

TWILIGHT 2000 – TWILIGHT 2013 FAN EZINE

GOOD LUCK YOU'RE ON YOUR OWN



VOLUME

2



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GOOD LUCK YOU'RE ON YOUR OWN

Volume 2

Twilight 2000 V1, V2.2 and Twilight
2013 Fanzine

Fan Canon for the Fans and by the Fans.

Articles submitted by various authors, assembled and produced
by David S. Adams

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“Good Luck, You’re On Your Own Volume 2” fanzine is assembled by David S. Adams and is released free of charge and not for profit.

Introduction

I remember the first time that I played Twilight 2000 back in college. I had been playing AD&D for years and was looking for new challenges and new games. I tried Aftermath and Gamma World but never really managed to get that same spark, that same sense of enjoyment that I had playing my paladin, Richard Olefin, from early in high school. And then I heard that there was a GM getting together a new group playing something called Twilight 2000. I figured I would give it a try and went in eyes open, hoping at least I would get an enjoyable few nights before I went on to the next game.

Instead what I found was a long campaign that lasted the rest of my time in college, learning how to survive in a devastated and fascinating world, along with a group of newly found friends who came along for the ride with me. We fought thru the Soviets at Kalisz, found the Madonna and Reset and got all the way to Warsaw and then to Bremerhaven and home and on the way managed to break out a couple hundred of the men of the 5th and bring them and my M1 tank all the way to that dock and back home to even more adventures, including launching nukes at Ploesti and going to Europe and back on the Corpus Christi. And then college came to an end – and with it the campaign and my time with Twilight 2000.

I tried to find others to start again but it never came to anything. Over the years I moved on, got married, raised a family and even managed to contribute to Bobby Hardenbrook's Shattered World alternate history before he and I came to a parting of the ways. But I never thought about the game again until I walked into a used bookstore and found four Twilight 2000 modules just sitting there. As I read thru the RDF and Going Home and The Free City of Krakow it all came back again how much I had loved the game. I started to look to see if there was an online group or forum and I lucked into the forum juhlin and started to get back into the game – and almost got kicked off the group right off the bat in the process. But as I got my legs

under me, I realized just how many people still loved the game and were creating new fan works to keep the game alive. I read them and enjoyed them a lot and then Grimace in 2012 only a few months after I started being on the forum put out the first fanzine. I read thru it and found that the game was alive and vital and far from dead.

I read what Matt and Raellus and Jason and James and Peter and Cdnwolf had created and I couldn't wait for the next volume to come out. I waited and waited and then I decided that if others could write so could I. But instead of a fanzine I wrote about East Africa and Kenya and lo and behold in a couple of years there was my piece of the fan canon. And then I decided to see if Marc Miller might be interested and rest was history. And now there are new published Twilight 2000 modules and sourcebooks, an expanded canon and soon a new V4 version of the game.

I am hoping that you will enjoy reading this second volume of the fanzine as much as you enjoyed the first and that it won't be seven years until the next volume comes out. I look forward to your submissions and will work diligently to put the fanzine together as quickly as I can.

So all the fans like me never gave up on the game, whose love for it endured thru all the long years when Twilight 2000 seemed to be delegated to the dead games society I hope to hear from you soon and be able to get the second issue together. I have several ideas of my own but this shouldn't be Olefin's Fanzine but instead be full of submissions from all of you.

David S. Adams
Olefin

I would like to thank the authors who contributed to this fanzine – James Langham, Jason Weiser, David McIntyre, Malcom Pipes, Matt Wiser, Otso Ollikainen, Neal Hyde and Joe Thomas as well as Jason Lovering for his photo contribution and of course Phil Hatfield (Grimace) for his original fanzine that inspired this.

Senegalese Tirailleurs

Written by David S. Adams

The Senegalese Tirailleurs were a corps of infantry that were part of the French Army from 1857 till 1964. Tirailleur, which translates roughly to skirmisher or rifleman, was the designation given by the French Army to infantry recruited from their colonial possessions. The Senegalese Tirailleurs regiments played an important role in the French war effort in both WWI and WWII losing tens of thousands of men on the battlefields of Europe and Africa.

The French military, faced with a desperate need for manpower to meet expanding commitments in Africa and the Middle East and to replace losses from the fighting in the Netherlands and Germany, immediately moved to integrate the Senegalese armed forces as quickly as possible into the French Army after Senegal joined the Franco-Belgian Union in 1998. Instead of adding them to existing units the French decided to reach back into their honored past traditions and reform the Tirailleur regiments.

The 15th Senegalese Tirailleurs Regiment was the first unit to be formed, consisting of the 1st and 5th Infantry Battalions of the Senegalese Army. It was dispatched to France in November 1998 to join the III Corps. The success of the 15th led the French to form up more Senegalese Tirailleurs Regiments as quickly as they could, expanding their recruitment base beyond Senegal to include troops from Mauritania when it joined the Franco-Belgian Union in 2000. By the spring of 2001 there were Senegalese Tirailleurs regiments and battalions deployed throughout the French sphere of influence in Africa and Europe with others being formed up throughout the Franco-Belgian Union in Africa.

A Senegalese Tirailleurs Regiment typically consists of two infantry battalions along with a headquarters and logistics company. They are organized as light foot infantry units trained for patrol and security operations in order to free up French troops for combat operations. The regiments typically do not have much in the way

of artillery being equipped instead with 60 and 81mm mortars, as well as light and heavy machine guns, recoilless rifles and AAT-52's. Some of the regiments have been reinforced with light armor or gendarmerie companies as needed depending on where they are deployed.

With French military production being directed to equip their combat forces many of the units continued to retain the M16's and other American weaponry they were issued as part of their original equipment for several years after they were formed. The 15th Senegalese Tirailleurs Regiment upon arrival in France was the first regiment to be completely rearmed with standard French Army equipment, including small arms, machine guns, mortars and anti-tank missiles.

1st Senegalese Tirailleurs Regiment

- Manpower: 1600 men
- Armor: twelve M3 VTT APC, ten M-3 half tracks, ten AML-90 AC, six AML-60 AC
- Vehicles: twenty-eight Toyota AWD, ten M151 Jeeps, six M35 gun trucks, three Mack prime movers
- Artillery: three M101A1 105 mm howitzer, six M116 75 mm pack howitzer

The 1st Senegalese Tirailleurs Regiment, consisting of the 2nd and 4th Senegalese Army Infantry Battalions along with a logistics company and a gendarmerie company, was deployed to what was left of the Republic of Guinea in early 1999 in order to conduct relief and security operations to try to restore order in what was left of the country. Soon after it arrived it was clear that it needed additional support and it was reinforced by the 22nd Reconnaissance Battalion and another gendarmerie company.

The Republic of Guinea is in total chaos, with no functioning government or military and refugees fleeing civil wars in Guinea-Bissau and Sierra Leone fighting over what food is still being produced. The regiment has been involved in almost constant fighting since it arrived

against bandit and marauder forces, some of which include surviving Soviet sailors, airmen and infantry that escaped from the nuclear strikes on Conakry, as well as forces from Guinea-Bissau and Sierra Leone. The French want to add the Republic of Guinea and the Ivory Coast to their new Franco-Belgian Union but after two years of fighting very little progress has been made in stabilizing either country.

6th Senegalese Tirailleurs Regiment

- Manpower: 900 men
- Vehicles: sixteen Toyota AWD, eight M151, four M35 gun trucks

The 6th Senegalese Tirailleurs Regiment consists of two new light infantry battalions raised since Senegal joined the Union including gendarmerie, reservists and draftees with NCO's and officers added from the 12th Senegal Training Battalion. It was initially deployed to Cameroon along with units from the RDF to assist what was left of the Cameroonian Army in protecting their oil fields from Nigerian marauders. They guarded French technicians who were making repairs to the Limbe Refinery which had been off-line since 1998 due to broken down machinery.

They were re-deployed to the Central African Republic when its armed forces mutinied against the government to link up with the remaining loyal forces and try to restore order. When they arrived at Bangui airport, they found that the "remaining loyal forces" amounted to less than 200 men dug in around the Presidential Palace in Bangui. Two Senegalese gendarmerie companies were dispatched to garrison Bangui while the 6th began to restore order to the rest of the country.

Before long they ran into the lead units of a force of some six hundred LRA guerrillas and almost fifteen hundred Congolese marauders and mutinous CAR soldiers that had joined forces to take over the provinces of Mbomou and Haut-Mbomou. The initial battle at Sibut in Kemo province with a force of fifty LRA guerrillas and a hundred ex-CAR soldiers was bloody for both

sides, with the Senegalese losing nearly forty men killed or wounded in the process of driving off the LRA and its allies. The 6th has been in over a dozen small and large firefights since then and the French are preparing to send additional troops to back up the 6th and drive the LRA and its allies out of the Central African Republic.

10th Senegalese Tirailleurs Regiment

- Manpower: 1200 men
- Armor: ten M8 Armored Cars, three V150 Cadillac Gage Commando APC
- Vehicles: fourteen Toyota AWD, six M151, six Land Rovers

The 10th Senegalese Tirailleurs Regiment consists of the 3rd and 6th Senegal Infantry Battalions, an armored car company from the 23rd Reconnaissance Battalion and logistics and engineering companies. The regiment was the third one formed, deployed initially to Cameroon as part of French efforts to restore the Limbe Refinery.

In late 2000 they were sent to Gabon to join the 6th Marine Infantry Battalion and surviving Gabonese Army units in fighting rebels and marauders spilling out from what was left of the Republic of the Congo, whose civil war was entering into its fourth year. While one battalion is in Libreville, the rest of the regiment is providing security for French technical experts that were restarting oil production at the Sogara Refinery at Port Gentil.

15th Senegalese Tirailleurs Regiment

- Manpower: 800 men
- Vehicles: twenty ACMAT VLRA
- Artillery: eight 81mm mortars

The 15th Senegalese Tirailleurs Regiment was the first of the regiments to be formed, being dispatched to France to join the III Corps to assist in their securing the area north of the Mosel and west of the Rhine, trading their M16 rifles for FAMAS bullpup rifles when they arrived. They are responsible for conducting patrols in the Dead Zone, fighting marauders

and bandits as well as German and Dutch Army regulars ever since they arrived, taking considerable casualties in the process.

The patrols usually consist of three ten-man squads, a machine gun squad and an AT section, totaling forty men. This is usually more than enough to deal with typical encounters as well as random refugee groups trying to get to France thru the Dead Zone. However, if a threat is deemed to be significant the patrol will dig in and await reinforcements. Some five hundred new recruits from Mauritania and Senegal are scheduled to arrive in late July to bring them back up to strength.

4th Senegalese Tirailleur Regiment

- Manpower: 1200 men
- Armor: ten Saladin AC, five Saracen APC
- Vehicles: fourteen Toyota AWD, ten P4 Jeeps, fourteen Land Rovers, six M35 gun trucks

The 4th was formed in June 2000 when Mauritania joined the Franco-Belgian Union from Mauritanian Army soldiers that were from several West African ethnic groups. It consists of the 20th and 21st Senegalese Tirailleurs battalions as well as logistics and headquarters troops and a Senegalese gendarmerie company.

The 20th Battalion was ordered to Liberia along with an attached French Army supply and logistics company in January 2001. Their primary assignment is to protect and operate the port facilities as well as escorting the supply convoys to the Omega Transmitter and the American forces dug in around it.

The 21st Battalion, along with the rest of the regiment was dispatched in February 2001 to reinforce the French 43rd Marine Infantry Battalion in Abidjan which has been trying to re-establish order in the Ivory Coast ever since the December 1997 nuclear attack on the Abidjan Refinery and the subsequent riots and disorders led to the collapse of the government there in early 1998.

Other Senegalese Units

1st Senegalese Parachute Regiment

- Manpower: 600 men
- Vehicles: eight Toyota AWD, ten P4 Jeeps, ten M151

In addition to the Senegalese Tirailleurs regiments Senegal has also provided a force of paratroopers, the 1st Senegalese Parachute Regiment. This regiment was formed from combining the old Senegalese Army Parachute Battalion with the two Presidential Guard squadrons as well as new recruits. It was deployed in 1999 to join the French 11th Airborne Division at Al Qatif in Saudi Arabia

1st Senegalese Spahis Regiment

(1^{er} Régiment de Spahis Sénégalais)

- Manpower: 900 men
- Armor: twelve M3 VTT APC, six VXB-170 APC, eleven AML-90 AC, eight AML-60 AC
- Vehicles: eight Toyota AWD, twelve M151, ten Land Rovers, one hundred twenty motorcycles

The 1st Senegalese Spahis Regiment was formed in 1999 from the Presidential Guard of the Senegalese Gendarmerie. Also called the Red Guard of Dakar, it was descended from a French colonial Spahi detachment sent to Senegal in 1845. The Regiment includes the Mounted and Motorcycle Squadrons of the Presidential Guard and the 24th Reconnaissance Battalion.

The 1st Battalion consists of three 120-man squadrons that used to make up the Escort and Service Squadron Group, including one of mounted cavalry, one motorcycle borne and one support and logistics. The 2nd Battalion is the old Senegalese Army 24th Reconnaissance Battalion.

The 1st has been heavily engaged in fighting Soviet backed rebels in the Casamance region as well with marauders crossing from Guinea-Bissau since the unit was stood up in early 1999. The cavalry squadron is trained and equipped to fight from horseback as true cavalry.

Royal Naval Party 67

Written by James Langham

“To Recover and Return”

Background

This was a Royal Navy special forces unit sometimes referred to as Hunter Force (later Spence Force). It was formed under the command of Lt Commander Andrew Hunter RNR (Royal Naval Reserve) in December 1996. It was given the role of dropping agents by sea and working with 21 (Artists Rifles) SAS (and later 27 SAS) to recover shot down pilots by sea. Later it was also given the role of acting as a courier service to the Scandinavian countries.

In at least one operation it was used to deliver a party of SBS behind enemy lines for a raid (Operation Pigeon in late 1998). From mid-1997 to late 1998 the unit additionally was responsible for a number of raids (using troops from the attached “Borneo” Company, 45 Commando Royal Marines. From December 1998 the unit returned to the pure delivery and recovery role. In early 2001 it was further tasked with helping to supply the North Sea oil rigs (where it worked with the Oil Rig Protection Group, Royal Marines).

Selection

Selection for the unit was by application. Volunteers of either sex completed an application form and returned it without knowing what the application was for. Each applicant was scored based on their answers. Those who achieved a score regarded as satisfactory were invited for interview. This was undertaken at Dover Castle by a board of three and conducted initially weekly then once the force was established monthly.

The first was an officer who was already a member of Naval Party 67 (Lt Commander Hunter often undertook this role himself), the second was a psychiatrist specializing in how people coped in extremely stressful situations

and the third was either a language specialist (if the candidate stated they had native level fluency of a language) or a second Naval Party 67 officer (if not). None would wear uniform or rank for the interview. These would all throw seemingly random questions at the candidate (it

“Wanted applicants for hazardous duty

Individuals are required to undertake hazardous duties. These duties will be disclosed only to successful applicants. Candidates should be fit, able to swim 500m in normal clothing, be free from tattoos which can be identified as British or containing English language elements and mentally robust. Any of the following trades is regarded as advantageous but their lack will not prohibit a candidate:

** Marine engineer*

** Medical (any speciality)*

** Radio operator*

** Linguist*

** Master at arms*

Applicants should complete form RN823 (1996) (obtainable from their admin officer) entering the reference RN-945-67-06 before returning it via their admin office.”

Extract from Admiralty Order 279(96)

was normal practice to swap questions between the panel to further confuse the candidate). After the interview the board reviewed the scores given and those who were regarded as potential candidates were invited back into the room where they were advised of their success and given a rail warrant for travel to Poole dated around three weeks later.

Training

On arrival in Poole they were met by an obviously military man in civilian clothes who would advise them to get in the back of a transit van with no windows. To the six to ten students, a plant would often be added to help assess their attitudes during the journey. Having been driven around for about an hour, the door was opened and they were told to leave all their things and form up for a Combat Fitness Test (CFT). After this they were allocated accommodation in four-

man rooms (regardless of rank). Training was conducted in batches with up to two intakes being trained together on a subject until all but the resistance to interrogation package was completed. Subjects covered were:

- Small boat handling and sea survival – mainly conducted by members of 539 Assault Squadron, Royal Marines
- Weapons handling – conducted by Royal Marines and SBS personnel and covering small arms, foreign small arms and support weapons
- Specialty training – students usually completed two modules depending on skills already held. Ideally this training was aimed more at developing skills already held into those more applicable for the size of vessel used by the unit. Specialist subjects were communications and signaling, language and deception, mechanical marine engineering, demolitions (the least often taught), medical and marine catering.



Figure 1: Recruits were also put through an intensive fitness regime, here trainees of intake 4 are seen undertaking the dreaded mud run. Note that lower levels of fitness were not a bar to selection (provided the CFT was passed), instead the idea was to show recruits they could push themselves further than they thought. MoD

Once this training was completed, students were then unceremoniously grabbed, drugged and subject to interrogation (this could be from their rooms, a snatch as they were sent on an errand off base or even as they were walking out of the

NAAFI). After an intensive 24-hour interrogation, they were formally accepted into the unit and sent to Ashford in Kent for a resistance to interrogation course run by the Intelligence Corps of the Army. Ideally an intake that had trained together would be assigned to the same ship under an experienced commander. The pass rate of the course was approximately 55% of which a quarter were female.

“We had completed training and had all had a beer or two to celebrate before going to bed when I was woken up by movement in the room. I sat up and saw two black jump suited figures wearing black balaclavas. One held me down while the other put something over my mouth and nose that knocked me out.

I woke up naked tied to a chair with a bucket of water being thrown over me. There were lights in my eyes, but I could see there were three of them. My blood went cold, the man with the bucket was in a Soviet GRU uniform, there was a woman in everyday civilian clothes eyeing me distastefully and behind the desk was a man in a suit with a Communist Party lapel badge. He started to speak quietly in accented English, so quietly I had to strain to hear him,

“Good afternoon Sub-lieutenant Jennings let us not beat around the bush, you are party of Naval Speznatz and you know that entitles us to take you out and shoot you. That would be a waste, it is up to you, tell us what we want to know, and you get to be treated as a War Prisoner, otherwise after some...unpleasant things you will become another sad statistic. It is your choice.”

By now I was confused, was I a prisoner or was I in an exercise. I must have looked confused as he continued, “You are wondering where you are I have no doubt, you are in the basement of the Soviet Embassy in The Republic of Ireland after one of our Speznatz teams attacked your base. You were drugged and smuggled here by our friends in the Irish Republican Army. Now I have no time to waste, let us start with the big four as no doubt you will want to stick with this.”

I really didn't know what to say, I hesitated, and another bucket of water was thrown over me. That was just the start, the next 24 hours (although it felt at least three times that!) was a nightmare of stress positions, hooding, white noise, beatings, being dragged back into the room, verbal abuse from the woman (who I nicknamed Cruella in my head), including a number of

lesbian suggestions and some reasonable suggestions from Mr Suit such as a cup of tea, a Kit-Kat and a jumpsuit if I just signed to say I was being treated well.

Finally, I was dragged into a room (still hooded) and asked by Mr Suit if I was prepared to talk yet. When I said 'I'm afraid I can't answer that question,' I heard him sigh and say something in Russian regrettably before I was forced to my knees and heard a pistol being cocked before feeling the metal at the base of my skull. All I could think was I wish I had had time write a letter of goodbye to my family before the hood was pulled off, a blanket put round my shoulders and Lt Commander Hunter was there smiling at me and offering his hand for me to shake.

After that I was given a cup of tea with a tot of rum (well more than a tot) and told I was now part of the unit.

It all sounds very harsh but I knew after that that there was nothing I couldn't face. Interestingly it was only AFTER the ordeal that we were trained in resistance to interrogation. Hunter believed that only after we knew what it was like would we take in the training fully."

Sub-lieutenant Helen Jennings quoted in *Water, Fire and Pain: Naval Special Forces* by Keith Creveld, Pan 2016

Vessels Used

Naval Party 67 used a number of vessels, details of these are hard to come by but the following were known to have been used. There undoubtedly were others but the records remain sealed under the fifty-year rule (those that survived that is).

- HMS Wolf (pennant number 271), an Osa II class formerly belonging to the East German Navy and purchased from the German government in mid-1995. This was usually used where speed was important and/or the potential rewards were high. The boat survived the war and is currently being restored by the Imperial War Museum, Plymouth.
- HMS Storm (pennant number 561), this is known to be a captured Polish coastal defense boat. Sources differ to the class which was either an Osa II or a Komar.

It was lost in late 1999 with all hands in the Baltic

- HMS Winter (pennant number 842), this was a captured Polish Shershen class coastal defense boat which was used on a number of operations on the Baltic coast including one mission that took the ship a short way down the Vistula. The craft was last heard from in June 2000 when it was again operating near the Vistula estuary dropping agents from the Free Polish Government ahead of the NATO operations in the north. No emergency signal was received and the reason for the loss of contact is unknown.



Figure 2: A nasty surprise, HMS Wolf sometimes mounted a 7.62mm minigun which has caught this pirate boat by surprise. Taken by Petty Officer Colin Hart off Gdansk in late 1998. MoD

- HMS Stiletto (pennant number 532), a CP2204 class boat originally built for the Italian Coast Guard by Swan Hunter. With the outbreak of hostilities, it was taken into Royal Navy service and used in the Mediterranean based out of Cyprus where it undertook operations in the Aegean, regularly disguised as one of the ten already delivered. In early 2000 it was mothballed in Cyprus due to a lack of spares. It is known that it was used in Operation Heron in conjunction with the SBS to rescue the pro-NATO General Calvari from his island prison in October 1997.

- HMS Grey (pennant number 533), another CP2204 class boat taken into Royal Navy service. This was lost off the coast of Sicily to an Italian airstrike from a Tornado in mid-1999. The survivors were rescued by HMS Stiletto and added to the crew (the Tornado was shot down by a Stinger from HMS Stiletto)
- HMS Pharaoh (pennant number 710), this was an Arab Dhow that operated out of Gibraltar and is known to have carried out operations along the coastlines of Libya, Algeria and Tunisia. It is believed lost in the nuclear strike on Gibraltar.



Figure 3: HMS Pharaoh being resupplied by Lynx helicopter from a Royal Navy ship. This was not a common way of resupplying, but this was not unknown. MoD

- HMS Tourney (pennant number unknown), details on this are lacking, it is not recorded in any official records but a recently declassified CIA file mentions the name in connection with an operation to drop an agent off the coast of Belgium in May 1999. No further details are available and most experts believe that the name is incorrect.

- HMS Plaice (no number), a fishing trawler taken into service in mid-1998. It is known to have been seconded to MI6 for operations to drop and retrieve agents from the Republic of Ireland in 1999. It was retired from military service in 2007 but still operates as a fishing boat out of Newquay in Cornwall. It featured in the 2018 BBC documentary, “Naval Special Operations, Naval Party 67.”
- HMS Tuna (no number), a fishing trawler initially used to covertly deliver specialists to the North Sea oil rigs from March 2000, having been used prior to this in a training role. It is still listed on the Royal Navy strength and used in a fishery protection role.

“I was on the run from the KGB near Warsaw and had managed to link up with an escape or 'rat' line being run by the Free Polish Government. They got word out where I was. About a week later as I was moved around various safe houses, Radio Free Europe broadcast a message stating that 'Alexi from Gdansk has bought a new blue BMW with a CD player.' That was the signal I was to be taken to a certain beach in two days. Well, to cut a long story short, I was taken there and at the correct time we sent the Morse message out to sea. A small boat appeared with some of the most disreputable cut throats I have ever seen, they really looked like they had been dragged from the age of Nelson or perhaps Drake. Beards everywhere, one even had gold stud ear rings. They spoke fluent Polish and except for the weapons they had could have been Polish fishermen. They got me back to the fishing boat where I was given a tot of rum by a woman who looked as disreputable as the men. It was only then I realised I was on a Royal Navy ship! Admittedly an unusual looking one that smelled of fish but still a Royal Navy ship.”

Patricia Cobb, MI6

Imperial War Museum Archives

- HMS Scampi (no number), a fishing trawler known to have been used in the covert restarting of the North Sea oil fields. A diplomatic incident occurred in 2005 when it was boarded and searched by the French in international waters (the commander Lieutenant Harry Watson managed to dispose of the weapons, code books and other incriminating material before heaving to). The row was quickly allowed to die by both sides.
- MS Eel (no number), a fishing trawler operating out of Cyprus. This had an eventful career operating around the Greek islands. It is known that it was used in Operation Measure to rescue a number of NATO pilots from the Italian mainland. It was sunk in a storm in March 2001.



Figure 4: HMS Stagecoach crew manning one of the L7A2 GPMGs. Unusually they are wearing helmets and anti-flash (i.e. burns) equipment. This was not worn in action and the items were possibly worn as a way to hide the identities of the crew. Of note is the extension bar on the mount running to the trigger. MoD

- HMS Stagecoach (no number), a fishing trawler, taken into service in March 2000 to provide a regular courier service to Norway. It is more heavily armed than many of Naval Party 67's trawlers, the foredeck has an Oerlikon GAI-D01 twin 20mm cannon with an improvised gun shield and an L7A2

GPMG mounting on each side of the bridge (the weapons are normally stored inside the bridge to reduce corrosion) plus the crew's small arms. This armament is intended to warn off potential attackers.

Dress

Dress was very dependent on the role being followed, usually the crew dressed as local fishermen. In the Mediterranean, shorts and flip flops were almost universal. Fishermen's caps were popular in all theatres. Those crewing foreign naval vessels tended to a more military appearance and the correct dress, those posing as fishermen tended towards beards and long hair.

In December 2001 members and former members of the unit were awarded a distinctive badge, a stylized red Osa in red on a black patch 2" across and 1" high worn on the left upper arm. In 2002 a red 67 was added under the Osa extending the center of the badge downwards by 1/2". At the same time the right to wear the badge was extended to Royal Marine members and former members of the unit.

Weapons

Pistols of assorted types were issued to the unit, many being captured examples, with a few being silenced (mainly of NATO origin). Sterling SMGs were popular along with a limited number of silenced L34A1s. Rifles were predominantly the L47 series of rifles (the AK47 family) with a mix of other oddities.

Heavier weapons were mixed with PK machine guns being used in the Baltic and MG3s in the Mediterranean while in the UK area the L7A2 GPMG was the most common. RPG7s were widely carried alongside M72s and the occasional LAW80. Units operating where there was an air threat often carried Stingers, Blowpipe or (occasionally) SA14s. At least one unit carried a MILAN II or AT4 (sources vary and the only photo is too blurred to tell).



Figure 5: L47A5 (AK74) taken into British service. Popular for reliability and for the fact that fishermen would not look out of place having these on the Baltic Coast. Most preferred the base L47 or the A1, A2 or A3 with the heavier 7.62S round. MoD

Naval Party 67 in print and film

Naval Party 67 due to their secretive nature have not appeared in many works of fiction. The best known are:

“Operation Hijack” by Esther, Ruth and Jennifer Foukes – Raven Press - 2023– this features a desperate mission by a small group of Ornitto Group to recapture an oil rig from a band of ruthless terrorists with a nuclear bomb. Not noted for accuracy. It is rumoured that a film may follow. Naval Party 67 are responsible for the delivery of the initial assault group.

“When Mountains Fall” the third in the revived James Bond film series starring Alistair Higgins features members of the Naval Party 67 (or at least a reasonably similar looking unit) delivering Bond and the SBS to the villain's hideout at the film's climax. The novelization incorrectly identifies them as Naval Party 63.

“Fishing for Trouble” was a cartoon series created by Trevor Williamson (a member of the unit) featuring the misadventures of a fictitious ship that although never stated is a member of Naval Party 67 as it follows their methods and activities (although it inconsistently jumps between sections). It was originally published unofficially in instalments internally within the unit but a collection of the cartoons was published in 2011 by Naval Books (this selection omitted a number that identified individuals and a number were also removed to preserve secrecy of certain events).

Equipment

Members of the unit were all issued an escape kit. This contained ten gold coins (value \$10 each), a blood chit in the local language promising a reward for safe return of the individual, a silk map of the area operating in, a clasp knife and a button compass. These were all issued as individual items to be hidden by the individual as the dress varied so considerably.

Cover Story

All members of the unit were required to create a cover story intended to hold for 48 hours after capture. In most cases this was as a shipwrecked sailor of a neutral nation. After this if under too much pressure, they were then to fall back on a story that they were indeed a sailor from the Royal Navy who was attempting to escape and evade home (these stories would be carefully coordinated between a crew prior to each mission).

Organization (December 1996)

- Headquarters, Administration & Support Unit
- 1 Section

Organization (August 1997)

- Headquarters, Administration & Support Section
- Training & Selection Section
- Northern Section
- Mediterranean Section – in the process of forming on Cyprus
- Air section – a flight of two Sea King helicopters from the reformed Royal Naval Air Squadron 1700 were attached in order to allow limited resupply by air while at sea or to extract recovered personnel (these were transferred from the Air Sea Rescue role and apparently retained their yellow paint scheme as a cover)

Organization (October 1997)

- Headquarters, Administration & Support Section

- Training & Selection Section
- Northern Section
- Mediterranean Section
- Borneo Company, 45 Commando, Royal Marines (attached to provide “muscle” on certain operations)
- Air Section – the RNAS aircraft remained in role for Northern Section and it appears that a UH1 fitted with a winch was being used to support Mediterranean section (the origin of this is completely unknown)



Figure 6: UH1 being fitted with an underslung road prior to a resupply mission. Interestingly it is painted in British pattern but carries no markings. MoD

Organization (January 1999)

- Headquarters, Administration & Support Section – now incorporating the training and selection functions
- Northern Section
- Mediterranean Section (Oct 1997 to Dec 1999 as the separate Naval Party 912)
- C (Canadian) Section – formed from Royal Canadian Navy personnel and used in the Baltic and Arctic
- N (Netherlands) Section – made up mainly of Dutch volunteers (mostly from Whiskey Company, Royal Netherlands Marines) and tasked with operations in occupied Holland
- X Section – Some sources say this was a unit composed of foreign nationals that may or may not have included C Section. Details of this are unclear and this section may have never existed.

Organization (February 2001)

- Headquarters, Administration & Support Section
- Baltic Section
- Northern Section
- Mediterranean Section
- C (Canadian) Section with Admiral Halsey subsection of US volunteers remaining after Operation Omega
- N (Netherlands) Section

Commanders

- Lt. Commander (later Commander) Andrew Hunter (December 1996 – March 2001) – medical retirement
- Commander Hugh Spence (March 2001- January 2006) – retired
- Commander David Hodges (January 2006-)

Famous Members

The spy novelist Ian Lambert was a member of the unit from 1996-2002 based mainly in the support section. He later used some of his experiences in creating the character of Duncan Last. Many of the characters in the series were inspired by the larger than life characters in the unit.

Lesley Evans the actress acted as a radio operator with the unit from 2000-2004. She is known to have been involved in an operation on the Baltic Coast of Poland in 2002 in an attempt to find Sir Ian Burton’s missing son.

Sergeant Robert “Spud” Murphy, formerly of 42 Commando, Royal Marines was posthumously awarded the Military Medal in unusual circumstances. Operating in the Mediterranean on board a fishing boat, they were ordered to heave to by a suspicious Italian coast guard patrol. While appearing to do so, the members of HMS Salmon covertly readied their weapons. Opening fire, they caught the Italian Coast Guard by surprise.

This was not enough however to overcome the Italians who returned fire, wounding Murphy who was manning an MG3 in the legs. The same fire killed his number 2 on the gun, Marine Ron Summers. Murphy continued firing despite his wounds, drawing more fire from the Italians. He was further wounded in the chest but still continued to fire. A third burst from the Italians severed two fingers of his right hand and damaged the weapon. Murphy tried to crawl to pick up a Stirling SMG on the deck but could not reach it.

“Over the years I have had many wonderful meals and banquets but the one that sticks most in my mind is the one I was given by the British Royal Navy when I was rescued from my home country. Nothing I have ever tasted was as wonderful as the 'fried egg banjo' as he called it, the egg still dripping grease and with black crunchy bits and the bread with oil covered finger prints. This and the tea with a tot of navy rum were magnificent. That is why my next song is 'Hearts of Oak,' the Royal Naval march as everything I hear it I think of that meal and the men and women who rescued us.”

Princess Maxima of the Netherlands and Princess of Orange

BBC Radio Interview with William Jervis on Desert Island Discs, 2022

With the Italians boarding he drew his pistol but with the damage to his hand he was unable to cock it. Taken prisoner he died of his wounds. The story would normally have ended there but the Italian captain was so taken by the actions of Sgt Murphy he wrote to the British Ambassador in the Vatican enclosing a picture of Murphy (as there was no other way to identify him), recommending Sgt Murphy be recognized for his actions. The ambassador passed this on to his intelligence staff that recognized what unit would have been involved and forwarded the letter and photo to the Royal Naval headquarters on Cyprus who instituted the paperwork for his medal.

The Rescue of the Dutch Royal Family

This mission is perhaps the best known exploit of Naval Party 67. In March 1998, twenty members of Whiskey Company Royal Netherlands Marines were landed in Northern (unoccupied) Holland. Linking up with members of the 101st Reserve Infantry Brigade they were transported south to near the front line. Under the cover of a diversionary attack they crossed the front line and continued to move south. Linking up with a resistance group based in Boskoop, they were escorted to a remote farm house. There they met up with their target, the Royal Family of the Netherlands.

The initial plan had been to attempt a pick up by the RAF but two attempts by 7 Squadron were both abandoned as no safe route could be found through the French air defenses even when flying NOE. A backup plan to fly out the queen as a rear seat passenger in a two seat Harrier of 911 (Special Operations) Squadron was also abandoned as the Queen insisted that all the family be retrieved. As a result, the second backup plan was implemented and the group advised through a broadcast on Radio Free Europe (“the mathematicians have considered the difficulties in calculating the depth of the well”). This advised them that the pickup would be in five days’ time at Wassenaar.

Moving by night and avoiding any contact the group reached the rendezvous safely and at the scheduled time gave the signal of three short flashes of a torch followed by one long flash. At this point what appeared to be a normal fishing boat sent ashore a small boat containing members of Naval Party 67. After exchanging passwords, the Dutch Royal family were ferried out to the fishing boat (which turned out to HMS Pike) and ushered below. Here they were met by Lt Commander Hillary Reece the chief medical officer of Naval Party 67 who after a quick check of their injuries gave them a tot of rum and a large plate of sandwiches.

Moving quickly off the coast, the boat was illuminated by French search radar and the radio operator broadcast the emergency code for help. Soon a French ship was seen on an intercept

course, fortunately as soon as HMS Pike reached international waters HMS Edinburgh, a Type 42 Batch 3 destroyer was waiting to greet it. Getting between the French ship and HMS Pike, Commander William Taggart the captain of HMS Edinburgh radioed the French ship and advised them that the ship they were chasing was British registered and in international waters and he was prepared to defend it if required.

After a flurry of protests from the French, Taggart retorted that he was “no longer prepared to listen to the whining of the descendants of those who fought at Agincourt and Trafalgar and that if international law is not followed the consequences will be on your head.” At this point two RAF Harriers from 911 Squadron also appeared on the French radar. The French backed down, unaware of the nature of the cargo of HMS Pike. Within hours the Dutch Royal family were landed in Plymouth where they were greeted with an honor guard drawn from Borneo Company, 45 Commando, Royal Marines

Player Characters for Naval Party 67

1st Edition Characters

Entry 10+ Con gives a bonus
Skills: SBH: 30 INT: 10 CRM: 30 PST: 20
MEC: 10

2nd Edition Characters

Naval Party 67 Officer and Enlisted

Entry: May only be joined during war term by British or Canadian characters.

INT+CON+AGIL=15+. Officer requires a commission in the Royal Navy, Royal Canadian Navy or Royal Marines.

1st term skills:

- Small boat: 2
- Small arms: 1
- Heavy Weapons: 1
- Medical: 1 or Mechanic: 1 or Navigation: 1

Subsequent term, choose 5 skills from:

- Combat Engineer
- Disguise
- Fishing
- Forgery
- Heavy Weapons
- Interrogation
- Language
- Machinist
- Mechanic
- Medical
- Navigation
- Observation
- Persuasion
- Small arms
- Small boat
- Stealth

Contacts: 2 per term, military or intelligence (foreign on 7+)

Links and Photos

Unless noted all links are to other articles I have written and posted

- Sheltie Holiday, Challenge 43 by Loren K. Wiseman – these are the ideal delivery/recovery unit during this scenario. A small group of PC’s could be supplemented by a member or two after the shipwreck. Alternatively, the pick up could enable the group to be attached to the unit for further scenarios.
- Oil Rig Protection Group Royal Marines
- Radio Free Europe
- British Small Arms Guide for the details of the L47 series.
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SOVIET ARMY

UNIT VIGNETTE

Written by: Jason Weiser

Remains of No 3 Platoon, 4th Company, 1st Battalion, 144th Motor Rifle Regiment, 20th Tank Division

Platoon Headquarters of 3 men - Senior Lt. Gobrov, Senior Sergeant Beda, and Efreitor (Senior Private) Kamarev who is the Platoon Runner/Dog Robber (All have AK-74s and ride in the BTR-80)

Two squads of nine men organized as follows:

1st Squad:

BMP-3 (Wear Value 3)

- Vehicle Commander and Squad Leader: Sergeant Andreyev (Dismounts when required with the dismount section)
- Assistant Squad Leader and Vehicle Gunner: Efreitor Malkov
- Vehicle Driver: Private Delkin
- A dismount Section consisting of:
 - Private Feskov with RPK-74
 - Private Dadian with AK-74 and first aid kit
 - Private Delkash with RPG-7 with three rounds and a AK-74
 - Efreitor Chibisov with AK-74
 - Private Yaztrov with AK-74 and two RPG-7 rounds (he's the No2 for the RPG)
 - Private Sibirsky with SVD rifle

2nd Squad:

BTR-80 (Wear Value 6)

- Vehicle Commander and Squad Leader: Sergeant Vasin (Dismounts when required with the dismount section)
- Assistant Squad Leader and Vehicle Gunner: Efreitor Durov
- Vehicle Driver: Private Zherdev
- A dismount Section consisting of:

- Private Lukin with RPK-74
- Private Smolin with AK-74 and first aid kit
- Private Chkalov with RPG-7 with two rounds and an AK-74
- Efreitor Yashin with AK-74
- Private Ulyanov with AK-74 and two RPG-7 rounds (he's the No2 for the RPG)
- Private Poda with AK-74 rifle

The Men

Senior Lt. Gobrov: Gobrov is a recent promotion from the ranks, having taken over from the old platoon leader when he was shot by mistake by a sentry from another platoon when coming back from a call of nature one night.

Gobrov is 28, a tow headed, short and lithe fellow and served as a squad leader from another platoon when he was promoted and brought over to command the 3rd Platoon. He has seen his share of misery since being forcibly inducted into the Army in 1998 from a small village near Smolensk.

For all that though, he still believes victory over the West is somehow possible, even in the face of all this unchecked madness. He is cool and even handed under fire, and while he has a lot to learn about leading a platoon, he does well enough to please his company commander. What he lives for is news of his wife and infant daughter. He's gotten 1 letter in the last two years, and any news of his family would be more than welcome to him. It might even make him desert if he thought there was a chance of being reunited with them. Senior Lt. Gobrov is an Experienced NPC.

Senior Sergeant Beda: Beda is one of the few old hands left from the pre-war days, which makes him a lucky man indeed. He was planning on getting out in 1997 when the Bundeswehr threw those plans into a cocked hat. Since then he's seen almost continuous action since. Surprisingly, he lets little seemingly get him down.

He is 45, with a slight permanent stoop and small burns pockmarking his face from when a mortar shell killed a friend in the next foxhole over back in 1997. His hair is thin, and greying, and he usually shaves his scalp when he can, but he doesn't trust anyone in the platoon to do it, so it usually has to wait till the platoon hits civilization.

He came up through a Soviet Army that was tough to get promoted in for an enlisted man, so his accomplishments are impressive. His temperament compliments Gobrov well, but unlike Gobrov, he is no family man. Beda is very much the "eat, drink and be merry, for tomorrow we may die" type, and drinks and visits houses of ill repute every chance he gets. He's pretty experienced and cool under fire, and as such, is respected by everyone, as he's been trying to pass everything he knows to Gobrov, as Beda has this funny feeling he can't shake that he doesn't have a whole lot of time left, Senior Sergeant Beda is an Veteran NPC.

Sergeant Andreyev: Andreyev is a man whose jovial nature hides a deep ambition to run No 3 Platoon. He sees the perks officers get, even in a blasted world like that of Twilight 2000. It didn't help that he comes from a long line of Soviet officers dating back to the Civil War. The fact that he didn't get into a military academy was disappointing to his father and grandfather. He's not willing to do anything illegal or immoral mind you (though what he'd consider either is kind of flexible), and the ambition makes him reckless with his life and that of his men. Surprisingly, he has some tactical talent that allows him to survive these episodes, but Beda and Andreyev have had words in the past, and Beda would like to get rid of Andreyev before he gets someone killed. Gobrov agrees, but where in the hell are they going to find a replacement?

Andreyev is 30, and is a short man at 5'4, and was in the Tank forces for a while, till someone saw he could shoot a rifle quite well, so he was transferred to the Motor Rifles. This didn't bother Andreyev. He was happy to be out of the tanks, as he is secretly claustrophobic and orders

the hatches to the BMP open every chance he gets. Sergeant Andreyev is a Veteran NPC.



Efreitor Malkov: Malkov can always be counted on to see the glass half-empty, and in the world of Twilight 2000, it'd be hard to argue with him. Since he was drafted in November 1996, he's seen the world quite frankly, go to hell, and whatever hope he had go with it. He tends to be of a like mind with Beda and the two are drinking buddies (though Beda says "He can get rather depressing if he has one too many").

Surprisingly, he's rather bold under fire, as if something shakes him out of his usual stupor, but shows a bit more sense than Andreyev, whom he likes but has been trying to calm down before Gobrov really does transfer him out and gets somebody worse to run 1st Squad (at least that's what Malkov thinks will happen). He has the basic tactical skills to stay out of trouble, but Andreyev often has to give him exact instructions, as Malkov's improvisations, while bold and seemingly sensible, can at times, resemble amateur hour.

Malkov is 21 and is of average build and height, with his red hair standing out like a fire hydrant in the platoon, but no one jokes about it in the platoon. Listening to Malkov whine about being picked on about it when he was a boy can get tiring to be honest. Efreitor Malkov is an Experienced NPC

Private Delkin: Delkin is a man who often needs to be protected from himself. He's a wiz with engines and machines...everything else? Not so much. The rest of the platoon often

admonishes him not to keep falling for every Polish refugee sob story and no one lets him guard any EPWs (Enemy Prisoners of War), they'd likely con him into letting them escape.

Delkin's worst weakness is money. If he lived in the West, he'd be the one buying into all the get-rich-quick-schemes coming down the pike, and getting ripped off for his trouble. As it is, he's often losing his shirt in the various confidence games the Poles in the cantonments run to try to survive from day to day. He does manage to keep the BMP running and running well, which in the world of Twilight 2000, is no small feat.

Delkin is 19, of awkward build and has yet to really grow into himself, physically or emotionally. Since having been drafted two years ago, he's filled out a bit, and his formerly long hair is now kept constantly short for sanitary reasons. He is from a small farming village near Kiev where his father was the manager of the collective farm. Delkin would like to go back there one day, but not as just another farmer, but as a man of some means or pull to make his family proud of him. So far, that doesn't appear to be working. Delkin is a Novice NPC.

Private Feskov: Feskov is a loud, boorish individual that one finds in any army. He's rude, crude and quick to pick on anyone he considers weak. He spends his money like Beda and Malkov, on wine, women and song, but he's so obnoxious, nobody really wants to be around him on leave. He's also been known to beat on a prostitute or two when he gets really drunk. But, his temperament does suit being the squad machine gunner. A veteran of China, he has nothing good to say about the place, or anyone else if you listen to him long enough. If of course, you can stand to.

He is 22, and his bony face and shaved head make for an unappealing image to most, but he really doesn't seem to care what others think of him, so long as he can continue to enjoy himself on his terms. Feskov is a Veteran NPC.

Private Dadian: Daidan is a time bomb, his addiction to the morphine in his aid bag is

becoming problematic, and he's beginning to resort to stealing it from the division medical stores. If he's caught, he could be summarily shot by the Commandant's Service or even the KGB.

No one knows about this, yet, but Andreyev has noticed Daidan's seemed distracted a lot lately. Daidan's looking for other sources to get more morphine, and is amassing quite a stash of valuables back at the cantonment to buy what he needs, and isn't shy about how he gets those items, even stealing from other soldiers (though not from other members of his platoon, yet).

Daidan is 24, with a thin build and wispy blond hair, with sunken green eyes, and has simply seen too much. He's using the morphine to make him numb to all the dreams he's been having. Psychologists would call it "Self-Medicating". Daidan is an Experienced NPC.

Private Delkash: Delkash is probably one of the smartest men in 3rd Platoon. As a man from Central Asia (Tadjik) he gets a lot of abuse from the other members of the platoon. The easiest of it being called "Ghengis" and other verbal abuse, much of it being done with the assumption he has no idea what's being said about him. But being beaten by Feskov when he's had too much to drink or some of the other members of the platoon when they're just feeling resentful is enough to make Delkash bide his time and wait.

What the rest of the platoon doesn't know is that Delkash; a) knows a lot more Russian than he lets on, and b) has contacts with a marauder band made up of fellow Tadjik deserters nearby. Soon as Delkash can manage it, he plans on killing some of the worst offenders (Feskov being at the top of the list) and then running off to join said marauders. To this end, he's been amassing his own stash of gold, using various unsavory methods and he has some \$500 in gold stashed in an old wreck a half kilometer east of the cantonment. Only he knows where it is, and he intends to wait till he has approximately a thousand before he takes off.

Delkash is 30 years old, 5'7 tall with typical Central Asian features. He was drafted last year in a sweep by the Army trying to still find military age males that could serve. Delkash was one of the unlucky ones that didn't manage to evade the sweep. Delkash is an Experienced NPC.

Efreitor Chibisov: Chibisov is a penny pincher. He wouldn't lend anyone a bite of any food at any time for any reason. His entire way of life is parsimony. But he is not cheap with himself. He has built up a stash of rations and captured US MREs and other NATO long storage rations he has hidden in the cantonment under a part of the outer sandbag wall. He trusts no one with that secret or anything else.

He is 22, 5'9 with sandy blond hair and a look in his eyes that simply says, "What's in it for me"? As Senior Rifleman in the 1st Squad, he has a lot of opportunity to gain in that end. Chibisov was recalled two years ago, after he'd just finished a stint with a unit in Germany, so he wasn't happy in the least to be back in uniform. He is an Experienced NPC.

Private Yaztrov: Yaztrov is the assistant gunner for the RPG carried by Delkash. He is an optimistic little fellow of 5'6 who is constantly singing Ukrainian Folk songs under his breath. It's another one of the things that gets on Delkash's nerves. (Yaztrov doesn't know it, but he's No2 on Delkash's list).

However, his outer exterior hides a very dark impulse. Yaztrov wants revenge on NATO as a whole. His family was from Sevastopol, till somebody nuked it and killed all of them. This nature tends to come out when he's around NATO prisoners, when a blind rage comes over him; this is especially true with captured aircrew or artillery crewmen. Gobrov and Beda have had to pull him off of some prisoners before he shoots them out of hand. The rest of the time, Yaztrov's as right as rain. It is an odd dichotomy that has unnerved the squad to say the least. Yaztrov is 20 and comes from a long line of Soviet soldiers so in a way, he is simply carrying on the family tradition. He is an Experienced NPC.

Private Sibirsky: Sibirsky is plainly put, a wild man from a wild place. His personal habits are obnoxious. He obeys regulations about cleanliness and deportment, but only just. And the rest of the platoon is disgusted with his habit of collecting ears and tongues. However he is a damn good shot which is why he carries the platoon's only sniper rifle. His field craft is impeccable and he stalks men like the bears he did back home near Krasnoyarsk. He rarely speaks, and when he does, it's barely two syllables.

But this giant has a secret. He's a writer, an inveterate diarist in the Great Russian tradition. Everything goes into the diary, and that diary could be a problem if the KGB or the Commandant's Service ever took an interest in the activities of the platoon. Sibirsky is 22, and has been in the service since May of 1995, when he was drafted and sent to Poland as part as a draft for 20th Tank Division. He's been with the division ever since. He is a Veteran NPC.

Sergeant Vasin: Vasin is a Communist fanatic. He quotes Marx and Lenin like some quote the Bible. His parents were both active in the Party, with his father a Commissar at a local factory and his mother a local organizer in the Oblast's office. Vasin wants to follow in their example and be the perfect "New Soviet Man", even if the idea itself has lost any meaning.

As a consequence, he is probably the only other man in the platoon who is hated worse than Feskov or Delkash. Many times, he can be seen in deep discussions with the Company Political Officer, and were it possible, he'd have been selected to be sent to Higher Military School for Political Training to become one. But since 1998, that has become impossible due to the breakdown of civil order back home in the Soviet Union.

Surprisingly, he is rather even tempered in combat, though amateurish in his tactics. Beda has been working with him on that, though it's been difficult to get through to him in between all the dialectic. Vasin is 22 and is prematurely balding with a small stoop bending his frame of 5'11. He came in on the same draft with

Sibirsky, though they despise each other. (A note about Sergeant Vasin, it would be easy to make him a KGB informant, but he is not. He is loyal to the Platoon as they are the only family he has left as far as he knows, if he was aware his parents were still alive, this might change). Vasin is an Experienced NPC.

Efretor Durov: Durov lives in fear of Sergeant Vasin and is convinced he is the KGB informer for the platoon, and thus tries to conform in every way to rules and regulations. He's new to his job, so the effort is making him a nervous wreck. All Durov would like to do is go home to his aged Grandmother in Smolensk (the fact she probably hasn't survived the last two winters is of little consequence to Durov).

He's thinks he's not cut out for the army but he is surprisingly talented at being a small unit leader, though Vasin's supposed attention is making him foolish and reckless. Beda's had several talks with him about this, and has tried to get him to realize that the lives of those in the BTR matter more than any attempt to impress Vasin. Durov is 21, and was drafted in early 1997 as things got critical. He got to the front just as the nukes flew. He's mostly been promoted due to a mix of some talent and longevity and this is another reason Durov is unenthusiastic. Durov is an Experienced NPC.

Private Zherdev: Zherdev is simply put, an inept fool who is only driving the BTR because they couldn't find anyone else. No one trusts him with the usual maintenance tasks because of fear he'd make the BTR run worse than it does already. Instead, Vasin and Durov do it, and marvel at the fact things haven't gotten any worse with the BTR.

The funny thing is, Zherdev is very interested in his job. He loves machines, but he's just not smart enough to do it. Beda or Vasin would have given his job to someone else by now, but there really isn't anyone else. Zherdev is from a small collective farm where he used to fancy himself a mechanic there. He managed to break more tractors than he fixed and when he was drafted by the army last year in a recruitment sweep, the entire village breathed a sigh of relief. He is a

passable soldier, as long as you don't ask too much from him. Gobrov hopes he's going to outgrow it, but he doubts it. Zherdev is 18, and is a typical tall, lanky young man with straw blonde hair and a perpetual befuddled look on his face. He is a Novice NPC.

Private Lukin: Lukin is a young man who thinks he is invincible. The fact he is the Squad Machinegunner probably doesn't help. He has just about annoyed everyone in the platoon at one point or another, but he still isn't as hated as Feskov or Delkash. He simply thinks he is the best soldier in the unit, which also isn't true either. But he is a good shot, keeps his head in a fight and follows orders. He's got his eyes on the Senior Rifleman's job, which doesn't endear him to Yashin at all, and Vasin often has to break up arguments between the two.

Lukin is 19, 6'1 and muscular, and came in on the same draft as Zherdev, but unlike him, has learned a lot in his short time. He is an Experienced NPC.

Private Smolin: Smolin is a believer in the Hippocratic Oath; both of his parents were doctors in Moscow. He tries his best to do what they would want him to do.

After he was drafted in 1995, he was sent to the Far East, but the division he was a part of was destroyed. Smolin managed to escape capture and was reassigned to the 20th in Poland in what was hoped would be a quiet assignment. That hope was dashed when war with NATO began.

He would give the very shirt off of his back if he thought it would help a patient, and he is very good with children, often doing what he can to help local kids he finds hanging out near the cantonment. He is also, secretly, a devout Russian Orthodox Christian. He wears a small orthodox cross under his tunic, and will mutter a short prayer as he works on a patient. He sees himself as a decent person trying to stay decent in a very indecent time. Smolin is 5'5 with dark brown hair and sad, hollow eyes and a smile that doesn't quite reach the eyes. He is a Veteran NPC.

Private Chkalov: Chkalov is simply put, as difficult as Lukin to deal with. Both have rather inflated opinions of their skills and abilities. The fact that they've now begun to compete with each other has irritated Vasin and Beda to no end. The fact that both think the prize is Yashin's job is equally irritating to Yashin.

Chkalov is 5'9, also a muscular fireplug and came in as part of Lukin's draft. They'd both been brought in having beaten the tar out of each other. That said, Chalkov is a good RPG gunner and like Lukin, follows orders well. He is an Experienced NPC.

Efretor Yashin: Yashin is a very cunning individual, which makes him downright angry seeing two upstarts barely a year with the squad gunning for his position. He's all but dismissed the idea of having the two of them meet with an accident during the next fire fight, but the fact they're the squad Grenadier and Machinegunner respectively does lead to that idea being shot down.

Yashin is a devout Jew as well, and because of it, all of his life, he's had to out-Soviet the best Soviet citizens. Thus, the assignment to the Motor Rifles when he was drafted in 1996 was a bit of a disappointment, he had been hoping for the VDV, he'd been jumping a lot with the local DOSAAF chapter (DOSAAF is a voluntary organization Soviet citizens that prepared them for the army). He made the best of it though, and made senior rifleman within a year of his arrival with 3rd Platoon. Then the promotions stopped, and he's had to fend off attempt after attempt to take his position. Yashin is 21 and 5'5, with a slender, but muscular build. He is a Veteran NPC.

Private Ulyanov: Ulyanov is the ultimate pragmatist. Whatever works is fine by him. He thinks the war's pretty much over, so what's the point. But he stays with the platoon for the safety in numbers it offers.

He wasn't always this way. Ulyanov was distantly related to another, more famous Ulyanov, Vladimir (aka, Lenin) and his family encouraged his deep patriotism. It was with

pride Ulyanov went into the Army in 1995. He expected to be sent to China; instead he was sent to Poland. After a while, he learned he was luckier than most, but alas, the war came to him. He developed a pragmatic nature, while somehow remaining a patriot. Right now, he thinks the best thing for the Soviet Union is for her sons to go home and rebuild her. He fears he might not get that chance. Ulyanov is 22 years old and 5'6' with an average build and is a Veteran NPC.

Private Poda: Private Poda is an aggressive fellow who is eager to come to grips with the enemy. The enemy being whomever Snr Lt. Gobrov tells him it is. He's not a deep thinker nor very introspective. He is dedicated to learning all he can about being a Motor Rifleman, and still believes in the cause of the Soviet Union.

Poda was drafted in 1997 as things began to get bad, and most of the young men in his draft didn't survive 24 hours at the front. This didn't faze Poda, and in fact, he believes it's made him a better soldier as he doesn't make the "mistakes" they did. According to most of the platoon, they'd like to foist Poda off on Spetsnaz or the VDV; he's just a little too enthusiastic for their tastes.

But, for all of his issues, his enthusiasm is contagious and he is well liked by the rest of the platoon (he's actually the KGB informer, and on his first assignment, his real nature is a trained killer who is really unable to give much of a damn about anyone). Poda is 22 and 5'6, with a close-cropped head. He is a Veteran NPC (really Elite, but he pulls his punches a lot).

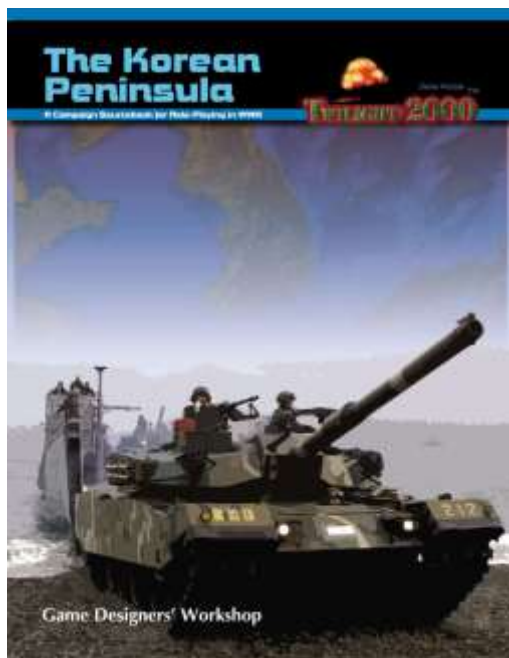
So how do I use this unit in my campaign?

As Enemies: This unit makes a good foil for any group of PCs, it's bigger than most PC groups and has enough firepower to make most players sit up and take notice. It's got competent people leading it, and is more than the simple "cardboard villain" one sees in most RPGs. Furthermore, if the PCs have a fixed area of operations then this group is perfect to bring in

to keep running into and against as a recurring villain.

As Allies: You may scoff at the idea, but it makes some sense. The world of Twilight 2000 is full of marauders whose only loyalty is to their own (and even that's doubtful). They make enemies of everyone and make trying to rebuild a pain in the neck. One could easily see Gorbov being pragmatic enough to make a temporary alliance with a band of NATO PCs to wipe out a particularly problematic band of Marauders. The nice thing about this bunch is that its generic enough you can do anything you want with it, so change the names, nationalities, anything you want.

Only at DriveThruRPG.com



From the mysterious Hermit Kingdom in the north, to the marvelous Land of the Morning Calm in the south, the Korean Peninsula Campaign Sourcebook is your guide to an exciting new setting for the Twilight: 2000 role-playing game. Korea's story is only hinted at in previous Twilight: 2000 publications. The Korean Peninsula Campaign Sourcebook picks up where those hints left off, building on them to craft a rich, novel environment for role-playing adventure in the aftermath of World War III.

CAREERS

Cooking in Twilight 2000

Written by: David McIntyre

"I'm just a cook ... just a lowly cook." Casey Ryback, Under Siege

"I had field experience, a vocabulary and a criminal mind. I was a danger to myself and others." Anthony Michael Bourdain, Kitchen Confidential

As the old adage generally attributed to Napoleon Bonaparte (or alternately Frederick the Great) says, "An army march on its stomach". Throughout history, the prime concern of feeding the troops has ensured a place for the lowly cook. While MREs can sustain a unit, they get boring and menu fatigue begins to affect morale, and a good hot meal can make or break a unit. In the world of Twilight 2000, where food is more likely to be foraged or obtained from local farmers, anyone can turn what is found into something edible. But a good cook can make almost anything taste good and not just edible.

Of more importance than taste is food safety. In the Twilight 2000 core rules, half of the illnesses listed are foodborne illnesses. And in real life, at least one in ten people are affected by foodborne illnesses annually - and that's with modern sanitation systems and institutions in place. In the world of Twilight 2000, foodborne and waterborne illnesses are a major danger.

A cook well trained in food safety will be a literal lifesaver. Aside from the food preparation and safety aspects of being a chef or cook, people in these jobs tend to amass useful non-combat skills. It is not uncommon for a chef to have to repair broken equipment - for example when the walk-in cooler breaks down on a Saturday night and a maintenance tech isn't available until Monday morning, it needs to be fixed NOW. Cooks and chefs are notorious for their bad habits. Anthony Bourdain, quoted at the start, documents quite well the dark

underbelly of the culinary world. Finally, any good cook, and most especially an experienced military cook will be experienced in scrounging.

In most military services, cooks are enlisted, with an MOS or rating of culinary or food service specialist. In the civilian world, it varies slightly by kitchen, but generally speaking there is a hierarchy of prep cooks, line cooks, and, at the top, chefs. If you are interested in more details, look up the "kitchen brigade system". This system was started by Auguste Escoffier, the French chef who more or less founded the basic techniques and approaches to kitchen management used the world over today, based on his experiences as a military chef in the Franco-Prussian War in 1870.

Below, you will find character generation rules and career paths for both civilian and military cooks, along with a new culinary skill, as well as a bartending skill, under various rules sets.

Here are some suggestions for applying these skills:

- 1) Whether you use a set of morale rules or just role play these things, having a skilled cook along should have a positive impact on unit morale. If you are trying to recruit, there should be a bonus for having a skilled cook in the unit.
- 2) Having someone trained in food safety should mitigate foodborne illnesses. Spotting contaminated food should be an easy Culinary task for food poisoning illnesses and average for others. Some referees may want to introduce particular food poisoning rules.
- 3) An important part of being a skilled chef is managing food waste. When foraging wild food, you might allow an average Culinary task to increase the food foraged by 10% due to decreased waste. The amount of food obtained from hunted animals might be increased similarly.

1st Edition

New Skill: Culinary CUL - MBE - Preparing quality food in a safe environment, knowledge

of a wide variety of ingredients, culinary techniques, and food safety, as well as a well-developed palate.

Cooks fall under support services as a culinary specialist, automatic entry, and with culinary skills at 1/2 cost and Bio: 20.

Standard 2nd and 2.2 Edition

New Skills: Culinary (Int): Preparing quality food in a safe environment, knowledge of a wide variety of ingredients, culinary techniques, and food safety, as well as a well-developed palate

Bartender (Cha): Mixing and serving drinks in a bar, knowledge of a wide variety of potables, as well as making patrons comfortable.

For Standard 2nd and 2.2 editions, use the following career charts:

Military Career: Culinary Specialist

Entry: No prerequisites.

First Term Skills:

Culinary: 3

Biology: 1

Subsequent Term Skills:

Culinary

Biology

Instruction

Intrusion

Language

Leadership

Mechanic

Scrounging

Promotion: 7+, DM +1 if INT 7+.

Contacts: One per term, military or culinary.

Roll 1D10 for 8+ for the contact to be foreign.

Special: None.

Education: Culinary School

Entry: No prerequisites.

Skills:

Culinary: 3

Biology: 1

Language (French) 1

Scrounging 1

Contacts: One culinary specialist (skill level 8).

Special: The character receives a set of high-

quality chef's knives and other tools, contained in a knife roll.

Civilian Careers: Cook

Entry: No prerequisites.

First Term Skills:

Culinary: 3

Biology: 1

Subsequent Term Skills:

Culinary

Biology

Instruction

Intrusion

Language

Leadership

Mechanic

Scrounging

Promotion: 7+, DM +1 if INT 7+.

Contacts: One per term, culinary, criminal, or business. Roll 1D10 for 8+ for the contact to be foreign.

Special: If not already received, character receives a set of high-quality chef's knives and other tools, contained in a knife roll.

Bartender

Entry: No prerequisites.

First Term Skills:

Bartender: 3

Persuasion: 1

Subsequent Term Skills:

Bartender

Biology

Intrusion

Leadership

Mechanic

Observation

Persuasion

Scrounging

Promotion: 7+, DM +1 if INT 7+.

Contacts: One per term, culinary, criminal, or business. Roll 1D10 for 8+ for the contact to be foreign. Special: None.

Twilight 2013

For Twilight 2013 Culinary and bartending skills fall under the artisan cascade. Add Artisan (Culinary or Bartending) to the Trade School education phase, as well as to the Service

Industry phase, and add Artisan (Culinary) to the Homemaking phase.

For a military culinary specialist use this career under the Support Arm Phases:

Culinary Specialist

Prerequisite: None

Branches of Service: All.

Length: 4 years.

Benefits: 12 points of professional skills, no more than 8 total in any one skill.

Artisan (Culinary)

Biology

Command

Computing

Deception

Driving

Instruction

Intimidation

Language (any cascade)

Mechanics

Persuasion

Streetcraft

Attributes:

Awareness

Cognition

Coordination

Resolve

Special Rules: Enlisted only

Paul's Character Gen System

If using the character generation rules from Paul Mulcahy's Pages

(http://www.pmulcahy.com/PDFs/character_generation.pdf), use the following charts:

Military Career: Culinary Specialist

Entry: No prerequisites.

First Term Skills:

Culinary: 2

Biology: 1

Admin: 1

Scrounging: 2

Leadership: 1

Mechanic: 1

Subsequent Term Skills:

Admin

Biology

Business

Culinary

Instruction
 Language
 Leadership
 Mechanic
 Persuasion
 Scrounging
 Streetwise

Promotion: 7+, DM +1 if INT 7+.
 Contacts: One per term, military or culinary.
 Roll 1D10 for 8+ for the contact to be foreign.
 Special: None.

Education: Culinary School

Entry: No prerequisites.
 Skills:
 Culinary: 3
 Biology: 1
 Language (French or Spanish) 1
 Scrounging 1
 Business: 1
 Contacts: One culinary specialist (skill level 8).
 Special: The character receives a set of high-quality chef's knives and other tools, contained in a knife roll.

Civilian Careers: Cook

Entry: No prerequisites.
 First Term Skills:
 Culinary: 3
 Biology: 1
 Streetwise: 1
 Language (French or Spanish): 1
 Admin: 1
 Carousing: 1
 Subsequent Term Skills:
 Admin
 Biology
 Bribery
 Business
 Carousing
 Culinary
 Instruction
 Language
 Leadership
 Mechanic
 Persuasion
 Scrounging
 Streetwise
 Promotion: 7+, DM +1 if INT 7+.

Contacts: One per term, culinary, criminal, or business. Roll 1D10 for 8+ for the contact to be foreign.
 Special: If not already received, character receives a set of high-quality chef's knives and other tools, contained in a knife roll.

Bartender

Entry: No prerequisites.
 First Term Skills:
 Bartender: 3
 Business: 1
 Carousing: 2
 Persuasion: 1
 Psychology: 1
 Streetwise: 1
 Subsequent Term Skills:

Bartender
 Biology
 Bribery
 Business
 Carousing
 Intrusion
 Leadership
 Mechanic
 Observation
 Persuasion
 Psychology
 Scrounging
 Streetwise
 Promotion: 7+, DM +1 if INT 7+.

Contacts: One per term, culinary, criminal, or business. Roll 1D10 for 8+ for the contact to be foreign.
 Special: None.



US Army Cook, Germany 1997

ALTERNATE TIMELINES

IRREGULAR STATE GUARD/MILITIA UNITS

By Malcom Pipes

This article uses a variation of the 2nd Edition timeline where President Tanner began to expand many of the State Guard units in late 1996 in response to the call up of most of the National Guard and Reserves. In many states that had not previously had established State Guards militia units were formed from abled bodied residents who were not part of the National Guard or Reserves. As the Soviets invaded Alaska and landed near Seattle those units, along with a number of irregular units, were formally incorporated into and integrated with the US Army.

The Soviet invasion thru Alaska and Canada also differs as well, resulting in the October 1997 Battle of Great Falls in Montana versus the events of the official canon. By mid-2001 Malcom's canon deviates significantly from the official one so I will only be detailing the events up to that date. The units detailed here could easily be fit into the official canon with only slight modifications for those who want to use them for their campaigns.

1st Nevada Regiment – Nevada, Arizona, California

- Subordination: 89th Corps
- Manpower: 1250 men
- Armor: forty BATM (see below), one V-100 AC, three Peacekeeper AC

The 1st Nevada began organizing in mid-1996 in response to calls to create a State Guard forces to assist in keeping order and replacing some of the National Guard functions as the Guard deployed overseas. Initially, the 1st Nevada Regiment was a loose confederation of militia volunteers and private security companies that were used to augment private and federal security at the Hoover Dam and the airports.

They provided their own weapons, uniforms and ammunition, with retired military officers assisting in their training. In the following months the volunteers became better organized and equipped.

As the Soviet Alaskan forces penetrated deeper into Canada and the US the 1st Nevada Regiment was put together from volunteers, organized into a light infantry force and dispatched to assist in the fight against the Soviets. While they were not directly involved in the main fighting at the Battle of Great Falls, they along with the 4th Missouri Cavalry Regiment showed they could fight if needed, destroying several fragmented straggler forces in the aftermath of the battle.

By the TDM, the unit boasted of at least 2000 trained militiamen, mostly armed with various makes of AR-15s, HK91s, FALs, and AK style semi-automatic rifles. After the TDM the unit was heavily tasked with helping with disaster relief until the Mexican invasion, during which it engaged the lead elements of the Brigada Mexicali as it advanced toward and into the state. The regiment took nearly 500 casualties in the Battle of Las Vegas that drove the Mexican forces back into Arizona. It was formally inducted into the regular Army under the 89th Corps' command on 25 March 1999.

As of April 2001, the 1st Nevada Regiment is deployed along the California-Nevada border and along the front in Arizona, raiding into occupied territory somewhat frequently. About half of the unit is mounted on horses; with the remainder using civilian 4x4's converted to burn alcohol. Those who fight on horseback do so as dragoons instead of cavalry.

They also have forty BATM's (Bank Armored Truck Military) that used to be in regular use for the casinos and banks in Las Vegas and Reno. They have been converted into improvised APC's, with several armed with light and heavy machine guns. The Peacekeeper and V-100 armored cars were originally deployed to Nellis AFB. All the members are combat veterans and are well trained (for militia), with many now armed with small arms captured from Mexican

units as well as a small number of mortars and recoilless rifles.

4th Missouri Volunteers Cavalry Regiment – eastern Texas

- Subordination: 122nd Corps
- Manpower: 750 men

With the invasion of Alaska, the US was forced to ask for volunteer State Guard units to mobilize and prepare for possible combat as the invaders proceeded to overrun much of Alaska and headed south. The Governor of Missouri responded by asking for volunteers from the members of the Missouri Reserve Force. Over 1500 men reported for duty at St Louis and were quickly trained into a light infantry and security unit. Five hundred men were issued M-14 and M-16 rifles from National Guard armories, while the remainder was armed mostly with AR-15s, hunting rifles and shotguns.

The 4th joined up with military forces and fought against Soviet stragglers in the Battle of Great Falls, then was sent back to Missouri after the TDM to act as a security force in Missouri. They were officially inducted into the US military and joined the 90th Corps in May 1998, converting to a cavalry unit in November 1998, becoming one of the first horse-mounted cavalry units in the US Army since WWII. In May of 2000 they were dispatched to eastern Texas to join with the 122nd Corps, engaging Texian Legion forces and other marauders, serving in Louisiana and Texas and were part of the forces that liberated the Ozarks from New America in April 2001.

2nd Wyoming Cavalry Brigade – Wyoming, Eastern Colorado

- Subordination: VIII Corps
- Manpower: 1000 men
- Armor: six BATM, four Peacekeeper AC

The genesis of the 2nd Wyoming Cavalry came from President Tanner's official embrace of such units, with the unit being stooop up in mid-1997 and coming together relatively rapidly, raising four battalions of Wyoming cowboys and one of Arapaho and Shoshone Indians. The

brigade was deployed in Colorado, Wyoming, southern Montana and the western Dakotas on disaster relief and security duties.

Its soldiers are armed with a mix of civilian hunting rifles, pistols, AR-15's and Winchester 94 rifles, along with a hundred M3 carbines found in an armory in Wyoming. As opposed to many newly formed cavalry units they can fight both as cavalry and dragoons. The brigade has a single armored company of six BATM's and four former USAF Peacekeeper armored cars.

1st Arkansas Motorized Brigade –Arkansas

- Subordination: 90th Corps
- Manpower: 450 men
- Vehicles: two HMMWV FSV

The 1st Arkansas was raised from militia volunteers in and around Little Rock, El Dorado, Fort Smith, and Hot Springs. Almost 1,600 men and women were recruited between July 1997 and November 1997, and the brigade was formally inducted into the State Guard and federal service in February 1998. The brigade was equipped with a mix of militarized SUVs and pickups for transporting its soldiers along with a small number of HMMWV FSV's to provide added firepower. It was formally integrated with 90th Corps in August 1998, and deployed against the Mexican Army and the Texian Legion from March to June of 1999 where it took heavy casualties. It was withdrawn back to Arkansas and deployed into the Ozarks after the area was retaken from New America,

1st Oklahoma Armored Cavalry Regiment – Texas and Oklahoma

- Subordination: 90th Corps
- Manpower: 375 men
- Armor: five V-150 AC, two LAV-600, one VAB APC, one Stingray tank
- Vehicles: five HMMWV FSV

The 1st Oklahoma Armored Cavalry Regiment was formed up by the Texas and Oklahoma state governments even before President Tanner formally activated the state militias. A number of light armored vehicles were obtained and a thousand volunteers, mostly ex-military or from

the police, were recruited and trained from January to July 1997 when it was declared fully operational. The unit was originally equipped with Cadillac Gage V-150 armored cars (six armed with 90mm guns), LAV-600's and HMMWV FSV with most of the infantry being truck-borne. Most of the unit was armed with AR-15 variants and Uzi 9mm SMGs.

The unit remained under state control till August 1998 when it was incorporated into 90th Corps, seeing action against Mexican and Texian Legion units from early 1999 till it was withdrawn from the front in May 2000 to rest and refit. It is now assigned to security duties in Oklahoma and northern Texas. The VAB APC and Stingray tank were both captured from a Mexican unit in April of 2000 during a successful ambush. The Stingray originally belonged to the 49th Armored Division.

2nd Louisiana Cavalry Regiment – Louisiana

- Subordination: 90th Corps
- Manpower: 600 men

The 2nd Louisiana Cavalry Regiment was formed in March of 1997 after the Soviet KGB and Spetsnaz attacks near Washington DC and other states. It was organized as a mixed light infantry and cavalry unit, guarding important infrastructure targets in Louisiana until the TDM, when the unit took heavy casualties from the nuclear strikes in Louisiana.

In the aftermath and given the fuel shortages that became endemic it was converted fully to a horse cavalry unit, assigned to patrol towns and cities along the Interstate 20 corridor between Shreveport and Dallas. During the Mexican invasion it moved to Fort Polk and was involved in combat against Mexican forces by September 1998.

The unit performed well, conducting hit and run raids and picking off supply vehicles, being formally inducted into Federal service in November of 1998. The unit is well armed for a militia unit, armed with a mix of US and Mexican military units as well as a crack platoon

of snipers who have been the bane of the Mexican Army for the last two years, with over twenty kills for each member.

One of their cavalry companies is commanded by former NFL quarterback Terry Bradshaw who was retired and living on a ranch not far from Shreveport, LA raising horses and cattle at the time of the TDM. After Mexico invaded, Bradshaw became increasingly involved with supporting militia and army efforts opposing the invasion, eventually joining the 2nd in early 1999. He currently holds the rank of Captain, commanding a cavalry company that is active along the I-20 corridor as far west as Fort Worth.

Bank Armored Truck Military APC

This is a bank armored truck found in wide spread use in Western countries minimally modified as a military APC, designated BATM's. The suspension is reinforced to permit improved off-road performance along with the addition of enlarged, no-flat military grade tires. The armor is upgraded where necessary to protect from small arms fire. Firing ports are added as well as center-line or side seating for eight military passengers, a driver, and a commander.

In most cases, a weapon mount is fitted and a top hatch is added if not part of the original vehicle. In US and Canadian service, the weapon of choice for the weapon mount is either a 50 caliber or 7.62mm caliber machinegun. However other weapons can be fitted included recoilless rifles and grenade launchers, with some vehicles serving in military units having TOW missiles and other ATGM's fitted.

New America has made extensive use of these types of vehicles, with their St. Petersburg cell having nearly 60 of them form the core of their armored strength. Canada has also used them as well, using them as APC's (named Brinksmobiles) to convert the 1st Battalion of the Princess of Wales Own Regiment from infantry to mechanized in 1999. See page 52 for T2K V2.2 stats for the BATM.

Red Dawn fan fic – The First Day

By Matt Wiser

Matt Wiser has been writing this fan fic since December 2014 at the Forum Juhlin Twilight 2000 site – linked it below. It's a terrific piece of writing and really brings the Red Dawn timeline to life showing the effects of the war both during the movie timeline and beyond. I highly recommend it for all Red Dawn and Twilight 2000 fans. Enjoy!

<https://forum.juhlin.com/showthread.php?t=4656>

Prologue: Nellis Air Force Base, NV: 30 August, 1985, 1430 Hours Pacific Daylight Time:

First Lieutenant Matt Wiser climbed down from his F-4E Phantom, having arrived at the sprawling Nellis AFB for his first Red Flag exercise. His unit, the 335th Tactical Fighter Squadron, had arrived that day from Seymour-Johnson AFB in North Carolina, and this was his first time at Red Flag, or any other major exercise for that matter. He'd been in the squadron all of six months, and was still relatively fresh out of F-4 training. One thing he was glad to have, was that his Squadron CO, Lt. Col. Mark Johnson, had taken him under his wing, and he was the CO's wingman. Colonel Johnson felt that it was his job not just to be CO, but to be a mentor to those just out of the RTU, and having Guru (Wiser's call sign) be his wingmate illustrated that.

Now, after climbing down from his F-4, tail number 515, he shook hands with his WSO, First Lieutenant Tony Carpenter. Tony, though, was an experienced WSO with a year in the cockpit, and as was usual in the AF, had been paired up with a pilot fresh from the RTU. So far, the pilot from California and the WSO from rural Oregon had hit it off, and were planning on enjoying the weekend in Vegas before the Red Flag got going. Then Sergeant Kyle Calhoun, 515's crew chief, came over. "Sir, anything I need to know?"

"She's going good, Sergeant," Guru said. "515's working like a champ."

"Thank you, sir."

Then Colonel Johnson and his WSO, Maj. Bryan Calhoun, came over. "Guru, how do you like Nellis?"

"Hot, sir." Guru said, and Tony echoed that.

"That it is," Johnson said. "Come on in, get cooled off, and we'll get the lowdown."

A few minutes later, the crews from the 335th were in the largest briefing room anyone in the squadron had been in, apart from the Academy grads. "This is kinda familiar," Tony said to his pilot.

"What do you mean by that?" Guru replied.

"The Academy. A couple of the lecture halls are this big."

Guru nodded as a one-star general came into the room. "TEN-HUT!"

Everyone snapped to attention as the general came into the room. Brig. Gen. Ken Shoemaker commanded the Fighter Weapons School, and supervised the Red Flag program. "Take your seats, gentlemen." Everyone found a place to sit as Shoemaker started to talk.

"Okay, first of all, welcome to Red Flag 9-85. For the next two weeks, beginning on Tuesday, you all will be put through the wringer when it comes to air combat. Air-to-air or air-to-ground, it doesn't matter. By the time your units are all through, you will have gained the experience needed to fly, fight, and survive if and when the balloon goes up.

"Statistically, most combat losses occur prior to the tenth combat mission. This exercise will give you the experience, without live ordnance, of those first ten missions. Keep in mind, that you will be flying against the best pilots in the Air Force, who are the Aggressors. They fly

according to Soviet doctrine, and don't be surprised if they see you before you see them. Now, you'll have a flying day tomorrow, for orientation. Normally, in a combat zone, you wouldn't get that chance, but this is an exercise, and those rules apply. Before you all get billeted, one other thing: if you go off base, and chances are, all of you will, base security has been ramped up a notch. We're at Threatcon BRAVO for the time being. So, expect some delays as you come and go from the base. Questions?"

'Sir," Colonel Johnson raised his hand. "This have anything to do with China and the Far East?"

"Good question. This is just for this base only. Something's going on, and it's an ongoing investigation. It might be China, but then again, with everything that's going on south of the border.... just keep in mind that this will likely blow over. That's what I've been told, anyway," General Shoemaker said. "Anything else?" There were the usual questions about billeting, and the other usual things that went on with an exercise, then Shoemaker said, "All right, that's it. Good luck, and play safe."

After going to the Las Vegas Hilton, where the squadron had been billeted, along with the 58th TFS from Eglin AFB, Guru and Tony went down to one of the hotel's restaurants for dinner. Most were out of the price range of a couple of Air Force First Lieutenants, but they a causal cafe to sit down and eat. After ordering their meals, Guru took out a copy of a Vegas newspaper he'd picked up in the hotel lobby, The Las Vegas Journal, and as he started to read, he whistled.

"What?" Tony asked.

"Chinese call for UN to discuss Soviet troop buildup in Far East." Guru said, reading from the headline.

"Let me see..." Tony asked, and Guru handed him the front page. "Whoa...this looks serious. 'Chinese sources claim there are now eighty Soviet divisions in the Soviet Far East, and the

Chinese Government has demanded an explanation from the Soviet Union. All requests have been denied.' Wouldn't surprise me, the two Communist giants going at each other."

"Yeah, and North Korea is a friend of Ivan," Guru pointed out. "If they go south when the Russians move...."

"We're at war," Tony finished. "You up for a TransPac?"

"If you drive F-4s, it has to happen sometime," Guru said, remembering one of his RTU instructors.

Then Colonel Johnson came in, and he was looking tired. "Wondered if I'd find some guys from the squadron here."

"Well, Boss," Guru said. "Most of the other eateries here are a bit above our pay grade."

"Or dress code," Tony added.

"There is that," the CO said. "I'm waiting for the XO, we've got some things to talk about, and you guys will find out tomorrow, with everyone else."

"As usual," Guru deadpanned. "Big fish talk, little fish circle around and wait."

Johnson smiled. "You're catching on fast, Lieutenant. Anyway, they had a briefing for all squadron commanders. Not just those here for the Flag, but the tenant units as well. Want to know why the base security got stepped up?"

"The thought had occurred to us," Carpenter said, just as the waitress brought their dinner salads.

"Well, the story is that some guy whose parents were Russian emigres either tried to get into the Air Force and got turned down, or got kicked out of the Air Force, flipped out, made threats against the base, and well...nobody's taking any chances."

“Great, some wacko with a grudge against the Air Force,” Guru said as he attacked his salad. “FBI out looking for this nut?”

“LVPD and FBI,” Johnson said. “So....now you know what's up. Just smile, grin and bear it, and hopefully soon, they'll catch this nut and they can stand down.”

“Everyone on base will be glad to hear that, Boss,” Tony said.

Guru nodded. “Even better still: they caught this bastard.”

Colonel Johnson nodded back. “That's the best of all.” Then he saw the XO appear at the entrance to the restaurant. “Looks like the XO's here. See you two tomorrow, bright-eyed and bushy tailed, 0800.”

“We'll be there,” Guru said.

Nellis AFB, NV, 0630 Hours Pacific Daylight Time, 4 September, 1985:

Lieutenants Matt Wiser and Tony Carpenter were in their rented Camaro, in a line of cars waiting to enter Nellis Air Force Base. They had risen early, eaten at the hotel, and knowing that there was a good chance security was still on alert, the both of them decided to go ahead and head to the base. Now, looking out the left window, Wiser saw a long line of cars on Craig Road waiting to enter the base. He and Tony had driven up Las Vegas Boulevard, avoiding I-15, and were in a long line as well. And both of them noticed Clark County Sheriff's Deputies and Nevada Highway Patrol officers assisting with traffic, since they were outside the city limits of Las Vegas. “How long have we been here?” Guru asked.

Tony looked at his watch. “Since 5:50.”

“God, with this much security, you'd think the President was coming.”

“Yeah,” Tony nodded. He went back to the morning's Las Vegas Review, which they'd picked up at the hotel along with the Los

Angeles Times. “Says here they did find that wacko.”

“Oh?” Guru asked.

“Yeah. He crashed off of U.S. 93 near Henderson. They found him, dead, along with an AK-47 and 5,000 rounds of ammo.”

“Anything else, like, say, a note?” Guru asked. “Nuts like that always leave something to say 'The world sucks, It sucks to be me, so I'm lashing out.' Or something like that.”

Tony scanned the story. “Nope.”

“Great,” Guru cursed. “If this guy's dead, why all the security?”

“Maybe he's got friends?” Tony asked.

The line moved and as the Camaro got to the main gate, Guru and Tony noticed the AF Security Police waiting. They rolled down the windows and got ready to show their ID cards.

“Sirs, could you step out of the vehicle, please?” One of the airmen asked. Instead of the spit-and-polish of dress uniforms, they were in fatigues, and had M-16s slung over their shoulders.

Guru and Tony got out of the car and both were quickly padded down by SP s. After that, they were allowed to show their ID, and the car was given the mirror treatment, and a military working dog sniffed the vehicle. Everything was checked, and only after the dog was through did the SP airman hand the ID cards back to the two officers. “Here you go, sirs,”

“What's this about? Didn't they catch that loony last night?” Tony asked.

“Sir, all I know is what they told us: keep this up for another day or so. Not until the FBI and OSI give the all-clear.” OSI meant the Office of Special Investigations, the Air Force's criminal-investigation and counterintelligence arm.

The two F-4 crews shrugged, got into their car, and headed into the base. After a few minutes,

they found the building where their squadron was being housed for the duration of the exercise. After they parked, they found several of their squadron mates sitting around, waiting. "Look who the cat dragged in," Capt. Morgan Donahue, who was one of the squadron's ordnance officers (every pilot and WSO had a secondary ground job besides flying) quipped.

'And good morning to you too," Tony said.
"Sir."

"Let me guess? You guys still grumpy about being in that traffic jam?"

"You could say that," Guru said as he got his bag out of the car. They then went inside and found the ops office. Both of them worked for Major Keith Pollard, the Operations Officer. He wasn't there, so they left their bags on their desks. As they got ready to go back outside, Colonel Johnson came in.

"Nice to see my wing crew in early," Johnson said.

"Yes, sir," Guru and Tony nodded.

"Major Pollard in?"

"No sir," Guru replied. "Chances are, he's stuck in traffic."

"Like almost everybody," Colonel Johnson said.
"You guys eat yet?"

"Yes, sir. We ate before coming here," Tony said.

"Come on. It's going to be a busy day, and you'll be glad you had the extra food."

Officer's Open Mess, Nellis AFB, NV: 0710
Hours Pacific Daylight Time:

"So, how was your weekend?" Colonel Johnson asked Guru and Tony.

"Celebrated my birthday Friday," Lieutenant Wiser said. "One of the restaurants in the hotel is a steakhouse, and they had a steak and lobster tail dinner."

"Steak and shrimp for me," Tony said. "It was a little expensive, but since he paid, it was worth it."

"Always good to have someone else pay for a dinner like that," Maj. Brian Calhoun, Johnson's WSO, said.

"It is that," Tony grinned. "Other than that, we wasted a little money in the slot machines."

"Only a little, Boss," Guru added.

Colonel Johnson nodded as he skimmed the Las Vegas Journal. This was a later edition than the one that had come out earlier in the morning.
"See this? 'China Claims Soviets Plan Attack?'"

"We saw it, Colonel," Guru said. "One thing I learned as a History Major..."

"And that is," Johnson asked in between bites of his omelet.

"One of Eisenhower's prima donnas said this: 'There are only two rules of war, One, Never invade Russia. Two: Never invade China.'"

"Who said that?" Tony asked.

"Montgomery," Guru said, then he took a swig of coffee.

Capt. Donahue spoke up. "Well, Colonel, if the two Communist giants go after each other, what do we do?"

"Sit back and watch, Captain," Johnson nodded.

"That'd be great..." Guru nodded. Just after he said that, there was a large BOOM.

"What the hell was that?" Several people asked all at once.

“Construction blasting?” Colonel Johnson asked.
“At this time of morning?”

Then there was another explosion, and what sounded like firecrackers off in the distance.

“Maybe that nut had friends,” someone said.

Then another Colonel, who'd been in Southeast Asia, yelled, “That's small arms fire! And this base is under attack!”

General Shoemaker came running in, half out of breath. “People, I'm only going to say this once: we are at war. The Soviets have attacked Alaska, there's Soviet and Cuban armor crossing the border from Tijuana all the way to the Gulf, and there's Soviet airborne in Colorado and New Mexico. Right now, your planes are being armed with what's available. Get to the border, and any armor headed north? Kill it. Man your aircraft!”

The mess emptied as aircrews and other officers headed to their posts or to get suited up. Colonel Johnson, Guru, and the others from the 335th ran like hell to their spaces, and frantically got suited up. “Ever think you'd go to war?” Tony asked.

“In Korea, or maybe Europe,” Guru said as he put on his G-suit and grabbed his helmet and oxygen mask.

On the way out, they literally ran into their squadron's supply officer, Maj. Paul Whitaker. He was a former WSO who'd been grounded due to a heart murmur, and he was wondering what was going on.

“What's going on?”

“Paul,” Colonel Johnson said as he went out the door. “Triple-order everything you can think of.”

“What the hell's happened?”

“Ivan and Fidel just crossed the border. So, we're at war. Tell the supply sergeants to, uh, get whatever we need, by hook or crook.”

Whitaker understood; he'd been a F-4 WSO in 1972 during LINEBACKER I and II. “Gotcha, Colonel. Go get some.”

“Let's go, people!” Johnson yelled as the crews ran for their aircraft.

Guru and Tony ran for 515, “their” aircraft, while others intended to take the first armed and fueled aircraft they came to. As they ran, they saw two F-16s from the 474th TFW, the combat unit stationed at Nellis, take to the air. As they got to 515, they found their crew chief staring dumbfounded as ordnance people loaded a full drum of 20-mm ammunition for the F-4's Vulcan cannon, and loaded a pair of TER racks with three Mark-82 500-pound bombs apiece on the inner wing stations. “Sergeant,” Guru said as they reached the plane.

“Sir, what's going on?” Sergeant Calhoun asked in his Georgia drawl.

“Remember all those folks who said the Russians might come across the Rio Grande?” Tony said.

Calhoun nodded. “Yes, sir...”

“They were right,” Guru said. “Got the starter cart?”

“All set, sir. But... what, we're at war?”

“We are. Get ready for engine start,” Guru said as he climbed the crew ladder and got into the pilot's seat.

Then Calhoun's training kicked in, and he helped both Guru and Tony get strapped into their seats. The two crews ran through what both thought was their fastest preflight ever, then they got the “start engines” hand signal from their crew chief. Both J-79 engines came to life, one after the other. As the engines warmed up, Colonel Johnson's voice came over the radio. “Okay, people, go in flights of four. Get to the border, find armor headed north, and kill it. Watch for MiGs, watch for SAMs, and watch for power lines if you get down low. Remember your training, stick to your wingmen, and we'll get

through this. Go by call signs on the radio. Let's go."

With that, Johnson's plane began to taxi, and Guru was right behind him. As they taxied, the crews noticed several more F-16 two-ships, and a couple of F-15s-presumably from the visiting 58th TFS, take to the air. They held short of the runway so that the armorers could pull of the weapon safety pins, and as they waited, the crews saw a strange sight: the Catholic Chaplain, standing next to the armorers, and he was giving the departing crews the sign of the Cross, and a absolution as they taxied onto the runway. "You Catholic?" Tony asked as he saw Guru snap a salute to the Chaplain.

"No, technically Episcopalian, but devout Agnostic. But today? We may need all the help we can get," Guru observed as he taxied onto the runway, in the wing position to Colonel Johnson.

As they taxied, they saw a couple of helicopters orbiting. One was a UH-1N from the base, and another looked to be a civilian news chopper. Then, all of a sudden, a white smoke trail came from just north of the base, and the news chopper's tail came off as it was struck.

It tumbled to the ground in flames and exploded on impact "Oh, God..." Guru said. "Boss-"

"I saw it," the CO responded. "All Chiefs, this is Lead. Grail, Grail, Grail. Combat takeoffs, no matter what."

Before anyone could respond, the tower flashed a green light. Clear for takeoff.

"Let's go!" Johnson shouted, and he released his brakes and rolled down the runway. Guru followed, and both Phantoms rumbled into the air. And as they pulled up and away, toward Lake Mead, they saw another missile trail reach out towards them, but it missed. Then the UH-1 hovered over the launch area, and sprayed it with machine-gun fire.

After takeoff, the two Phantoms were joined by another pair, plus two F-16s and two F-15s.

Colonel Johnson called the element leaders, and found out he was senior. "All right, follow us to the border. Kill any MiGs that get too close to us."

"Copy that," the F-15 leader, a brand-new Captain who had just graduated to element lead, said." Let's go."

"What are we waiting for?" the F-16 lead called.

The eight-ship then turned and headed into Arizona.

Over Arizona, 0810 Hours:

As the eight-ship headed south, towards the Phoenix area, everyone was either scanning the sky, or in the WSOs' case, watching their radar scopes. So far, everything they had picked up was civilian, but no one was taking any chances, because either the F-15s or F-16s went to ID the contacts.

A few minutes later, they approached the Phoenix area, and gave the airspace around Luke AFB a wide berth. The crews could see F-15s taking off, and several civilian airliners coming in to the traffic pattern for Sky Harbor IAP. So far, there were no signs of any enemy aircraft, but that could easily change. "Tony, try using that AM receiver on your radio. See if you can pick up anything," Guru said.

"Gotcha," Tony replied. He fiddled with the tuner, while Guru stayed on the squadron's own channel.

As they skirted Phoenix, the crews saw several civilian airliners landing. Evidently the FAA had ordered all civilian aircraft to land at the nearest airport, and a nationwide ground stop. That had only happened twice, during exercises in the 1960s. Now, the fighter crews saw a number of airliners, from commuter types to a 747, orbiting and waiting to land. And there were some F-15s circling above them. They also noticed an Arizona ANG KC-135 was getting airborne.

"Either SAC scrambled them or those guys took off on their own," Tony called on the intercom.

“Yeah,” Guru said. “Anything on the radio?”

“Uh, got a station from Phoenix. They're telling people to stay off the streets, leave them clear for police, emergency vehicles, and the National Guard.”

“What you'd expect,” Guru said as they headed past Sky Harbor Airport. “Anything else?”

“Yeah, nobody can get in touch with either New York or D.C.,”

“What?”

“That's what the man said. And he was talking to a guy from their sister station in El Paso. That guy said there were Cuban tanks and troops in Downtown El Paso.”

Guru shook his head at the thought. “Lead, Guru.”

“Lead here, Go,” the CO replied.

“Boss, anything about that tanker?”

“Roger that. He came up on GUARD and offered to pass fuel to anybody who needed it.” Johnson said. “He also asked if we'd heard about Omaha.”

“What about it?”

“Flight, Lead. Omaha's gone. They took a nuke, a big one. Same thing for Kansas City.”

Mother of God....Tony thought. His old Academy roommate was from K.C., though the guy was now stationed in Hawaii, he did have family still there. “Boss, anything about D.C.? Or New York?”

“He didn't say,” the CO said. “Tuscon dead ahead. Watch for Hogs and SLUFs.” SLUFs meant A-7 Corsairs, and the Arizona ANG at Tuscon flew two squadrons. One a deployable squadron, the other handed RTU duty for the A-7 force, which was all ANG. The Hogs were the A-10s, and chances were, they'd be headed to

wherever the armor threat was showing itself. And several A-10s were seen headed south, as well as a number of A-7s. “Follow I-19, people. That's where they're coming up. I'd bet money on it.”

The eight-ship headed south, and as they did so, activity began to pick up on their EW systems. “Lead, Surfer.” That was Capt. Sean “Surfer” Boyer, flying as Three. “Got a six coming up.” Surfer's call meant an SA-6 missile radar was up.

“Got it, Surfer,” the CO replied.

A call came in on GUARD: armor at Rio Rico, north of Nogales on I-19. “Boss, Guru. Looks like we've got a target.”

“Copy that. Eagles and Vipers, any MiGs come to the party, break 'em up. Rhinos, we got work to do.”

Both F-15 and F-16 leaders acknowledged, and the F-4s, who were called Rhinos on the radio, dropped down low. As they did, more SAM radars came up. “Got another six, and an eight,” Surfer called. Another SA-6 was up, and an SA-8 was there as well.

“And no Weasels,” Tony said to Guru. “Remember what they told you about the Israelis in '73?”

“Yeah. Same drill,” Guru said. That meant a low-altitude ingress, a quick pop-up to release the bombs, and get out low again. He looked ahead and saw A-7s and A-10s working Interstate 19, and Colonel Johnson led them past that strike area, and spotted some vehicles backed up on the freeway. Tanks and APCs by the look of them.

“Flight, Lead. One pass, south to north. Go in low, pop up, make your run, and get out. If you're hit, try Davis-Monthan or Tuscon International. Time to do what they pay us for.”

“Two copies,” Guru

“Three,” Surfer.

“Four, roger,” Capt. Keith “Yogi” Santelli.

“All right, let's go. Lead's in hot!” And Colonel Johnson led the 335th on its first attack mission of the war.

Down below, a Cuban motor-rifle battalion commander was having a fit. Though the initial push through Nogales had gone according to plan, the Mexicans had taken the lead, as they were exuberant about reclaiming what they felt had been stolen from them in the Mexican War back in 1846-48. But now, they were stopping every so often to loot, and hopes of a swift advance to Tuscon and seizing the Davis-Monthan air base complex were starting to fade, especially with the Americans' having reacted quickly, and the skies were now full of American aircraft. Suddenly, his political officer pointed to the southwest. “AIRCRAFT!”

Colonel Johnson made his pop-up, and rolled in on the target. He dropped his bombs, and got back low, calling, “Lead's off safe.”

Guru went in just as his leader made his pop-up. “Two's in!” He called, “Switches set?” Guru asked his backseater.

“All set,” Tony replied.

Guru grinned beneath his oxygen mask. He lined up several APCs in his pippet, then released his bombs. “Two off target.” He pulled up after the bomb run, and headed north.

Unknown to him, the Cuban battalion commander was picking himself up after Colonel Johnson's run. A couple of BTR-70s had been ripped apart by bomb hits, and a few others had been flipped on their sides by near-misses. The Cuban Major was shouting orders to get trapped men out of their vehicles when Guru's plane flashed over. He never saw the Mark-82 that exploded near him.....

Guru banked his F-4 around, trying to stay below 300 feet. “Well?”

“SHACK!” Tony called. “There's a few fireballs.”

“Three's in!” Surfer called. His F-4 was the first to draw fire, but he managed to drop his bombs into several T-55 tanks in the southbound lane, exploding a couple, and flipping another. “Three's off.”

“Four's in,” Yogi called. He put his bombs onto some more APCs, and he pulled away.

Guru was watching, as he turned his F-4 to the west to break a SA-6 trying to lock him up. Then he saw the missile track Yogi's F-4. The SA-6 blended with the Phantom and the plane fireballed. As it tumbled out of the sky, end over end and trailing fire, Guru and Tony saw the cockpit area had been blown off. “Oh, my God...” Guru said.

“Lead, Three,” Surfer called. “Yogi's down. No chutes.”

“I saw it, Three. Nothing we can do for them. Let's get the hell out of here,” Colonel Johnson called.

Oh, man, Guru thought. He'd had an RTU classmate die in a crash, but that was an accident in peacetime. Now, two friends, Yogi and Burner, his WSO, were gone. Just like that. Suck it up, Guru, he thought to himself. Won't be the last, he knew. “Right with you, Lead.”

“Copy,” the CO replied. “Vipers, Eagles, on me. RTB, now.”

“Roger that,” the F-15 leader called. “We're all Winchester. Got several MiGs.”

“Sort it out later,” Johnson said as another F-4 flight came in. It was the Exec's. “Glad you guys could make the party. Free strike. Anything moving north that's painted green is a target.”

“Gotcha, Boss.”

“Watch for SAMs. We lost Yogi.”

“Will do.”

The lead flight formed up and headed north. The F-15s and F-16s joined on them, though when they got to where the KC-135 was, they found three tankers. And one was filling up an F-15, with his wingie waiting his turn. The two Vipers from Nellis broke off to get a drink for themselves, while the F-4s and F-15s headed back towards Nellis.

As they headed north, Tony kept fiddling with the radio. "Guru...radio says D.C.'s gone."

"What?" Guru was incredulous when he heard that. "You sure?"

"Yeah. They're on the line with a station in Richmond, Virginia. They can see the mushroom cloud."

"God almighty..."

"And New York....there's another fireball and cloud there."

"Lead, Two..." Guru called.

"I heard, Two. Fight now, mourn later," Colonel Johnson replied. "Everybody got that?"

"Two copies," Guru replied.

"Roger, Lead," Surfer said.

The crews were subdued as they headed back to Nellis. Losing Yogi was bad enough, but hearing that four of America's cities had been nuked? It was almost too much. But they had a job to do, and like the CO said, fight now, mourn the dead later. When they got back to Nellis, they found that instead of chaos, there was organized chaos. They had to wait in the pattern while the runway was cleared; a FedEx DC-8 had put down there instead of McCarran International due to McCarran's pattern being full of aircraft trying to land, and the DC-8 was out of fuel. Then they were able to come in and land. As the F-4s taxied in, they noticed aircraft being loaded with weapons. And this time, they were going out fully loaded. F-4s, F-15s, F-16s, and F-111s from the 525th TFS from Cannon—they had come

for the Flag, only now, they were going out to try and save their home base, as there was a tide of armor headed into New Mexico and West Texas, and all of it headed north. There were also some RF-4s there, from the Nebraska Guard at Lincoln, and they were no doubt in a foul mood. For once, Guru bet, they wished they had fighters instead of recon birds.

After they taxied to their area on the ramp, and shut down, the crews got ready to get out of their aircraft, but the crew chiefs told them no. "Hot refuel and rearm, sir," Guru's crew chief told him. A fueling crew went right to work, and topped up the internal tanks and the two wing tanks. Then the ordnance crews came, with a dozen Mark-82s: six on a MER rack, and six on two TER racks. Plus two AIM-9s and two AIM-7s.

There was some more good news: this time they would have F-4Gs. Two Weasel Phantoms would meet them northwest of Phoenix, and give them the SAM-suppression stuff they needed. The same two F-15s would come with the Rhinos, and two more that had just landed would join them. Fully armed this time. When the hot refuel and rearm was finished, Colonel Johnson came back up. "People, we've got mission codes. We're now Chevy flight. And we're going back to the border."

"When?" Surfer called back.

"When they release us," the CO replied.

They had been on the ground a half-hour when they got the call to start engines. The aircraft taxied to the end of the runway, and again, they saw the Chaplain giving departing aircraft the sign of the cross. "He's busy," Guru observed.

"His job," Tony noted. "Ready?"

"No, but let's get it over with," Guru replied.

Then the tower gave them the green light, and the flight rumbled down the runway on their second mission, and it was only midmorning.

NAVAL FORCES – PART

TWO

Written by Matt Wiser/ Edited David S. Adams

US Fifth Fleet

Headquarters: Manama, Bahrain

United States Naval Forces Central Command (NAVCENT)

Headquarters: Manama, Bahrain

Task Force 76

Headquarters: Al Qatif, Saudi Arabia

USS Belleau Wood

USS Clark: HSL-74 det 2: 1x SH-2F

USS Boone: HSL-36 det 5: 1x SH-2F

USS Copeland: HSL-94 det 2: 1x SH-2F

USS Yorktown: HSL-44 det 6: 1x SH-60B

USS Salem

USS Nashville: HC-8 det 1: 3x CH-46

LCU 1590, 1624, 1659, 1660, 1661, USAV

Bristoe Station (LCU 2006)

LCM 6 – eight

LCM 8 - seven

LCAC – two

LCU 1590 and LCU 1624 were re-commissioned in 1997 (LCU 1590 had been sold to a civilian shipyard in 1990) in order to rebuild the LCU fleet in the Persian Gulf.



LCU 1660 off loading a tank, Iran, 1998

Carrier Air Wing 5 (CVW-5)

Sheikh Isa AB, Bahrain

VF-154: 4x F-14D TARPS

VF-21: 4x F-14A

VFA-192: 4x F/A-18C

VFA-195: 4x F/A-18C

VA-115: 4x A-6E/2x KA-6D

VS-21: 4x S-3B

VAW-115: 2x E-2C

VAQ-136: 2x EA-6B

VQ-5 det 3: 2x ES-3A

VRC-50 det 4: 1x C-2A, 1x US-3A

HS-14: 3x SH-60F, 2x HH-60H

CVW-5 was embarked aboard USS

Independence (CV-62) when the carrier was hit by a Type-65 torpedo from a Sierra-class SSN and made port in Muscat, Oman. The ship was subsequently damaged by BACKFIRE-launched AS-4 and is not currently seaworthy. Repairs are continuing but shortages of spare parts and technicians will keep her in dry dock until late 2002 at the earliest. Most of the crew has been transferred elsewhere except for those dedicated to the repair effort.

USNAVAIRCENT

Sheikh Isa AB, Bahrain

VP-45: 4x P-3C

VR-22: 2x C-130F, 2x KC-130F

VQ-1 det 1: 2x EP-3E

HC-4: 4x CH-53E

HM-14: 4x MH-53E (minesweeping)

HCS-5 det 2: 4x HH-60H

HC-2 det 2: 2x SH-3G

1st Marine Air Wing

Bandar Abbas AB, Iran

VMFA-232: 4x F/A-18C

VMA-214: 4x AV-8B Harrier II NA

VMA-513: 4x AV-8B Harrier II+

VMFA(AW)-242: 4x F/A-18D

VMGR-452: 3x KC-130T, 2x C-130T

HMLA-169: 6x AH-1W, 2x UH-1N

HMLA-367: 4x AH-1W, 3x UH-1N

VHMM-164: 6x MV-22A

HMH-465: 7x CH-53E

Belleau Wood's standard air group consists of two ship Harrier dets from VMA-214 and VMA-513 as well as helo dets from HMLA-169 and 367 and HMH-465.

United States Naval Forces Africa (USNAVAFRICOM)

Headquarters: Mombasa, Kenya

Task Force 212

Headquarters: Mombasa, Kenya

- USS Valley Forge HSL-49 det 2: 1 x SH-60F
- USS Chandler HSL-33 det 6: 1 x SH-2F
- USS Preble
- USS Meyerkord HSL-84 det 6: 1 x SH-2F
- USS Wadsworth
- USS Richard S. Edwards
- USS Lockwood

This task force was assembled in 1999 from the survivors of the forces assigned to the Indian Ocean plus the escorts for the last two convoys that brought reinforcements to Kenya. It is responsible for all operations by the USN in the Indian Ocean from South Africa to the Persian Gulf, coordinating with USNAVCENT

USS Lockwood's bow was blown off by a torpedo from a Victor-II SSN and barely made port at Mombasa. Her AA and surface weapons are being used for harbor defense but she is not seaworthy. Lockwood's SH-2F was damaged in the attack and is being used as a parts source.



USS Richard S Edwards Re-commissioning ceremony, April 1998

TF Stryker

Headquarters: Mombasa, Kenya

- USS Boulder (flagship)
- USS Schenectady
- USS Spiegel Grove
- USS Alexander Bonnyman
- USS John Basilone
- USAV New Orleans
- LCU 1619, 1643
- LCM 6- ten
- LCM 8 - six
- LCAC 90

TF Stryker was formed in late 1998 as the amphibious warfare component of NAVAFRICOM from a mixed collection of mostly re-commissioned and captured ships. The Schenectady was put back into commission in 1997, leaving Pearl Harbor three days before it was nuked. The Spiegel Grove was pulled out of the boneyard in mid-1998, barely making it to Mombasa, where it was completely overhauled.

Several war prizes have been incorporated into the task force as well. The Bonnyman was the Mukhtar Avezov, a Ropucha II class LST of the Soviet Indian Ocean Squadron that survived the nuclear attack on Maputo and was found anchored at Pemba Island, abandoned and out of fuel. The Basilone was an Ethiopian LCT that required extensive repairs to be made fully operational again after she was captured from the Somali pirates by the Edwards in June 2000.



LCAC 90 Pemba Island 2001

Boulder, Schenectady and Bonnyman were recently sent back to Kenya to be refitted and overhauled after participating in the Char Bahar landings in June 2000.

Task Force 233

Headquarters: Mombasa, Kenya

USS Cape Cod (flagship)
USNS Kawishiwi
USS Mauna Kea
USS Rainier HC-11 det 1: CH-46E
USS Jason
USS Wanamassa
USNS Apache
USS Solstar

TF 233 was organized in February of 2000, tasked for support of both USNAVCENT and USNAVAFRICOM from vessels originally based both in the Persian Gulf and Kenya. The Rainier originally was part of the support group for the Independence carrier group.

Task Force 212.2 Patrol Group

Headquarters: Mombasa, Kenya

USCGC Jarvis
USS Whirlwind
USS Patriot
USS Kingfisher

Mine countermeasures are handled by USS Patriot and USS Kingfisher. The Coast Guard cutter Jarvis (WHEC-725) was originally deployed with a USN helo det from HSL-84 (det 10) but the SH-2F was lost in an accident.

The Cyclone class gunboat USS Whirlwind (PC-11) is the main support vessel for the SEAL platoon deployed to Kenya along with a number of PB Mk III and Stinger patrol craft.

East African Naval Air Patrol Group – Provisional

Mombasa Airport, Pemba Airport

VP-69: 3x P-3C, 1x HU-16
VS-21: 2x S-3B

This provisional group is a scratch team of surviving aircraft from various squadrons that is used to provide patrol and early warning. A small supply of sonar buoys is still available for them as well as four Harpoon missiles and twelve ASW torpedoes. The Albatross was a private aircraft sold to the USN by its US expat owner/operator in exchange for a commission in

the USN as an officer (he is still its pilot).

Marine East Africa Provisional Squadron

Mombasa Airport, Pemba Airport

HMLAT-304: 1x UH-1N, 1x AB-205A
HMHT-302: 1x CH-53E, 1 x CH-46E
VMO-4: 2x Caravan Amphibian

French Navy

Task Force 470

Kuwait City, Kuwait

R99 Foch
D615 Jean Bart: Flottille 36F 1x AS565 Panther
D641 Duplex: Flottille 34F 2x Lynx Mk4
F711 Surcouf: Flottille 36F 1x AS565 Panther
A620 Jules Verne

Aeronavale

Foch Carrier Group:
Flottille 6F: 5x Alizé
Flottille 12F: 10x Rafale M
Flottille 17F: 10x Super Etendard Modernisé
Flottille 35F: 2x Super Frelon
Escadrille 23S: 2x AS365F Dauphin Pedro, 1x Alouette III

French Indian Ocean Squadron

Djibouti

A631 Somme (Fleet HQ)
F789 Lieutenant de vaisseau Le Hénaff
CTM24, CTM25
EDIC Sabre
Flottille 21F: 1x Atlantique

Réunion

F730 Floreal: Flottille 36F 1x AS565 Panther
F732 Nivôse: Flottille 36F 1x AS565 Panther
F681 Albatros
L9034 La Grandiere
C1GH22 (naval oiler)
P690 La Rieuse
A617 Garonne
RV Marion Dufrenoy II: 1x AS350B3



French naval flotilla in port in Réunion, May 2000

Mayotte/Anjouan/Moheli

P763, P790, P721
P683 La Boudeuse
CTM18

Royal Navy:

Manama, Bahrain

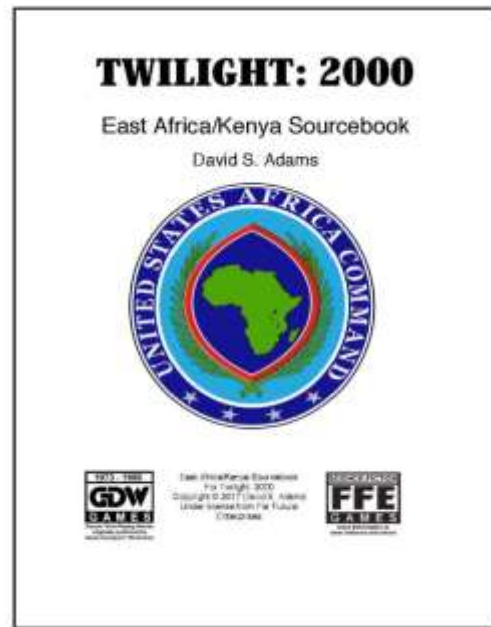
HMS Glasgow: 815 Squadron det C: 1x Lynx
HMA Mk.8
HMS Beaver: 815 Squadron det F: 1x Lynx
HMA Mk.8
HMS Campbelltown: 815 Squadron det J: 1x
Lynx HMA Mk.8

Notes:

- USN HSL dets had two aircraft but canned one of each for parts.
- Other line squadrons have more aircraft than stated (usually 25-30%), but these are airframes canned for parts (usually due to unrepairable battle damage).
- VF-154 has recon pods for their aircraft and trained aircrews for recon.
- Royal Navy helicopters are using spares provided by the French Navy for their Lynx aircraft.

- Sheikh Isa informally known as NAS Bahrain by the USN personnel stationed there.
- The only ship in the 5th FLT not assigned a helo det is the USS Salem (CA-139).
- Bandar Abbas AB is also known as MCAS Bandar Abbas by the Marines of 1 MAW.
- CVW-10 was based at Muscat-Seeb after the Independence was torpedoed, moving to Sheikh Isa in 1998.
- USN HCS det and HS-16 HH-60s runs CSAR for USMC and rotates to Bandar Abbas from Bahrain.
- The EP-3s are CENTCOM's only Electronic Recon aircraft

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From the deserts of Somalia to the Serengeti of northern Tanzania, the waters of the Indian Ocean to the jungles of the Congo, the East African/Kenya Sourcebook, the first new official canon release for Twilight 2000 since 1995, shines a light on an area hinted at in previous works but never before detailed, where what is left of civilization in Africa struggles against the Somali Islamists, the PARA, the LRA and desperate pirates whose only mission is to take what they can from what still stands.

Twilight 2013

Medical Supplement

Author: Otso Ollikainen

Disadvantage: Cardiac condition (1, 3 or 5 points)

The character has a heart condition that can cause problems under both physical and psychological strain.

1 point: Minor symptoms, triggered by continuous Heavy Work (check for each phase, (FIT) TN+2 for the first with TN lowering by one with each consecutive phase) – each level of stress will cause -1 to check. With failure, receive a Moderate virtual wound to torso, curable with resting (inactivity or sleep) for one phase or the use of nitro. If check fails critically (by five or more), the result is a myocardial infarction and the character receives a Critical virtual wound to torso. The disadvantage will worsen to Moderate, if the infarction is not treated.

3 point: Moderate symptoms, triggered by Heavy Work (check for each phase, (FIT) TN-1 for the first with TN lowering by one with each consecutive phase) or by continuous Light Work (check for each phase, FIT TN+4 for the first with TN lowering by one with each consecutive phase). Each level of stress will cause -1 to check. As with minor symptoms, a critical failure will cause an infarction.

5 points: Serious symptoms, triggered by Heavy Work (check for each phase, (FIT) TN-3 for the first with TN lowering by one with each consecutive phase) or by continuous Light Work (check for each phase, FIT TN+0 for the first phase with TN lowering by one with each consecutive phase). Each level of stress will cause -1 to check. A failure will cause an infarction while a critical failure will cause the person to become unstable and unconscious.

To diagnose the myocardial infarction, a Medicine (EDU) TN-1 –check is required.

A 12-lead ECG-capable equipment gives a +2 bonus for the check.

Infarction is treatable with a Medicine (EDU) TN+0 –check – this will not cure the illness, just treat the infarction and return the patient to the situation prior to the infarction. Intravenous Solvent and Nitro will both provide +1 to the check or +3 if used together.

Solvent: Used to remove existing blood clots in blood vessels in the injected form and as a pill to prevent them forming. The injected form is packaged in a ready-to-use syringe. One dose of the pills is enough for a month of use. The solvent (or rather, solvents) can be used for poisoning. It will cause internal bleeding (the most common solvent in pill form is Warfarin, which is the main component of the poison used to kill rats). Three doses of the I.V. solvent or fifth of the monthly dose in pills will cause a Serious virtual injury to the chest and the target will become unstable in an hour of being administered the dose.

Street Price: \$400, GG400 (I.V.) or \$100, GG250 (pills). Weight: 0,02kg (I.V.), 0,05kg (pills).

Nitro: For the faint-hearted, the use of Glyceryl Trinitrate or nitroglycerine as it is more commonly known is a savior. It has been used since the late 19th century to treat cardiac problems by expanding arteries and thus easing the workload on the heart. For a healthy person, a dose of Nitro will cause momentary collapse due to the sudden decrease in blood pressure. For a person with cardiac illness, the Nitro, if administered by mouth, will ease the symptoms. Comes in pill or spray form, but is also available for intravenous administration.

Street Price: \$50 (20 dose spray or pills), GG200; \$300, GG300 (I.V.). Weight: 0.1kg (spray or pills), 0.01kg (I.V.).

Nitro-patch: For those with serious cardiac problems, the nitro in pill or spray form is no longer a viable option, due to the constant requirement of the drug to keep the coronary arteries open enough. To address this problem, a self-adhesive patch similar to nicotine and

painkiller patches, was developed. It provides the patient enough nitro trans dermally and allows them to function in a far more normal fashion. With one patch being enough for two days; it will reduce the effects of the most serious cardiac problems down a level. Being used on a minor cardiac problem will cause dizziness and a -2 penalty on all checks that require strenuous physical activity. The same effect comes, if a person wearing the patch takes an oral or I.V. nitro (though the nitro does affect the patient as mentioned in the description).

Street Price: \$12 a patch, GG100. Weight: less than one gram.

Resuscitation drugs:

A set of select medical substances, used in cardiac resuscitation along with the CPR, these drugs reinforce the natural activity of the heart and are usually the little edge required to get the heart pumping again (as, unlike in the movies, the AED usually resets the heart in a non-beating state, asystole, from which it needs to be started again by CPR and preferably a set of these drugs). The set contains enough adrenaline, heavy-duty anti-arrhythmic drug and a set of syringes, enough for a full round of cardio-pulmonary resuscitation, providing a +2 bonus to Resuscitation checks.

Ventilation bag:

While laymen are taught to include rescue breaths in the CPR, professionals use ventilation bags connected to a source of oxygen along with masks or intubation tubes to provide the patient with increased intake of oxygen. It also somewhat protects the aid providers from diseases, transmitted by blood or other bodily substances that might come from the patient's oral tract. The bags are usually silicone or vinyl with a reservoir-bag and a connector for oxygen input.

Ventilating with a mask is a Medicine (COG, TN+1) task that provides a +1 bonus to the resuscitation checks. Intubating a lifeless patient is a Medicine (COG, TN-1) task, providing a +2 bonus to resuscitation checks (see intubation gear below). In both cases, the bonus requires a

source of oxygen richer than the 21% in the atmosphere.

Street Price: \$50, GG100. Weight: 0.3kg.

Intubation gear:

A laryngoscope, Magill's forceps, a set of intubation tubes, lubricant for the tube and medical tape to fasten it to the patient. Intubating a patient ensures an open airway from both internal and external threats. A deeply unconscious or lifeless patient can be intubated without any drugs, but a conscious patient will require a dose of strong sedative and strong painkillers, in order not to fight the tube. The gear is also useful for treating asphyxiation by foreign object.

The laryngoscope requires two medium batteries (ordinary or rechargeable) per fifteen uses (the batteries do drain with time though, despite of not being used, so the common procedure is to change the batteries every couple of days to ensure proper function).

Set has enough provisions for five intubations. Additional provisions weight 0.4kg and cost \$40, GG80.

Street Price: \$100, GG200 (batteries not included). Weight: 0.7kg.

Plasma Expanders:

While the ordinary I.V. fluids replace bled or otherwise lost blood capacity (but not the oxygen carrying ability), they do it with roughly 4:1 ratio. A plasma expander ties the common I.V.-fluids in to the bloodstream far better by binding them to a molecule of either starch or gelatine. This confers the clear I.V. fluids the capacity of replacing lost blood with 2:1 ratio.

An advanced version of these expanders exists, combining a hypertonic (that is, a high-concentration) saline and starch, which has the incredible replacement rate of 1:4, but it's use has to be conservative as it tends to dehydrate the rest of the body by drawing fluid from outside the circulation in to the vessels. Normal I.V. fluids confer a +1 bonus to stabilizing the patient, +2 combined with a plasma expander.

The hypertonic saline-starch -solution (HyperHAES(c)) confers +3, but is usable only once a week (using it more often will cause a -2 penalty).

Street Price: \$25, GG25 (expander); \$100, GG125 (HyperHAES). Weight: 0,5kg (expander), 0,25kg (HyperHAES).

Professional AED: A heavier and more useful model of the layman version of the AED, this highly sophisticated unit includes several other modules to help diagnosis and treatment of a critical patient. Most include at least a 12-lead ECG, a pulse oximeter (a device that non-invasively calculates the amount of passing red blood cells loaded with oxygen in the circulation by using infrared and visible spectrum of red light), both invasive and non-invasive blood pressure measuring options and quite commonly a capnograph (a device that measures the carbon dioxide concentration in an air-sample).

Provides a +4 bonus on attempts to stabilize a patient. Can also be used in automated mode, like the common AED. Other rules for the AED apply. Uses a large rechargeable specialist battery that is good for three resuscitation attempts or 12 hours of continuous monitoring. Can be used with AC, in which case requires 0.5 kW to operate and recharge the battery.

Street Price: \$12000, GG12000. Weight: 8kg.

Patient Monitor: A monitoring system, used in the hospitals to monitor patients. Basic version includes a 3-lead ECG, a pulse oximeter and non-invasive blood pressure measuring and provides a +2 bonus on attempts to stabilize a patient. The ICU version includes all the same modules as basic, but has also a 12-lead ECG capability, invasive blood pressure measuring capability and a capnograph. Like the Professional AED, provides a +4 bonus on attempts to stabilize a patient.

Street Price: \$5000, GG 5000 (basic); \$9500, GG9500.

Weight: 4kg (basic), 9kg (ICU). Power requirement: 1kW (basic), 1.25kW (ICU).

Respirator: If your patient can not breathe by himself, you need to either hook him up in to one of these or provide rescue breaths or manual ventilation to keep him from suffocating. The machine needs to be connected to a source of pure oxygen - will use an average of two litres of pure oxygen in three hours. Portable model uses a specialist battery, useful for four hours of continuous operation and can be charged by a vehicle inverter or generator providing 1kW. Can be operated while charging.

The ICU model has more options, a mount for a 5 litre bottle (consumption the same as with portable model) and a backup battery that allows it to be used for 1.5 hours without external power, which it requires 1kW, plus far more bulk. Both require the patient to be intubated and sedated.

Street Price: \$7000, GG7000 (portable); \$12000, GG12000 (ICU).

Weight: 6kg (portable), 15kg (ICU). Power Requirement: 1kW (both; can reload the battery while in operation). Gas Usage: Approx. two liters of O2 per three hours.

Twilight Location: Apartment Clinic

Author: Neal Hyde

This location can be placed in an apartment complex, a townhouse structure, or tenement building. The description assumes an average day's activity, but tips for tailoring the description to a specific setting follow the main text.

The apartment clinic was originally the living space of one of the medical personnel, but as hospitals and doctors' offices became overcrowded and horrific, it became the primary resource for the local community. It is now a recognized group asset and receives fuel, food, salvaged medical supplies from the community. The original occupant of the apartment may or may not be at the apartment clinic.

The clinic does not have running water, but a small generator is available for occasional use (mostly during surgeries or times of crisis). Even during relatively peaceful times, the apartment clinic usually has several patients. During times of crisis, such as combat or an outbreak of a disease, it is filled beyond its normal capacity. To determine the number of patients at the apartment clinic during the PCs visit, roll 1d4+2. If the PCs visit during a time of crisis, roll 2d6+2.

Staffing

The apartment clinic has a small medical staff, with other people available in emergencies. The staff is as follows:

- Aides (use *Suburbanite Survivor* with Medicine at Novice)
- Nurse (use *Paramedic Out of His Depth*)
- Doctor (use *Overworked Doctor*)

The staff may take rotating shifts (usually 24- or 48-hour shifts) or be permanent residents. To determine the staff at the apartment clinic during the PC's visit, roll 1d6 and consult the table

below. Add +1 to the roll for every 2 patients over 4.

1	One aide
2	Two aides
3	One aide and one nurse
4	Two aides and one nurse
5	Two aides and two nurses
6	Two aides, one nurse, one doctor

Visuals

During the PCs visit, the PCs may see some or all of the following:

- A kid with an amputated leg wrapped in a bloody bandage hobbles around, unsure on their new crutches
- An elderly woman with mucus crusted on her nose and mouth lies gasping in a bed. A wet compress is on her head but she still appears to be flushed with fever.
- A baby lies in a drawer pulled from a dresser and lined with towels. It wiggles and smiles at the PC's despite dark circles around its eyes.
- A toddler with bandages around his midsection and dark burns on his face sits on the floor and stacks empty boxes.
- A man with his face wrapped in bandages uses his fingers to search for a nearby cup of water.
- A very pregnant teenage girl moans occasionally from a bed. Clean towels and a tray of surgical equipment are close at hand for the coming birth.

- A haggard looking man wearing the stained and tattered remains of surgical scrubs dozes in a corner. He has a stethoscope draped around his neck and a handgun strapped into a shoulder holster.

Enviorns

The bullet-pocked hallway and stairs outside the apartment clinic are dark and reek of rotting garbage, urine, feces, and the corpses of animals. A soot-covered stovepipe protrudes from a crudely cut hole in the outside wall. The cries of small children can be heard inside.

The door to the clinic is unmarked but reinforced with scrap wood and metal. A small slit waist-high in the door allows those inside to see out. A knock at the door produces a scowling man in a wheelchair (use Conscripted Infantryman but Movement is limited to Walk), armed with an M1 Carbine. He demands to know who is at the door and what they want. Only when satisfied does he unblock the door and allow entry. The door guard is a former patient. He is surly and speaks kindly only to children and the clinic staff. He is devoted to protecting the clinic and is a permanent resident.

Front Room: The front room of the apartment clinic is the reception area, waiting room, and recovery quarters for the least ill/injured of the patients. It is lit by a single lantern hanging from the former light fixture. The room contains a couch, a bed, a stuffed chair, and a barrel stove. The walls are reinforced with scrap lumber, metal, and even the hood of a car. The door is protected by several locks and barred by a 2x4 that must be removed before it can open. A curtain hung from the ceiling blocks the view further into the clinic. The stove has a stovepipe leading to the outside.

The furniture is in poor condition and badly stained. The carpeting has been removed to the plywood floorboards, which are also stained. A small selection of toys is piled in a corner next to fuel for the stove (mostly broken furniture). The stove has a stovepipe leading to the outside.

Ironically, a small pile of pre-war magazines is located near the couch.

Central Area/Kitchen: This area is where most of the actual medicine is practiced in the clinic, as well as any lab work that is to be done. Thick sheets of plastic cover the floor, giving it a patchwork appearance. These are removed and cleaned outside if soiled.

A sturdy kitchen table set in the middle of the room and covered with a blanket act as an examination table. If surgery is required, the blanket is removed and the table becomes the operating table. Deep scratches from saw blades and dark stains scar the wood.

The walls are decorated with peeling wallpaper and the occasional bullet hole. A wooden cabinet leans against the wall, its drawers and spaces filled with cleaning supplies, antiseptics (mostly alcohol and iodine), bandages, wraps, blankets, basins, syringes, and surgical tools (some medical and some adapted from carpentry tools). While mostly clean, they are all aged and worn.

Although there is no running water, the kitchen sink drain is functional and a large bucket of clean water is nearby. Alcohol and some soap are also nearby.

The electric stove has been converted to burn wood and is the primary source of hot water for baths, cleaning instruments, and other uses. A small fire is always smoldering in what was the oven and pots of water are often boiling on the stovetop. The primary heat source for the area is a barrel-stove, with a stovepipe exiting through the plywood cover over the doorway to the destroyed room.

The refrigerator/freezer ceased working long ago but is still used for storage, primarily for the clinic's meager medicines. The doors are secured with padlocks and the keys are carried by one of the on-duty staff.

A small lab has been established in the kitchen, including a prized microscope. Test tubes, slides, and other lab materials are kept here.

Bedroom: This room is reserved for the most ill/injured of patients. The bedroom is illuminated by a selection of candles placed on holders set in the walls, but there is no heat other than what comes from the central area. The two beds are mattresses that lay directly on the floor and are covered in thick blankets. A swivel office chair (minus its wheels) is also kept here, as are the only oxygen tanks and masks in the clinic. There is pair of IV stands next to the beds and these are draped with IV lines.

The room's real treasure is a CD-player that has been repaired to working condition. When electricity is available, a selection of CDs can be played.

Bathroom: The room suffered damage in the same explosion that destroyed the back room, and the northeast corner wall is missing. A blue tarp has been hung over the hole, more for privacy than protection from the elements. There is no door to the bathroom, having been replaced with a curtain. There is no lighting specific to this room and all light must come from the Central Area or through the blue tarp, so it is often dark. Like elsewhere in the clinic, the flooring has been removed down to the plywood floorboards.

The tub and shower are coated in grime and streaked with dark stains. The shower curtain, a faded ocean scene, hangs by a handful of remaining rings. A bucket with holes drilled in the bottom hangs from a hook above the shower and it can be filled with water heated in the kitchen. The tub drain is functional.

The toilet no longer functions (no water pressure) but a steel emesis basin can be inserted in the bowl. It must be emptied and cleaned after use. The user is expected to empty and clean the basin himself, if possible.

The porcelain sink is cracked but will hold water. The pipes below have been removed and a plastic container sits on the floor below the drain ready for emptied water. The mirrored medicine cabinet is also cracked and only a few shards of the mirror remain. The medicine cabinet itself is empty.

Destroyed Room: This room was destroyed by a blast and has been sealed from the rest of the apartment clinic by a sheet of plywood nailed over the doorframe. The stovepipe for the kitchen barrel stove protrudes from the plywood.

See page 52 for an illustration of the layout of the clinic and the various rooms

Customizing

During warm months, the beds are draped with mosquito netting and sheets from the ceiling. The smells are intensified and some PCs may become sickened by them.

During cold months, the beds and patient resting places are moved closer to the barrel stoves. Piles of fuel occupy a much larger place. Patients wear sweaters, coats, and mittens, even while in bed. Nurses and doctors often keep liquid medicines warm by wearing them under their clothes.

The clinic is usually kept quite clean (comparatively speaking) by the staff, but after an exhausting crisis, it can be filthy and horrific. During these times, blood-soaked bandages and wraps lie unraveled on the floor while pools of crimson congeal and further stain the floors. Splatters of red streak the walls and gory surgical tools sit unattended like the tools in a butcher shop. Amputated limbs and removed organs sit and turn pale and jaundiced in forgotten buckets.

If the GM desires the clinic can be a large apartment and have multiple bedrooms or have all rooms intact. If the clinic is located in an area that has generated electrical power the refrigerator will be operational and will contain medicines that require refrigeration or donated blood or plasma and will be the only source of such medicines or blood in the area.

Scenarios

TRAP

Author: Joe Thomas

This is a T2K scenario developed as a 4-hour block adventure in Iran. It is HIGHLY suggested that the players have characters that are US Air Force Pararescue members, as not only will this block require combat skills but also those of medicine, extrication, and knowledge of aircraft systems, which Pararescue members have. It also helps if players play the radio-direction finding team as well.

The team starts out at the Dharan Air Base in Saudi Arabia, where they are pulling a shift as the ready pararescue team on alert fifteen for CENTAF. The team is called to stand to for launch, and as they are drawing weapons, the flight crew for the pave low begins start-up procedures. In the briefing room, the mission order is given out by dry board, and maps are given out for all the players to look at.

Situation

A F-15E was performing a recon flight over the Yazd area and was evidently crippled by a pair of SA-4 SAMs. The crew was able to get the plane out of the immediate area, but had lost hydraulic fluid too fast and the Pilot and WSO was forced to eject over the northern Zagros Mountains.

The radio transponder for the Pilot's survival radio for some reason is not working, and DF equipment from both the 101st and 82nd has placed their position in a triangle between Equidabad, Marv Dasht, and Estahban. Sporadic radio reports from the Pilot reveal that a pair of Soviet Mechanized task forces are searching for them, but making poor time up the mountain roads. Location of the wreck is to the north of their current position as reported by the pilot, although she has not ascertained her position. The wreck of the F-15E has a photo recon pod attached, and its condition is unknown.

Mission

Rescue the Pilot and WSO of the F-15. Secondary mission is to find and recover or destroy the photo recon pod.

Execution

Insertion will take place by HH-53J to the north of Estahban, along a mountain pass road near the three-way junction of mountain roads J24 and J30. Aircraft must not be on the ground for any more than 30 seconds. Team will then travel cross-country, avoiding main roads. No air support or artillery support is available.

In the mountainous terrain, it is presumed that the team will have little trouble evading and avoiding detection from the Soviet mechanized search efforts if necessary. No contact with higher headquarters is necessary until extraction. Team is directed to maintain radio silence as much as possible except to communicate with the Pilot and WSO. The radio direction finding team is ordered to be subordinate to the Pararescue team, and will use its equipment to find, fix and track the downed aircrew.

Once the aircrew has been rescued by the Pararescue team, the team is directed to call for extraction, which will be provided by the HH-53 that inserted them into the area. During the extraction phase, two A-10s of the 303rd Tactical Fighter Squadron will be on station to provide close air support if needed. The extraction must take no more than 5 to 10 minutes, the reaction time of the Mi-28 attack helicopters from the Soviet 11th Helicopter Regiment at Yazd.

Admin/supply

Pararescue team will be carrying one day's worth of food and a full load-out of ammunition and medical supplies, including two M5 medical bags and a pair of lightweight folding stretchers. No resupply is available after insertion.

Command & communications

Senior NCO of the trap team will be in command of the operation, with chain of

command following down the seniority of the troops. Communications to reach the pilot is on radio channel D, communication with extraction helo and air support will be channel K.

Call signs

- Pararescue team (the players): EAGLE
- Pave low helicopter: NIGHTHAWK
- ATOC Dharan (air tactical operations center): KITESTRING
- AWACS (early warning): SPYGLASS
- A-10 Flight (attack planes) SANDY

The team will be expected to gear up and be ready to move out within 30 min, the MH-53J is ready on the deck. Report to the tarmac for boarding when ready.

The MH-53 Pave Low helicopter's crew:

- Pilot - Maj Brian Jacobs
- Co-Pilot - Lt Mike Gillum
- Crew Chief – Master Sgt Dave Devens
- Left Door gunner - SSGT Danny Tomlinson
- Right Door gunner - SSgt Tara Ringhoff

The play of the adventure from there is up to the players and what they do with the resources they have been allotted in the briefing they received.

GM Notes

The best place to get maps of the area in the Zagros Mountains in Iran is on Google Earth. Search for the major cities listed earlier in the scenario and Google Earth should be able to get you in the general neighborhood.

The area where the pilot and WSO went down is separated by about 2 miles. There were high winds at the time and the two of them were not able to stay together. The pilot is Captain Karen Shaw, her Weapons Systems Officer, Captain Jake Halloran.

When the players come across Capt. Shaw, she will be working very hard to shake a light infantry force of KGB border guard troops that have been tracking her almost since she went

down. Because of this reason, Karen will not talk on the radio very much. If the players however ask the pilot “if you can hear me, break squelch twice” then the players will get a response (if the players are having trouble with this, give them an intelligence roll and help them figure it out). Capt. Shaw is in a valley area with several drainages she can hide in and evade the KGB pursuers.

KGB force:

- 1 platoon leader (Junior Lieutenant) AKM
- 16 riflemen w/ AKMs
- 3 LMG gunners w/ RPKs
- 3 RPG gunners w/ RPG-7s & AKR
- 1 radioman w/ 25km radio & AKM

This force, though not front-line troops, are determined to find and either capture or kill Captain Shaw and Halloran. They will withdraw if attacked or ambushed, and wait for the motor rifle units coming up the hill to them. They will also call for air support from the 11th Helicopter Regiment, mentioned in the intelligence brief above.

Capt. Shaw will be on pins and needles, and there is a chance that she may mistake the players for the KGB element if no radio contact has been made with her. Capt. Halloran on the other hand has been missed several times by the KGB patrol. That's good news; the bad news is that Halloran came down on the edge of one of the valley drainages where the slopes are extremely steep and he is impaled halfway up through his lower left abdomen by a dead scrub bush sticking out from the valley wall.

He has gone in and out of consciousness several times, and done all he can to stay quiet. His survival radio is in his back pocket of his survival vest but he is tangled in his parachute lines and can't get to it. The players will have to figure out how to get Halloran down and then stabilize him for transport (the medical side of this is left up to players and GM as to how much detail you want to make of this).

The photo recon pod will be the toughest of the objectives; it has fallen down into a shallow but ragged natural drainage ditch that comes down off of one of the hillsides to the south of where Shaw and Halloran will be found. The pod measures 2x14 feet, though as big as that is, it is colored gray and resting on gray sand (making it look somewhat like a rock), and definitely not in plain sight.

The ditch is only about 4 feet deep but 2 feet across making this a really tough place to not pass by. Skill levels for finding the recon pod should be hard (cut normal skill level in half) or formidable (quarter the skill level).

The only clues as to this being the area where the pod came down are a pair of impact marks on the hills above the area in line with the ditch, and the GM should scatter occasional flotsam from the F-15 as well (canopy, piece of fuselage, nose or ejection seat).

Should the players find the pod, also keep in mind that the pod is roughly 280lbs in weight, and the players will still need to carry Halloran if he has been found. The players will know however how to get the film and data tape out of the pod if they find it. Destroying the pod will be easy; all it takes is a frag, WP, or thermite grenade. Other ideas are left up to the players in this case.

Calling for extraction should seem fairly easy, and three major Landing Zones present themselves. I have also included a separate result for each of the positions.

The first LZ is a small abandoned mountain village less than 2 km away to the south from where the pod is. The village will seem safe, not even any booby traps. Buildings are made out of sturdy stone and mud block walls. It is totally abandoned, and there will be nearly nothing left to salvage, the inhabitants took everything with them.

However, the approach for the Pave Low helicopter will be through a valley so it will be able to avoid detection from visual and radar means; and someone else has the same idea. A

Soviet Mi-28 Havoc attack helicopter will make its appearance as the team expects the Pave Low, the Pave Low will be 5 minutes behind.

The second LZ is a dry lake bed roughly 200 by 500 meters that has a road crossing it from north to south. North is downhill to the Soviet lines some distance away, and south is deeper into the mountains. This area has to be hiked to; its 5 km to the south west of where the pilots and pod are.

The mountains in this area are covered with sporadic pine trees and lots of low scrub bushes. The problem here is the road is mined, and so are lots of areas off to both sides of the road. On the road will be found anti-tank mines, which need more than 150lbs to set them off in most cases, but the AT mines have anti-lift fuses, meaning that anyone finding one and attempting to remove it will cause the mine to explode instantly.

To both sides of the road are anti-personnel mines in clusters that are scattered here and there. The AP mines are M16A1 "bouncing betty" bounding mines (which pop up into the air first before exploding at about waist level) and M18A1 "claymore" mines that were originally laid by American troops. The troops who laid the minefield were ambushed before they could get report the location and thus it is unknown to anyone who briefed the players.

Good news here is that the road up through this area is barely a pair of goat-paths, and knowing that it had been mined, the Soviets have long abandoned it as a reliable route. Also, the Pave Low helicopter has thermal imaging cameras that will be able to see some of the mines, and give warning to the players if they have not yet found the danger.

The third LZ is a roadside turnout on one of the switchbacks that go up and down the ridged "foothills" of the northern Zagros Mountains. This will provide plenty of covered routes and lots of options for the Pave Low, but the catch here is that the road is a major Soviet north-south road route, and the route which one of the Soviet mechanized task forces mentioned in the briefing is taking.

The mechanized force consists of two T-62 tanks, six BTR-60 wheeled APC's and sixty-eight Soviet troops. Two of the BTR-60's will be scouting ahead of the rest of the group and depending on the strength of the party will either attack or retreat and bring up the rest of the force rapidly to overwhelm the party. The Soviets only have a single SA-14 missile launcher which is carried by troops in the main force.

The two A-10's is more than capable of taking out the Soviet force. If the Soviets are attacked by the A-10's they will attempt to close rapidly with the party to try to have them avoid attacking for fear of hitting their own men.

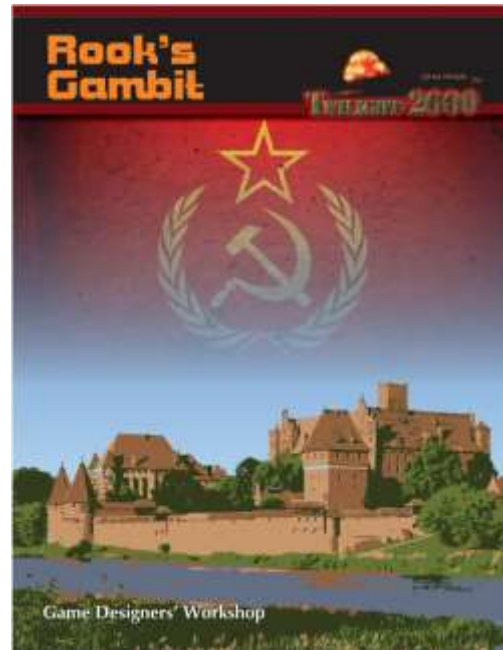
The play of the adventure from there is up to how the players do themselves and what they do with the resources they have been allotted in the briefing they received. If the players miss the extraction, they will be looking at a long overland trek, caught behind Soviet lines and burdened down by Captain Halloran and by trying to keep him alive in his current condition.

ISSUE NUMBER THREE?

If you like what you see in this issue please send your articles and submissions for Volume 3 of the Fanzine. Already have some material but would love to have more. Looking for material for T2K V1, V2, Twilight 2013 and MERC 2000.

Please send the material to my email dsadams1@msn.com

Only at DriveThruRPG.com



A classic caper for a classic role- playing game, this is Rook's Gambit, the first adventure module for Twilight 2000 released since 1993. Set in Poland on the eve of Operation OMEGA, Rook's Gambit sends the player characters on a high-stakes mission to save the United States Army in central Europe from a rogue Soviet Field Marshall with delusions of grandeur and access to an errant American nuclear weapon.

Rook's Gambit is compatible with both editions of the Twilight 2000 core rules, and includes ample material designed to support an exciting, mission-based campaign set in Northern Poland. In addition to descriptions of the titular setting of Marienburg Castle, home of the Soviet Baltic Front headquarters, and the surrounding city of Malbork, Poland, Rook's Gambit features profiles of major non-player characters, regional factions, and nearby communities. In a Twilight 2000 first, three separate narrative adventure starters are provided to help referees kick start the adventure. Do you have what it takes to foil the Rook's Gambit?

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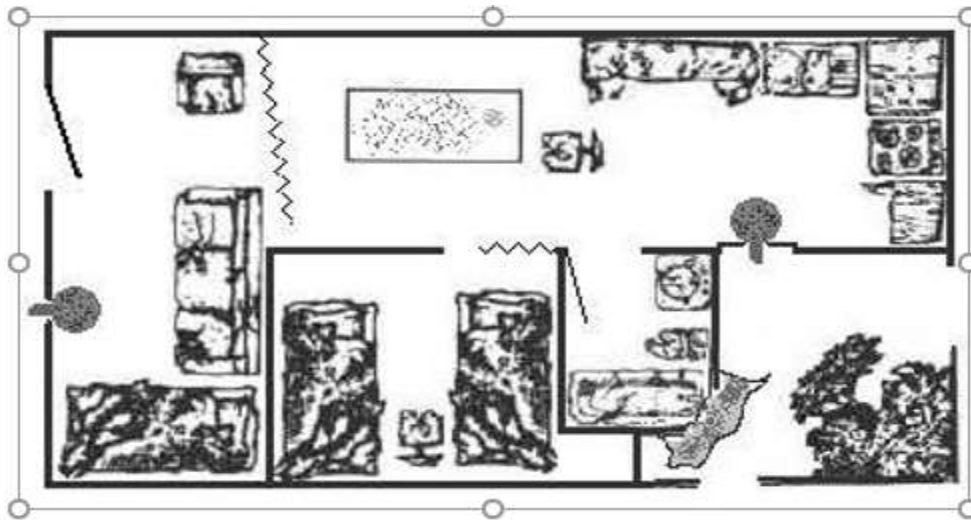
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Vehicle	Tr Mov	Com Mov	Fuel Cap	Fuel Cons	Susp	Armor		
Vehicle	Price	Fuel Type	Load	Veh Wt	Crew Mnt	Night Vision	Radiological	
BATM APC	\$15,578	G, A or D, A	1 ton	6.2 tons	2+8	2	Headlights	Enclosed
BATM APC	255/75	65/22	230	85	W(3)	HF3 HS4 HR3		
Vehicle	Fire Control	Stabilization	Armament	Ammunition				
BATM APC	None	None	M2HB .50 or M-60	2500x.50 or 4400x7.62mm				