

TWILIGHT2000



Your as good as dead already

The groundwater is poisoned, the rainwater is toxic, you've been exposed to far too much hard radiation. The Nuclear Autumn means that grains won't grow, fallout descends in a deadly but gentle blanket. Famine is not as bad as the pandemics - rogue bioweapons competing against mother nature's home grown fury. The military machine grinds on remorselessly over a scorched landscape as disintegrating battalions are locked in a savage and senseless death grip.

NO ONE GET'S OUT OF HERE ALIVE.

Welcome to Twilight 2000

Cyberpunk Combat for Twilight 2000



WEAPON	WA	CONC	AMMO	DAM	ROF	CLIP	RNG	REL	KG
AMT .380 BACKUP	0	HO	.380 ACP	2D6+1	2	6	20m	ST	0.5
AMT HARDBALLER	+1	J	.45 ACP	2D6+2	1	7	50m	VR	1
ASP (S&W M39 REBUILD)	0	P	9mmP	2D6+1	2	7	50m	ST	0.7
ASTRA A-80	+1	P	.380 ACP	2D6+1	2	15	40m	VR	1
ASTRA CONSTABLE	+1	HO	.380 ACP	2D6+1	2	6	25m	ST	0.7
AUTOMAG .357	+1	J	.357 AMP	3D6	2	7	60m	UR	1.4
AUTOMAG .44	+1	J	.44 AMP	4D6+2	1	7	55m	UR	1.6
BAUER M25	0	HO	.25 ACP	1D6	3	6	20m	ST	0.3
BENELLI MODEL B-76	+1	J	9mmP	2D6+1	2	8	50m	VR	1
BERETTA MODEL 70S	+2	P	.22 LR	1D6+1	3	15	35m	VR	0.5
BERETTA MODEL 81	+2	P	7.65mm	1D6+4	3	12	40m	VR	0.7
BERETTA MODEL 84	+2	P	9mmS	2D6	2	13	45m	VR	0.7
BERETTA MODEL 92S	+2	P	9mmP	2D6+1	2	15	50m	VR	0.9
BERETTA MODEL 951	+1	P	9mmP	2D6+1	2	12	50m	VR	0.9
BROWNING HI-POWER HP-35	+2	P	9mmP	2D6+1	2	13	50m	VR	0.9
BROWNING BDA (BERETTA M84 REBUILD)	+2	P	9mmS	2D6	2	13	45m	VR	0.6
BROWNING HI-POWER HP-DA	+2	P	9mmP	2D6+1	2	13	50m	VR	0.9
CHARTER ARMS EXPLORER II	0	P	.22 LR	1D6+1	2	8	35m	ST	0.5
CHINESE TYPE-64 (SILENCED)	0	J	7.65mmC	1D6+4	2	8	40m	ST	1.2
COLT LIGHTWEIGHT COMMANDER	+1	P	.45 ACP	2D6+2	1	7	45m	VR	0.7
COLT COMBAT COMMANDER	+1	P	.45 ACP	2D6+2	1	7	45m	VR	1
COLT M1911A1	+1	J	.45 ACP	2D6+2	1	7	50m	VR	1.1
COLT GOVERNMENT MODEL 380	+1	P	.380 ACP	2D6+1	2	8	45m	VR	1
C.O.P. DERRINGER	0	HO	.357 MAG	2D6+3	2	4	10m	VR	0.2
CZECH CZ-75	+2	P	9mmP	2D6+1	2	15	50m	VR	1
DETONICS .45	0	P	.45 ACP	2D6+2	1	6	20m	ST	0.8
DETONICS SCOREMASTER	+2	P	.45 ACP	2D6+2	1	8	50m	ST	1.1
DETONICS D/A 9MM	+1	P	9mmP	2D6+1	2	6	30m	ST	0.6
FN FN35DA GP-35	+1	P	9mmP	2D6+1	2	14	50m	VR	0.8
FN FN140DA	+1	P	9mmS	2D6	2	12	45m	VR	0.6
GLOCK 17	+2	P	9mmP	2D6+1	2	17	50m	VR	0.6
H&K HK-4 .22LR	+2	HO	.22 LR	1D6+1	3	12	35m	VR	0.3
H&K HK-4 .25ACP	+2	HO	.25 ACP	1D6	3	11	40m	VR	0.4
H&K HK-4 .32ACP	+2	P	.32 ACP	1D6+4	3	10	45m	VR	0.5
H&K HK-4 .380ACP	+2	P	.380 ACP	2D6+1	2	9	50m	VR	0.6
H&K P7 M8	+2	P	9mmP	2D6+1	2	8	50m	VR	0.8
H&K P7 M13	+2	P	9mmP	2D6+1	2	8	50m	VR	0.9
H&K P9S	+2	P	9mmP	2D6+1	2	9	50m	VR	0.9
H&K VP702	+2	P	9mmP	2D6+1	2	18	50m	VR	0.9
HIGH STANDARD "SURVIVAL PACK"	+3	P	.22 LR	1D6+1	3	10	35m	VR	0.8

IMI M91	+2	P	9mmP	2D6+1	2	12	50m	VR	1.3
IMI DESERT EAGLE .357	+2	P	.357 MAG	2D6+3	2	8	50m	VR	1.5
IMI DESERT EAGLE .44	+1	J	.44 MAG	4D6	1	7	60m	VR	1.7
IMI DESERT EAGLE .50	0	J	.50 MAG	4D6+4	1	7	65m	VR	2
LLAMA OMNI LF 9MM	+1	P	9mmP	2D6+1	2	9	50m	VR	1.1
LLAMA OMNI LF .45	+1	P	.45 ACP	2D6+2	2	7	50m	VR	1.1
LLAMA OMNI SF .380 ACP	0	HO	.380 ACP	2D6+1	2	7	50m	ST	0.7
LLAMA OMNI SF .22LR	0	HO	.22 LR	2D6+1	3	8	15m	ST	0.6
LUGAR P-08	0	J	9mmP	2D6+1	1	8	50m	ST	0.9
MAB-P15	0	P	9mmP	2D6+1	2	15	50m	VR	1.1
MAKAROV PM	+1	P	9mmM	2D6+1	2	12	50m	VR	0.6
MAMBA	+1	P	9mmP	2D6+1	2	15	50m	VR	1.2
MANHURIN "WALTHER" PPK/S .380ACP	+1	P	.380 ACP	2D6+1	2	7	50m	ST	0.6
MANHURIN "WALTHER" PPK/S .32ACP	0	P	.32 ACP	1D6+4	2	7	45m	ST	0.5
MANHURIN "WALTHER"PPK/S .22LR	0	HO	.22 LR	1D6+1	3	8	15m	ST	0.3
MAUSER M1896	+1	P	7.65mm	1D6+4	1	8	45m	UR	1.1
MAUSER HSc	0	P	.380 ACP	2D6+1	2	8	50m	VR	0.6
METZGER ARMS SPECTRE	+1	P	9mmP	2D6+1	2	12	50m	VR	0.5
POLISH P-64	+1	P	9mmM	2D6+1	2	10	50m	VR	0.6
RENATO GAMBA HSc80	0	P	9mmP	2D6+1	2	13	50m	VR	0.7
RUGER MK II	0	P	.22 LR	1D6	3	10	35m	ST	1
RUGER MK II STANDARD	+1	P	.22 LR	1D6	3	13	35m	ST	1
RUGER P-85	0	P	9mmP	2D6+1	2	11	50m	VR	0.8
SEMMERLING LM-4 SA	-1	HO	.45 ACP	2D6+2	1	4	10m	ST	0.7
SIG SAUER P-210-2	+2	P	9mmP	2D6+1	2	8	50m	VR	0.7
SIG SAUER P225	+1	P	9mmP	2D6+1	2	8	50m	VR	0.6
SIG SAUER P230	+1	P	9mmS	2D6	2	8	45m	VR	0.4
SMITH & WESSON 439	+1	P	9mmP	2D6+1	2	12	50m	VR	0.8
SMITH & WESSON 459 DA	+1	P	9mmP	2D6+1	2	14	50m	VR	0.8
SMITH & WESSON 239 ALLOY	+1	P	9mmP	2D6+1	2	12	50m	VR	0.4
SMITH & WESSON 259 ALLOY	+1	P	9mmP	2D6+1	2	14	50m	VR	0.4
SMITH & WESSON 639 STAINLESS	+1	P	9mmP	2D6+1	2	12	50m	VR	1.1
SMITH & WESSON 659 STAINLESS	+1	P	9mmP	2D6+1	2	14	50m	VR	1.1
STAR BKM	0	P	9mmP	D26+1	2	8	50m	ST	0.7
STAR PD	0	P	.45 ACP	2D6+2	2	6	50m	ST	0.7
STERLING MK II	+1	P	9mmS	2D6	2	8	45m	ST	0.7
STEYR GB-80	+1	P	9mmP	2D6+1	2	18	50m	VR	0.9
SUPER TITAN II	0	P	9mmS	2D6	2	11	45m	ST	0.8
TAURUS PT-92	+1	P	9mmP	2D6+1	2	15	50m	VR	1
TOKAREV TT-33	+1	P	7.65mm	1D6+4	2	8	45m	VR	0.5
WALTHER P5	0	P	9mmP	2D6+1	2	8	50m	VR	0.8
WALTHER PP SUPERAUTO	0	P	9mmPOL	2D6+1	2	7	50m	VR	0.8
WILDEY 9MM-WM	+1	P	9mmWM	3D6	2	15	55m	VR	1.4
WILDEY .45-WM	0	P	.45WM	3D6+2	2	8	60m	ST	1.5
ZASTAVA M70	+1	P	9mmM	2D6+1	2	8	50m	VR	0.7



Twilight 2000 Equipment

New Equipment and changes to out of date descriptions. [Return to Twilight 2000 main page](#)



Kollibri Orion 8 (Warsaw Pact)



AN/PVS-7 (NATO)

[Return to Main Page Revised Equipment listings. IR Goggles:](#)

Well, they don't actually use them! In fact, nearly all Night Vision Goggles (NVG's) are Light Intensification technology (Starlight scopes). Most of the NVG's do in fact have an IR seeing capability, and a small in-built IR illuminator for close up viewing in totally dark environments. So your players are in fact getting LI/IR (passive/active) goggles. Both NATO and the Warsaw Pact have good examples. The 2000 standard is the NATO AN/PVS-7 and the Pact Kollibri Orion-8. Price and availability unchanged.

Kevlar (Ballistic Nylon) Vest:

This item has changed into several different types, it is also now possible to add on or take off panels to

change the protection of the vest, so you can change the vests weight and encumbrance relative to the threat that you may face. The heavier armours are very constricting, but the upper levels of protection will stop a 7.62mm bullet!

Follow [this link](#) for an explanation of the armour ratings and the calibre of weapons they protect against.

The standard military level of protection is III-A, this is the type listed in the main rules. The NATO equivalent is the PASGT or the RBA and the Pact version are the various Kirasa models.

Model I

Wt: 3kg
T2K/Cyberpunk SP 12
Price: \$600 (R/R)

Model II-A

Wt: 3.2kg
T2K/Cyberpunk SP 15
Price: \$650 (R/R)

Model II

Wt: 3.5kg
T2K/Cyberpunk SP 18
Price: \$700 (S/R)

Model III-A

(- 1 Reflex T2K/Cyberpunk)
Wt: 4kg
T2K/Cyberpunk SP 20
Price: \$800 (C/C)

Model III

(- 3 Reflex, -5 Awareness T2K/Cyberpunk)
Wt: 8kg
T2K/Cyberpunk SP 30
Price: \$1600 (S/S)

Model IV

(- 5 Reflex, -10 Awareness T2K/Cyberpunk) Primarily used for demolition disposal teams but also for some specialist urban warfare teams
Wt: 10KG
T2K/Cyberpunk SP 35
Price: \$1700 (R/R) Click on Image for larger view

ANZaSPN

Australian, New Zealand and South Pacific Nations UN Force

A stranded UN composite unit in Germany, suitable for Southern Pacific characters.



Australian, New Zealand and South Pacific Nations UN Enclave, Augsburg, Germany, 2000

Deteriorating world conditions due to the general European engagement made it very difficult for the various Australasian UN contingents to continue their missions. Supply routes often passed through war zones and disengagement agreements were increasingly ignored as a slide to world war accelerated. Urgent meetings with UN officials and various Australasian states took place 1996 in effect pleading for troops to stay on the ground as US forces, for so long shouldering the lions share of peacekeeping, were increasingly recalled for NATO duties.

The situation was only made worse when Turkey invaded Cyprus in 1997, all Australasian UN troops were pulled out and sent to a temporary facility at Heidelberg, Germany. Ostensibly, this move was only until the official approval could be sought through worsening global communications from France, until then unengaged and still largely intact, for a transfer across the border and out of Europe using a French port as air transport was no longer a possibility. Living on what was in fact American largesse in a hard pressed country, all of the "Australian, New Zealand and Southern Pacific Nations" troops felt a deep need to do something more than just sit in a camp and use up rations, after repeated requests from the various commanders in the base cautious UN approval was given to begin rear area security duties, at the same time Australasian and South Pacific citizens trapped in Europe were directed to the Heidelberg camp for eventual evacuation home.

Many troops were struggling to come to terms with their new role when the French finally settled the question of using French ports by invading the Ruhr valley and in the process encountered the UN ANZaSPN enclave. At first French and UN troops kept a cautious distance, but a nasty incident between a Tongan patrol and a French unit soon had the French troops surging forward as the UN troops fell back as fast as they could. There was particular bitter fighting at Eberbach as rearguard

troops sought to slow the French juggernaut. Many UN troops will never forgive the French for what they see as a betrayal, up until a week before the French invasion most UN troops still thought they'd be evacuated through Bordeaux.

During the retreat down highway 50, many of the UN peacekeepers had their first experience of large unit action and unfortunately the casualty figures reflected this. As main force NATO units were diverted from the front to deal with seemingly unstoppable onslaught, ANZaSPN troops were sent to cantonment at Augsburg. Over the next two years the 24th Panzergrenadiers at nearby Nurnburg adopted the strange little UN unit and due to the complete breakdown of international communication in 1999, incorporated them into the 1 German Corps command structure.

Units at the ANZaSPN enclave:

Australia.

UNTSO, from Syria, Lebanon and Israel.

12 unarmed observers.

ONUC, from the Congo:

An army medical team, tropical-medicine doctor, surgeon and medical orderly.

UNFICYP, from Cyprus.

20 Federal Police

UNPROFOR, from Herzogovenia,

A Brigadier, elements of 1st of the 15th New South Wales Lancers, 10th Light Horse, the Royal Australia Regiment, the Royal Victorian Regiment, Special Air Services and various support services (Signals etc.)

UNSCOM, from Iraq,

12 Chemical/Biological warfare experts, 9 officers of the Australian Intelligence Corps.

UNDP, from Mozambique,

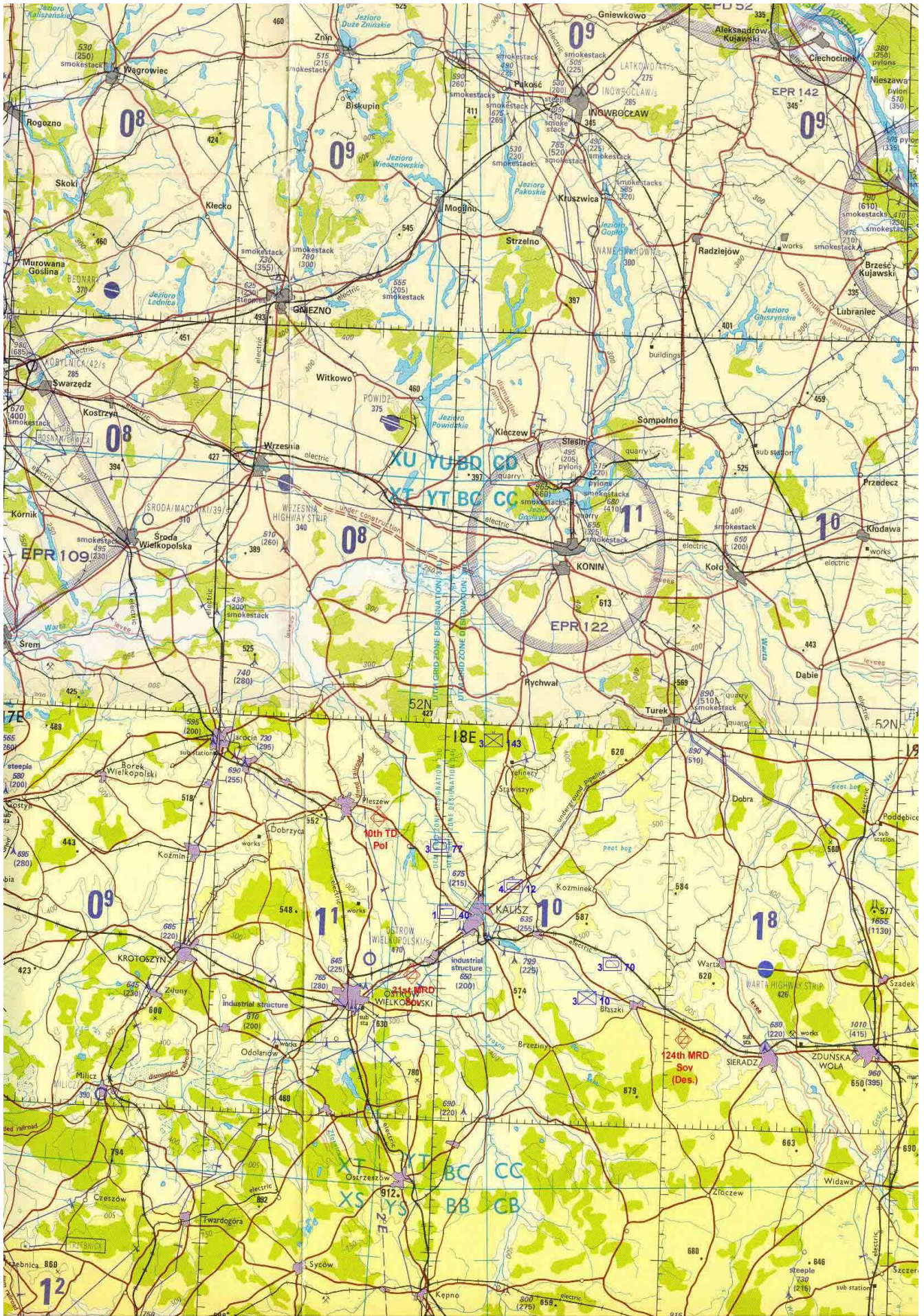
2 Deminers from the Royal Australian Engineers.

MFO, from Israel and Egypt,

A Major-General, 27 troops from various units.

In addition, approximately 2500 Australian nationals caught holidaying, involved in overseas work or consular staff and security are incorporated into the Enclave, many have joined the unit and provide a pool of manpower available to the Enclave command structure.





Twilight 2000 Character Sheet.

Characters Name: _____ **Age:** _____ **Time:** _____ **Rank:** _____
Branch: _____ **Specialty:** _____ **Nationality:** _____ **Blood Type:** _____ **Eyes:** _____
Weight: _____ **Rads:** _____ **Throw Range:** _____ **Run:** _____ **Leap:** _____ **Lift:** _____ **Load:** _____ **Hair:** _____

STATS:

INT:[\] REF:[\] TECH:[\] COOL:[\] ATT:[\] LCK:[\] MA:[\] BODY:[\] EMP:[\]

Skills:

ATTR:

Personal Grooming: [/]
 Wardrobe & style: [/]

BODY:

Endurance: [/]
 Strength feat: [/]
 Swimming: [/]

COOL:

Interrogation: [/]
 Intimidate: [/]
 Oratory: [/]
 Resist torture/drug: [/]
 Streetwise: [/]

EMPATHY:

Human perception: [/]
 Interview: [/]
 Leadership: [/]
 Seduction: [/]
 Social: [/]
 Persuasion: [/]
 Perform: [/]

INT:

Accounting: [/]
 Anthropology: [/]
 Awareness/notice: [/]
 Biology: [/]
 Chemistry: [/]
 Composition: [/]
 Diagnose: [/]
 Education & gen.kno: [/]
 Expert: Mil EXP: [/]
 Expert: Communications: [/]
 Expert: [/]
 Expert: [/]
 Expert: [/]
 Expert: [/]
 Forage: [/]
 Fishing: [/]
 Forward observer: [/]
 _____ [/]
 _____ [/]

INT:

Gamble: [/]
 Geology: [/]
 Hide/evade: [/]
 History: [/]
 Language: Russian: [/]
 Language: German: [/]
 Language: Polish: [/]
 Language: [/]
 Language: [/]
 Language: [/]
 Library Search: [/]
 Mathematics: [/]
 Metallurgy: [/]
 Meteorology: [/]
 Navigation: [/]
 Physics: [/]
 Programming: [/]
 Scrounging: [/]
 Teaching: [/]
 Wilderness survival: [/]
 Zoology: [/]

REF:

Autogun: [/]
 Archery: [/]
 Athletics: [/]
 Brawling: [/]
 Dance: [/]
 Dodge/escape: [/]
 Drive Wheel: [/]
 Drive Track: [/]
 Fencing: [/]
 Handgun: [/]
 Heavy weapons: [/]
 Large Cal. Gun: [/]
 Martial Arts: Military: [/]
 Martial Arts: [/]
 Martial Arts: [/]
 Martial Arts: [/]
 Martial Arts: [/]
 _____ [/]
 _____ [/]
 _____ [/]

REF:

Melee: [/]
 Motorcycle: [/]
 Operate hvy Machine: [/]
 Parachute: [/]
 Pilot: [/]
 Pilot: [/]
 Pilot: [/]
 Pilot: [/]
 Pilot: [/]
 Ride: Horse: [/]
 Ride: [/]
 Rifle: [/]
 Snow ski: [/]
 Stealth: [/]
 Submachinegun: [/]

TECH:

Aero tech: [/]
 Basic tech: [/]
 Tac Missile: [/]
 _____ [/]
 Biological weapons: [/]
 Chemical weapons: [/]
 Civil engineering: [/]
 Combat engineering: [/]
 Demolitions: [/]
 Disguise: [/]
 Electronics: [/]
 Farming: [/]
 First aid: [/]
 Forgery: [/]
 Indirect fire: [/]
 Paint & draw: [/]
 Photo & film: [/]
 Pick lock: [/]
 Pickpocket: [/]
 Play: [/]
 Play: [/]
 Rotor tech: [/]
 Medical/surgery: [/]
 Nuclear weapons: [/]
 Weaponsmith: [/]

Name:	Type:	WA:	Conc:	Dam:	#Shots:	Rof:	Ammo:	Range:	Rel:
M16A2 Assault Rifle	Rifle	+2	Not	5D6	30	3/12	5.56Nato	400m	VR
Combat Knife	Melee	+1	Jacket	1D6+3					
Bayonet	Melee	0	Not	2D6+3					
Entrenching Tool	Melee	-1	Not	2D6					
Grenade	Athletics	-5	Pocket	5D6				Throw	ST

Martial Arts Key attacks:

Style	Strike	Punch	Kick	Disarm	Sweep	Block	Dodge	Grapple	Throw	Hold	Choke	Escape	Ram
Military	+2	+2	+2	+2	+2			+2	+3	+3		+2	