Loren K. Wiseman

Mediterranean Cruise

Twilight: 2000 ™

GDW

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TWILIGHT:2000

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Contents

Mediterranean Cruise

After we got the submarine away from those pukes up in New England, we sailed it back to our rendezvous in New Jersey. Before we could even get off the boat, we got word that some big brass hat from the JCS wanted to talk to us.

So we sat around awhile, and then the word comes down that we're supposed to go to the mess room for the mission briefing. We get there, and we find Commander Sacks and MacDonald and about a dozen other honest-to-gosh three-star. I thought they were all dead. It occurred to me that something really big was up, and all of a sudden, I wasn't too sure I wanted in on it.

Mediterranean Cruise is a game module for use with GDW's World War III role-playing game. **Twilight: 2000.** The story centers around the same characters who have recently recaptured SSN 705 *City of Corpus Christi* in the previous module. **The Last Submarine.** The characters take the *Corpus Christi on* a mission of extreme importance through the Pillars of Hercules, across the Mediterranean Sea, and through the Dardanelles and the Straits of the Bosporus to Romania, stopping along the way to perform a few extra chores for Milgov. While in Romania, the players will uncover a chilling fact—they are not the only submarine still operable.

Information presented in this module includes:

• Source material and maps for the regions where the *Corpus Christi* will be required to put ashore: Southern Spain, Sicily, Libya, the Greek Islands, the Dardanelles, and Romania.

• A brief history of each location in the Mediterranean along the *Corpus Christi's* itinerary, including notes on current conditions. A short rundown of each nation's actions during the war, and a thumbnail sketch of what happened afterwards will also be included in each section.

• Rules for combat between small surface vessels, and deck plans for some small boats for use with those rules. In addition, this module includes four pull-out hex maps for referees to photocopy and use with this system.

• An appendix containing two optional scenarios for **Harpoon,** GDW's modern naval wargame rules for miniature figures. Referees who own **Harpoon** may choose to use these rules rather than the small boat combat set included.

• Internal details of SSN 705 *City of Corpus Christi, a Los Angeles*-class fast attack submarine.

REFEREE'S NOTES

This module is designed to be used primarily by the referee. Certain portions (such as the maps) are for player use and should be photocopied and made available to them as the information they contain becomes available to the players. As usual with **Twilight: 2000** adventure modules, it also contains several short narrative sections intended to help the players visualize the background and situation, and to add a touch of realism to the adventure. The referee may read these sections aloud to the players, or may copy them and make them available.

As with **The Last Submarine,** we have placed the relevant personality and background essays in places where they are likely to be encountered and needed, rather than placing them all in a single chapter. This way the referee gets the needed information for a single section, instead of flipping back and forth between background, personality, and adventure chapters.

Mediterranean Cruise is the second installment in a trilogy of **Twilight: 2000** adventure modules, which will take the *City of Corpus Christi* and her passengers on a thrilling high-seas adventure odyssey. Player characters need not have participated in the previous adventure module, **The Last Submarine,** in order to take part in this one.

The Last Submarine, brought the players into contact with SSN 705 *City of Corpus Christi,* and dealt with her recovery from the tin-pot New England dictator who planned to use the submarine to establish his own maritime empire along the United States Atlantic coast. The third module, **Boomer,** will take the players from the temperate shores of the Black Sea to the frigid arctic waters of the Barents Sea, for an encounter with a *Typhoon*-class SSBN (nuclear-powered ballistic missile submarine). Once again, the players and their submarine will have to touch shore occasionally, and the modules will contain material for encounters at each of these places.

—Loren K. Wiseman

WARNING:

**PLAYERS SHOULD NOT READ
ANY FURTHER IN THIS BOOKLET
IN ORDER TO PRESERVE
THE ELEMENT OF SURPRISE.**
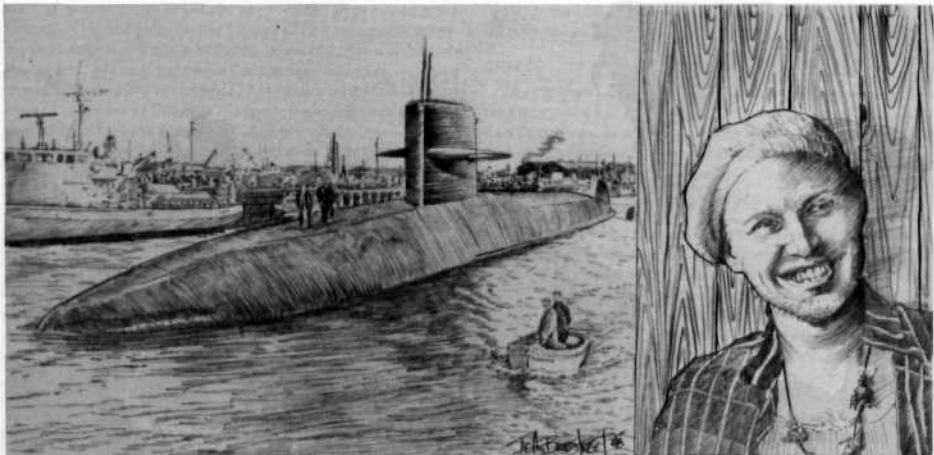
The Course of the Adventure

When they told us where we were supposed to go, I figured it had to be something important. The brass had gone to considerable trouble and expense to recover this boat. I know for a fact that people who can run nuclear reactors are about as common as chickens with hooves these days, and we had four of them aboard. Commander Sacks told us that the sailors assembled on board represented almost every submariner left alive east of the Mississippi. After all that, the guys with the stars on their collars weren't going to send us halfway around the world to pick up a pizza and a couple of six-packs.

THE MISSION

Because of the nature of the mission, the players are not told everything about it during the initial mission briefing. They will be told that they must sail through the Mediterranean Sea, stopping at four places to pick up DIA agents. The first three stops will be fairly routine: Go ashore to a prearranged rendezvous point, contact the agent, and transport him back to the sub. Each agent will be allowed to bring up to six of his people, but there will be plenty of room on the boat. These pickups are secondary in importance to the main mission, and extraordinary risks are not to be taken in carrying them out. Under no conditions is anything to be done that will jeopardize the completion of the main mission.

The fourth landing, however, is part of their primary mission: Operation Prometheus.

OPERATION PROMETHEUS

The group will be landed in Greece, near Thessalonika, where they are ordered to contact Paul Gorich. Gorich is a DIA operative who has been in the Soviet Union for many years and was part of a network which had just managed to convince two important Soviet scientists to defect when the war broke out. The two scientists, Dr. Alexi Popovich and his wife, Tanya, were known to have left the USSR safely, but nothing else about their

whereabouts had come to light when the nuclear attacks began. Gorich was ordered to make every effort to locate them, and was left pretty much on his own (after all, the United States government had acquired other, more pressing, problems). The players are not told why Dr. Popovich and his wife are important enough to risk the last operable submarine in the United States Navy to bring them out of Europe and back to America.

Nothing had been heard from Gorich for years, until recently. Gorich sent a message indicating that he had contact with a Romanian who knew the whereabouts of the Popoviches. The Romanian, Gorich reported, wanted to deal. In exchange for the two scientists, he wanted arms and ammunition, so he could lead an anti-Soviet revolt in Romania. Romania, as the players may or may not know, is presently in the hands of the Soviets and represents the last bastion of Soviet troops still loyal to Moscow. If these troops can be defeated, Milgov can claim to have won the war and gain a tremendous propaganda coup over the rival Civgov, especially if a few token American soldiers (the players) play a major role.

Commander Sacks is in overall charge of the mission, but the leader of the players' group will have full authority over all operations on land, in keeping with the primary goals of Operation Prometheus. These goals are to locate Drs. Alexi and Tanya Popovich, and to bring them, and whatever technical information they possess, safely back to the United States, at all costs. Unfortunately, there is an added complication.

Milgov doesn't know exactly where Gorich is. All they know is where to find somebody they think knows where he is.

BAGGAGE

Submarines like the *Corpus Christi* were not intended to be used as troop or cargo carriers, and the players will be limited in the weapons equipment they can bring along. Obviously, no vehicles can be loaded aboard the boat. Heavy weapons are limited to infantry support weapons, such as mortars and machineguns. No large caliber guns or howitzers may be brought along. When judging what can and cannot be brought aboard the boat, the referee should bear in mind that the hatches are

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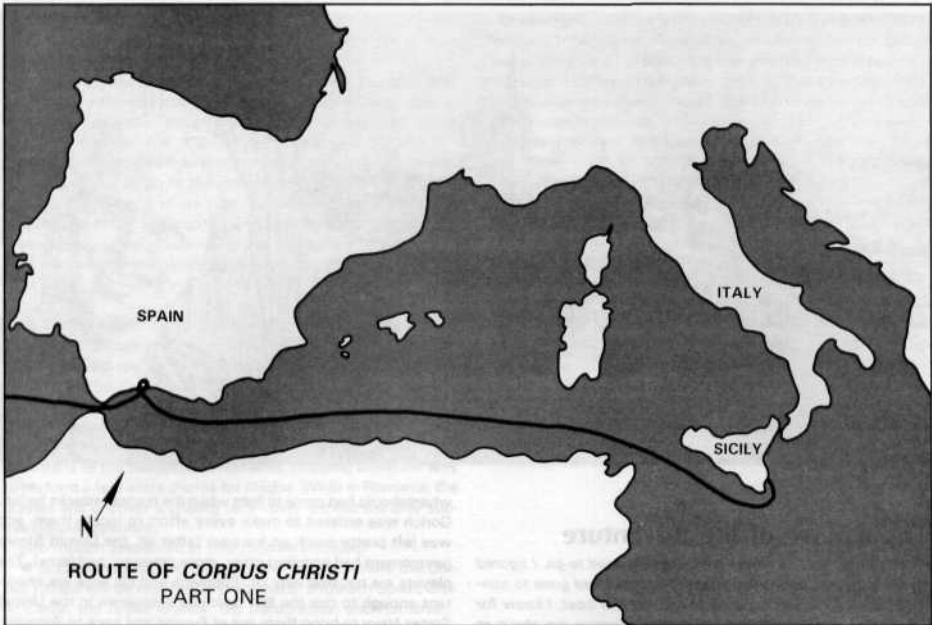
about three feet across, and most of this equipment will have to be carried up and down ladders or through narrow passageways. Also, keep in mind that the players will have to be able to unload whatever they bring aboard by themselves.

As a rule of thumb, each character should be allowed 200 kilograms of baggage and equipment, not counting crew-served weapons. The mission as a whole will be allowed 1000 kilograms of weapons, ammunition, and other supplies over and above personal baggage. The Corpus Christi will carry food and

minimal medical supplies sufficient for a voyage of up to 1 20 days, some small arms and ammunition for its naval crew (for emergencies only), and six inflatable boats (described more fully later). The arms and ammunition for the Romanian uprising will fill up the rest of the available space on board the submarine.

THE CROSSING

The City of Corpus Christi will be able to make the Atlantic crossing in just over a week's time, but the journey will be uneventful. So few vessels are capable of making the crossing that the odds of two of them encountering each other are microscopically small. The boat will travel from New Jersey to the Azores Islands, then eastward to the Straits of Gibraltar. The referee should simply tell the players that a week passes, and they have no encounters.

Navigation will present a minor problem. The navigation electronics was one of the damaged components of the Corpus Christi which was never completely repaired. In addition, most of the navigational satellites used for precision locational fixes are no longer operational, having been knocked down during a short but intense period of ASAT (antisatellite) warfare. The navigator on the Corpus Christi will have to fall back to using natural stars instead of artificial ones. The boat must surface once every day or so for the navigator to "shoot the stars" (determine longitude and latitude). Therefore, the Corpus Christi's navigation will be less accurate than navigation by prewar standards, although it will still be accurate to within a mile of its actual position (more than adequate for the job).

GIBRALTAR AND THE FRENCH

During the war, NATO forces mined the Straits of Gibraltar,
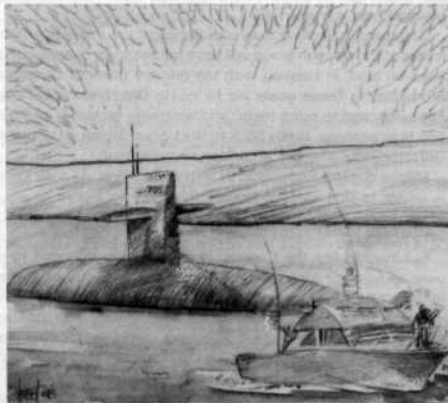
leaving a few clear channels for friendly shipping to pass through. The navigator on the *Corpus Christi* has charts showing the location of these minefields, of course. The trip through the straits will not be free of suspense, however, for two reasons. First, there is evidence that other countries have also mined the Straits of Gibraltar. Second, the French occasionally send patrols into the area, and they will probably not welcome the presence of a foreign attack submarine in what they have come to see as their own private lake.

French patrols to Gibraltar are not common, but a referee may wish to implement one as a means of adding excitement.

THE SPY

Before the adventure begins, the referee will need to decide the identity of a spy aboard the *Corpus Christi* from among the options detailed in the "Libya" chapter, where the first sabotage attempt occurs.

SPAIN

After passing through the Straits of Gibraltar, the players must put ashore in Spain, near the city of Malaga, and make their way inland to a rendezvous with their first passenger.

SICILY

It will take the players about two days to get from Spain to their next stop, the city of Syracuse on the island of Sicily. Here they will pick up their second passenger. This one is fairly important to their mission because she knows where Gorich is.

LIBYA

The players will spend about a day and a half in transit from Sicily to the Libyan coast. Their mission in Libya will prove to be both simpler and more complicated than they expect.

GREECE

The trip from Libya to the Greek coast near Thessalonika will take four and a half days. The players will be put ashore, locate Paul Gorich, and evacuate him. They will then get the remainder of their mission briefing and will discover what the Popoviches have that Milgov wants so badly.

TURKEY

The journey from Thessalonika to the Dardanelles takes about 10 hours. Once again, the *Corpus Christi* has to pass through a narrow, shallow strait. The passage through the Dardanelles to the Sea of Marmara and through the Straits of the Bosporus into the Black Sea will take another eight hours. The players will then rendezvous with their final pickup before Romania, near the Turkish city of Tekirdag.

ROMANIA

Another day's travel will bring the players to the coast of Romania, near Constanta. The players and Gorich will have to locate Gorich's contact and complete arrangements for the exchange of weapons for the Popoviches.

CONCLUSION

During their stay in Romania, the players discover the identity of the spy who has dogged their footsteps since the beginning. They also receive a shocking bit of news: They aren't the last submarine after all. The adventure ends with the *Corpus Christi* departing for an encounter to determine history's course.

ROMANIA

ITALY

GREECE

TURKEY

SICILY

CYPRUS

N

LIBYA

ROUTE OF *CORPUS CHRISTI*
PART TWO
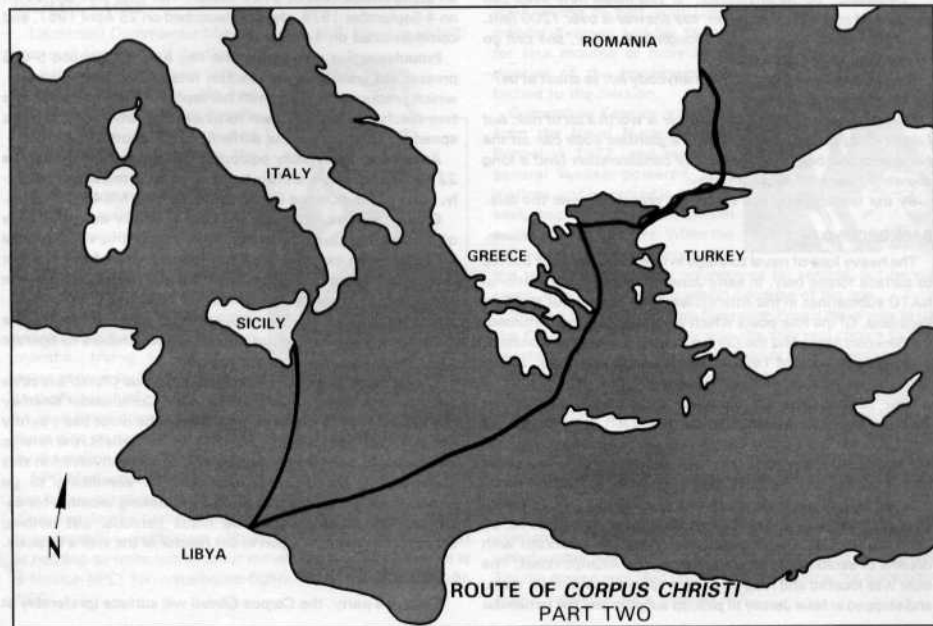
The Boat

I was overjoyed at the prospect of being able to live on something that had heat and light and honest-to-gosh hot water again. The sarge and I got to talking with Commander Sacks, and the sarge asked how deep the sub could dive.

"Depends," Sacks answered. "If you mean how deep can she go and come back up again, the answer is over 1200 feet. But if somebody shoots a big enough hole in her, she can go all the way to the bottom."

Sarge looked worried, "Is there anybody left to shoot at us?"

"Good question."

I began to reconsider. A hot shower is worth a lot of risk, but I don't fancy being crushed inside a glorified soda can on the bottom of the ocean. After careful consideration (and a long shower), I decided to go anyway.

By the time I found out about the reactor, it was too late.

BACKGROUND

The heavy loss of naval tonnage in late 1996 was not limited to surface forces only. In early June, the last four operational NATO submarines in the Atlantic left New London for the Kola Peninsula. Of the four boats which went out, only two returned: the *Newport News* and the *Corpus Christi*. Battered and bruised, both spent the rest of 1997 in a New London dry dock, as the first nuclear bombs fell that November.

New London was not bombed. In January of 1998, the *Newport News* surrendered her berth and left New London for the last time. The *Corpus Christi* was badly needed at sea, but she was due for a reactor overhaul. Before the overhaul could be completed, the dry dock was overrun by a starving mob.

When Milgov got around to looking into New London again, *Corpus Christi* was gone. She had been taken, it transpired, by John Carlucci, a New England union organizer/politician with dreams of establishing an empire along the Atlantic coast. The boat was located and recovered by a specially organized team, and stopped in New Jersey to pick up supplies and the remainder

of its operating crew.

SSN 705 *CITY OF CORPUS CHRISTI*

SSN 705 *City of Corpus Christi* is a fast attack submarine of the *Los Angeles* class.

Construction: The *Corpus Christi* was built at Groton, Connecticut by the Electric Boat Division of General Dynamics, at an approximate cost of $722 million. Her keel was laid down on 4 September 1 979, she was launched on 25 April 1981, and commissioned on 14 Dec 1982,

Propulsion: For propulsion, she has a Westinghouse S 6 G pressurized water nuclear reactor, rated at 25,000 kilowatts, which produces 35,000 shaft horsepower through the boat's two mechanical drive steam turbines, and drive the boat at a speed of 15 knots on the surface, or 35 knots submerged.

Armament: When fully equipped, the *Corpus Christi* carries 22 Mk 48 torpedoes, and six harpoon antiship missiles. Presently, however, the *Corpus Christi* carries only six Mk 48 torpedoes.

Crew: Likewise, although the boat normally carries a crew of 133, all that could be scraped together for this voyage were 14 sailors with experience on submarines, and of this number only three had served on boats of the *Los Angeles-class.* The most severe shortage was of reactor technicians.

Although there are many automated systems on *Corpus Christi,* there are simply not enough Crewmembers to operate all of the boat's systems at once.

The Reactor: In order to operate the *Corpus Christi's* reactor with the reduced crew available to him, Commander Kearney has been forced to dispense with all but the most basic safety and monitoring procedures. For the players' benefit, the referee will probably want to emphasize the dangers involved in this arrangement, roll dice occasionally "for something to go wrong," and announce that Kearney is looking worried, for example. The players should be made nervous, but nothing catastrophic should happen to the reactor or the ship's turbines.

LANDINGS

To land a party, the *Corpus Christi* will surface (preferably at

night) at a relatively safe distance from shore (safe for the submarine, that is), usually about one or two kilometers. The landing party will be put over the side, and after it has paddled off, the submarine will put back out to sea. The landing party will paddle ashore, hide its boats somewhere, and go about its mission.

Upon completion of the mission, the landing party will go to its pickup point (which may be different from its landing point), and signal the sub (a radio is ideal, but a flashlight or a flare will do the job, although it may attract unwanted attention). The submarine will surface and turn a light to shore, which the players will paddle toward until they can be picked up. The referee can arrange for this process to go wrong in numerous ways (in a way which will present a challenge to the players, of course, not result in their destruction), one of which is given in the "Sicily" chapter.

One thing should remain a constant in any variants to this procedure: Commander Sacks will not risk the submarine unless the completion of the mission depends on it.

Boat, Inflatable: This is a portable boat capable of carrying up to six fully-equipped soldiers (1 200 kilograms). It can be inflated in a few minutes using a compressed air tank or an air compressor, and can be deflated quickly for storage. Each boat comes with six paddles and a tank of compressed air for inflation (which can easily be recharged aboard the *Corpus Christi*). *Wt:* 100 kg *Price:* $1000 (S/S).

Personalities

These NPCs are intended to provide the skills and expertise necessary to operate the nuclear submarine, as player characters are unlikely to possess all of them.

MICHAEL SACKS

Lieutenant Commander Michael Sacks, U.S. Navy, is an NPC in overall command of the *Corpus Christi,* and of the naval side of Operation Prometheus. He has several years experience in submarines and served on *Los Angefes-class* boats before the war.

Sacks was wounded in one of the earliest actions of the war and had just been released from the Naval Hospital at Bethesda, Maryland, when the nuclear attacks came. Caught on shore, Sacks ended up in the region around Norfolk, Virginia, for a few months, trying to repair the damage done by the nuclear attack, but he was soon assigned to the Naval chief of staff, where he campaigned (unsuccessfully) for a reassignment to sea duty until it became obvious that there was no navy left. He leaped at the chance offered to him by Operation Prometheus.

NPC Motivation Results: *Heart 5:* Sacks is a loyal officer and can be expected not to desert his comrades in time of trouble. *Club Ace:* In all situations involving waterborne actions, Sacks is an incredibly competent officer. On land he is no klutz, but is nothing to write home about either. For land combats, he is a Novice NPC; for waterborne fights, he becomes a Veteran NPC.

PAULA MACDONALD

Lieutenant Paula F. MacDonald was a midshipman at the United States Naval Academy, class of 1998. In May of 1997, however, MacDonald and the rest of her class were commissioned directly into the navy as ensigns. Assigned to duty with the office of Naval Intelligence, MacDonald was eventually reassigned to the DIA offices in Colorado Springs, where she became the case officer in charge of the Popoviches, and was naturally involved in Operation Prometheus from the onset. There is a possibility that Paula MacDonald is a Soviet agent (see page 31).

NPC Motivation Results: *Club 2:* MacDonald is not easily intimidated. *Heart 5:* She is a loyal officer—why else is she still serving when so many have deserted? She is a Novice NPC, with SBH 80 (from sport sailing at the academy). Paula MacDonald has a natural propensity for languages and speaks Spanish (LNG: 80%), Russian (80%), French (60%), German (40%), Greek (60%), Turkish (20%), and Italian (20%).

PHIL KEARNEY

By 2001, people with the skills and specialized knowledge necessary to keep a reactor going were in very short supply. The fact that the continental authorities were willing to part with Commander Kearney and his talents for four months or more is indicative of the importance attached to the mission.

Commander Kearney graduated from the Naval Nuclear Power School in 1972, and served in several nuclear-powered submarines until he retired in 1992 to seek employment in the civilian nuclear power industry. When the United States became involved in the war, he immediately volunteered for service, but he was given an administrative position because of his age.

When it became clear that Operation Prometheus was to use the *Corpus Christi',* Kearney was the only real choice to keep her reactors operating. He was ordered to select a reactor technician team with submarine experience, but not to strip Ft. St. Vrain of experts unless absolutely necessary. He assembled a skeleton staff, the bare bones necessary to operate the reactor. Most of the team's expertise, however, resides in his head.

NPC Motivation Results: *Club Queen:* This manifests itself as a relentless search for perfection in his duties. Kearney is a man obsessed with doing things properly and relentlessly drives himself in pursuit of his goal. *Spade Ace:* Kearney is also very charismatic in a limited way and can inspire his technicians to unbelievable feats, mostly by pure force of personal example. For the purposes of land combat, he is a Novice; for waterborne fights, he becomes a Veteran NPC.

SSN 705 *CITY OF CORPUS CHRISTI*

Construction: Groton, Connecticut (Electric Boat Division of General Dynamics)
Keel Laid: 4 September 1979
Launched: 25 April 1981
Commissioned: 14 Dec 1982
Length: 110 meters
Beam: 10 meters
Draft: 9.8 meters
Tonnage: 6,927 tons loaded
Propulsion: 25,000 Kw Westinghouse S 6 G pressurized water reactor
Speed: 15 kts surface, 35 kts submerged

Escape Trunk

Exterior, Top View

Escape Trunk

Engine Room
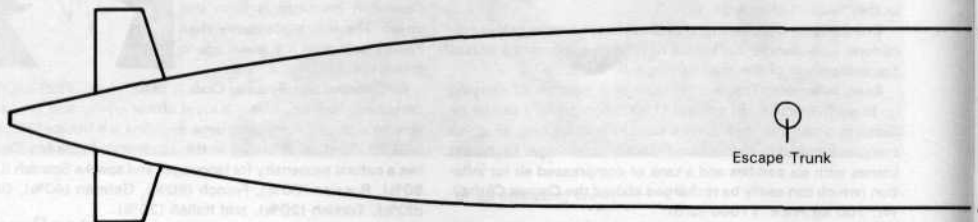
Interior, Side View
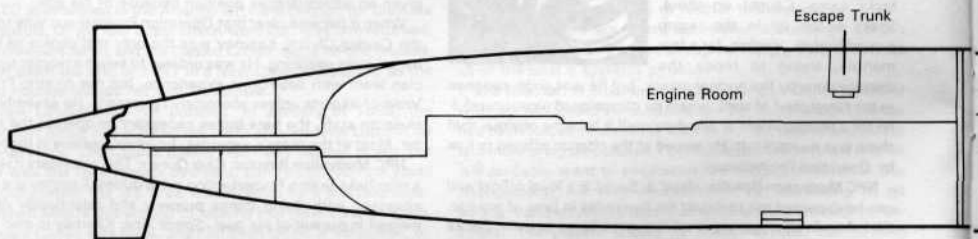
Conning Tower

Retractable Capstan

Stores/Escape Trunk

Weapon Loading Hatch

UPPER DECK

MIDDLE DECK

Conning Tower

Retractable Capstand

Reactor Compartment

Control Room/Attack Center

Passage

Sonar Equipment Room

Messroom

Trash Room

Passage

Passage

Ship Office

Crew Space

Fuel Oil Tank

Auxilary Machinery Room

Crew Space

Torpedo Room

Storeroom

Sonar

Aux. Tank

Battery Compartment

Water Tank

Trim Tank

Main Ballast Tanks
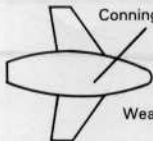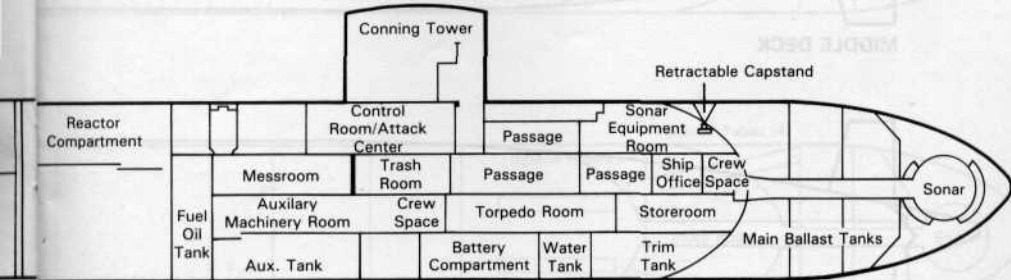
SSN 705 *CITY OF CORPUS CHRISTI*

UPPER DECK

Engine Room

MIDDLE DECK

Engine Room

LOWER DECK

Engine Room
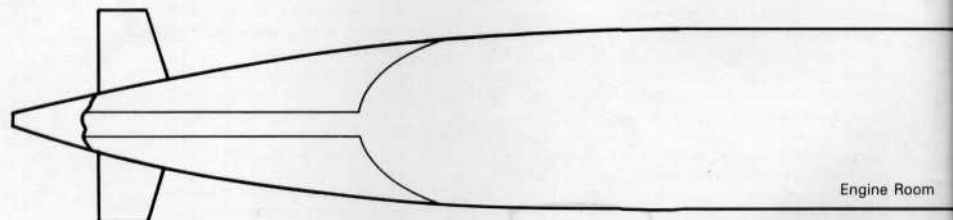
A: Plane Control
B: Rudder Control
C: Chief

Pressure Bulkhead

Communications

Ladder (down)

Weapons Control

Watertight Door

Captain's Office

Captain's Quarters

Ladder (Up)

Periscopes

Plotting

Sonar Shack

Control Display

Reactor Compartment

Control Room/Attack Center

Sonar

Reactor Compartment

Fuel Oil Tank

Mess, Crew Quarters, and Ship's Offices

Sonar

Torpedo Tubes (4)

Torpedo Hoists

Store Room

Sonar

Reactor Compartment

Fuel Oil Tank

Aux. Mach.

Crew Space

Tariq's Mountain

At the only natural entrance to the Mediterranean is a prominent mountain situated on a small peninsula. This mountain and a smaller twin 16 kilometers across the strait in Africa were called the Pillars of Hercules by the ancient Greeks. For a time, they marked the edge of the known world: To sail beyond the Pillars of Hercules was to venture into the unknown.

In 711, a Muslim general named Tariq landed on the south coast of Spain and built a fort on the mountain. Being somewhat egocentric, he renamed the northern Pillar of Hercules after himself, calling it *Geber al Tariq* (Mountain of Tariq).

Centuries later, when Spanish Christians took Spain from the Moors, the fort on Tariq's Mountain was besieged (it was captured in 1462, on the feast day of St. Bernard, now the patron saint of the place). Tariq's Mountain was on a peninsula which sheltered a fine harbor, and the Spanish expanded the Moorish fort and built port facilities. In 1704, as part of the War of Spanish Succession, an Anglo-Dutch fleet captured the fort and the harbor. Gibraltar (as they pronounced it) was formally ceded to Britain as part of the Treaty of Utrecht in 1713, and it became a key base for the British navy since it controlled the entrance to the Mediterranean Sea. The Spanish have continually sought the return of Gibraltar. The Moors have given up their claim.

GIBRALTAR: 2000

When Great Britain entered the war, Gibraltar became important once again. With France opting out and Italy openly hostile, Gibraltar was the only friendly naval base in the western Mediterranean that NATO had. When Spain closed the American base at Rota, Gibraltar became the home of a sizable portion of the American Atlantic fleet as well. Gibraltar was the base from which NATO launched the convoy in support of Turkey in June of 1997, and was the base from which the carriers operated when retaliatory air strikes were launched against Greece after that convoy was attacked off Ismir. With the entry of Greece

and Italy into the war against NATO, Gibraltar became the most important NATO base in the Mediterranean. Naturally, it became a target for nuclear attack soon after the strategic exchanges began in late 1997.

What centuries of war had been unable to achieve, what Napoleon and Hitler had only dreamt of, a single nuclear warhead accomplished in seconds. The facilities at Gibraltar and the few naval vessels in the harbor were hit by a one-megaton airburst in late November.

Most of the naval vessels had enough warning of the strike to get out of harm's way, but the Spanish closed the border at La Linea, and chaos ensued as thousands tried to escape "the Rock" by whatever means could be had, fair or foul.

The surviving garrison was pulled out shortly after the strike, and Gibraltar ceased to be of any military use. A few die-hard soldiers (mostly Gurkhas and their British officers) held on until late 2000, but attrition eventually took its toll.

The harbor is still used as a base for local pirates/fishermen (depending on how the catch has been lately), but fear of radiation is enough to keep the ruins of the base and the associated town completely deserted. The survivors of the blast consist of a mixture of nationalities, including some British and Americans, who have scattered throughout Spanish Andalusia and have largely been absorbed by the local populace.

CONDITIONS IN SPAIN

Despite the urgings of both sides, Spain, a member of NATO, maintained a policy of neutrality throughout the war. When the United States entered the war in 1996, the Spanish government closed American bases within its territory (the U.S. naval base at Rota was the most important of these), and denied passage rights to American military ships and aircraft.

With the nuclear strikes, however, the refineries and oil processing facilities of Spain, like those of other neutral countries, were attacked to deny them to the enemy. Taking advantage of the disorder which followed the nuclear attacks, Basque and Catalan separatists soon entered into open revolt against the government in Madrid, and a low-level civil war began. Between

these revolts and the civil unrest caused by the world-wide depression of 1997-2000, the Spanish government was placed under increasing strain, and it was unable to hold onto the areas in revolt. The area of the western Pyrenees is under Basque control; Catalonia (roughly the area from the eastern Pyrenees south to the latitude of Valencia) is effectively independent as well. The Spanish government nominally controls the rest of the country, but this control is limited to sporadic antimarauder sweeps by the army or the *Guardia Civil* (a paramilitary national police force).

In 1 999, a military coup overthrew the constitutional monarchy, but they were unable to reunite the country. Nominally, the junta of generals controls the whole country, but they exercise effective government only within the range of their rifles.

CONDITIONS IN ANDALUSIA

The general conditions described above also apply to Andalusia, the southern portion of Spain where the players must make their first landfall, Little effective government exists above the regional level, and many communities are under the control of semi-independent warlords, who defy the same government they profess to represent.

The Land: The region of immediate interest to the players is called the *Costa del Sol* (coast of the sun). The major prewar industries were agriculture and tourism, both results of the subtropical Mediterranean climate with its long growing season and mild winters. With the war, the population has dropped somewhat (especially in the major cities), and conditions are somewhat chaotic. In most places, things are nowhere near as bad as they were during the civil war of the 1930s. The global shift in rainfall that will soon devastate the North American continent has not yet taken effect here, and when it does it will decrease rainfall during the already dry summers, causing a minor shift in the local agriculture. The changes farther north will be worse, and southern Spain will see an influx of refugees from the high central plateau of the Iberian Peninsula. Marauder sweeps will become increasingly frequent, and the distressed population will withdraw into the mountains in search of easily defended valleys.

Food: Before the war, the main crops were wine grapes, sugar cane, flowers (for the cut flower markets of Europe), and tobacco. Wine grapes are still produced (although not at their previous level), but cereal grains have assumed a much greater position in the local agriculture. With oil cut off, labor intensive manual cultivation has become a necessity, but agriculture in the area was never heavily dependent on machinery in the first place. Fishing provides coastal communities with a steady source of food, and will play an increasing role as the climatic shift takes effect in the months to come,

MALAGA

The players are to make a landfall near the city of Malaga. They will proceed inland approximately one kilometer to a roadside shrine, where they will wait until they are contacted by Jorge Segovia, their first DIA pickup. Although they have a photograph of Segovia, it is years out of date, and they are advised that a surer means of recognition will be the exchange of code words they have been given.

After a period of about eight hours (during which time the referee may roll for one or two encounters, as desired), the players' group will be approached by a young Spaniard. He will be armed (a pistol of the referee's choice), but will make no effort

SOUTHERN SPAIN

Rough

0   50
Kilometers

N
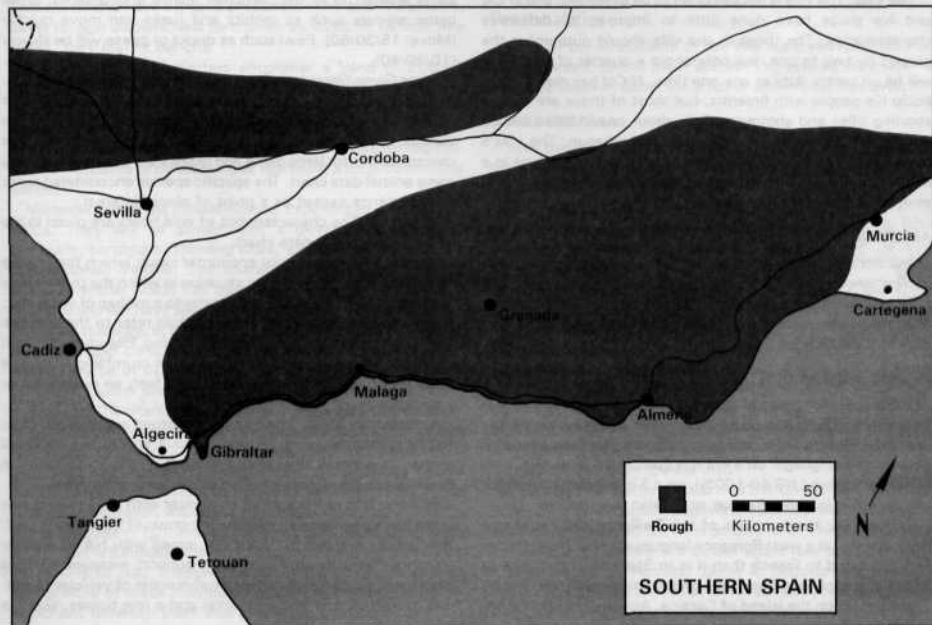
to draw his weapon. On recognizing his captors as Americans (presumably from their equipment or by their language), he will give the correct password and plead for help (in English). He is Carlos Martin, a friend of Segovia's, he says, and he has come to meet the Americans because Segovia has been taken prisoner by the local authorities.

Martin's Story: Martin relates that he is one of the local informants recruited by Segovia when the DIA agent established his network in the country (see the entry on Segovia, below). Like many espionage networks, Segovia had to deal with local criminals on many occasions, and this is the source of his present difficulties. Segovia had many dealings with a local smuggler/gangster who calls himself *El Cid* (lord), in imitation of the 11th century Spanish hero, Rodrigo Diaz de Bivar. *El Cid* and his thugs are holed up in a local villa, from which their current occupation is extorting tribute from the local population and bribing any military units which happen to pass through.

Upon discovering that Segovia was to be evacuated, *El Cid* deduced that he, therefore, had some value to the Americans and decided to hold the DIA agent for ransom. *El Cid* demands military weapons and ammunition in exchange for the release of the American DIA agent, which he holds. Martin was released to act as a messenger.

Martin says that *El Cid* and his thugs are a blight that must be exterminated. He adds that *El Cid* is not expecting a large armed party, and that the players could overwhelm the villa and rescue Segovia if they act quickly. He provides the players with a sketch map of the villa and its grounds and a rundown of its inhabitants.

Martin will accompany the players on the raid, where he will prove to be an Experienced NPC.

The Villa: The villa is not designed to be defended, and *El Cid* and his thugs have done little to improve its defensive characteristics. The thugs in the villa should outnumber the players by two to one, but only about a quarter of the thugs will be on sentry duty at any one time. *El Cid* has managed to equip his people with firearms, but most of these are civilian sporting rifles and shotguns. Only about one in three will be armed with an automatic rifle or submachinegun. The villa's main weapon is an M2HB machinegun on a pintle mount in a makeshift watchtower, located on the roof. This gun is manned at all times by a crew of three.

AFTERMATH

Assuming the players rescue Segovia successfully, Martin will decline to accompany him out of the country, saying that he must stay and repair some of the damage that the war has done. The referee may wish to roll one or two encounters on the way back to the coast and their rendezvous with the *Corpus Christi*.

EVENTS AND ENCOUNTERS

The primary language of all groups encountered in Spain will be Spanish. There is a 50% chance that one member of any group the players encounter will speak another language. Roll 1D6 for this language: on a 1 -2 it is French (LNG 40-60%), on a 3-4 it is English LNG 40-100%), on a 5 it is Italian (20-40%), and on a 6 it is either Basque or Catalan (see below).

Catalan: For the purposes of the **Twilight: 2000** language rules, Catalan is a west Romance language, although it is more closely related to French than it is to Spanish, Portuguese or Italian. It is spoken in Catalonia, on the Balearic Islands, and by a few people on the island of Corsica. Anyone the players encounter in southern Spain will speak it at LNG 20-40%.

Basque: For the purposes of the **Twilight: 2000** language rules, Basque is considered to be in a group and family of its own. No one the players encounter in southern Spain will speak it at higher than LNG 20%.

ENCOUNTER TABLE- ANDALUSIA	
Die	*Result*
4 -	Animal
5	Danger
6-7	Military
8-9	Marauders
10	Abandoned vehicle
11	Hunter
12	Civilians

ENCOUNTER TABLE- ANIMALS	
Die	*Result*
4 -	Dog
5-9	Small game/fowl
10-11	Large game/grazers
12	Wild boar

Animal: The characters encounter animals. Roll 2D6 on the appropriate table to determine the results of this encounter.

The results of this table are described below:

Dog: The characteristics of dogs are given in the animal data chart of the basic game. There is always the danger that dogs will have rabies (see the game rules for a discussion of this and other diseases).

Small Game/Fowl: At the referee's option, this encounter can represent rabbits, hares, pigeons, ducks, wild turkeys, or wild pigeons.

The characteristics of these animals are: *Meat:* 1 D6 x 2 kg *Move:* Varies (see notes below) # *Appearing:* 1 *Hits:* 5 *Attack:* — *Hit #:* — *Damage:* — *Stature:* —.

The referee should adjust the movement rates of various small game animals to fit the particular animal encountered. Small game animals such as rabbits and hares can move quickly (Move: 1 5/30/60). Fowl such as ducks or geese will be slower (10/20/40).

Large Game/Grazers: In farmland and heavily populated areas, this encounter will usually be with horses, cows, or other domesticated grazing animals. In the wild, it will be one of the various types of wild goats or deer found in Spain. The characteristics for large game and grazers are given on the basic game animal data chart. The specific species encountered is not of importance except as a point of player interest.

Wild Boar: The characteristics of wild boars are given in the basic game animal data chart.

Danger: This is a special encounter result which the referee must tailor to fit the particular situation in which the players may find themselves. Generally, it will refer to a mishap of some sort. In ruins or dilapidated buildings, it could refer to the collapse of a wall, a roof, or a weak section of flooring. Elsewhere, it might represent a log bridge across a stream, a crumbling limestone ledge giving way beneath a character's feet, an avalanche, or a landslide.

A danger encounter can also be construed as the result of an animal encounter, such as a poisonous snake or a diseased animal. In general, the referee should use his imagination in fleshing out the details of any Danger encounter result.

Military: This represents an encounter with a wandering unit of the remaining Spanish military or a group of the *Guardia Civil*. This will be a group of 1D6x 10, armed with NATO military equipment, mostly small arms and support weapons (such as machineguns). They will have a small number of vehicles (a mixture of military and civilian trucks) and a few horses. *Guardia*

KEY

- ☐ Road
- ▨ Woods
- ☒ Sentry Posts
- ⊟ Path

Main House

Stables

Garage

N

EL CID'S STRONGHOLD

100 meters
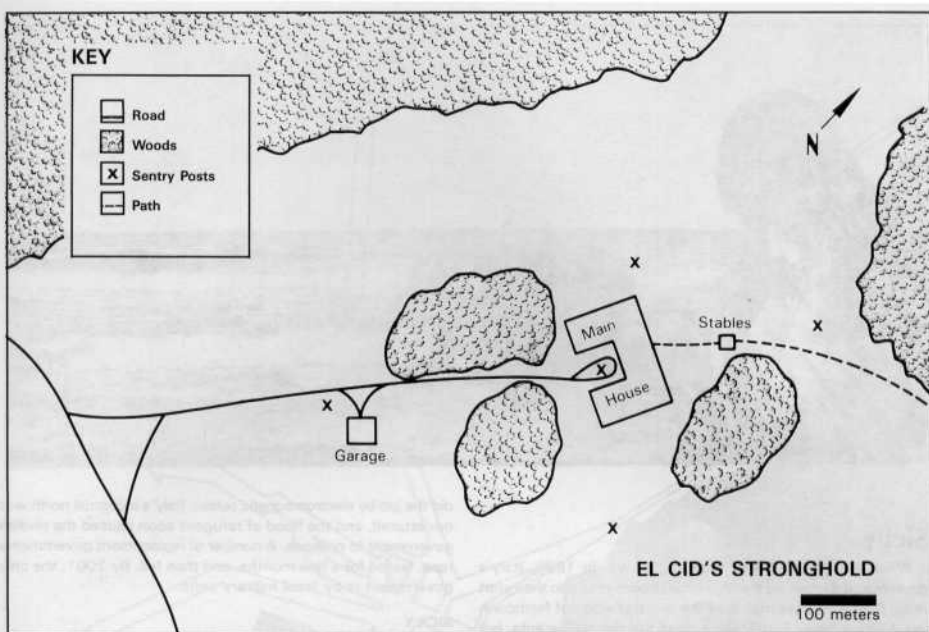
Civil will tend to have a greater proportion of horses. The players, being foreign soldiers, will be treated as invaders (which, in a sense, they are) or bandits.

Marauders: The characters encounter a band of 2D6 + 2 marauders. These NPCs are murderous bandits, terrorizing the countryside in search of food, guns, and plunder. The encounter is likely to end in an attack on the character party although the marauders may attempt to deceive the characters through offers of friendship or by claiming to represent a local community militia,

Marauder bands will include Novice, Experienced, and Veteran NPCs. They will be armed with a diverse assortment of shotguns, handguns, sporting rifles, and military weapons.

Abandoned Vehicle: The characters find a car, truck, or military vehicle which has been abandoned. It will rarely be operable and will have been stripped by scavengers. Characters with SCR skill may, at the referee's discretion, be able to salvage small bits and parts (hoses, wire, clamps, screws, fittings), which may be of use to the party.

Hunter: Hunter encounters are explained in the basic game.

Civilians: The characters encounter 1D6 civilians (armed mostly with melee weapons such as spears and clubs, but with a few shotguns, sporting rifles, or bows). They will be suspicious of strangers and almost uniformly hostile, although they will not attack immediately. Offers to trade ammunition or food for information, however, will usually be cautiously accepted. These people represent farmers, or members of a local community militia, and will include Novice, Experienced, and Veteran NPCs.

The referee may, if desired, draw NPC motivation cards for one or more of these individuals in order to suggest further interactions between them and the player characters.

Personalities

None of the inhabitants of the villa are given here; they are not important to the main action. The referee may wish to generate them in detail for a richer adventure, however.

JORGE SEGOVIA

Less than a half dozen DIA operatives were in Spain when the war broke out. By the time of the Milgov/Civgov rift, less than four of these remained. Segovia was the most senior of these and undertook the task of building an espionage network from the ground up. By 2001, all of the original Americans are gone except for Segovia, who is finally being withdrawn.

Segovia is very secretive about his past and will answer all questions about his prewar life with a polite joke the first time. He will simply ignore subsequent queries. He will admit to nothing other than the fact that he wants to return to the United States. In addition to his native English, Segovia speaks Spanish (LNG: 100%), and French (LNG: 60%). He is an Elite NPC. There is a possibility that Jorge Segovia is a Soviet agent (see page 31),

NPC Motivation Results: *Spade 4:* Segovia seeks personal power, but this has always been tempered by his other motivation. *Heart 8:* Segovia is extremely loyal to Milgov.

Sicily

When the United States entered the war in 1996, Italy's government demanded that American troops return to their start lines, then withdrew from NATO when this was not forthcoming. Military bases in Italy were closed to the belligerents, but Italy tried to remain neutral in the greater conflict.

BACKGROUND

By mid-1997, the Turkish offensive against Romania was heavily opposed by Soviet forces from the north and Greek troops from the southwest. It became obvious that Turkey must soon have help or be forced to withdraw. NATO aid to Turkey brought Italy into the war, in accordance with its treaty obligations, on 1 July 1997.

The Italian army enjoyed tremendous success in the first month of its involvement in the war. Its forces turned back a Jugoslavian offensive into northern Italy and swept through Austria into southern Germany. The primary reasons for this success were logistical: Most of Italy's opponents had already been at war for six months or more. Peacetime stocks of munitions and vehicle replacements had been depleted, and their industries had not converted over to wartime production. The Italians had intact peacetime stockpiles to draw on.

As summer turned to fall, however, Italy began to feel the inevitable logistical pinch, aggravated by the increasing flow of arms and equipment from the factories of its opponents. The Italian offensives stalled, and could not be revitalized.

NUKES

The escalating nuclear exchanges struck Italy in late 1997. Strikes on military targets turned into strikes on industrial targets important to the war effort. After these came attacks on economic targets of military importance. Italy had no oil deposits of significance, but the Alps teem with hydroelectric power generating plants, and these were deemed of sufficient military importance to warrant destruction (several high-altitude bursts did the job by electromagnetic pulse). Italy's industrial north was devastated, and the flood of refugees soon caused the civilian government to collapse. A number of replacement governments rose, lasted for a few months, and then fell. By 2001, the only government is by local military units.

SICILY

The climate and agriculture of Sicily are similar to those described for southern Spain, and so will not be repeated here. Although some refugees from the north made it to the island, Sicily has not been subject to the hordes of displaced persons which have seriously disrupted life on the mainland. In general, times are hard, and the population is only about 80 percent of its prewar level. The cities (Palermo, Messina, Syracuse, etc.) have suffered the worst depopulation.

LANDING

The players are to land about 30 kilometers north of Syracuse and make their way three kilometers inland to a small shrine alongside a country path. Here they will be met by Katherine Simeto of the DIA's Italian section.

The players will have no trouble exchanging passwords with Simeto or making their way back to the beach where they have hidden their boat(s). They will have trouble once they arrive at the beach, however: Their boat(s) will be gone.

A short discussion is certain to ensue, during which Simeto will suggest that the party go into Syracuse and acquire a boat (assuming this idea does not occur to the players).

LOCAL CONDITIONS

Katherine has not been on Sicily more than a few weeks, and has not had the time or the inclination to develop local contacts sympathetic to Americans. There is a small amount of anti-American feeling in Syracuse, mostly due to the notion that somehow, some way, it was the Americans who started the war. The populace will be slightly hostile, and very uncooperative. Anything the players want, from information to transportation, will cost several times the going rate. Katherine,
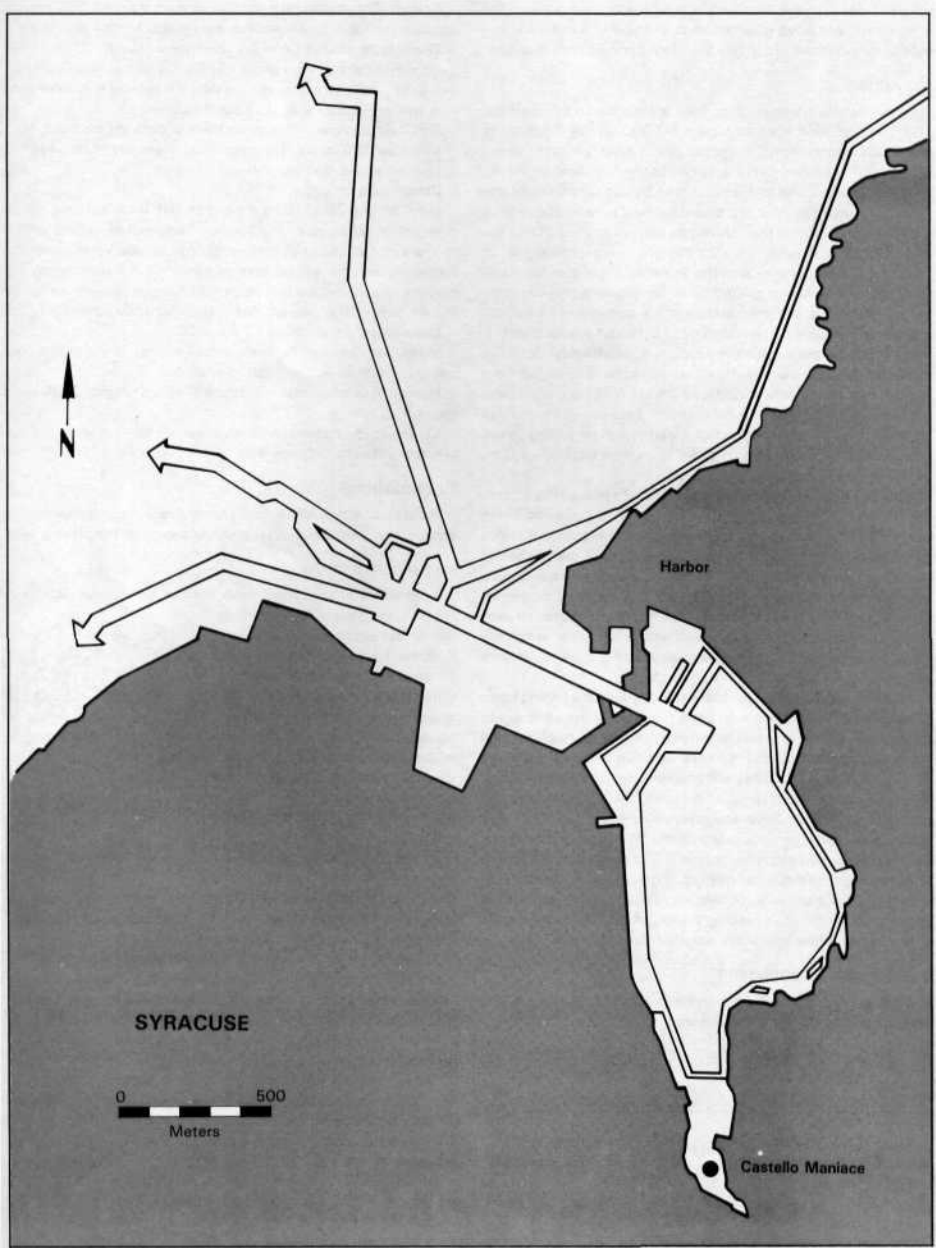
SYRACUSE

0   500
Meters

N

Harbor

Castello Maniace

who has been on the island for a few weeks, but is taken for a local, will not have guessed this, but she will realize it immediately when the group has their first contact with Sicilians.

SYRACUSE

Syracuse is a shadow of its former self, down to less than 10,000 population from its prewar 90,000. These inhabitants are mainly concentrated in the old city, which is located on an offshore island called *Ortygia*, joined to the mainland by an ancient causeway. The city is protected by the remnants of the local constabulary, who are based in the *Castello Maniace*, a 13th century fortress that served as barracks in the 20th century. The town is governed by a council of representatives of the main fishing families and the leaders of the constabulary. The new city is now inhabited by a few scavengers who rummage among the deserted buildings for something to trade.

Economic Realities: The economy of Syracuse depends on fish and mercantile trade with the inland regions. Regular convoys go out to the hills, carrying fish (and other items salvaged from the remains of the new city) to be traded for grain, wine, and olives from the farms of the hill country. Because so much rides **on** the fishing boats in the harbor, nobody will be willing to sell one of them to the players, and the price for a boat ride will be extremely high, payable in advance.

Options: The players may choose to try to hijack a boat, taking it and its crew out to the sub, and then releasing them unharmed. The players may choose to pay the extortionate price demanded for a boat ride or come up with their own scheme.

An intriguing possibility is treachery: The players conclude a successful deal with a fishing boat. The captain, however, decides to murder the players once he has them out to sea, and arranges to meet another boat, filled with armed men, when the party puts out to sea. If the group has let slip they are from a submarine, the locals may try to capture it.

Another possibility is pursuit. If the players steal a fishing boat, or hijack one, they can expect to be pursued by the other boats in the harbor. The constabulary has a number of machineguns (both M60s and M2HBs|, as well as other military weapons (M16s, M203s, etc.). They will be unwilling to take any action that may sink the boat (such as dropping a 40mm grenade into it), but they will not have any reservations about doing minor damage to the superstructure in order to recapture the boat, however (they can patch bullet holes). The referee should match the armament and number of pursuing boats to make the pursuit and surface action a challenge for the players. The boat the players take, and the pursuing boats, should be chosen from those in the small boat rules detailed later in this module.

EVENTS AND ENCOUNTERS

During the day's walk from the beachhead to Syracuse, the referee should roll for encounters.

ENCOUNTER TABLE- GENERAL	
Die	*Results*
4 -	Animal
5	Danger
6-8	Local militia
9	Marauders
10	Merchant convoy
11	Hunter
12	Civilians

ENCOUNTER TABLE- ANIMALS	
Die	*Results*
4 -	Dog
5-9	Small game/fowl
10-11	Large game/grazers
12	Wild boar

Animal: The characters encounter animals. Roll 2D6 on the appropriate table to determine the results of this encounter.

The results of this table are described below:

Dog: Per the entry on page 16. Sicily used to have wolves, years ago, and there is no reason why the referee could not convert this encounter into wolves, if desired.

Small Game/Fowl: This encounter is detailed on page 16.

Large Game/Grazers: This encounter is presented on page 16.

Wild Boar: As on page 16.

Danger: As on page 16.

Local Militia: This will be a band of 2D6 local defense militia on a patrol in search of marauders. They will be armed with a mixture of civilian hunting rifles, shotguns, and various pistols. (Catherine Simeto will be able to convince the patrol that the players' group is not a marauder band, if she is given a chance to talk (i.e., if the players don't automatically open fire).

Marauders: As detailed on page 16.

Merchant Convoy: This encounter is with a merchant convoy as specified in the basic game.

Hunter: This encounter is explained in the **Twilight: 2000** basic game.

Civilians: Encounters with civilians are the same as the encounter detailed on page 16.

Personalities

Referee-created NPCs in Syracuse will have considerable potential for use, depending upon the approach the players take.

KATHERINE SIMETO

Katherine Harper Simeto was born in New Jersey and was the only daughter of Congressman Alexander Simeto, who was for a time the front-runner for the 1996 Democratic presidential nomination. Katherine attended Georgetown, where she became interested in foreign affairs, and eventually went to work for the Central Intelligence Agency in Naples, where she posed as a reporter for an American news magazine. When the war broke out, she went underground and provided vital intelligence about Italian political conditions. Her command of Italian ILNG: 100%) helped tremendously.

In early 1998, when the Milgov/Civgov split occurred, Katherine decided to side with the military (she disliked John Broward intensely), and sought out the newly forming DIA network. She soon became one of its most valuable assets.

Upon receiving the news that she was to be evacuated, Katherine transmitted her rendezvous conditions, destroyed her radio and ciphers, and made preparations to leave for Syracuse. It was at this juncture that she received the message from Gorich, detailing his plans and giving the pertinent coordinates for his rendezvous—too late for transmission back to the United States.

NPC Motivation Results: *Heart Jack:* Katherine is extremely intelligent. *Spade Ace:* Her high intelligence combined with a natural charisma makes her a born leader.
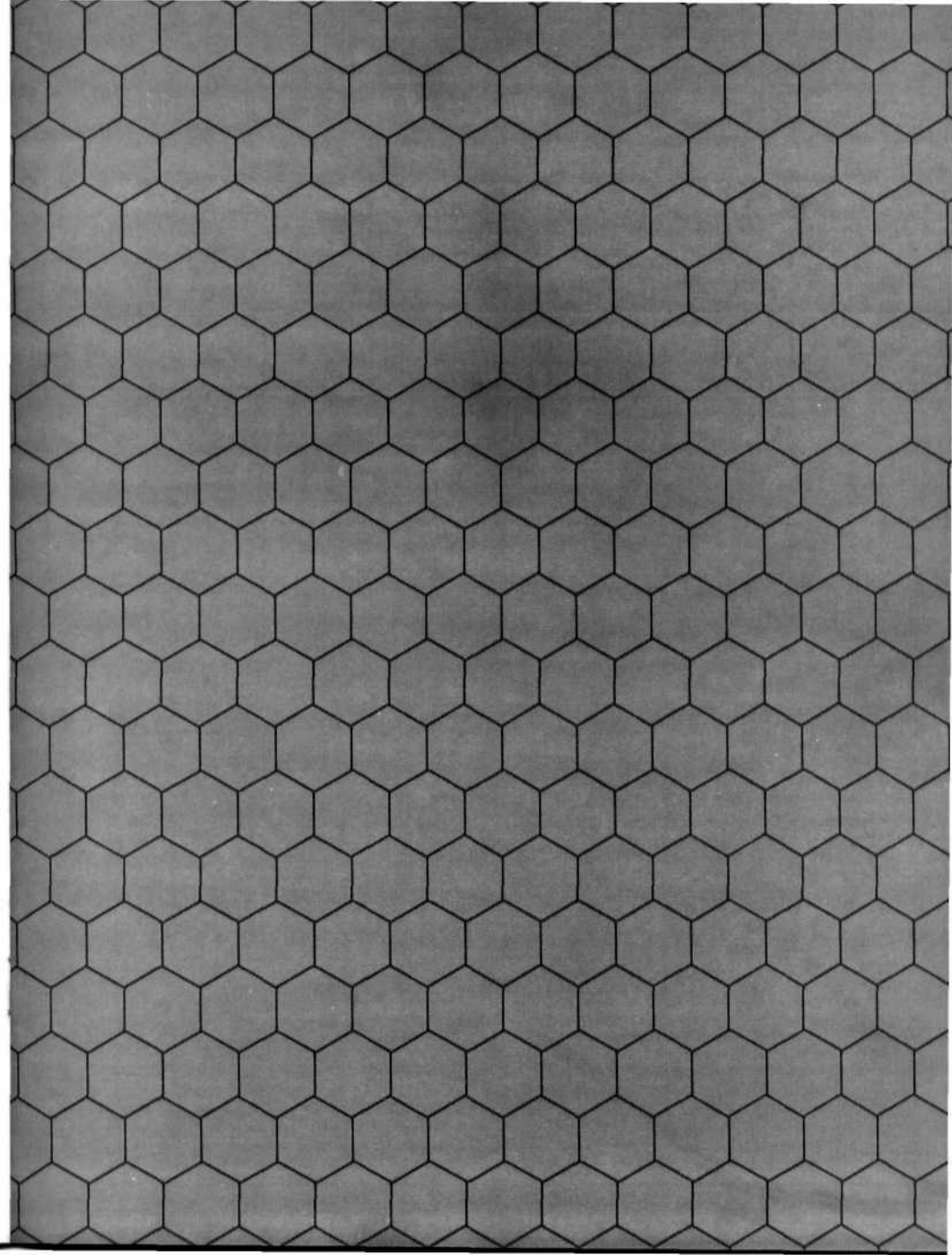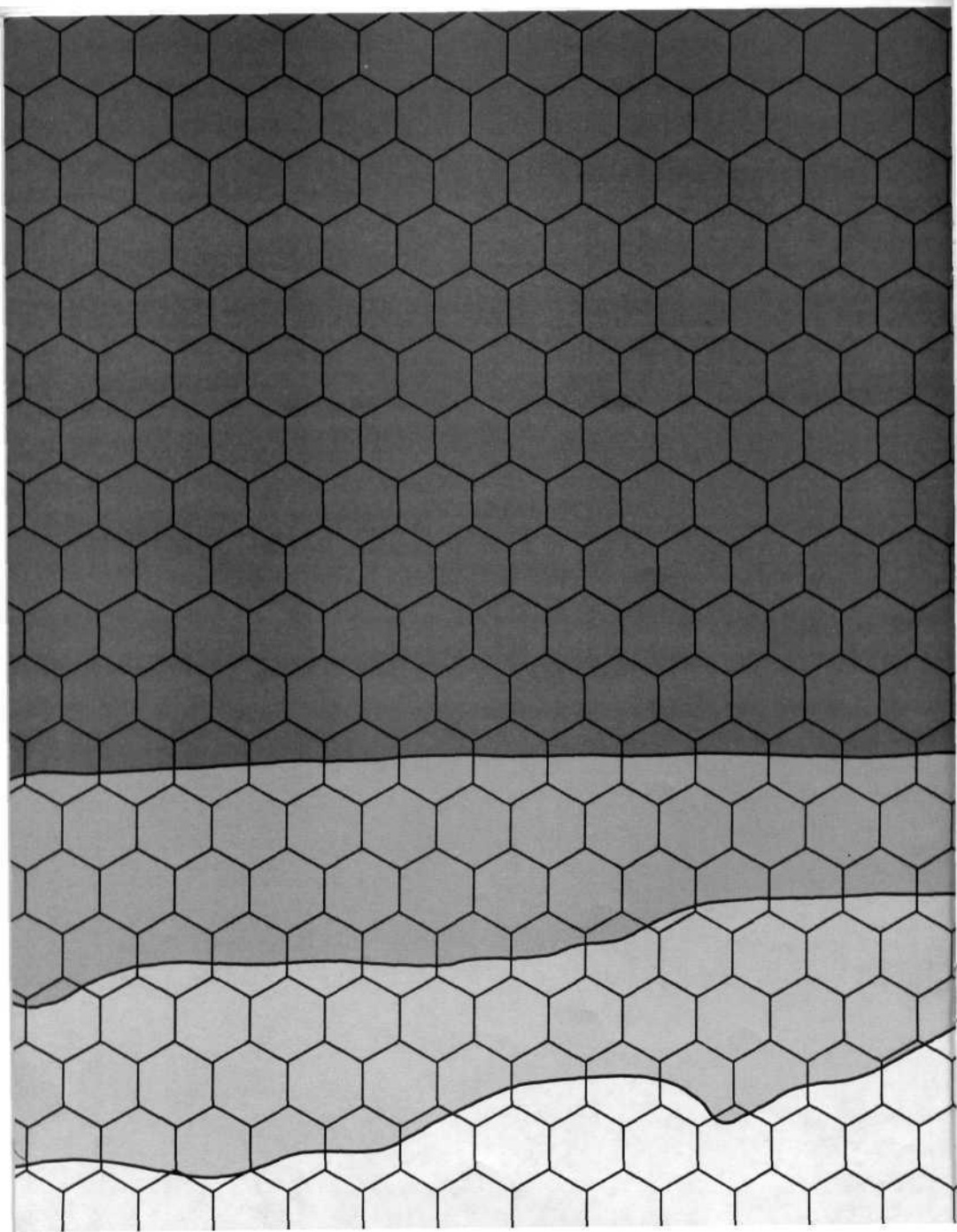
Bows W−1

Type	Close	Med	Long	Extrm	Arm	Full Fire
Crossbow	0:2	xxx	1:1	–	x2	1
Hunt. Bow	0:2	xxx	xxx	–	x3	3

Automatic Pistols W−1, T−1

Type	Close	Med	Long	Extrm	Arm	Full Fire
9mm Par	0:2	xxx	1:½	2:¼	x3	7.5
Makarov	0:2	xxx	1:1	2:½	x4	6
Tokarev	0:2	xxx	1:1	2:½	x4	6
.380	0:2	xxx	1:1	2:½	x4	6
.22	0:2	xxx	1:½	2:½	x4	9
.45	0:2	xxx	1:1	2:½	x3	6

Revolvers W−1, T−1

Type	Close	Med	Long	Extrm	Arm	Full Fire
.38 Special	0:2	xxx	1:1	2:½	x3	3

Submachineguns W, T

Type	Close	Med	Long	Extrm	Arm	Full Fire
Sterling	0:2	1:1	2:1	3:½	x3	16.5
Uzi	0:2	1:1	2:1	3:½	x3	16.5
MP5	0:2	1:1	2:1	3:½	x3	12
M231	0:2	1:1	2:1	3:½	–	20
AKR	0:2	1:1	2:1	3:½	x2	15
vz 24	0:2	1:1	2:1	3:½	x4	16.5
Skorpion	0:2	xxx	1:1	2:½	x4	14
G-11	1:2	2:2	3:1	6:½	x½	24

Assault Rifles W, T−1

Type	Close	Med	Long	Extrm	Arm	Full Fire
M16	1:2	2:2	4:1	8:½	–	15
IW	1:2	2:2	4:1	8:½	–	12
AKMR	1:2	2:2	3:1	6:½	x2	12
AK-74	1:2	2:2	3:1	6:½	x2	12
AKM	1:3	2:2	5:2	10:1	x2	12

Battle Rifles W−1, T−1

Type	Close	Med	Long	Extrm	Arm	Full Fire
FAL	1:3	2:2	5:2	10:1	–	8.4
G3	1:3	2:2	5:2	10:1	–	8.4

Sniper Rifles W−1

Type	Close	Med	Long	Extrm	Arm	Full Fire
M40	1:3	2:2	6:1	15:1	–	3
M21	1:3	2:2	5:2	10:1	–	10.5
PSG1	1:3	2:2	5:2	10:1	–	8.4
L42	1:3	2:2	6:1	15:1	–	4.5
Parker-Hale	1:3	2:2	6:1	15:1	–	3
SVD	1:3	2:2	6:1	15:1	–	6
vz 54	1:3	2:2	5:2	10:1	–	4

Sporting Rifles W−1

Type	Close	Med	Long	Extrm	Arm	Full Fire
30-30 LA	1:3	2:2	5:1	10:1	x3	3
30-06 BA	2:3	3:2	5:1	15:1	x3	3
.22 BA	1:1	2:1	4:½	8:½	x4	3
.22 SA	1:1	2:1	4:½	8:½	x4	3
Mauser	1:3	2:2	5:1	10:1	x2	4

Shotguns W−1

Type	Close	Med	Long	Extrm	Arm	Full Fire
Dbl-Barrel	1:3	2:2	–	–	x4	6
Pump	1:3	2:2	–	–	x4	9.6
HK-CAW	1:3	2:2	–	–	x4	30

Automatic Rifles W−1

Type	Close	Med	Long	Extrm	Arm	Full Fire
M249	1:2	3:2	6:1	15:½	–	20/27
LSW	1:2	3:2	6:1	15:½	–	15
RPK-74	1:2	2:2	5:1	10:½	x2	15/15.6

Machineguns

Type	Close	Med	Long	Extrm	Arm	Full Fire
GPMG-BP	2:3	4:2	6:2	15:1	–	19.8
GPMG-TP	2:3	5:2	10:2	20:1	–	19.8
PK	2:3	5:2	10:1¹	20:1	–	24.75
vz 59	2:3	5:2	10:1	20:1	–	14.5
M214	2:2	4:2	8:1	16:½	–	111
M2HB (AP)	3:4	6:3	15:2	25:1	x2	16.15
M2HB	3:4	6:3	15:2	25:1	–	16.15
DShK	3:4	6:3	15:2	25:1	–	14.5
KPV	4:4	8:3	15:2	30:1	–	19.8

Hand Grenades

Type	Close	Med	Long	Extrm	Arm	Full Fire	IFR	KD	Burst
Frag	0:11	–	–	–	x20	6	–	1	10/10
Anti-Tank	0:11	–	–	–	–	6	–	1	5/5
Concussion	0:11	–	–	–	x20	6	–	5	–
Thermite	0:11	–	–	–	x10	6	–	–	5/5
Chemical	0:11	–	–	–	x10	6	–	–	–
WP	0:11	–	–	–	x10	6	–	–	20/15

Rifle Grenades

Type	Close	Med	Long	Extrm	Arm	Full Fire	IFR	KD	Burst
RAW HE	2:40	4:40	8:40	15:40	x10	2	40	35	60/0, 5/10
RAW HEAT	2:40	4:40	8:40	15:40	–	2	40	15	35/5, 0/5
RG HEAT	0:20	xxx	1:20	2:20	–	2	4	5	20/15
RG WP	0:20	1:20	2:20	4:20	x10	2	4	–	10/10

Grenade Launchers

Type	Close	Med	Long	Extrm	Arm	Full Fire	IFR	KD	Burst
AGS-17	3:11	6:11	10:11	25:11	x10	25.7	34	1	5/5
M203/HK-69 HE	2:14	3:14	8:14	15:14	x10	3	8	5	10/10
HEDP	2:14	3:14	8:14	15:14	x2	3	8	1	5/5
Chem	2:14	3:14	8:14	15:14	x10	3	8	–	
Mark-19 HVHE	4:14	8:14	15:14	30:14	x10	50	60	5	10/10
HVHEDP	4:14	8:14	15:14	30:14	x2	50	60	1	5/5

Rocket Launchers

Type	Close	Med	Long	Extrm	Arm	Full Fire	IFR	KD	Burst
RPG-16 HEAT	3:35	6:35	10:35	25:35	–	2	–	5	10/10
M202 HEAT	2:20	4:20	8:20	16:20	–	12	–	5	5/5
WP	2:28	4:28	8:28	15:28	x20	12	–	–	20/15
Armburst HEAT	2:28	4:28	8:28	15:28	–	6	–	5	5/5

Anti-Tank Missiles*

Type	Close	Med	Long	Extrm	Arm	Full Fire	IFR	KD	Burst
Tank Breaker	42	–	–	–	–	3	–	5	10/10
Tow II	56	–	–	–	–	1	–	15	20/15
AT-4	42	–	–	–	–	1	–	5	10/10
AT-5	49	–	–	–	–	1	–	5	10/10

Mortars

Type	Close	Med	Long	Extrm	Arm	Full Fire	IFR	KD	Burst
60mm HE	35	–	–	–	x10	12	80	5	35/5, 0/5
WP	21	–	–	–	x10	12	80	–	10/10
81mm HE	35	–	–	–	x10	6	90	5	60/0, 5/10
WP	21	–	–	–	x10	6	90	–	35/5, 0/5
82mm HE	4:35	8:35	16:35	32:35	x10	15	60	5	60/0, 5/10
HEDP	4:35	8:35	16:35	32:35	x2	15	60	1	20/15
WP	4:21	8:21	16:21	32:21	x10	15	60	–	35/5, 0/5
4.2 inch HE	42	–	–	–	x10	6	118	15	60/0, 10/15
WP	21	–	–	–	x10	6	118	–	60/5, 5/15
ICM-DP	14	–	–	–	x2	6	118	90	60/0, 5/15
Chemical	1	–	–	–	x10	6	118	–	
120mm HE	49	–	–	–	x10	3	114	15	60/0, 15/15
WP	21	–	–	–	x10	3	114	–	60/0, 10/10
Chemical	1	–	–	–	x10	3	114	–	
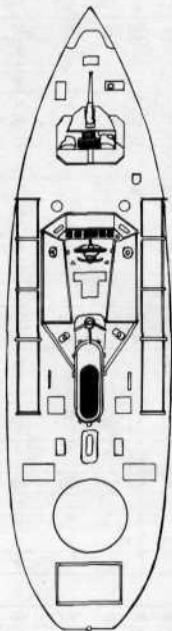
PATROL BOAT
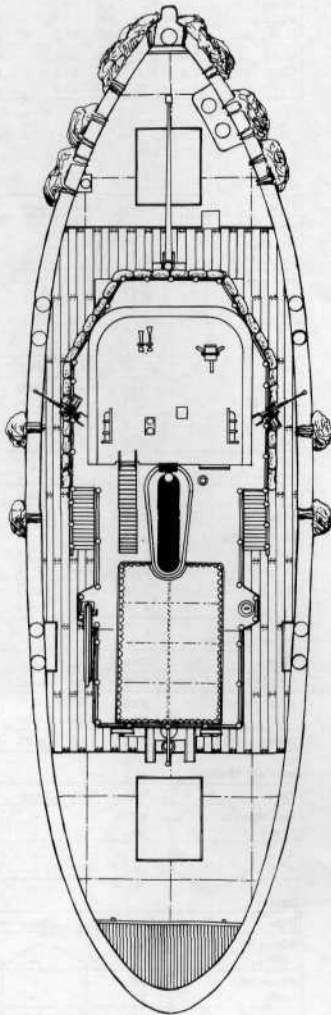
ARMED FISHING BOAT
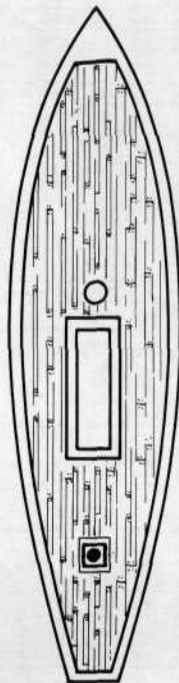
SMALL FISHING BOAT

UPPER DECK

Signal Bridge
Flag Box
Mast
After Deck
Flying Bridge
Radar
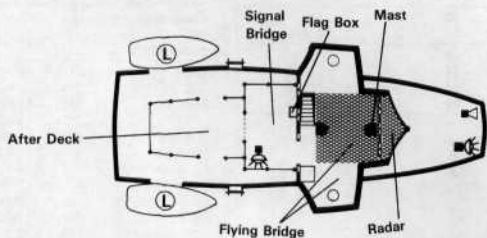
SMALL PATROL BOAT

MAIN DECK

Fantail
DRT
Fathometer
Radio
EOT Helm
Forecastle
Hawespipes

P

Mag. Compass

Emergency Steering Access
Tactics Table
Chart Table
Omega
Navig.
Radio
Pilot House
Shore Connection

LOWER DECK

After Steering
Port Main Engine Silencer
Port Main Propulsion Engine
Control Console
Electrical Distribution Panel
Head
Crews' Quarters

Galley
Stores
After Lounge

Diesel Oil Tanks (640 gallons each)
Stbd Main Engine Silencer
Stbd. Main Propulsion Engine
Lube Oil Tank
Ship's Service Generator
Captain's Stateroom
Bosin's Locker

Key	
	Overhead Hatch
	Hatch Down
(L)	15-Man Life Boat
	Radar Repeater
I	Bitts
	Anchor Windlass
F□	Fire Station
	Ladder
P	Life Preservers
	Chock Cleat
	Open Railing
	Half Wall
	Foul-Weather Canopy
	Horn
	Searchlight
O	Pelorus
	Stanchion
	Watertight Hatch
	Door
	Propellar Shaft

Scale: 1 meter

Large Calibre Guns

Type	Close	Med	Long	Extrm	Arm	Full Fire	IFR	KD	Burst
23mm API	5:12	10:9	20:6	40:3	—	24.75	—	—	—
HE	5:12	10:12	20:12	40:12	x10	24.75	—	1	5/5
25mm API	5:7	10:5	20:4	40:2	—	24.75	—	—	—
APFSDSDU	5:7	10:5	20:4	40:2	x½	24.75	—	—	—
HE	5:7	10:7	20:7	40:7	x10	24.75	—	1	5/5
30mm API	5:8	10:6	20:4	40:2	—	24.75	—	—	—
HE	5:8	10:8	20:8	40:8	x10	24.75	—	1	5/5
40mm HE	6:14	12:14	24:14	48:14	x10	30	—	1	5/5
HEPXPF	6:14	12:14	24:14	48:14	x10	30	—	1	20/15
75mm APFSDS	8:20	16:15	32:10	64:5	x½	24	—	—	—
HEAT	6:20	12:20	24:20	48:20	—	24	—	1	10/10
HE	6:20	12:20	24:20	48:20	x10	24	—	5	20/15
WP	6:28	12:28	24:28	48:28	x10	24	—	—	10/10
105mm HEAT	8:35	16:35	32:35	64:35	—	3	—	5	20/15
APFSDS	10:42	20:32	40:21	80:11	—	3	—	—	—
APFSDSDU	10:42	20:32	40:21	80:11	x½	3	—	—	—
WP	8:21	16:21	32:21	64:21	x10	3	—	—	35/5, 0/5
120mm HEAT	8:42	16:42	32:42	64:42	—	3	—	5	35/5, 0/5
APFSDS	10:48	20:37	40:25	80:12	—	3	—	—	—
APFSDSDU	10:48	20:37	40:25	80:12	x½	3	—	—	—
WP	8:21	16:21	32:21	64:21	x10	3	—	—	60/0, 5/15
125mm HE	8:42	16:42	32:42	64:42	x10	2	—	15	60/0, 5/10
HEAT	8:42	16:42	32:42	64:42	—	2	—	5	35/5, 0/5
APFSDS	10:48	20:37	40:25	80:12	—	2	—	—	—
APFSDSDU	10:48	20:37	40:25	80:12	x½	2	—	—	—

Howitzers

Type	Close	Med	Long	Extrm	Arm	Full Fire	IFR	KD	Burst
122mm HE	6:42	12:42	24:42	48:42	x10	3	300	15	60/0, 5/10
HEAT	6:42	12:42	24:42	48:42	—	3	300	5	35/5, 0/5
WP	6:21	12:21	24:21	48:21	x10	3	300	—	60/0, 5/15
Chemical	6:3	12:3	24:3	48:3	x10	3	300	—	
ICM	14	—	—	—	x10	3	300	90	60/0, 5/15
152mm HE	6:56	12:56	24:56	48:56	x10	2	370	35	60/0, 10/15
HEAT	7:14	14:11	28:7	56:4	—	2	370	5	10/10
WP	6:21	12:21	24:21	48:21	x10	2	370	—	60/0, 15/15
Chemical	6:3	12:3	24:3	48:3	x10	2	370	—	
ICM	14	—	—	—	x10	2	370	90/50	60/0, 35/10
155mm HE/CLGP	7:56	14:56	28:56	56:56	x10	2	480	35	60/0, 10/15
HEAT	7:49	14:49	28:49	56:49	—	2	480	15	60/0, 5/10
WP	7:21	14:21	28:21	56:21	x10	2	480	—	60/0, 15/15
Chemical	7:3	14:3	28:3	56:3	x10	2	480	—	
ICM-DP	14	—	—	—	x2	2	480	90/50	60/0, 35/10

Notes: *Close, Med, Long, Extrm:* Range in hexes: penetration. Single number is penetration—weapon may only be fired indirectly. *Arm:* Armor multiplier. *Full Fire:* Maximum shots per weapon per combat phase. *IFR:* Indirect fire range. *KD:* Knockdown. *Burst:* Fragmentation.

Anti-tank missiles must be fired in accordance with the original *Twilight: 2000* rules.

DEVIATION DIAGRAM
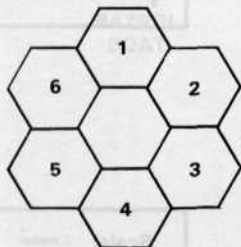
MORALE TABLE

Die Roll	Result
1-9	No Effect
10-12	Suppressed
13+	Routed

Modifiers:

+1 per casualty suffered by the unit this turn.

−1 if unit is under cover.

+2 per catastrophic hit against a friendly unit in sight.

VEHICLE DAMAGE

Die Roll	Result
1	No Effect
2	No Effect
3	Crew
4	2 Crew
5	Armament
6	Mobility
7	Armament
8	Mobility
9	Catastrophic
10	Mobility
11	Catastrophic
12	Armament
13	Catastrophic
14	Mobility
15+	Catastrophic

RANGEFINDER BONUS

	Reticle Gunsight	Coincdnce	Laser	Laser with Ballistic
Twilight: 2000	+5	+15	+30	+40
Clse/Med/Long	—	+1	+2	+3
Extreme	—	—	+1	+1

Note: *Twilight: 2000:* Bonus for use with original combat system. *Clse/Med/Long:* Bonus for use in macro combat at close, medium, and long ranges. *Extreme:* Bonus for use at extreme range.

MOVEMENT

Man	.25/1/2/3	BTR-70	7/3
MC	8/4	OT-64	7/3
Bicycle	2/1	LAV-25	7/3
Car	8/2	LAV-75	7/5
HMMWV	8/3	BRDM-3	8/3
UAZ-469	8/3	OT-65	8/3
2 ½-ton truck	7/2	M1	6/5
5-ton truck	6/1	M1E1	5/4
8-ton truck	4/1	M1E2	6/5
¾-ton truck	7/2	T-72	5/3
Cart/Wagon	1/.5	T-80	5/3
Ox Cart	.5/.5	T-90	5/4
10-ton tanker	4/1	M109A2	4/3
M-2	6/4	M988	4/3
M113	5/3	SAU-122	5/4
BMP-B	5/3	SAU-152	4/3
BMP-C	5/3	ZSU-30-6	8/5

TERRAIN EFFECTS CHART

Terrain Type	Infantry	Vehicles
Clear	1	1
Road	1	1
Woods	1	2
Swamp	2	2
Hills	2	2
Urban	2	2
Scrub	2	4
Light Rubble	2	4‡
Dense Rubble	5	10‡
River	†	††
Stream	2 segments	††
Wall	1 segment	†††

† Must be on boat, ford, or bridge to cross.
†† Impassable unless vehicle is amphibious.
††† Impassable unless vehicle can break through wall.
‡ Passable to tracked vehicles only. Wheeled vehicles prohibited

NON-PLAYER CHARACTER EXPERIENCE LEVELS

Experience Lvl	Skill	Attribute	Coolness
Elite	60%	8	0
Veteran	50%	9	2
Experienced	40%	10	4
Novice	20%	12	6

FIRE EFFECTIVENESS

Experience Lvl	Close	Medium	Long	Extreme
Elite	1	2	6	6
Veteran	1	2	6	6
Experienced	2	4	12	12
Novice	3	6	18	18

BOAT HIT LOCATION

Die Roll	Result
1	Bow
2	Bow(Bridge)†
3	Port
4	Starboard
5	Stern
6	Stern

† Bridge personnel may be affected by knockdown and fragmentation.

MULTIPLE ROUNDS

	Original	Additional†
	1%	1%
	5%–45%	5%
	50%+	10%

† Add for each additional round which hits the target hex.
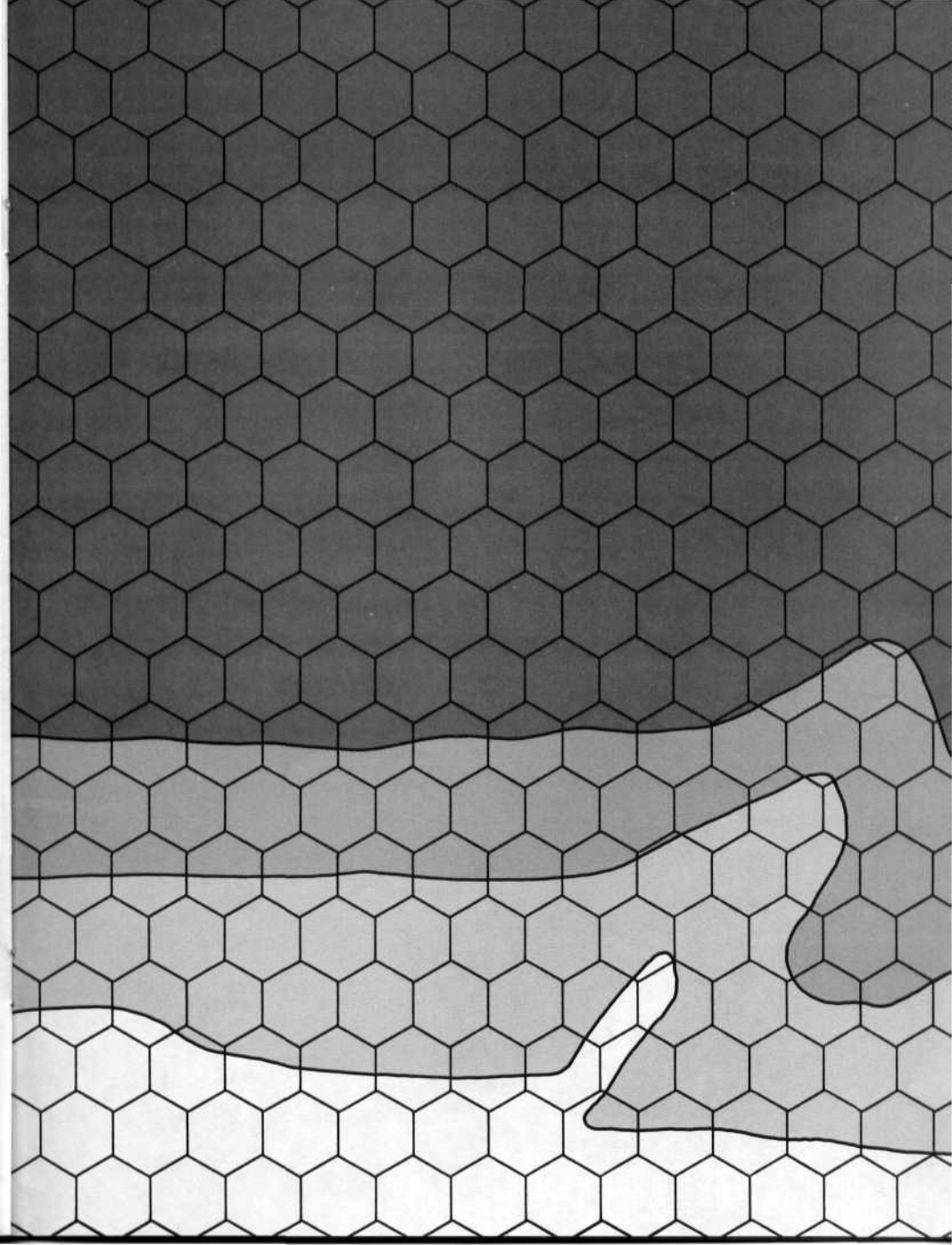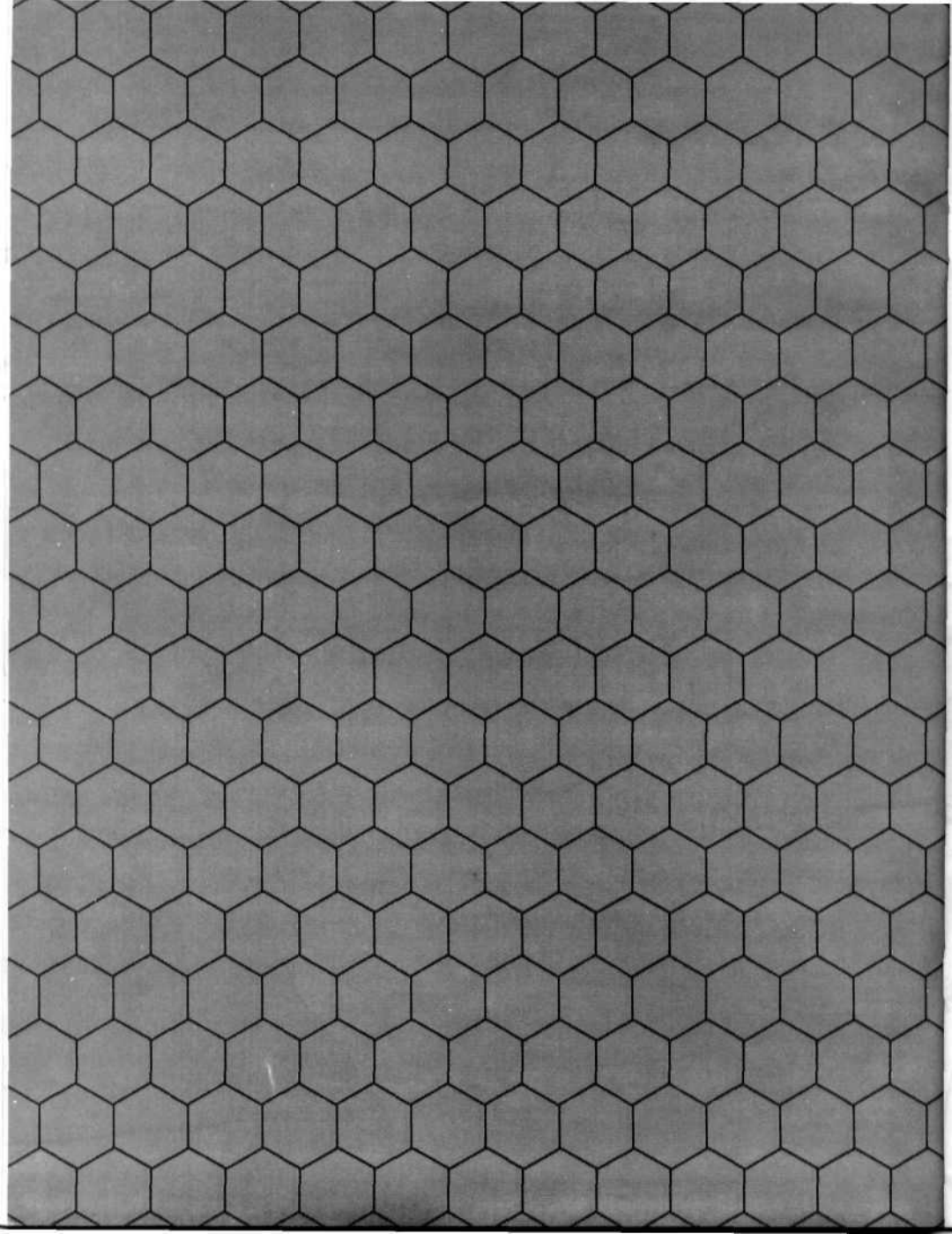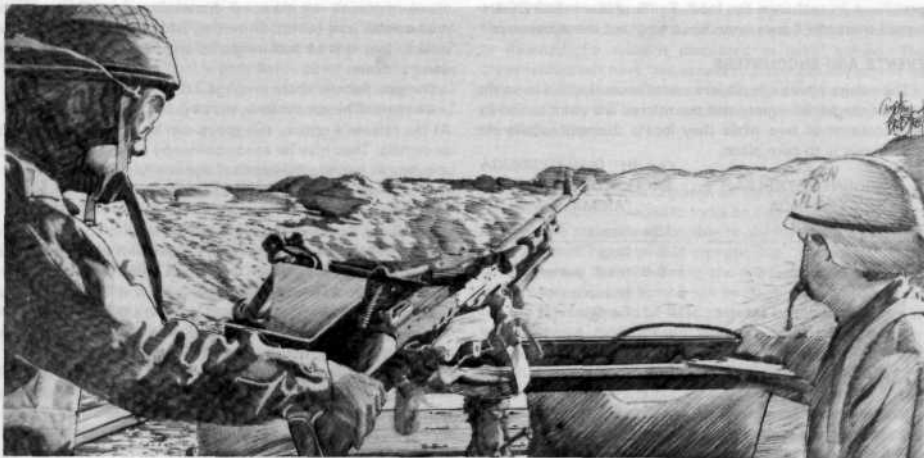
Libya

The players are to pick up Ibrahim Haddad, the DIA's chief agent in Libya, at a village along the northern Libyan coast. Here they will make a chilling discovery: One of their comrades is an enemy agent.

SABOTAGE

We landed on the Libyan coast and were preparing to conceal the boats when Peterson noticed something funny. There was a patch on one that hadn't been there last time we used it. It was pretty small and the same color as the rest of the boat, so it was pretty hard to spot. I figured one of the swabbies nicked it, and patched it up so we wouldn't notice and he wouldn't get chewed out. Then Peterson noticed something else. There was something hard fastened to the inside of the boat, under the patch. We had a patching kit along and a tank of compressed air to reinflate it with, so we decided to see what our extra baggage was.

It was a bomb. Not a big one, just big enough to sink us instantly. It was about the size of a couple of walnuts, and was patched together from a bunch of electronic junk that was probably spare parts from the sub, some blasting powder from a frag grenade, and a couple of batteries, all sealed in a plastic bag. Capretti used to be in demo, and he said it was a nice job, real professional. Whoever planted it just slit the raft open while it was in storage, glued the bomb to the inside, and patched the hole using the little repair kit that comes with each boat. It was timed to go off about halfway through our return trip, when we would have been too far out from shore and too far from the sub to make it to either. We were not happy campers.

A spy is aboard the *Corpus Christi* who intends to sabotage the mission. As in the narrative above, each raft will have had a small explosive charge planted on it, with a great deal of care taken to conceal it. The bomb(s) were not intended to kill the players outright, but to sink them and their heavy equipment several kilometers distance from both the shore and the sub-

marine. With the ship's landing party dead, Commander Sacks would continue the mission, ignorant of the presence of a spy aboard. The remainder of the land mission will be anticlimactic: They will find Haddad and return to the boat.

Referee's Note: Ibrahim Haddad is not important to the plot, and no illustration or characteristics are provided for him. The referee is free to generate motivations for him, he desires to do so.

LIBYA

The climate of most of Libya is arid, and the land along the coast mostly semi-desert, with shrubs and desert grasses being the predominant vegetation. This region is inhabited by bands of nomadic herders, travelling from place to place as their sheep and goats consume the local forage.

A small patch of the coast, however, has a drier version of the Mediterranean climate and vegetation found in Sicily and other areas.

OIL

The extensive oil deposits and petroleum handling facilities made Libya a target for nuclear attacks, in order to deny those facilities to the enemy. Efforts by the Libyan government to reopen the fields on a large scale ended in failure, and with the complete disintegration of the remaining Libyan military forces into roving marauder bands, and the subsequent collapse of the Libyan government, the oil remained underground for a while.

It does not take an engineering genius, however, to make diesel fuel from crude oil. Filter out the sand and silt, and let it set for a few days to allow the heavier components to settle out, and the result can be burned in a diesel engine (although it will burn very dirty). Given an oil well that is in salvageable shape, a little mechanical expertise, and a few 55-gallon oil drums, practically anybody can produce a trickle of diesel. By 2001, a few Libyan communities were doing just that.

The oil was located hundreds of kilometers inland, however, far from the fertile area in Cyreniaca and from food. A trade then developed, with caravans running to the coast carrying

petroleum in exchange for food. Some of the military units-turned-marauder-bands were hired to guard these convoys.

EVENTS AND ENCOUNTERS

The village where the players are to meet Haddad is on the edge of the fertile region, and the referee will want to roll for an encounter or two while they locate the spot where the rendezvous is to take place.

ENCOUNTER TABLE- CYRENIACA		ENCOUNTER TABLE- ANIMALS	
Die	Result	Die	Result
2	Animal	5 -	Dog
3	Danger	6-8	Small game/fowl
4-5	Civilians	9	Sheep/goats
6-7	Abandoned vehicle	10-12	Camels
8-9	Marauders		
10	Hunters		
11-12	Merchant convoy		

Animal: The characters encounter animals. Roll 2D6 on the appropriate table to determine the results of this encounter. The results of this table are described below:

Dog: Per the entry on page 16.

Small Game/Fowl: This encounter is explained on page 1 6.

Sheep/Goats: The encounter is with 2D6 sheep and/or goats, which may be feral, or may be part of a domestic herd. In the latter case, the flock will be accompanied by 1-2 shepherds, armed with a firearm of the referee's choice. Use the grazer characteristics from the basic game.

Camels: The group has encountered 2D6 camels. These will almost certainly be escaped domestic camels and will be dromedaries (one-hump). Since they have been on their own for a time, they will be bad-tempered and not inclined to reenter domestication.

Danger: Per the entry on page 16.

Civilians : The encounter is with a group of nomadic civilians. At the referee's option, this group can be mounted on horses or camels. They may be accompanied by a large herd of sheep or goats at the referee's option, and will be armed with a mixture of civilian and military firearms.

**Abandoned Vehicle:** Per the entry on page 17.

Merchant Convoy: The encounter is with a convoy, either headed inland (in which case it is loaded with food) or headed towards the coast (in which case it will be carrying a few hundred liters of partially refined diesel fuel). It will be guarded by 2D6 armed fighters, many of them wearing Libyan uniform parts and using military equipment (mostly Warsaw Pact small arms and machineguns, with a mortar or two thrown in).

Marauders: The characters encounter a band of 2D6 + 2 marauders, all armed similar to the convoy guards in the previous entry, but with fewer heavy weapons. Marauder bands will consist of a mix of Novice, Experienced, and Veteran NPCs.

Hunters: The encounter is with a party of 1D6 civilians, foraging for food.

The Spy

The identity of the spy will occupy the players' attention for quite some time. Before too much discussion occurs, the referee should encourage them to complete their present mission, at least as far as locating Haddad. They can then be allowed to formulate a plan for dealing with the spy. The referee's actions
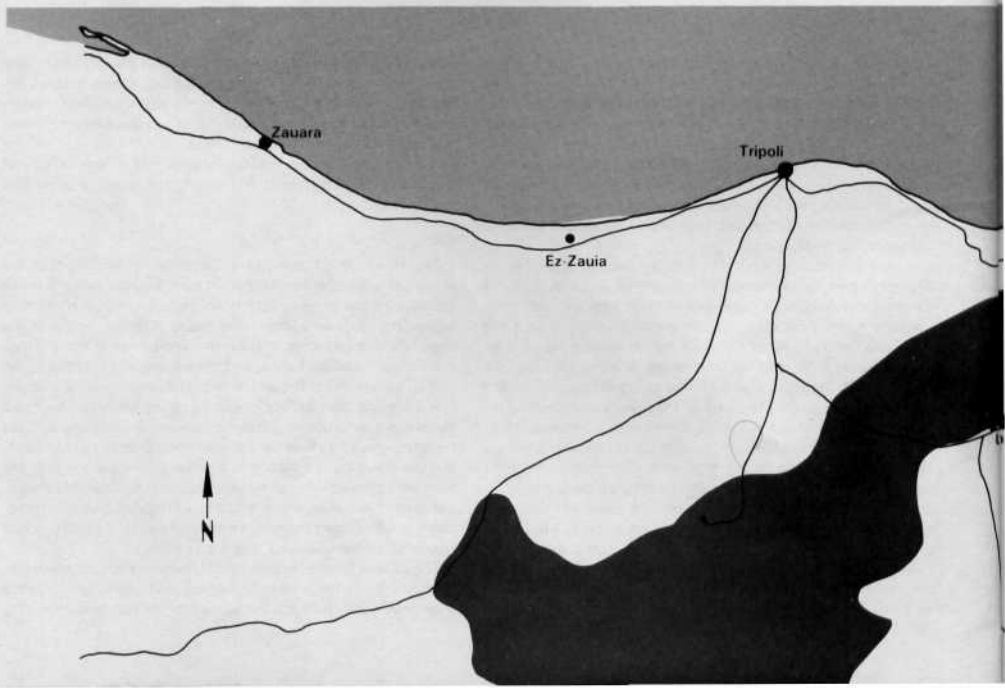
will be dictated largely by what the players decide to do.

Will they return to the boat and announce that there was an attempt on their lives? Will they try to set some sort of trap? Presumably, they will post a permanent guard over the boats and their own equipment. Can Commander Sacks be trusted? What about MacDonald, Kearney, and the other Crewmembers?

PICKING A SPY

Before the adventure begins, the referee should decide who the Soviet agent is, choosing from among Jorge Segovia, Paula MacDonald, or an NPC crewmember of the referee's own creation. Although the referee should encourage the players to believe that more than one spy may be aboard, there should be only one (for simplicity's sake if nothing else).

Jorge Segovia: If the referee chooses Segovia, he can't be fully aware of the details of Operation Prometheus. He merely knows that his country would greatly reward him if he can deliver an American nuclear-powered submarine, and the first step towards this is to dispose of the players, thereby stripping the submarine of its trained fighters. After Greece, however, the fake Segovia will know the full details, and may be making plans to deliver the sub into the hands of the Soviet forces in Romania. He will not have any official duties and will have to think fast if caught somewhere he is not supposed to be.

Paula MacDonald: If the referee chooses to make Paula Mac-Donald the spy, she is fully aware of the details of Operation Prometheus. She even knows something no one else will until after they meet Gorich: what the government wants with the good Drs. Popovich. She will try to dispose of the players and will arrange to turn the sub over to the Soviets upon its arrival in Romania. Paula MacDonald will have the run of the ship.

NPC Crewmember: The referee can make the spy any one of the Crewmembers of the submarine, except Commanders Sacks or Kearney (for reasons discussed in detail below). This crewmember will have free access to just about any part of the ship commensurate with his or her assigned duties on the *Corpus Christi,* and will be fully acquainted with the details of Operation Prometheus.

ADMINISTERING THE SPY

Whoever the referee chooses as the real spy, player suspicion should be encouraged to focus on everyone aboard the submarine. The players may be able to eliminate some suspects, but they must never be told outright that "so-and-so is not a spy." The spy is very cunning and will not try the same trick twice; thus, no more bombs will be planted aboard the boats, but the players would be wise to guard their other equipment well. Likewise, since the spy wants to turn a fully intact *Corpus Christi* over to the Soviets, he will not do anything to damage the boat irreparably.

Commander Sacks is not the spy. He could ruin the mission in myriad ways, without needing to resort to sabotage. All he has to do to give the boat to the Soviets is run her aground and radio them. In any case, the chances of an agent with the proper talents being in the right place at the right time to take command of the *Corpus Christi* are microscopically small.

Likewise, Commander Kearney is an unlikely candidate for a saboteur. His talents are quite genuine, and Soviet agents with experience running Westinghouse nuclear reactors are scarce in 21st-century America. All he has to do is shut down the reactor, and he could see to it that the boat falls into Soviet hands as easily as Sacks could.

THE LIBYAN COAST

Mediterranean Sea

0   50
Kilometers

Homs

Misratah

huna
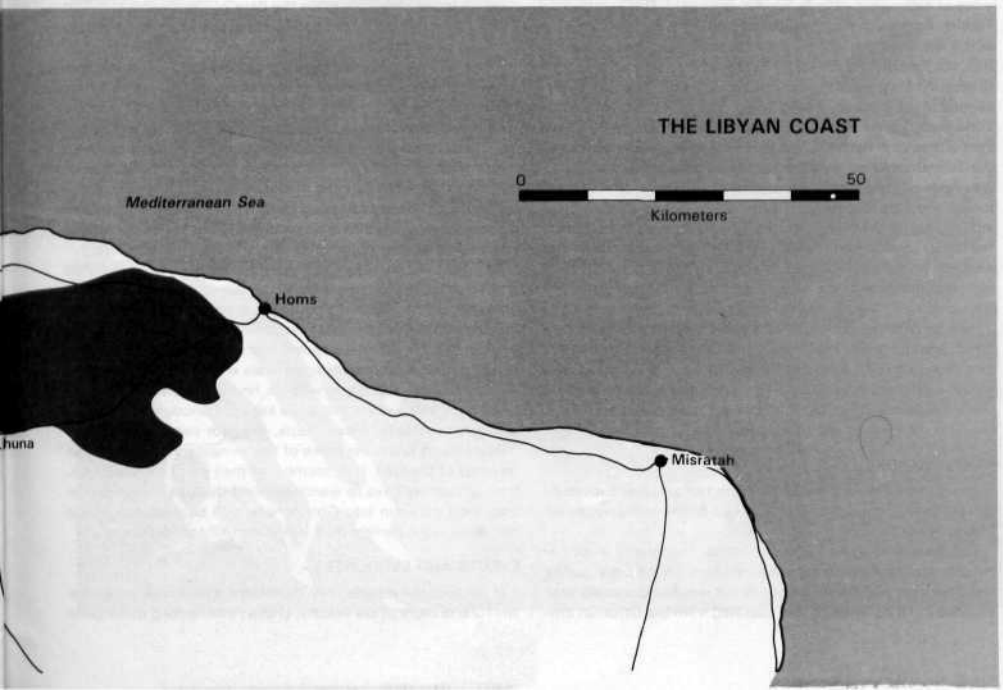
Greece

In a way, the Greco-Turkish War of 1997 was inevitable.There has been animosity between Greeks and Turks since the days of the Byzantine Empire.

Turkish military successes in the Balkans prompted a new wave of nationalism among Turks everywhere. On Cyprus, pro-Turkish demonstrations rapidly turned into anti-Greek riots, which the Cypriot army moved in to suppress. In response to this, the Turkish army invaded Cyprus and sparked a war with Greece. At first, the war was limited to Cyprus, but it soon expanded to the Balkans, where Greek army units moved against Turkish army units in Thrace. Caught between a major Warsaw Pact offensive in the north and the Greek offensive in the south, the Turkish position was soon rendered untenable, and NATO was forced to send help in the form of a convoy. Greek naval forces sank the convoy off Izmir. NATO responded with air strikes against Greek naval bases, and Greece declared war on the NATO countries on 1 July 1 997. By September, Greek and Albanian troops had launched an offensive into Jugoslavia, forcing the withdrawal of the Jugoslavian expeditionary force from Romania.

Greece received its share of thermonuclear bombs in late 1 997, and the government soon collapsed under the strain. A military revolt put a junta of generals in charge, who annexed Macedonia but soon fell to fighting among themselves. By 2001, Greece consists of a dozen little tin-pot military dictatorships, similar to the city-states of classical Grecian history.

MOUNT ATHOS

The message which Paul Gorich sent to Katherine Simeto indicated that he intended to hide in one of the monasteries on Mount Athos.

The monasteries at Mount Athos represent a quasi-independent entity under Greek protection. This is because the kingdom from which the present Greek republic descends was founded in 1829 (when it was liberated from the Ottoman Em-

pire), while the Monastic Republic of Mount Athos (as it is called> has individual monasteries dating back to the 10th century.

Located at the end of the eastern prong of the trident-shaped Chalcidice Peninsula in Thessalonika (acquired by Greece in 1912), the picturesque scenery and artistic treasures of the more readily accessible monasteries made them a major tourist attraction before the war. The more remote monasteries, however, have changed very little since the days of the Byzantines. The monks' lives are rigidly defined by ritual and tradition, and very little deviation is allowed.

With the involvement of Greece in the war, the monasteries did what they had done many times before—ignored the whole thing. The tourists stopped coming, but they were a nuisance anyway. A few refugees made the trip out to the remote peninsula, and they were taken into the monasteries as lay brethren (those allowed to stay at the monasteries in return for their labor, but not expected to take the monastic vows). Communications with the outside world ceased, but the monks viewed this as a good thing, since they believe that the world is unimportant and that their only purpose is to prepare for the afterlife.

The more readily accessible monasteries have been deserted and are now inhabited by small numbers of refugees. These areas are still subject to occasional marauder raids, and for this reason, they are not the most peaceful places to live. The monks have withdrawn to the remote, inaccessible monasteries for security. Few marauders are desperate enough to climb to these remote locales, and those who do find themselves facing the high, thick stone walls that have kept out uncounted numbers of brigands (Goths, Slavs, Nazis, etc.) for centuries.

The players know the name of the monastery, but they have no maps of the area. If no member of their party speaks Greek, they will simply have to wander around the area shown on the map until they run into Gorich, who will be with one of the monastic work parties they will eventually encounter.

EVENTS AND ENCOUNTERS

If desired, the referee may implement a seaborne encounter with one or more pirate vessels, chosen from among those given

THE AEGEAN SEA
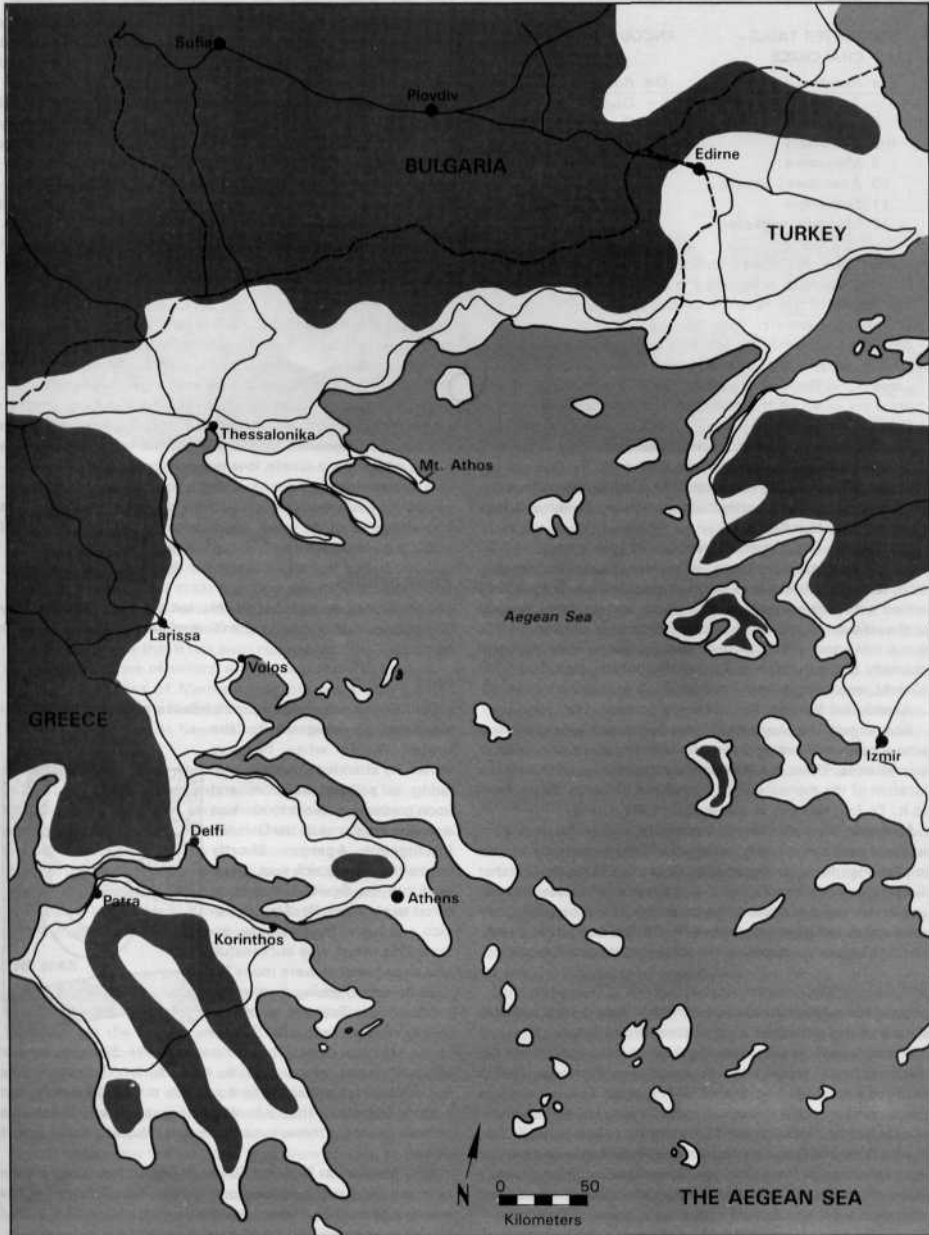
ENCOUNTER TABLE- CHALCIDICE		ENCOUNTER TABLE— ANIMALS	
Die	*Result*	*Die*	*Result*
4 -	Animal	5 -	Dog
5	Danger	6-8	Small game/fowl
6-8	Monastery	9-12	Large game/grazers
9	Marauders		
10	Abandoned vehicle		
11	Scavenger		
12	Monastic workers		

Animal: The characters encounter animals. Roll 2D6 on the appropriate table to determine the results of this encounter.

The results of this table are described below:

Dog: Per the entry on page 16.

Small Game/Fowl: At the referee's option, this encounter can represent either small game or fowl.

Large Game/Grazers: The characteristics for large game and grazers are given on the basic game animal data chart.

Danger: As on page 16.

Monastery: The players have encountered a monastery. There is a 20% chance that it is the one they seek. To find out the name of the monastery is a task, ESY:LNG (Greek). Once the players locate the correct monastery, finding Gorich will take them another four hours.

Marauders: The players have encountered a band of 1D6 marauders, who make a living raiding work parties and stealing from the smaller, less well-fortified monasteries. They will be armed with melee weapons, a shotgun, and a submachinegun at the referee's option. There is a 30% chance someone in this group will know the location of the monastery they seek and correctly direct them to it. To find this out is a task, ESY:LNG (Greek), assuming friendly relations are established.

Abandoned Vehicle: Per the entry on page 16.

Scavenger: The players have encountered a lone wanderer who subsists by hunting and thefts from the less well-protected monasteries. There is a 30% chance this person will know the location of the monastery they seek and correctly direct them to it. To find this out is a task, ESY:LNG (Greek).

Monastic Workers: This is a group of civilian laborers from a village near a monastery, who work in the monastery's fields in exchange for food and shelter. There is a 20% chance that Gorich is in this group. Failing that, there is a 30% chance someone in this group will know the location of the monastery they seek and correctly direct them to it. To find this out is a task, ESY:LNG (Greek), assuming friendly relations are established.

THE BRIEFING

Upon his safe return to the submarine, Paul Gorich provides details of the remainder of Operation Prometheus.

Gorich was in Greece, running down a false lead, when his network finally located the Popoviches in Romania. His network received a message from one of his Romanian agents, who had made contact with a Romanian partisan who knew the whereabouts of the Popoviches. The partisan called himself Vlad Drakul (Vlad the Dragon, after the medieval Romanian warlord who served as an inspiration for Count Dracula, Bram Stoker's literary creation). Drakul, Gorich was told, knew where the two scientists were and agreed to transport them to Constanta— for a price. Drakul wanted targe amounts of arms and ammuni-

tion and recognition as the legal ruler of Romania.

It was a stiff price, but Milgov agreed to pay it. Arrangements were concluded, and Gorich prepared to travel to Romania to oversee things when his network in Greece was penetrated, and he had to flee for his life,

Out of contact with a radio, Gorich followed standard operating procedures, and sent a courier to the nearest friendly agent he knew had an operable transmitter, Katherine Simeto in Italy. This courier carried the details of Gorich's flight, including where he would be hiding and how he could be contacted. Unfortunately, Katherine Simeto had already received orders for her evacuation and had destroyed her transmitter.

Everything worked out fine, however, and Gorich is now on the way to Romania.

IN ROMANIA

To get the Popoviches, Gorich tells the party, it will be necessary to contact Vlad Drakul in Constanta. At that time, the submarine will be directed to a deserted harbor (the coast of Romania is full of them), and the exchange will be completed. Drakul will get a proclamation from Milgov acknowledging him as the legal government of Romania, and will also receive his arms and ammunition. Milgov will get the two people on the planet who know a simple, low-technology method of constructing nuclear fusion reactors, using a room temperature superconductor easily made under relatively primitive conditions. This knowledge is of no small importance to the power-starved military government.

Personalities

Only Gorich is included in this section, but referees may generate motivations for one or more of the monks if they desire to do so.

PAUL GORICH

Paul Gorich was born in Soviet Bessarabia, but his parents managed to emigrate to the United States when he was seven. He attended Columbia, majoring in political science, and upon graduation, went to work as a civilian employee of the Defense Intelligence Agency. Shortly before the war, Gorich was smuggled into the Soviet Union in an effort to persuade Dr. Alexi Popovich and his wife, Tanya, to defect. This effort was successful, and arrangements were made for their defection during a scientific conference in Rome to be held in 1995. Gorich left the Soviet

Union, his job done. The outbreak of the Sino-Soviet War knocked these plans into a cocked hat, however. The Popoviches were known to have left the USSR safely, but nothing else about their whereabouts was known. Gorich was ordered to locate them, even if it meant returning to the Soviet Union.

NPC Motivation Results: *Spade 9:* Gorich has a high desire to manipulate and control those around him. This desire has manifested itself in a heavy involvement in politics. *Club 3;* Paul Gorich is unimpressed by threats of violence.
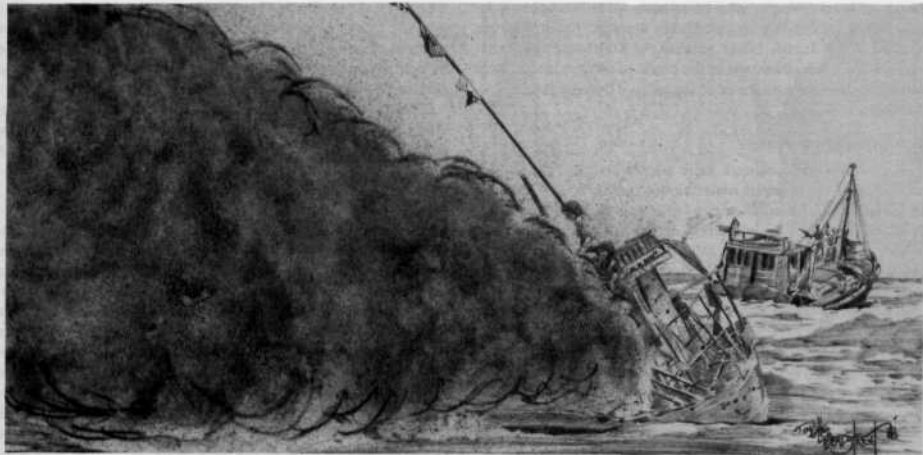
Turkey

To enter the Black Sea and get to Romania, the *Corpus Christi* must first pass through the narrow channel called the Dardanelles. It must then cross the tiny sea of Marmara which separates Europe from Asia, then pass through another narrow channel called the Bosporus. The Bosporus, which stretches 1 7 miles, is so narrow that it has been nicknamed "the salty river" by the generations of sailors who have passed through it.

While in the Sea of Marmara, the players are to pick up Mustafa Tarabya, who headed the DIA's legation in Bulgaria and Hungary, and who has been selected to be evacuated.

BACKGROUND

The straits of the Bosporus and the Dardanelles have been coveted by Russians for almost 1000 years. In her traditional search for a warm water port, Russia has often tried to gain control of the Bosporus and the city which commands the straits: Istanbul (formerly Constantinople, capital of the Byzantine Empire). For this reason and for other, more complicated ones, Russia and Turkey have a rivalry that dates back about as far as the rivalry between Greece and Turkey.

THE WAR

As a member of NATO, Turkey had no objections to going to war against its traditional enemy, the Soviets (the name changed, but the hatred remained). The fact that the Greeks were opposed to the war only made it that much more attractive to the Turks. The whole affair was a formula for disaster.

Turkey's role in the war was limited at first. A few air strikes against Soviet shipping in the Black Sea, and a naval sortie or two into the same area—they always made it disaster for the Turkish forces, but the fact that they were striking at Soviets was a pleasant thought to most Turks.

On 20 December 1996, Warsaw Pact troops (chiefly Hungarian, Soviet, and Bulgarian forces) invaded Romania tc punish their recalcitrant ally. The Romanians had never been whole-heartedly behind the Soviets and had balked at the latest demand for troops. With the invasion, Romania withdrew from the Pact and applied to NATO for help. Jugoslavia rallied to the aid of its neighbor, and NATO offered both nations membership, which they accepted. More concrete aid came from Turkey a few days later on Christmas Eve, in the form of a Turkish offensive into Bulgaria, Romania's southern neighbor.

The initial Turkish military successes in the Balkans prompted a new wave of nationalism among Turks everywhere. On Cyprus, pro-Turkish demonstrations rapidly turned into anti-Greek riots, which the Cypriot Army moved in to suppress. Incensed at this treatment of their fellow Turks, the Turkish people demanded the annexation of Cyprus, and Turkish troops were soon dispatched. Greece sent troops to Cyprus, declared war on Turkey, and moved against Turkish troops in Thrace.

DISASTER

By sending some of their best forces to Bulgaria, the Soviets managed to halt the Turkish offensive there. As Greek pressure on the Turkish left flank increased, it became clear that the Turks would have to have assistance soon or be forced to withdraw. On 27 June 1997, a NATO convoy of fast transports and merchant ships tried to run the Greek blockade of the Aegean into the Turkish seaport of Izmir, and was attacked by light elements of the Greek fleet, and devastated.

In September, Soviet and Bulgarian forces began a major offensive against the Turks, using tactical nuclear weapons to break the stalemate. The offensive eventually ground to a halt as the strategic nuclear exchange heated up, and Turkey (as a belligerent) did not escape.

NUKES

The strike on Ankara destroyed the government, and attacks on the ports and naval facilities on the Aegean and the Black Sea crippled the Turkish military. The bomb intended for Istanbul landed in the Sea of Marmara instead. The waves from the blast inflicted serious damage on the port facilities in the city, but left its buildings mostly intact. Most government fell into the

hands of local officials, who have been forced to become increasingly totalitarian as conditions worsen. Several ethnic groups within Turkey (most notably the Kurds and the Armenians) have taken advantage of the chaos to achieve the *de facto* independence generations of struggle have been unable to gain for them.

CONDITIONS IN TURKEY

Turkish industrial centers were largely wrecked by nuclear strikes, but the rugged mountainous areas of the country escaped serious harm. The more remote areas had no real problems with refugees, most of who fled to the southwestern coast, where there was food. The influx of surplus population was resisted, and soon the population had adjusted itself to the new conditions.

THE LANDING

The players are to land on the European side of the Sea of Marmara, near the village of Tekirdag. They are to proceed to a ruined Greek temple on a small hill overlooking the sea, build a fire as signal, and await their contact. Unbeknownst to the players, Mustafa Tarabya, the agent they were to have picked up, has decided not to leave.

CONTACT

A couple of hours after they arrive at their rendezvous, the players will be approached by Tarabya, who will give the proper signals and countersigns. Tarabya will speak to the players in oddly accented English, using the same few words over and over. He will claim he does not speak English well (although his English LNG is 80%). He will demand that the players tell him

where the submarine is. If asked, he will claim he has acquired a Soviet "device" of tremendous interest to Milgov, but does not have the words to describe it properly. It is on a boat crewed by confederates of his, he explains, and the players will not be able to carry it in their flimsy rubber dinghies.

If the players insist on seeing the "device," he will agree instantly, and suggest that they go back to the shore while he goes to get the boat. If pressed, he will agree to lead the players to the boat.
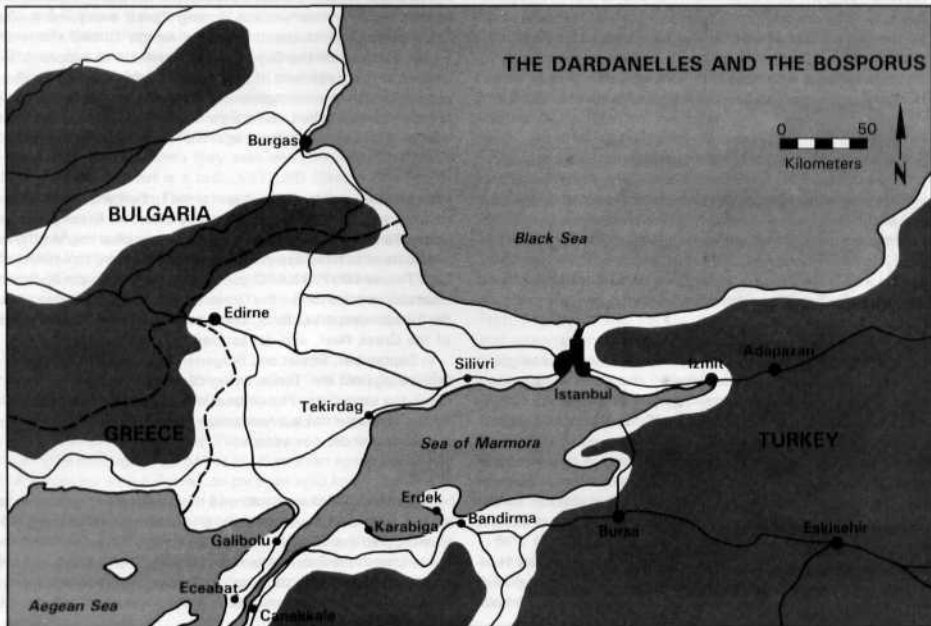
AMBUSH

What happens next depends upon what the players do. Tarabya had hoped to get the players to tell him the submarine's location, whereupon he would arrange to strand them on shore while he attacked the defenseless submarine. Now he must improvise a plan to keep the players separate from the sub while his people take it over. Since he does not have a "device" (its mention was a ruse to tantalize them), he cannot show it to the players. His ignorance of English is also a pose, to enable him to be imprecise in his descriptions and still seem cooperative.

What he currently plans is to lead the players to the boat's location, and ambush the players when they arrive. He intends to torture the location of the submarine out of the survivors, and proceed with his plan.

EVENTS AND ENCOUNTERS

While waiting for Tarabya, or while the players are moving around, the following encounter tables should be used. If the players are cowardly, assume most encounters will be hostile ones, unless they manage to get across (with some speed) the message that they are Americans.

THE DARDANELLES AND THE BOSPORUS

Animal: The characters encounter animals. Roll 2D6 on the appropriate table to determine the results of this encounter.

The results of this table are described below:

Dog: Per the entry on page 16.

Small Game/Fowl: As on page 16.

Large Game/Grazers: As detailed on page 16,

Danger: Per the entry on page 16.

Military: The players have encountered a unit of the Turkish army, based in a local village, and charged with suppressing bandits. They are on patrol and will not be inclined to waste a great deal of time discussing things. Basically, if the players identify themselves as Americans early on, this will have a slight favorable effect. These soldiers will be Veteran or Elite NPCs, armed with M16s, machineguns, and one or two heavy support weapons (for which they will be short of ammunition),

Marauders: This encounter is detailed on page 17.

Hunters: The encounter is with 1-3 armed civilians, foraging in search of food. They will be armed with a civilian hunting rifle, or an obsolete bolt-action military rifle.

Civilians: The encounter is with a group of 1D6 civilians, who will either be farmers working their fields or shepherds with a flock. They will be inclined to flee.

Personalities

The referee may generate Turkish NPCs as needed.

MUSTAFA TARABYA

Mustafa Tarabya is a Turkish national who rose to power in the DIA's Bulgarian network after the Civgov/Milgov split. Although a certain amount of deceit is good in a spy, Tarabya has proven capable of unbelievable feats of deception. Tarabya has managed to advance himself to the top tier of Milgov agents in the Balkans, earning himself a place on the *Corpus Christi.* At first he was thrilled, but after consideration Tarabya now believes that there is nothing for him in America and that he can do much better for himself in Turkey, especially if he can capture the American submarine. For this purpose, he has assembled a group of thugs, pirates and ne'erdo-wells to board the submarine and take her by surprise.

NPC Motivation Results: *Spade King:* Tarabya managed to fool every person he ever worked for into believing in his absolute loyalty. In reality, he cares for nothing but his own advancement. *Spade 10:* Tarabya has an insatiable desire for personal power, The players' arrival has given him a chance to acquire it.

ROMANIA

Constanta

BULGARIA

Varna

DARDANELLES TO CONSTANTA

Burgas

0   50
Kilometers

N

Black Sea

Edirne

TURKEY

Istanbul

Tekirdag

Sea of Marmora

Bursa

Turkey

Romania

The Soviet forces in Romania represent the last units in Europe still loyal to Moscow, and, more importantly, they are among the few armies on Earth to have petroleum supplies.

THE SINO-SOVIET WAR GOES SOUR

In 1995, war finally erupted between the Soviet Union and China, after a period of increasing tension between the two countries. After some initial successes, the Soviet offensives began to bog down as the Chinese resistance stiffened (to the surprise of most western military analysts). As their war with the Chinese began to turn into a meat grinder, consuming divisions wholesale, the Soviet Union solicited the other members of the Warsaw Pact for volunteer formations to serve against China. The Romanians declined,

A second call for troops was issued in 1996, and then a third. Both times, the Romanians refused. After the West German army moved into East Germany, and with the subsequent involvement of NATO, Romania was presented with an ultimatum: either support the war effort or suffer the consequences.

THE SOVIETS IN ROMANIA

On 20 December 1996, the nature of those consequences became clear. Hungarian, Bulgarian, and Soviet troops crossed the Romanian border. Romania withdrew from the Warsaw Pact and called for help from NATO.

With the strategic exchanges of late 1997, the Ploesti oil fields of Romania were the subject of some nuclear strikes, but for reasons not completely understood, the refineries and oil production facilities were not completely destroyed and were beginning to become operational again by mid-2000. By the fall, these fields had produced enough petroleum to fuel a last Soviet counteroffensive in Europe (the one referred to in the basic game which destroyed the U.S. 5th Mechanized Infantry Division!, which brought the active phase of the war to a messy conclusion-

CURRENT CONDITIONS

The only major Soviet force remaining in Europe after December of 2000 was the Danube Front of the Southwestern TVD *(Teatr Voennikh Deystivy,* Theater of Military Operations), consisting of the 38th Army and the 3rd Guards Tank Army, Located in the Bucharest-Ploesti area, these forces are currently making use of one of the few refinery complexes in the world **not** destroyed by the war to provide fuel. These two armies represent the last viable tank forces in Europe.

The Danube Front currently encompasses the area east and south of the Carpathians, all the way to the Black Sea coast from Mangalia north to the mouth of the Danube (although parts of this area are still only partially controlled, and numerous bands of anti-Soviet partisans are operating on the fringes). The key to Soviet control of the area is the oil fields and refineries around Ploesti.

CURRENT TROOP LOCATIONS

Formal Army subordination has come to mean very little these days, so it will not be given.

13th Tank Division: This division is currently deployed north of Ploesti, and is responsible for partisan suppression and oilfield security in the region around Brasov, where it has its headquarters. *Manpower:* 2500 *Tanks:* 12.

14th Tank Division: This division was converted to cavalry in July of 2000 and is currently headquartered in Bucharest, where it serves as a mobile reserve. *Manpower:* 800 *Tanks:* 1,

42nd Guards Tank Division: This division is currently headquartered in Ploesti, where it is responsible for security and internal administrative duties. It provides personnel for most of the convoys within Soviet Romania and keeps a permanent detachment of 300 personnel and six tanks in Constanta. *Manpower:* 2800 *Tanks:* 22.

117th Guards Tank Division: This division was decimated by a tactical nuclear strike in 1 997, re-equipped with horses, and sent to Romania. It is currently headquartered in the city of Potlogi and is responsible for antipartisan operations in the area
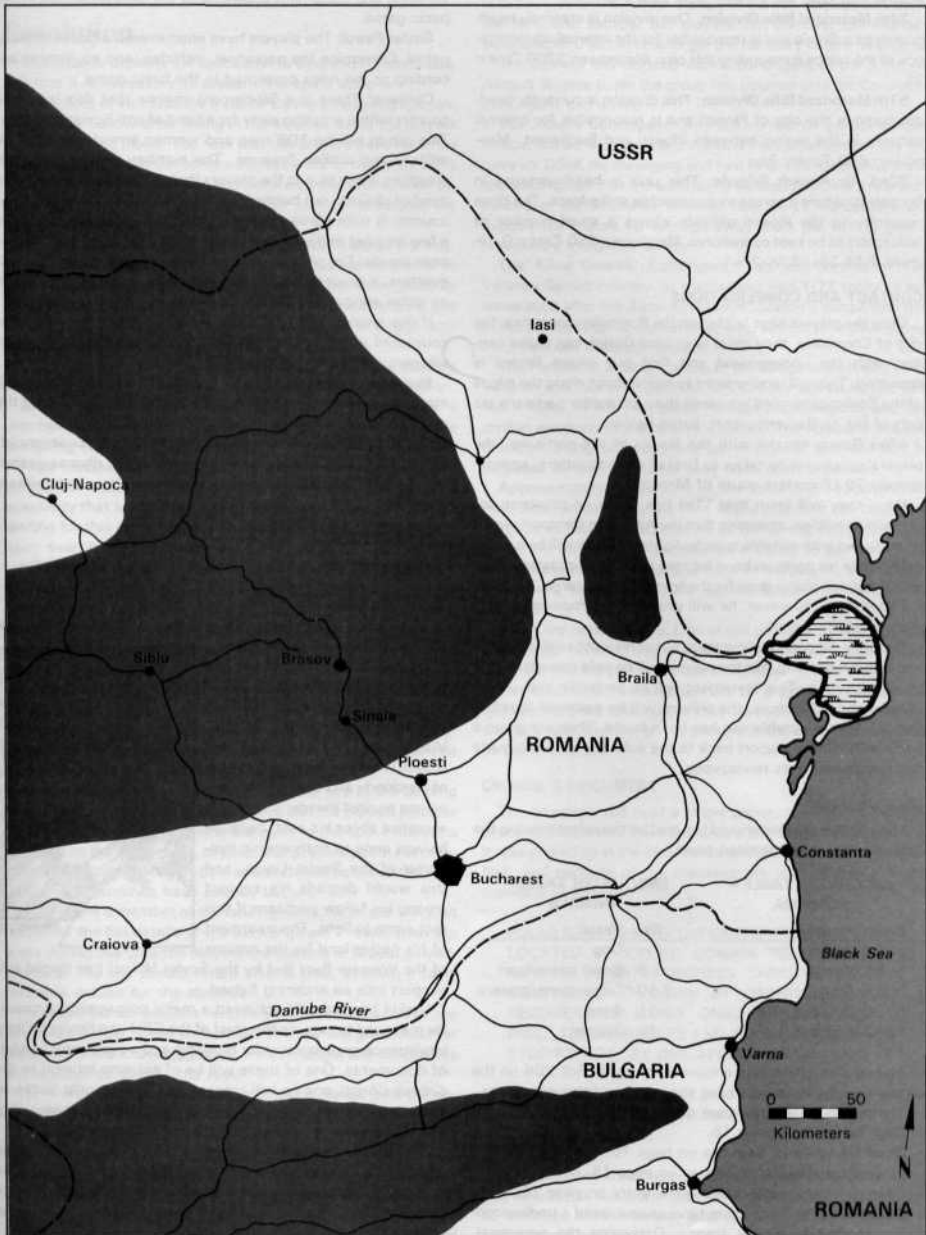
around that city. *Manpower: 350 Tanks: 0.*

24th Motorized Rifle Division: This division is currently headquartered in Sinaia and is responsible for the internal administration of the region surrounding this city. *Manpower: 3200 Tanks: 22.*

97th Motorized Rifle Division: This division is currently headquartered in the city of Ploesti and is responsible for internal security in the region between Ploesti and Bucharest. *Manpower: 600 Tanks: 2.*

32nd Air Assault Brigade: This unit is headquartered in Bucharest, where it serves as an airmobile strike force. The close proximity to the Ploesti oilfields allows a small number of helicopters to be kept operational. *Manpower: 750 Tanks: 0 Aircraft: 2 Mi-28s, 3 Mi-27s.*

CONTACT AND COMPLICATIONS

Once the players have landed on the Romanian coast near the city of Constanta, they must wait until Gorich can make contact with the underground and find out where Drakul is operating. This will require them to move about along the edges of the Soviet-controlled area until they encounter partisans (as part of the civilian encounter, listed below).

After Gorich speaks with the leader of the partisans, the players' group will be taken to Drakul's headquarters, approximately 20 kilometers south of Mangalia.

Here, they will learn that Vlad has made no provision for unloading facilities, assuming that the American transport would be equipped with suitable transfer lighters. There will be a slight delay while his partisan band locates a deserted coastal village with a suitable pier or dock for the transfer of the cargo. To show his good faith, however, he will produce the Popoviches and their scientific papers.

Naturally, he cannot allow them out of his sight until the cargo has begun unloading, but the players will be safe enough in their current location. This statement will be perfectly true.

After about 12 hours, the players will be gathered together and told that a suitable site has been found. They are given a partisan NPC to transport back to the sub, and who will guide the submarine to its rendezvous.

ENCOUNTERS

The following tables should be used by the referee during the search for Drakul's partisan band.

ENCOUNTER TABLE-ROMANIA		ENCOUNTER TABLE-ANIMALS	
Die	*Result*	*Die*	*Result*
2-3	Animal	4 -	Dog
4-5	Danger	5-8	Small game/fowl
6	Soviet convoy	9-10	Large game/grazers
7-9	Soviet patrol	11	Boar
10-12	Civilians	12	Special

Animal: The characters encounter animals. Roll 2D6 on the appropriate table to determine the results of this encounter.

The results of this table are described below:

Dog: Same as on page 16.

Small Game/Fowl: Same as on page 16.

Large Game/Grazers: Same as on page 16.

Danger: Same as described in the entry on page 16.

Soviet Convoy: The players have encountered a trading convoy, escorted by Soviet troops. Determine the personnel, vehicles, and equipment according to the rules presented in the basic game.

Soviet Patrol: The players have encountered a Soviet military patrol. Determine the personnel, vehicles, and equipment according to the rules presented in the basic game.

Civilians: There is a 30-percent chance that this is an encounter with a scouting party for a band of anti-Soviet partisans. This group will be 1D6 men and women armed with various military and civilian firearms. The number and type of their weapons is one clue to the players that this may not an ordinary band of civilians out hunting, as they will claim to be. If the encounter is with partisans, Gorich will recognize the fact after a few minutes and identify himself using a series of prearranged code words. The players will then be escorted to Drakul's headquarters, a process which will take about a day. There will be no other encounters during this time.

If the encounter is not with partisans, then the group encountered will be exactly what they claim to be: a party of villagers out hunting.

Marauders: The characters encounter a band of 2D6 + 2 marauders. These NPCs are murderous bandits, terrorizing the countryside in search of food, guns, and plunder.

Marauder bands will consist of a mix of Novice, Experienced, and Veteran NPCs. They will be armed with a diverse assortment of shotguns, handguns, sporting rifles, and military weapons.

Personalities

The referee may generate Romanian NPCs as needed.

VLAD DRAKUL

Vlad Drakul is a pseudonym assumed by Ion Dascalescu, a former Romanian army officer, when he became leader of one of the largest bands of anti-Soviet partisans. The name is taken from a medieval Romanian warlord, Vlad Tepes, who was called Vlad Drakul (Vlad the Dragon) because of his bloody and destructive campaigns against invaders. Drakul is secretive about his past, because he was once an enthusiastic supporter of the Soviet Union, and this would degrade his support among his fellow partisans if this fact came to light. The treatment of his native land by the nations of the Warsaw Pact (led by the Soviet Union) has turned this support into an enduring hatred.

Drakul has recently achieved a major propaganda success: He managed to capture the chief of the GRU (the Soviet military intelligence organization) for Romania and a significant number of documents, One of these will be of extreme interest to the *Corpus Christi*, and he will present it to Commander Sacks as the submarine is unloaded. All of Drakul's actions in regard to the exchange will be perfectly honest and aboveboard.

NPC Motivation Results: *Spade Queen:* In some ways, Vlad Drakul is a very apt name, as the modern-day version is as ruthless as his medieval namesake. *Spade 9:* The other major facet of Drakul's character is an almost insatiable drive for power. He is an Experienced NPC.

Resolution

This chapter explains the conclusion to Operation Prometheus, but first it is necessary to present the spy's actions:

Regardless of which of the three NPCs the referee has chosen, the spy will lie low after failing in the attempt to kill the players off the coast of Libya. The fact that the players have returned safely indicates that the bombs did not work or that they were discovered. If the players do not announce the fact of their attempted assassination, the spy will not attempt to inspect the bombs to see why they failed.

The spy will wait for a better opportunity to derail the mission and at the same time will be trying to think of a way to turn the submarine over to the Soviets. The optimum place to do this is off the coast of Romania. After the Greek landing and Gorich's mission briefing, the spy will decide to lie doggo until the submarine's arrival in Romania.

Upon arriving off the coast of Romania, the spy will want to be part of the landing party. Here are some suggestions:

Jorge Segovia: Segovia will volunteer his services as a member of the landing party, pointing out that he has experience in making clandestine contacts.

Paula MacDonald: MacDonald will insist that her linguistic expertise will make her invaluable to the players. There is a good possibility that MacDonald will have been along on every other landing for this same reason. She will volunteer for the landing party even if she is not the spy.

NPC Crewmember: Depending on the talents and duties of the NPC the referee chooses to be the spy, there may or may not be a good reason for this NPC to accompany the landing party. If the players have suffered attrition during previous landings, Sacks may call for volunteers. If the NPC is a radio operator, Sacks may insist that the players take a radio along.

To prevent the players' suspicions from becoming aroused, several other NPCs should also volunteer to come ashore, and they should have done so on previous landings. Paula MacDonald will insist that her linguistic talents will make her indispensable.

If all of these suggestions fail to get the spy in the landing party (and the referee should not insist, lest the players become suspicious), two other options are open to the spy: transmit a message on the sub's radio, or jump ship at some point. For maximum plot excitement, the spy's action should be unnoticed until unloading operations have already begun.

If the spy is a member of the landing party, he or she will wait until after the full details of the exchange are known, then slip away during the time the players are waiting in Drakul's headquarters. The spy should return after a time, offering a fairly plausible excuse for the absence.

By whatever means, the referee should somehow have the spy contact local Soviet authorities. The spy will give whatever details he or she knows regarding the exchange, and the Soviets will manage to deduce the rest.

All of which leads to an exciting firefight climax with the opportunity for the players to avenge themselves upon the spy.

CLIMAX

The submarine will make it into harbor safely, and all crew will be ordered to assist in unloading. The spy may take this opportunity to slip away unnoticed until later. If the referee chooses to have the spy send a radio message, the best method is to have an NPC discover the spy in the act. The spy can shoot the NPC and escape, but players can discover the mortally wounded NPC just in time to get the full story before he expires.

The Soviets will respond with a contingent of the 32nd Air Assault Brigade to pin the group into position until the Constanta contingent can arrive.

The 32nd's Contingent: This will consist of 24 Soviet Elite troops, armed with standard Warsaw Pact small arms. They will have six DShK machineguns and two RPG-16s. Operating under the assumption that the submarine's cargo contains a few anti-helicopter surface-to-air missiles, the Mi-27 helicopters will deposit the troops far enough away from the sub to give a reasonable margin of safety.

The 42nd Guards' Contingent: This will consist of 120 Veteran Soviet infantry (in trucks) and two T-72 tanks. It will arrive soon after the 32nd Air Assault Division's troops land (the exact timing is up to the referee, who should time their arrival for maximum dramatic impact).

The Partisans: Drakul's group in the village will consist of 24 Veteran and four Elite partisan NPCs. They will be armed with five AKMs, 14 AK-74s, three PK light machineguns, and five civilian weapons of the referee's choice. The weapons and ammunition being unloaded will be in crates, and will not be available for use until after they have been unpacked.

Approximately 90 percent of the arms and equipment will have been unloaded by the time of the attack. It will take eight minutes to clear the submarine of remaining equipment, and prepare it for sea, and another six minutes to get underway. This means the partisans, and such of the players as see fit to help them, will need to hold off the Soviets for at least 14 minutes.

When the action begins, Drakul will produce a thick envelope from under his shirt and give it to Commander Sacks. Drakul will then join his people at the front lines.

The Spy: Player satisfaction will be greatly increased if the spy can be dealt with before they leave Romania. The referee should insure that the spy is present in the climactic moments of the adventure.

DRAKUL'S DOCUMENT

The envelope will hold a single paper, taken from the KGB office in Bucharest. The KGB clerk's notation will indicate that it was picked up in the clear (uncoded), but that static was very bad, and portions of the message are unrecoverable. It will translate as follows;

> POLAR BEAR TO MOSCOW CENTER STOP *BARRIKADA* LOCATED IN ICECAP COMMA POSITION...EIGHT MINUTES...THIRTY DEGREES THREE...EAST STOP REACTOR SHUT DOWN BY CREW COMMA BUT RECOVERABLE USING ONBOARD...NO NEED TO RISK...THREE MISSILES AND WARHEADS OPERABLE STOP EXPECT...BY ONE APRIL ENDIT

The *Corpus Christi's* copy of Jane's will indicate that *Barrikada* is a Typhoon-class ballistic missile submarine.

CONCLUSION

What happens after this point depends on the player's actions. The referee has sufficient information to allow the *Corpus Christi* to leave the Mediterranean (and this time there is no need to put ashore anywhere—unless the players want to).
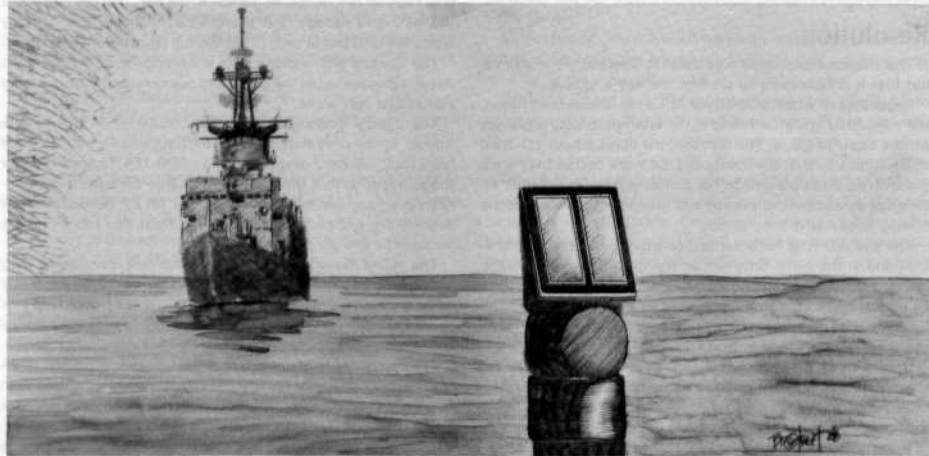
Surface Combat

These rules are a modification and update of the earlier riverine combat rules presented in **Pirates of the Vistula.** They are not intended for use with extremely large or extremely fast vessels, and they do not pretend to be a complete ship-to-ship combat system. Players wishing to recreate actions between large ships should investigate GDW's game **Harpoon.**

SCALE

Each hex on the battlefield represents 50 meters of actual distance. A proper map of the potential battlefield must be obtained prior to play. If necessary, the referee or players may be enlisted to generate an appropriate map before play begins.

Each turn represents one minute of real time. According to the turn sequence (given below), each action phase represents half of one turn, or 30 seconds. Each action phase also equals six 5-second **Twilight: 2000** combat rounds.

UNITS

Surface combat is played out through the maneuver and interaction of various units. Different types of units represent different things. Infantry units generally represent 10 or so individuals and their weapons. However, due to casualties and other circumstances, infantry units may contain more or less people (down to one individual), as the situation dictates.

The most important units are the various watercraft (which we have labeled "boats" regardless of their size). Each boat is its own unit, consisting of the vessel itself and its crew (the captain and other personnel required for the vessel's operation). Any weaponry mounted on a boat and any other personnel (such as troops) must be organized into separate units and are considered separate units for all purposes in these rules. All of these units on the boat are considered under cover for purposes of fire.

Small Boats: Any vessel displacing 50 tons or less is considered a small boat. Units on a small boat are considered to be on the surface of that boat. They may fire in any direction,

provided their weapon mount (if any) does not prohibit such fire.

Large Boats: Any vessel of greater than 50 tons displacement is a large boat. Units on a large boat must be positioned in one of the following four areas: bow, stern, port, or starboard. These units must be assigned an initial area of placement, though they may move during the course of the game (see Movement).

Vehicle units consist of one ground vehicle and its crew (one tank, one truck, etc.). Under no circumstances may a vehicle unit contain more than one vehicle.

Weapons units may be formed for artillery pieces or for crew-served weapons such as mortars and machineguns. Each weapon and associated crew (which may be as small as one person) is considered a unit. Weapons mounted on a vehicle are not considered separate units. Those mounted on boats, however, are considered separate units.

Referee's Note: It is highly recommended that referees encourage the formation of units which have members of equivalent experience. That is, units should be all Veteran, Experienced, and so on, wherever possible. In this way, unit initiative and unit morale can be determined collectively rather than individually, at considerable savings of time and effort for the referee. In addition, in order to facilitate combat resolution, units should (where possible) consist of individuals who are similarly armed. However, it is not always possible to organize an effective force in this manner. Toward that end, we have included rules to cover the use of mixed units.

Ammunition: One of the key factors in the **Twilight: 2000** universe is that ammunition is almost always in short supply. Units should be allotted a certain amount of ammunition which they may expend over the course of the game. Once they run out, they may no longer fire their weapons, although they may continue to function in other ways, if desired. Ammunition should be expressed as a certain number of shots per individual in the unit. For example, suppose a unit with 10 soldiers is allocated 60 shots per individual (hereafter referred to as 60/I, for ease of reference). If this unit fired a total of 50 shots, it would expend 5 per individual or 50/I, and the unit would then have 55/I remaining.

Note that casualties will not only reduce the number of personnel in the unit, but will also reduce the total number of shots carried. Referees may allow players {or units of NPCs) to spend an action phase recovering ammunition from casualties. This must be done before the unit moves from the hex (or area, if on a boat) in which the casualties occurred.

Reorganization: Units may be reorganized at any time during a Movement Phase. This may consist of a single unit breaking down into smaller units, several smaller units uniting to form a larger one, or the crew of a vehicle or crew-served weapon abandoning their vehicle or weapon.

SEQUENCE

All activity during a one-minute turn is conducted in a strict order, which is called a sequence of play. The steps of this sequence are listed below. The exact actions which can be conducted in each of these steps are explained in detail later in these rules.

First Action Phase
Movement
Combat
Second Action Phase
Initiative
Movement
Combat
Morale Phase

All units may conduct activities during the First Action Phase (that is, each unit may move and fire according to the rules below). However, only those units which have initiative, as determined in the next section, may conduct activity in the Second Action Phase. Regardless of initiative, all units are subject to results determined in the Morale Phase, All action within each phase is considered to be simultaneous. Any dispute over simultaneity must be settled by the referee who should use common sensity and the methods at hand to achieve a fair solution.

INITIATIVE

Only those units with initiative may take advantage of the Second Action Phase. To determine initiative, roll 1 D10 in the initiative step of the Second Action Phase for each unit. If the die roll is greater than the unit's collective coolness-under-fire rating, the unit has initiative; if it is equal to or less than the coolness rating, they do not.

Mixed Units: Units consisting of men with various coolness-under-fire ratings still roll 1D10 and apply the result to each individual in that unit. If certain members of an infantry unit are determined to have initiative while others in the same unit do not, they may elect to become a separate unit to take advantage of the Second Action Phase, or they may remain with the rest of the unit, at the owning player's option. For vehicle units, the vehicle may only move in the Second Action Phase if the driver has initiative. It may only fire if the gunner has initiative. If another crewmember has initiative while one of these does not, he may give that crewmember directions and keep the vehicle moving or firing in the Second Action Phase.

Note: Boat units which do not make their initiative throw will move the same number of hexes which they moved in the preceding Movement Phase, but are unable to turn. This movement may cause a boat to run aground or collide with another boat.

MOVEMENT

Each boat has a movement allowance, which is the maximum number of hexes it may move in a single turn. This must be split as evenly as possible between the two Movement Phases, with odd movement points being used in the first phase. Thus, a boat with a movement allowance of 3 would move 2 in the first phase and 1 in the second. A boat has one movement point per 3 kilometers per hour of speed.

Each boat also has a turn rate, which is the number of hexsides it may change its facing per Movement Phase. If a boat is moving at all, it must move at least one hex before making a facing change. After moving one hex, the boat may turn up to two hexsides, depending on the number of turns available to it. A boat which does not move at all may still turn in place its full number of hexsides, provided it is still under power. Ships which are longer than one hex turn around their center hex (or, if the center of the ship falls on a hexside, the hex which is directly behind that hexside).

Depth: Each ship has a draft rating in meters. This is the minimum depth of water in which the ship may operate. If the boat is forced to move into a hex which is more shallow than its draft, the boat has run aground and may not move.

Momentum: Larger boats (those over 50 tons displacement) may not immediately reduce their speed to zero. Should this be desired, or necessary due to damage, the ship must reduce to 1 movement point for one Movement Phase, and may then reduce to zero in the following Movement Phase. A boat which is not moving under its own power is still subject to momentum (and to forces such as current).

Current: At the end of each turn, after the Morale Phase, every boat is moved one hex in the direction of the current for each 3 kilometers per hour of current. The referee is responsible for determining the direction and speed of any current (due to river flow or tidal action) which may be present.

Wind: Wind (if any) is determined by the referee. Some boats may be powered by sails, in which case the wind is vital to their continued motion.

Moving on a Boat: Units which are on the surface of a large boat may move from one area to another. Infantry units may move to any other area of the boat simply by announcing it in the Movement Phase. Weapons are permanently fixed in position may not move. All units which move on the ship during a turn are not considered under cover during the following Fire Phase.

Ground Units: Each unit has a movement allowance, which is the maximum number of hexes that it can move in a Movement Phase. This movement allowance is determined by looking up the unit on the movement chart. The values given for infantry are the crawl/walk/trot/run distances for a person. For vehicles, the numbers are the on-road/off-road rates. This movement allowance may be modified by the terrain type over which the unit is attempting to move.

Terrain: Various terrain affects the distance which units may move in a single movement segment. The terrain effects chart lists the movement point requirements to enter a hex of each terrain type. Also note that certain types require full segments to cross.

Example: A LAV-75, with an off-road movement rate of 5, wishes to move through some wooded hexes, It requires 2 movement points to enter each hex, so it may only move through two hexes of woods, as it has insufficient movement points

remaining at that point to enter a third hex.

Running: Infantry may only run every other turn. It may run in both movement segments of a turn (provided it has initiative), but must either crawl, walk, or trot in both segments of the following turn. Moving from place to place on a boat is not considered running.

SPOTTING

Units must spot enemy units before they can fire on them. Enemy units in open terrain are automatically spotted. Enemy units in other terrain types or behind cover of some sort are somewhat harder to spot. Units may not spot through more than one woods hex (units attempting to spot or being spotted must be on the edge of the woods). Determine how many units are attempting to spot the enemy unit and roll against the RCN skill of the best unit attempting to spot. Only one attempt to spot a single enemy unit may be made per Movement Phase. For the most part, unless there is some sort of intervening terrain, boat units and the units on them will automatically spot other boat units.

COMBAT

There are several different weapons in **Twilight: 2000** which cause differing types and amounts of damage. Each weapon is described for use with these rules in the tables provided.

Overview: Units roll a number of D6s to determine the number of hits achieved on their targets. Each die roll 5 + (after modification) actually hits the target.

The firing player must, first, determine how many shots from his weapons will constitute the rolling of one die to hit. This is done by examining the fire effectiveness chart and cross-referencing the range and the experience level of the troops in the unit. For example, Experienced troops firing at long range need to fire 12 shots for each die thrown.

Next, determine the number of shots which will be fired by the unit; this number will generally be some multiple of the number generated above (so as not to waste shots). Remember that the number of shots fired may not exceed the full fire value for each weapon in the unit. (The full fire value is the maximum rate of fire for each weapon over the 30-second turn, taking into account average reloading time— reloading is, therefore, "figured into" the numbers and need not be considered.)

Example: The Experienced troops from the example above are two in number and have M16s. The maximum number of shots (per weapon) is 1 5, so as a unit they may fire up to 30 shots. For every 1 2 shots determined above, they will get to roll 1D6 for possible hits. Therefore, the unit may elect to fire 24 shots total in the turn, but not 36. This constitutes a roll of 2D6s for hits. In order to conserve ammunition, however, the unit could elect to fire only 1 2 shots (and consequently receive only 1 D6 for hits) or refrain from firing altogether, as the owning player desires.

Once the final number of dice has been determined for the firing unit, roll that number of D6s for hits. Each roll of 5 +, as modified below, achieves one hit on the target unit.

Modifiers: If the firing unit consists of Elite personnel, add 1 to each die rolled. If the unit is firing only aimed shots (see below), add 2 to each die rolled. If the target unit is behind cover, subtract 1 from each die rolled. Infantry which moves and fires may have adverse effects on each die roll as well (see Moving and Firing, below). Rangefinders may give modifiers to some larger weapons (See Rangefinders, below). Each hit on the target

unit will have varying effects (see Hits and Damage, below). Note that unmodified rolls of 1 on hit dice *always miss*.

Note: If, after the above calculations, a unit has insufficient ammunition to justify a single hit die, but has more than half the number required, it may roll 1D6 with an automatic - 1 .

Example: A unit of 12 Experienced troops, armed with M16s, wishes to fire on a target that is four hexes distant. The range, as determined from the weapons chart for the M16, is long. Examining the fire effectiveness chart, we see that 12 shots will be necessary to gain each hit die. The player controlling the unit elects to fire its full value, which will result in 180 shots (12x15 shots per weapon), which constitutes 16 hit dice. If no modifiers apply, each die roll of 5 or more results in a hit on the target unit.

Arc of Fire: Infantry and vehicle units have 360° arcs of fire. Weapons units may be restricted due to their position and types of mount. Units firing off of boats may fire in every direction except directly opposite their positions. For instance, a machinegun mounted on the port side of a boat may generally fire to the port, stern, or bow, but may not fire starboard.

MOVING AND FIRING

Movement of a unit may or may not have an adverse effect on its fire combat. Weapons with the notation "W " may be fired while walking with no adverse effects. Weapons with the notation " W - 1' may be fired while walking, but 1 is subtracted from the die roll to hit. Weapons without either notation may not be fired while walking. The effects of trotting are noted in a similar fashion, using the letter " T ." These notations are located on the weapon charts. No small arms fire may be made if the infantry is running. No aimed fire may be made if shooting from a moving vehicle or from a boat on open water that is subject to wave motion (such as a large lake or an ocean). No other restrictions apply to vehicles. Units which change position on a boat may not fire. However, movement of the boat itself does not prevent the use of weapons on that boat.

AIMED SHOTS

At any time, a character may elect to take aimed shots. No character may conduct more than three aimed shots per Action Phase. Aimed shots are conducted instead of regular fire, not in addition to it. A die roll modification of +2 is made to the hit dice on aimed shots.

EXTREME RANGE

Fire at extreme range must be conducted using aimed shots. Sniper rifles and vehicle- or tripod-mounted machineguns retain the *+2* aimed shot modifier when determining hits. All other small arms lose this modifier. Large caliber guns may only fire at extreme range using rangefinders, and do not use the +2 aimed shot modifier. Rifle grenades, bows, rockets, antitank guided missiles, grenade launchers (other than those on tripod or vehicle mounts), howitzers, and mortars may not fire at extreme range.

RANGEFINDERS

Weapons which have rangefinders per the basic game equipment list, may have certain modifications to their-hit dice. In order to take advantage of the rangefinder bonus, a weapon must be making aimed shots and must be firing at a boat, building, or other large object. The bonus for each rangefinder is somewhat less at extreme range, as listed on the rangefinder chart.

HITS AND DAMAGE

Hits will have various effects on various units.

Infantry: Each hit on an infantry unit is a hit on an individual within that unit. Once the number of hits is determined, these hits must be checked against the infantry's armor. Roll 1 D6 for each hit: rolls of 1 indicate that the round hit the target's helmet (if any); rolls of 2 or 3 indicate a hit on the target's body armor (if any).

Steel helmets and flak jackets absorb Vi of one damage point. Kevlar vests and nylon helmets absorb one full damage point. One damage point is a light wound (see below). Two damage points is a serious wound, and the character is incapacitated. Four or more damage points is a critical wound, and the character is dead.

Light Wounds: Characters who suffer a light wound are affected differently, according to their experience, as follows:

Elites: No effect.

Veterans: May not fire or move for the rest of the current turn and the next full turn.

Experienced: May not move for the rest of the game. May not fire for the rest of the current turn and the next full turn. If the unit they are with moves away from them, they are considered out of play (they will make their way toward an aid station or apply their own first aid).

Novice/Green: Out of play. They will attempt to move to the rear for first aid.

Serious Wounds: Personnel who are incapacitated or dead are, obviously, out of play for the remainder of the game (at the very least).

Vehicles: Consult the vehicle hit location chart for each successful hit on a vehicle. Next, check the amount of damage done by the hit against the vehicle's armor at that particular location. *(Vehicle armor for these rules is one-tenth (rounded up) of the value given for that vehicle in the basic game).* If the damage is less than or equal to the armor, the hit does not penetrate and does no damage to the vehicle. If the hit did more damage than the armor value, roll on the vehicle damage table. Add 1 to the die roll for every 5 additional damage points put onto the vehicle beyond that absorbed by the armor. Vehicle damage results are as follows:

Crew: One crewmember is killed.

2 Crew: Two Crewmembers are killed.

Armament: One weapon, determined at random by the referee, is eliminated. In addition, the crew for that weapon is killed.

Mobility: A mobility hit forces the vehicle to stop. (Note that small arms fire cannot affect the mobility of tracked vehicles.) In addition, the vehicle suffers one crew hit per mobility hit.

Catastrophic: The vehicle and crew are destroyed.

Firing on Small Boats: Small arms fire directed at a small boat (less than 50 tons displacement) may be allocated to the superstructure, potentially hitting personnel (distributed randomly among all personnel aboard the ship) or at the hull, doing flotation hits only. All other weapons do not differentiate hull hits from superstructure hits. All hits cause potential fragmentation damage to personnel, and if they penetrate the armor of the ship, cause damage per the vehicle damage table (below). Damage is modified as follows:

Crew: One crewmember is killed.

2 Crew: Two Crewmembers are killed.

Armament: One weapon, determined at random by the referee, is eliminated. In addition, the crew for that weapon is killed.

Mobility: For boats, these are termed flotation hits. Every point of damage beyond that absorbed by the boat's armor counts as a flotation hit.

Catastrophic: The boat and crew are destroyed.

Firing on Large Boats: Small arms fire must either be directed at units on the boat which are visible to the firing unit (in which case it will cause personnel casualties) or directed at the hull (for flotation hits). Direct fire from other weapons must be fired at units on the boat (which will cause personnel casualties, destroy the weapon if the target is a weapons unit, and cause fragmentation damage) or at the hull (inflicting damage per the vehicle damage table). Indirect fire will strike a random section of the boat causing full fragmentation damage plus one-half the armor penetration value of the round in flotation hits.

Damage per the vehicle damage table is modified as follows:

Crew: One crewmember is killed.

2 Crew: Two crewmembers are killed.

Armament: One weapons unit and its crew are eliminated, chosen at random from the available weapons units on the boat. For large boats, only those units in the section of impact are subject to elimination. If no weapons are left to hit in the section of impact, the hit becomes a flotation hit (see Mobility, below).

Mobility: For boats, these are termed flotation hits. Every point of damage beyond that absorbed by the boat's armor counts as a flotation hit.

Catastrophic: The ship is sunk. Generally, one-fourth of the personnel on the boat will survive, but all weaponry, cargo, and other valuables will be lost.

Armor Penetration and Type of Round: Many types of rounds have multipliers which affect their ability to penetrate armor. If, for example, a round has an armor multiplier of 1/2, multiply the armor of the target by 1/2 before determining whether the round penetrates. Thus, armor multipliers less than one indicate better penetration ability, while those greater than one indicate poorer penetration.

FRAGMENTATION

In general, hits on infantry from grenades, rockets, large
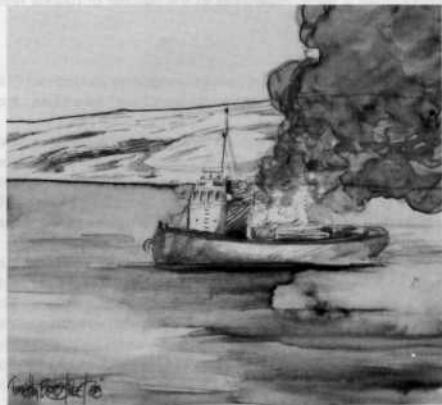
caliber guns, howitzers, and mortars are from fragmentation, and these rounds have fragmentation values. Fragmentation values are stated in sets of two numbers. The first number is the percentage of personnel in the hex who suffer primary fragmentation, while the number after the slash is the percentage who suffer secondary fragmentation. For some larger weapons, there is a second set of numbers, separated from the first by a comma. These are the percentages of primary and secondary fragmentation for all individuals in each hex adjacent to the target hex. Note that for hits on larger boats, the first set of numbers are the effects on personnel in the section of the ship where the round struck, while the second is the effect on personnel in any other section of the ship.

When checking for fragmentation hits against units under cover, the percentage chance for a hit is halved (round fractions up).

Primary fragmentation causes 2 damage points to an individual, while secondary fragmentation causes one damage point. Of course, this damage is subject to the effects of personal armor, as per Hits and Damage, above. Fragments have an armor multiplier of x2.

KNOCKDOWN

Some rounds have a knockdown percentage. This is the percentage of individuals in the target hex who are knocked down, and is in addition to all casualties from indirect fire or fragmentation. If, from the same attack, there are primary fragmentation hits on individuals, they will be the first individuals to receive the knockdown effect. Any surplus knockdowns will spill over onto other individuals in the hex. Individuals who have been knocked down may not move or shoot for the rest of the current turn.

MULTIPLE ROUNDS

When multiple rounds which have fragmentation or knockdown capabilities hit the same target hex, their effects are slightly altered. For each type of round with multiple hits on the target hex, examine the multiple rounds table and add the given percentage for each round beyond the first which hits that hex.

Note that the maximum percentage for fragmentation or knockdown is 90%, regardless of the number of rounds fired into the hex.

INDIRECT FIRE

Only weapons with an indirect fire range may use indirect fire. These are rifle grenades, grenade launchers, howitzers, and mortars.

Calling Fire: There must be a forward observer (FO) in position to see the target hex. The FO must be in communication with the firing unit for one full segment (movement or combat) before any indirect fire may begin. Note the skill level of the FO at this time. If the crew of the firing weapon can see the target for themselves, there is no need for a forward observer.

Firing and Deviation: Determine the skill level of the gunner and the forward observer. The lower of the two is the percentage chance of each round fired in the first turn of indirect fire to actually hit the correct hex. Shots which do not hit the target hex will deviate one hex in a random direction (determined by rolling 1D6). Deviation occurs only during the first segment of indirect fire on a given hex. All subsequent shots will land in the target hex.

Indirect Fire on Infantry: All infantry in the hex hit by an indirect fire round are subject to fragmentation and knockdown effects. Also, infantry in adjacent hexes may be affected, depending upon the type of round fired.

Indirect Fire on Vehicles: To determine the damage to vehicles from indirect fire, first determine the number of vehicles in the target hex. Each vehicle basically has a 1% chance of being hit by each incoming round in the first segment of fire directed at that hex. Each subsequent round in which the same firing unit using the same FO fires at the same vehicle in the same hex, the chance of hitting that vehicle will increase by 1%. For instance, five incoming rounds will have a 5% chance of inflicting a hit on a single vehicle, and will have a 10% chance of hitting it if it does not move away before the next fire segment. The chance of hitting any single vehicle may never exceed 50% per round.

Should there be more than one vehicle in the hex, multiply the current percentage chance to hit by the number of vehicles in the hex. Should this percentage be larger than 50%, any excess becomes an additional chance to hit another vehicle in the hex. Should this additional percentage be greater than 50%, it becomes the percent chance of hitting a third vehicle, and so on. For example, on the third segment of firing 20 rounds into a hex containing three vehicles, the percentage to hit each vehicle is: 20 rounds x 3% x 3 vehicles, or 180%. Dividing this into 50% increments, we get three 50% chances of a hit and one 30% chance.

Indirect fire rounds hit vehicles from above. For hit location, roll 1 D6. On a 1 or 2, the hit is on the front deck; on a 3 or 4, it is on the turret deck (or the central deck if the vehicle has no turret); on a 5 or 6, the shot hits the rear deck.

Indirect Fire on Boats: This is conducted in more or less the same way as indirect fire on vehicles. Each boat in a hex has a percentage chance of being hit equal to one-tenth its tonnage. Thus, a boat displacing 200 tons has a 20% chance of being hit. If a boat takes up more than one hex, divide its tonnage between the two hexes and use that tonnage for the percentage calculations. Rounds hitting small boats will cause fragmentation damage to personnel and to the boat. Rounds hitting large boats must roll on the Boat Hit Location Table.

In addition, rounds striking larger ships will do one-half of their penetration value in flotation hits.

Damage to Boats: Each boat has a number of flotation hits equal to twice its tonnage. Once a ship has received half this number, it is dead in the water. Once the full number has been taken, the ship is sunk. Flotation hits also detract from a boat's speed.

Divide the tonnage of the boat by its initial movement allowance. Each time the boat takes this number of flotation hits, the movement allowance is reduced by one. For example, the 200-ton boat mentioned above can take 400 hits. If its initial movement is 3, it will lose one point of movement for every 67 (200/3 = 67) flotation hits taken.

Armor: All boats with metal hulls are given an armor value of 1. Any other type of hull, such as wood or fiberglass, is given an armor rating of Yi.

BOARDING

Any boarding actions must be played out using the original rules system. Deck plans are provided for the Corpus Christi and two smaller boats. The referee may draw up other plans, if desired.

MORALE

During the Morale Phase, each unit which was fired upon during either of the two combat segments of the current turn must check morale. Other units do not have to check their morale.

To check morale, roll 1D6, add the unit's coolness, and then add any of the applicable modifiers from the morale table. The results from this table are implemented as follows:

Suppressed: The unit checking morale must, during both movement segments of the next turn, move toward the nearest cover which does not bring it closer to the enemy. Any remaining time after reaching this cover may be spent firing at enemy units. If the unit suppressed is already in cover, it remains in place and may only fire in the second combat segment of the next turn, provided it makes its initiative roll. The effects only last for one turn.

In addition, suppressed units receive a + 1 to their coolness rating while suppressed.

Routed: The unit must move directly away from the enemy as fast as possible each movement segment until it rallies in a subsequent Morale Phase. Until rallied, the unit may not fire. To rally, the unit must check morale and receive a no effect result. Once rallied, a unit may again move and fight freely. Units which continue to rout off a battlefield are removed from play.

In addition, each rout will add one to the coolness rating of the unit which lasts for the remainder of the battle. However, this is not permanent, and the coolness of each unit will revert to normal at the end of the day.

Exception: Units in a boat which rout will remain in position (in cover), unable to fire until they successfully rally, as above. In addition, each rout will add one to the coolness rating.

SPECIAL RULES: *CORPUS CHRISTI*

A submarine such as the *Corpus Christi* is somewhat outside the design parameters of the simple system presented here. Nevertheless, it can be used in the system with a couple of simple adaptations; its parameters are presented on page 25.

Torpedoes: A Mk 48 torpedo will travel 18 hexes in each 30-second Action Phase and has a turn rating of 4. Since the Mk 48 is wire-guided, it is controlled by the player operating the *Corpus Christi,* and gains initiative with the controlling player. Any boat under 800 tons displacement hit by a Mk 48 is assumed to have received a catastrophic hit. This is a profligate waste of torpedoes in most cases.

Submerging/Surfacing: It takes two full Action Phases for the *Corpus Christi* to submerge up or surface from periscope depth. If the boat has a periscope up, it can still be seen, otherwise the sub is removed from the board.

Weapons: The players could weld a pintle mount (equivalent to an NHT) to the submarine's conning tower, but the gun could not be left in place when the boat submerges. Setting the gun in position or stowing it takes one full Action Phase and requires two characters to do so.

THE MAP

This module includes four map sections, which can be pulled out and used with these rules. We have provided a typical shore/riverbank section and three open water sections. Purchasers of this module are granted express permission to photocopy these maps for their own use. The paper maps may be drawn upon to reproduce the harbor maps printed with various sections of this adventure.

For those who wish to forego the use of the paper map in order to use miniatures, we suggest the use of the three-inch iron-on hexes and 20mm miniatures. Such hexes are available from:

RAFM
19 Concessions St.
Cambridge, ON, N1R 2G6
CANADA

Ironed onto a suitable piece of blue cloth or felt, they make a light and readily portable playing surface. (Islands, sandbars, shorelines, reefs, riverbanks, and other features can be cut from other pieces of suitably colored cloth or felt, or can be drawn using colored chalk).

AVAILABLE MINIATURES

Miniatures designed especially for use with Twilight: 2000 are manufactured by Grenadier Miniatures, and marketed wherever gaming miniatures are sold. The series includes both Warsaw Pact and NATO heavy weapons, Polish cavalry, and a variety of poses and weapons. Arms are cast as separate pieces for ease in conversion. The Platoon 20 line of modern figures contains many figures usable with little or no conversion, and includes American, Pact, British, and many other nationalities. Platoon 20 miniatures are available from:

Ulster Imports
PO Box 1748
Champaign, IL 61801

A number of companies manufacture model tanks and other vehicles in 1/72 and 1/76 scales, which can be used with 20mm figures. Of these, the Matchbox and ESCI lines are the most commonly available, Check your local hobby shops; if they do not stock these items, they can usually order them for you. Look over the boat models for tugboats, sailboats, fishing boats, and other watercraft of approximately the right scale (it doesn't matter if the scale is off by a little bit, as long as the model doesn't look out of proportion to the figures and the terrain). While you're at the hobby shop, browse through the model railroad section for lichen, scale buildings, trees, and other terrain-making materials. You'll be pleasantly surprised at what you can construct or improvise from the materials you'll find there.
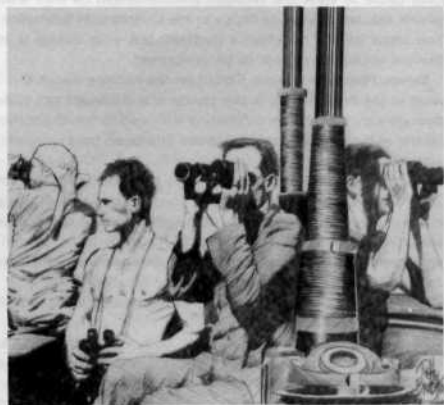
Appendix:
Optional Harpoon Scenarios

For referees who also own **Harpoon,** GDW's modern naval wargame rules for miniatures, we have included two small scenarios involving the *Corpus Christi*. These scenarios are optional, and they are presented solely for use by referees who wish to add a little spice to the adventure. It is probably overkill for a referee to use every one, unless the players are very experienced at both **Twilight: 2000** and **Harpoon**. In both cases, the combatants will make use of weapons and equipment not described in the **Twilight: 2000** rules and not often encountered given the political-military situation represented by the game. The referee will probably not want to encourage boarding actions, or allow players to capture these weapons and equipment. After all, how often will the players need an ASW destroyer?

The scenarios are presented in a modified version of the standard **Harpoon** scenario format.

THE STRAITS OF GIBRALTAR

This scenario depicts an encounter between a French long-range naval patrol ship and the *Corpus Christi* somewhere in **the** Straits of Gibraltar.

Blue Operations: The *Corpus Christi* is en route to Romania on a mission of vital importance for the Military Government of the United States (Operation Prometheus). You have a NATO chart of minefields in the area, and are travelling east through one of the open channels through those minefields. Precision navigation is necessary, and as the war has destroyed the satellites needed for precise functioning of your INS system, you are forced to make do with more primitive celestial navigation techniques, which require you to surface for position fixes at regular intervals. You are to exit the east edge of the board in undamaged condition, conserving your limited number of torpedoes to the greatest extent possible. You may enter the minefield if you wish, but this will require the use of active sonar, and will make your detection easier.

Red Operations: You are the commander of a French vessel on a rare long-range patrol to the Straits of Gibraltar. The French have come to view the western Mediterranean as their own private sea, and will not be happy to see an American submarine. You know of the minefield's location, but your vessel is of shallow enough draft not to be concerned.

Setup: Place the *Corpus Christi* on the surface about 4 nm west of the French ship, in the center of a channel 1 nm wide through a minefield. The submarine will need to travel another 20 nm east to exit the mine channel into open (and unmined) waters.

Environment: It is 0300 hours local time, the wind is from 260° T at 12 knots, sea state is 2. The encounter takes place **in** one of the mine-free channels passing through the straits. The water in the area is shallow enough for there to be no convergence zone. The submarine may not dive below intermediate **depth.** Sonar performance and visibility are 100%.

Blue General Orders: Elude the French vessel, and proceed with Operation Prometheus.

Blue Forces: *USS Corpus Christi*, SSN 705 (*Los Angeles*-class): It is equipped with six Mk 48s (less any it may have fired in earlier encounters). Because of the severely reduced crew, the boat can only use one of its sensors in any given turn, and can only fire one torpedo per turn.

Victory Conditions: *Defeat:* The *Corpus Christi* is sunk or severely damaged. *Marginal Victory:* The *Corpus Christi* exits the east edge of the board with minor damage. *Decisive Victory:* The *Corpus Christi* sinks or severely damages the enemy, and escapes damage itself.

Red General Orders: Sink the submarine, or turn it back into the Atlantic,

Forces: One T56 ASW DD, equipped per **Harpoon** rules.

Victory Conditions: *Defeat:* The French vessel is sunk or severely damaged. *Marginal Victory:* The American submarine is severely damaged and the French vessel is lightly damaged or undamaged. *Decisive Victory:* The American submarine is sunk or turned back into the Atlantic.

BEAR IN THE AIR

This is an encounter in the Black Sea between the *Corpus Christi* and a Soviet ASW helicopter, one of the last in the world in flyable condition.

Blue Operations: Enroute to a point off the coast of Romania, the Soviets have been alerted to your presence and have dispatched their last operable ASW helicopter to attack you.

Red Operations: For reasons unknown, the Americans have sent a submarine into the Black Sea. An informant has revealed the submarine's course and speed, and you are ordered to locate, attack, and destroy it.

Setup: Place the two sides just at the edge of the range of the helicopter's sonobuoy, which it is assumed to have just dropped. The helicopter will know the *Corpus Christi's* course and speed, which will remain unaltered until the sub is pinged by the Soviet sonar.

Environment: It is 0830 local time, the wind is from 350° T at 1 5 knots, sea state is 2, and the first convergence zone is from 29 to 32.5 nm. Sonar performance and visibility are 100%.

Blue General Orders: Elude the helicopter, and carry out the remainder of Operation Prometheus.

Blue Forces: *USS Corpus Christi*, SSN 705 (*Los Angeles*-class). It is equipped with six Mk 48s (less any it may have fired in earlier encounters). Because of the severely reduced crew, the boat can only use one of its sensors in any given turn, and can only fire one torpedo per turn.

Victory Conditions: *Defeat:* The *Corpus Christi* is sunk or seriously damaged. *Marginal Victory:* The *Corpus Christi* eludes the helicopter with only minor damage. *Decisive Victory:* The *Corpus Christi* eludes the helicopter, remaining completely undamaged.

Red General Orders: Locate and sink the American submarine.

Forces: One Ka-27 Helix ASW helicopter, with a limited amount of fuel. The helicopter has 30 minutes (three intermediate turns) to accomplish its mission before it must return to its base. There will not be enough fuel available for a second sortie for several days.

Victory Conditions: *Defeat:* The Ka-27 fails to sink the American submarine. *Marginal Victory:* The Ka-27 severely damages the American submarine. *Decisive Victory:* The Ka-27 sinks the American submarine.

AFTERMATH

Since these scenarios are for optional use, the referee is responsible for incorporating their various possible outcomes into the normal flow of the adventure as laid out in the earlier portions of this module.

Mediterranean Cruise

2
Last Sub

After we got the good ol' C-cubed back home, they told us to just sit tight.... Some big brass hat from the JCS wanted to talk to us.

So we sat around awhile, and then in comes something I hadn't seen in over two years — an honest-to-gosh three-star. I thought they were all dead. It occurred to me then that something really big was up, and all of a sudden, I wasn't too sure I wanted to be in on it.

Mediterranean Cruise is a game module for use with GDW's World War III role-playing game, **Twilight: 2000**. The story centers around the same characters who recently recaptured SSN 705 *City of Corpus Christi* in the previous module, **The Last Submarine**. The characters take the *Corpus Christi* on a mission of extreme importance across the Mediterranean, through the Dardanelles to Romania, stopping along the way to perform a few extra chores for Milgov.

Information presented in this module includes:

● Source material and maps for southern Spain, Sicily, Libya, the Greek islands, the Dardanelles, and Romania.

●Rules for combat between small surface vessels, deckplans, and maps for use with these rules.

●An appendix containing two optional scenarios for **Harpoon**®, GDW's modern naval wargame.

●Internal details of SSN 705 *City of Corpus Christi*.

Mediterranean Cruise is the second installment in a trilogy of **Twilight: 2000** adventure modules which will take *Corpus Christi* and her passengers on a thrilling high-seas adventure odyssey. Player characters need not have participated in the previous adventure module, **The Last Submarine**, in order to take part in this one.

Design and Development: Loren K. Wiseman

Harpoon® is GDW's registered trademark for its modern naval wargame.

Twilight: 2000 ™
Series Module

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