and can be used for food), but also inflicts damage on the vehicle front equal to half its hit capacity (rounding up).
4	Busted gearbox	The vehicle cannot move any further. Fixing the problem requires a **TECH** roll and a vehicle spare part. One attempt per shift can be made.
5	Dirty fuel	The engine stops due to dirt or water in the fuel. All of the fuel in the tank needs to be drained and the vehicle refueled before it can continue.
6	Bogged down	The vehicle gets stuck and moves no further this shift. Getting loose requires a **STAMINA** roll or help from another vehicle. One attempt per shift can be made.
7	Wrong turn	The driver makes a wrong turn somewhere and needs to turn around and go back. One hex of movement is lost this shift.
8	Roadblock	The road ahead is blocked by debris, a landslide, or fallen trees. The driver must choose a different hex to move into, or remove the obstacle (**STAMINA** roll, taking one shift).
9	Engine overheated	The vehicle must stop for the rest of the shift.
10	Blown tire/ thrown track	The vehicle cannot move any further. Fixing the problem requires a **TECH** roll (+2) and a vehicle spare part. One attempt per shift can be made.
11	Crash	The vehicle crashes into a tree, rock, or barricade, and suffers damage to the front equal to its travel speed rating. The crash may attract unwanted attention.
12	Engine blown	The vehicle becomes inoperable, its reliability rating reduced to zero.

IDLING: If you leave vehicle idling, to power electric devices for example, the listed fuel consumption is per shift instead of per hex.

ALCOHOL FUEL: Gasoline and diesel are hard to come by in the world of Twilight: 2000. Modifying an engine to run on ethanol or methanol is a **TECH** roll and takes a shift of work. For game purposes, no distinction is made between ethanol and methanol. When running on alcohol fuel, the fuel consumption of the vehicle is doubled.

STILLS: To produce alcohol fuel, you need a still and raw materials in the form of wood, plants, grain or even paper. One encumbrance unit of raw materials is used to produce one liter of alcohol fuel. A few different stills are described in the gear chapter (page 130), and each indicates how many liters of alcohol fuel they produce per shift of stationary use, monitored by at least one person.

As a rule of thumb, assume that a person can gather 30 encumbrance units of raw materials per shift of work in the field. In the winter, this amount is halved.

HORSES

In game terms, horses count as vehicles for the purposes of combat (page 86). A typical horse can carry a rider (including carried gear) plus 25 encumbrance points of additional load, or a second person. If you instead lead it by the halter, the horse can carry up to 50 encumbrance units.

During travel, you can only ride a horse for two shifts per day. To ride for a third shift, you need to make a **MOBILITY** roll, modified by the Rider talent. If you fail, the horse goes lame and becomes incapacitated. A horse needs at least one shift of rest per day.

EXAMPLE

Diaz drives the M113, with a travel speed of 8/6. For the morning shift, she stays on a main road. Jonesy keeps watch, riding unbuttoned. Kasia and Top rest in the back. Diaz makes a **DRIVING** *roll and succeeds. Having traveled four of the eight hexes, the group encounters a band of marauders, and the Referee determines that no more progress will be made this shift. The M113 has been converted to run on alcohol fuel, and thus has a fuel consumption of 16 liters per hex, i.e. 64 liters were consumed in the morning shift.*

For the day shift, Diaz decides to head off-road, into the woods. There is a road in this hex, so no roll for navigation is needed. She makes a **DRIVING** *roll, but this time she fails, and gets bogged down! The Referee decides that the mishap occurs after having traveled two hexes (using up four of the six hexes off-road travel capacity, due to the terrain factor for woods).*

Diaz makes a **STAMINA** *roll (with help from the others) and succeeds on her second try, but due to the mishap, she loses her two hexes of remaining movement, meaning*

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that the M113 cannot move any further this shift.Two hexes traveled in total this shift means another 64 liters of fuel were consumed (16x2 and then doubled for off-road driving).

The group decides to make camp for the evening. While Jonesy makes camp, Diaz spends the shift on repairs, and Kaisa and Top gather wood and plants for the small fuel still that the group has jury rigged. They gather a total of 60 units. Using their small still, this will take twelve shifts – three full days of non-stop use – to distill into 60 liters of fuel.

KEEPING WATCH

During every shift, you can designate one character in your group who is responsible for scouting for threats and enemies. The lookout can keep watch and march at the same time. A lookout is useful during every shift, even after you make camp. You don't need to have a lookout, but without one you have no chance of spotting threats before they are upon you.

During journeys, the lookout makes a passive **RECON** roll (cannot be pushed) when the Referee indicates that the group is approaching an encounter (see chapter 3 of the Referee's Manual). The distance between the lookout and the encounter depends on the terrain that you are traveling in. See the table on page 138.

Make a straight **RECON** roll – it's only an opposed roll if the enemy is actively ambushing you. If the roll is successful, your lookout spots the other group before you are spotted yourselves. You can then decide whether to show yourselves, back off, or set up an ambush (requiring another **RECON** roll, this time opposed). If your **RECON** roll fails, the other group spots you first.

BACKING OFF: If you back off from an encounter without being spotted, you can circle around it, off-road. This will cost you an additional hex of off-road movement (modified by terrain), before you can continue forward.

VEHICLES: If you travel on or in a motor vehicle and the group you encounter is on foot, you get a –2 to the **RECON** roll to spot the encounter. If you are all inside an armored vehicle with the hatches closed, you will automatically fail the roll. If you are on foot while the encountered group is motorized, you get a +2 to the roll. If both groups are in vehicles, roll normally.

EXAMPLE

*Back on the road again, Jonesy is keeping watch from the M113, riding unbuttoned. The Referee draws an encounter – the group is approaching a heavily fortified marauder roadblock. As Jonesy is on a vehicle while the marauders are on foot, he gets a –2 modifier to his **RECON** roll. He gets lucky and succeeds, spotting the roadblock before the marauders see them.*

The Referee rolls for encounter distance (road) and gets 24 – the roadblock is 24 hexes (240 meters) distant. The group decides to back off and drive into the woods, hoping to circle around the roadblock and avoid detection. The main terrain in the hex is woods, so Diaz needs to spend another two hexes of off-road movement to circle around the roadblock. After that, the group can move on into the next hex.

SCROUNGING

The world might seem like a wasteland in the year 2000, but to the trained eye, there are small treasures everywhere. If you spend a shift scrounging in the hex you currently occupy, you have a chance to find useful scrap.

Roll for **SURVIVAL**, modified for the terrain type (page 138). For each ⌖ you get, roll D100 on the scrap table on the next page. The table lists any effect the item has. The Value column indicated the approximate value of the item, in bullets. The Spare Parts column indicates how many spare parts can be scavenged from the find. Scavenging one or more items (page 91) takes a full shift, separate from the time spent scrounging.

Only one character can roll for scrounging in the same hex during the same shift, but others can help the roll (page 46). For each time you scrounge again in the same hex, you get a –1 cumulative modifier.

REFEREE'S CHOICE: The Referee can decide what item you find when scrounging, instead of letting you roll. The Referee can also ask you for a re-roll, for example if you find the same item twice in a row.

FORAGING

If you are running out of provisions, you can spend a shift looking for edible plants or drinkable water in your current hex.

To forage, first choose whether you are looking for food or water. Then make a **SURVIVAL** roll, modified by the terrain type (page 138). The roll is also modified by the time of year, see page 146.

QUICK SEARCH

Sometimes, you might want to make a quick search for scrap in a smaller area, without spending a full shift. The Referee should only allow this in areas where there is likely to be scrap present, such as a settlement of some kind. A quick search requires no dice roll, and gives you a free roll on the scrap table. This does not count as scrounging, and you can still spend the main part of the shift doing something else. You can also still scrounge the hex you're in, even after a quick search.

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D100	ITEM	EFFECT	SPARE PARTS	WEIGHT	VALUE
01	Alarm clock	–	1 general	½	10
02	Aspirin bottle	Page 130 (D6 doses remaining)	–	0	D6x15
03	Axe	Page 93	–	1	30
04	Baseball bat	As club	–	1	5
05	Bible	–	–	¼	10
06	Bicycle	Page 116	2 general	5	50
07	Bicycle pump	–	1 general	1	15
08	Binoculars	Page 129	–	½	50
09	Box of cereal, unopened	D3 rations of domestic food	–	D3x½	D3x10
10	Box of chocolates (still edible)	D3 field rations	–	D3x¼	D3x20
11	Bullhorn (broken)	–	1 general	1	10
12	Candelabra	–	–	1	25
13	Candy bar	One field ration	–	¼	20
14	Car tire	–	1 vehicle	2	50
15	Carving knife	As knife	–	½	5
16	Champagne glasses, D6	–	–	D6x¼	D6x20
17	Chandelier	–	–	2	50
18	Charcoal grill	**SURVIVAL** +1 when cooking	1 general	3	100
19	Cigarettes, half-empty pack	Removes 1 point of stress but gives –1 to **STAMINA** rolls for one shift. 2D6 uses.	–	0	2D6x 10
20	Coloring book for kids (half done)	–	–	¼	5
21	Cooking pot	**SURVIVAL** +1 when cooking	–	½	20
22	Credit card	–	–	0	1
23	Crime novel	–	–	¼	3
24	Crowbar	**TECH** +1 for rough work, can be used as club	–	1	5
25	Deodorant bottle	–	–	0	10
26	Desk lamp	–	1 electronic	1	15
27	Doll	–	–	¼	15
28	Electric guitar	Requires electricity	1 electronic	1	30
29	Electric mixer	Requires electricity	1 electronic	½	20
30	Electric shaver	Requires electricity	1 electronic	¼	25
31	Electric toothbrush	Requires electricity	1 electronic	¼	25
32	Extension cord	–	1 electronic	¼	15
33	Face mask, cartoon animal	–	–	0	5
34	Fantasy novel, very thick	–	–	¼	5
35	Fire extinguisher	Puts out fire in a hex or a vehicle. One use only.	–	2	150
36	Fireworks, D6, still functional	As flares (page 129)	–	D6x¼	D6x5
37	Fishing pole	Page 131	–	1	25
38	Flashlight (broken)	Needs repair. Requires battery.	1 electronic	¼	20
39	Floor lamp	Requires electricity	1 electronic	1	15
40	Football	–	–	¼	5
41	Frying pan	**SURVIVAL** +1 when cooking	–	½	20
42	Gaffer tape	**TECH** +1 when jury rigging	–	¼	25
43	Golf club	As club	–	1	5
44	Hair dryer	–	1 electronic	½	20
45	Hair gel	–	–	0	5
46	Hedge trimmer	As knife	1 general	1	10
47	Hockey club	As club	–	1	5
48	Hunting bow	Page 94	–	1	150
49	Hunting rifle	Page 95	2 weapon	1	varies
50	Infant formula	D6 field rations	–	D6x¼	D6x20

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D100	ITEM	EFFECT	SPARE PARTS	WEIGHT	VALUE
51	Instant coffee	D6 uses, removes sleep deprivation	–	D6x¼	D6x10
52	Instant noodles	D6 rations of domestic food	–	D6x½	D6x10
53	Iron pipe	As club	–	1	1
54	Ladies hat	–	–	0	5
55	Laptop computer, broken	–	2 electronic	1	50
56	Lawn mower	–	2 general	4	25
57	Lipstick	–	–	0	3
58	Loudspeaker (broken)	–	1 general, 1 electronic	2	30
59	Mathematics textbook	–	–	½	20
60	Microwave oven (broken)	Requires electricity	1 general, 1 electronic	3	30
61	Mirror	–	–	2	5
62	Movie DVDs, D6	–	–	0	D6x1
63	Movie poster	–	–	¼	3
64	Music CDs, D6	–	–	¼	D6x1
65	National flag, torn	–	–	0	10
66	Necktie	–	–	0	5
67	Oriental carpet	–	–	2	15
68	Photo of happy family	–	–	0	3
69	Playing cards	–	–	0	10
70	Raincoat	**STAMINA** +1 against chemical weapons	–	½	25
71	Remote control	–	1 electronic	0	15
72	Revolver	Page 94	1 weapon	½	75
73	Saxophone	–	1 general	1	25
74	Shopping cart	Carries 20 encumbrance units	1 general	3	20
75	Shotgun	Page 96	2 weapon	1	varies
76	Skateboard	**MOBILITY** +1 on pavement	–	1	15
77	Ski hat	**STAMINA** +1 against cold	–	0	10
78	Sleeping pad	**SURVIVAL** +1 when sleeping on bare ground	–	½	10
79	Snowglobe	–	–	¼	5
80	Sports jersey	–	–	0	5
81	Teddy bear	–	–	¼	5
82	Tent (fits four)	**SURVIVAL** +1 to make camp	–	4	50
83	Tire iron	**TECH** +1 on vehicles	–	2	25
84	Top hat	–	–	0	10
85	Toy sword	–	–	½	5
86	Trombone	–	–	1	20
87	TV set, broken	Requires electricity	2 general, 2 electronic	4	50
88	Twinkies, still edible	D6 rations of domestic food	–	D6x½	D6x10
89	Typewriter	–	2 general	2	60
90	Vacuum cleaner	Requires electricity	1 general, 1 electronic	2	30
91	Video game console	–	1 electronic	½	20
92	Walkie-talkies (broken)	Page 129 (need repair)	1 electronic	½	50
93	Walkman with head-phones and cassette	–	1 electronic	¼	25
94	Wallet full of moldy cash		–	0	3
95	Wine bottle, undrinkable	–	–	½	2
96	Wristwatch, broken	–	1 electronic	0	20
97	Yellowed copy of TWILIGHT: 2000 RPG, 1st edition	–	–	½	10
98	Roll twice on the table	–	–	–	–
99	Roll three times on the table	–	–	–	–
00	Roll four times on the table	–	–	–	–

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When foraging for food, success means that you find a number of rations of wild food (page 131) equal to the number of ⌖ you rolled. When foraging for water, success means that you find enough drinkable water to fill your water bottles. You can eat wild food, or cook it (page 148) to turn it into domestic food (page 131).

Only one character can forage for food or water in the same hex during the same shift, but others can help the roll (page 46). For each shift you forage again in the same hex, you get a –1 cumulative modifier. This modifier is reset after a week, except in wintertime.

FORAGING MODIFIERS

SEASON	FORAGING
Spring	–1
Summer	0
Autumn	+1
Winter	–2

HUNTING

Another way to find food during a journey is to hunt in your current hex. First roll for **SURVIVAL**, modified for the terrain type. Success means that you have tracked some kind of prey. Roll on the hunting table to the right to see what type of animal it is. If you roll multiple ⌖, you manage to track several prey – roll once for each, and then choose which one to hunt.

To kill a prey you have tracked, you must first make a **RECON** roll to move into position without alerting the animal. It's a straight roll (not opposed) but modified by how close you want to get (page 61). Second, you must make a ranged attack against the animal. You can make a slow aim if you have a telescopic sight (page 65). If your attack inflicts damage equal to or in excess of the hit capacity of the animal, or if you roll a critical hit, the animal is killed. If not, it's only wounded and escapes. You usually only get one shot.

The hunting table indicates how many rations of (domestic) food that your prey yields, once the meat has been cut and cooked (page 148). You can eat raw meat, but you will then need to make a **STAMINA** roll to resist food poisoning (page 81).

Only one character can roll for hunting in the same hex during the same shift, but others can help the roll (page 46). For each shift you hunt again in the same hex, you get a –1 cumulative modifier. This modifier is reset after a week.

TRAPPING: Certain animals can be caught using simple snares. Using a snare, you don't need to shoot the animal in order to catch it. Instead, you just make another **SURVIVAL** roll after having tracked the animal – if successful, the animal is caught.

OTHER ANIMALS

The hunting table assumes a northern or central European setting. If your game is set elsewhere, feel free to replace the animals in the table with more appropriate species.



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HUNTING

D6	ANIMAL	HIT CAPACITY	TRAPPING	FOOD
1	Grouse*	1	No	1
2	Rabbit	1	Yes	1
3	Fox	1	Yes	D3
4	Deer	2	No	2D6
5	Boar	3	No	2D6x2
6	Moose	6	No	2D6x4

*Requires shotgun

EXAMPLE

While waiting for the still to produce fuel, Top goes hunting in the woods. He makes the SURVIVAL *roll (with a +1 from terrain type and a +1 from his Hunter specialty) and succeeds with two ⌖. He rolls twice on the hunting table indicating he's tracked both a boar and a moose. He decides to hunt the moose. He tries to move within 10 hexes (100 meters) of it, which is* MEDIUM *range for his M16. This gives him a +1 to his* RECON *roll to move into position, and he succeeds. Now, he takes the shot, using two ammo dice, just to be sure. He hits with one ⌖ on his base dice and gets one ✓ on his ammo dice, inflicting a critical hit. The moose goes down.*

FISHING

If you are in a hexagon next to a river, lake, or ocean, you can fish. You can fish from a moving boat. To fish, you need fishing gear (page 131) and a SURVIVAL roll. Success means you gain a number of rations of (domestic) food equal to the number of ⌖ you rolled, once the fish has been cleaned out and cooked (page 148). You can eat raw fish, but you will then need to make a STAMINA roll to resist food poisoning (page 81).

Only one character can roll for fishing in the same hex during the same shift, but others can help the roll (page 46). For each shift you fish again in the same hex, you get a –1 cumulative modifier. This modifier is reset after a day.

GRENADE FISHING: If you have a hand grenade to spare, you can use it for fishing. This requires no skill roll, and yields D6 rations of food. You can't grenade fish in the same hex more than once per shift.

MAKING CAMP

When the journey of the day is over, it's time to make camp. Finding a good location for a camp, making a fire, and preparing a place to sleep takes a whole shift – usually the evening. Only one character rolls to make camp, but others can help with the roll.

Make a SURVIVAL roll. If your roll succeeds, you find a sheltered place to spend the night, where you can all find cover from incoming fire and rest up before the next day's journey. If your roll fails, you set up camp to rest and sleep anyway, but the Referee makes a hidden roll on the mishap table (next page). Re-roll if the mishap is not applicable to the situation. The Referee can spring this mishap on you anytime while you are in the camp.

FIRE: Setting a campfire is included in making camp. This is required to be able to cook food at the camp and it will

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CAMP MISHAPS

D10	MISHAP	EFFECT
1	Food spoiled	Your food has rotted or been infected by insects. Half the rations you are carrying are spoiled.
2	Flooding	Heavy rainfall (page 139) starts in the middle of the night. The camp is flooded and everything gets soaking wet. All characters must roll for **STAMINA** to avoid becoming hypothermic, and no one gets any sleep.
3	Fire dies	The firewood is wet, and your campfire goes out. Except in warm weather, everyone must roll for **STAMINA** to avoid becoming hypothermic.
4	Fire!	The flames from your campfire spread out of control. If you have a tent, it's destroyed. Each character suffers the effects of fire with intensity D, and must make a **MOBILITY** roll to save their gear. Failure means that one piece of equipment (Referee's discretion) is lost in the fire.
5	Ants	Your camp sits right in the middle of an ant road. You each suffer 1 point of stress and no one gets any sleep here.
6	Lice	A randomly selected character has caught lice. It itches horribly, and they get a rash all over their body. The victim suffers 1 point of stress each day and cannot sleep this day. A successful **MEDICAL AID** roll stops the effect.
7	Mosquito swarm	A large swarm of mosquitoes attacks the camp, driving everyone crazy. Roll two D6 base dice for each character – for each ✸ rolled, the character suffers 1 point of stress.
8	Savage animal	A starving wolf, dog, boar or even a bear attacks the camp. For stats, see page 38 of the Referee's Manual.
9	Lost gear	A randomly selected character has lost a piece of gear. The Referee decides what was lost, and if it can be found.
10	Broken gear	An item belonging to a randomly selected character is broken. The Referee decides what item it is. The item can be repaired with a **TECH** roll.

protect you against cold weather. You can opt to not start a fire, as the smoke will give away your position to anyone within visual range of it. When sleeping for a shift without a fire (or other heat source), you must all roll **STAMINA** to avoid hypothermia (page 78), except during warm summer nights.

HIDDEN CAMP: If you want to make your camp hard to spot, roll **RECON** right after your **SURVIVAL** roll, and note down the result. Your **RECON** result will be used as an opposed roll against any enemy passing by, just as when setting up an ambush (page 60). Without this, any enemies coming within visual range of your camp will automatically spot it.

STANDING GUARD: Even while you are in your camp, you would be wise to have a sentry stay awake to keep watch. You need to choose who stands guard during the night, and let this person sleep during some other shift (usually the evening).

COOKING

Cooking meat, fish or vegetables that you have caught or foraged in the wild requires a campfire or a kitchen of some sort. By a campfire, you can cook up to a dozen daily rations of food in a shift. This includes cutting meat, gutting and cleaning fish, etc. You can cook in the same shift as another character makes camp.

Roll for **SURVIVAL**. No matter if you succeed or not, your rations of meat, fish or wild food are turned into domestic food rations (page 131). However, if you fail, anyone who eats the food must make a **STAMINA** roll to resist food poisoning. This can be a hidden roll made by the Referee.

RESTING

Resting by the campfire is a good opportunity to recover from damage. Read more about recovery on page 73. If your rest is interrupted by something dramatic, like combat or other similar activity, your activity during the shift no longer counts as rest.

SLEEPING

You need to sleep at least one shift per day (usually during the night) to avoid becoming sleep deprived (page 78). If your sleep is interrupted by something dramatic, like combat or other similar activity, your activity during the shift no longer counts as sleep.

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EXPLORING

When you stop at a location to explore it, your journey is interrupted. Exploring can take anything from a shift up to several days or even weeks. Sometimes, you might have to take a break to rest or sleep while exploring. You cannot rest or sleep if you explore for more than half of the shift.

CITY TRAVEL

Traveling inside cities and towns is handled similarly to travel in the countryside, but uses maps with a smaller scale. Instead of 10-kilometer hexes, city maps use 1-kilometer hexes. However, as cities are often more crowded and travel in a city is slower – each 1-kilometer hex in a city or town is counted just like a 10-kilometer hex for the purposes of both travel speed and fuel consumption.

City settings and how to play in them will be explored in more detail in a future expansion to Twilight: 2000.

WATER TRAVEL

If you have access to a boat or raft, you can cross a river without using a bridge or a ford. You can also travel along a river, across a lake or on an ocean. Sea travel works just like driving on land. Passengers on a boat can rest or even sleep, as long as they don't keep watch, fish or perform some other action.

A few common civilian boat types are included in the vehicle lists in chapter 5. More boats, and more detailed rules for how to use them, will be included in a future expansion.

BARE GROUND

It is possible to sleep in the wilderness without making camp – you simply find a suitable tree to sleep under. You save the time it takes to make camp, but everyone in the group must make a **SURVIVAL** roll to find a good spot to sleep. Failure means you don't sleep at all, and thus risk becoming sleep deprived. Since you don't have a fire to keep the cold away, you all also suffer the effects of cold.



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