

NEW RULES, ADDITIONS AND REVISIONS

New rules have been added to the **Twilight: 2000** system in the last couple of years. Some of these have already appeared in **Dark Conspiracy** and are germane to the more-talk-less-gunplay environment of espionage. Others are new, in response to situations arising from play.

MELEE COMBAT

Quick Kill Rule: An outstanding success in an armed or unarmed combat melee roll (or a roll of 1 if the attacker has any appropriate skill at all, but too low to get an outstanding success) cripples the body area that is hit by the damage. If hit in the head, torso or abdomen, an NPC is dead or critically wounded. Since surprise attacks automatically hit, roll anyway to see if the hit is an outstanding success (Easy: Unarmed or Armed Combat).

Nonlethal Melee Combat: Sometimes it's more important to knock someone out than it is to kill them. This can be done with a number of blunt weapons (unarmed combat, axe, club, garrote, hatchet, machete, nunchucks, quarterstaff, sai, spear, sword, tonfa). Nonlethal combat is conducted in the same method as normal lethal combat, but the combatant using it must advise the referee of any blows which are nonlethal. These blows cause no real physical damage. Any damage they cause is checked off as damage, but goes away after the victim is rendered unconscious (head, torso or abdomen receives enough damage to be critical). Causing nonlethal damage is a normal Melee Combat task with unarmed combat, club, nunchucks, quarterstaff or tonfa. With axe, garrote, hatchet, machete, sai, spear or sword, it is one level of difficulty greater.

Example: Joe and Charlie duke it out. Joe has his fists (STR: 8 and Unarmed Combat: 7, plus 5 points of unarmed combat damage). Charlie has a hatchet (STR: 5, Armed Combat: 4). They are trying to knock each other out. Both have Initiative: 3. Charlie has the Agility advantage and goes first. Their fight is too close for either to try a diving blow. In phase 4, Charlie tries to hit Joe (Difficult: Armed Melee Combat) because he's trying to do non-lethal damage) and rolls a 2, succeeding and hitting Joe in the left leg for 3 points of damage. Joe strikes back, trying to one-punch Charlie by aiming for the head (Difficult: Unarmed Combat), rolling a 10 but not achieving critical failure. In phase 5, Charlie strikes again and rolls a 9 (avoiding critical failure). Joe punches and

misses. In phase 6, Charlie smacks Joe's left leg again for 7 points—Joe is feeling it now, and he's slightly wounded. Joe gives up trying his one-punch and switches to steady beating, hitting Charlie in the abdomen for 5 points.

On the next turn, Charlie and Joe miss one another in phase 4. In phase 5, Joe rolls a 1 and connects with Charlie's left leg, crippling it and forcing Charlie to the ground. The fight is essentially over, and no one is really hurt.

Melee Weapons Specialty: Some characters focus on a particular melee weapon type and become expert at it. Expertise with a particular weapon can be gained through extensive practice. To represent this dedication, players may designate the specialty weapon as a subcategory of the Melee Combat (Armed) skill on their character sheet. The detriment to this is that Melee Combat (Armed) skill for other melee weapons will be considered half of the specialty weapon. The benefit is that the character may be able to do extra damage with the specialty weapon. This damage is applied as an additional modifier to the damage roll for the weapon, and it is equal to the skill in the specific weapon, multiplied by the character's Strength and the result divided by 10 (round down). The damage modifier equation is:

$$[\text{Melee Combat (Armed: weapon specialty)} \times \text{STR}] + 10.$$

Vehicles and Melee Combat: Vehicles cannot be attacked by melee weapons. Not even a sledge hammer is going to do significant damage to an AFV, and will not do more than cosmetic damage to an unarmored vehicle in the time available in a normal combat sequence.

FIRE COMBAT

Targeted Shots: Aimed shots can be aimed at specific target areas (head, leg, etc.), at one level of difficulty greater. Only aimed shots may be targeted. If multiple shots are fired, any shots after the first (or the first three if using a laser scope and within 40 meters) roll randomly to see what locations they hit, if they hit. For instance, a sniper at medium range aiming at a target's head would have an Average: Small Arms task (Average for medium range, modified to Easy for aiming, further modified back down to Average for targeting a specific location). Subsequent shots in the same action would be counted as unaimed, striking random hit locations.

This option may also be used for antivehicle fire, assuming that

the aiming action indicates that the firer is bracing and carefully aiming for a specific point on the target. If successful, the firer may choose the area hit, which determines the armor coverage and the appropriate subtable—the actual amount of damage done to the vehicle still depends on the AV versus penetration result on the Vehicle Damage Resolution Table (*Twilight: 2000*, page 212). If multiple damage results are indicated, both hit the targeted area.

Aimed Three-Round Bursts: The three-round autoburst was adopted as a standard autofire setting because of the inaccuracy problem illustrated by the *Twilight: 2000* autofire rules—most bullets fired on full auto miss, and “rock-and-roll” is considered a sign of desperation or inexperience by professional soldiers (except for certain situations, where its morale effect is useful). The three-round autoburst is much more manageable, however. Any SMG, assault rifle or battle rifle may fire aimed three-round bursts (with experience, it is easily possible to get three and only three rounds out of almost any fully automatic weapon with a single carefully controlled pull of the trigger). First the firer must aim—figure the recoil as normal and use the firer’s appropriate Small Arms skill as an Average task to hit (modified for range, movement and all other appropriate modifiers. Obviously, firing an aimed three-round burst precludes any further aiming actions). If the shot hits, roll 1D6+2 to see how many rounds hit the target. Roll hit locations as usual. A firer may fire only one three-round burst per action, and three-round bursts have no danger zone.

Small Arms Specialization: A character can specialize in a specific firearm. This expertise is recorded with the STR skills, in the blank line left open for skills. The benefit to the specialization is less chance to automatically miss (see Multiple Modifiers in *Twilight: 2000*, page 196, first column) and extra STR bonus for controlling recoil.

The table below indicates the benefits and experience (XP) cost of such specialization. Each specialization must be taken with a specific weapon. The “level” number is merely a convenient way of keeping track of what effects have already been bought. The XP column is how many XP each “level” costs (levels are bought separately; purchasing level II specialization would cost a total of 19 XP). The Auto Miss column indicates any change to the automatic miss rule. The STR Bonus column indicates the effective addition to the firer’s Strength for purposes of withstanding the specialty weapon’s recoil.

SMALL ARMS SPECIALIZATION

Level	XP Cost	Auto Miss	STR Bonus
None	—	9-10	—
Level I	9	10	+1
Level II	10	—	+2

Examples: Vanna has level I specialization with her Browning HP-35. She has Small Arms (Pistol): 5 and STR: 3. She fires two quick shots in a single combat phase, for a recoil of 4. Her skill is lowered to 2. Without her specialization, the recoil of 4 would have been one greater than her STR of 3. Thanks to her specialization, she suffers no recoil penalties.

Arnold has level II specialization with the M16. He has STR: 8 and Small Arms (Rifle): 10. He fires five quick shots in a single combat phase, at close range. His specialization II makes his effective Strength: 10, which matches the rifle’s recoil exactly. Normally, any die roll of 9 or 10 would mean a missed shot, but his specialization allows him to hit with every shot at such close range.

Large-Caliber Penetrators: All API (armor-piercing incendiary), APFSDS (armor-piercing fin-stabilized discarding sabot) and APFSDSU (armor-piercing fin-stabilized discarding sabot depleted uranium) rounds are large-caliber penetrators. These weapons each have three or four different penetration values. If there are three values, the first is for both close and medium range, the second for long, and the third for extreme. If there are four values, they are for close, medium, long and extreme, respectively.

The damage column for these weapons is only for attacks against personnel and animals. Body armor does not reduce this damage rating.

For damage against vehicles, roll 2D6 and add the total to the weapon’s penetration rating. The result is the attack’s final penetration value.

EXPLOSIVE ROUNDS

When a living target is struck with an explosive round, the target is usually dead. To determine the damage done, roll a number of D6 equal to the round’s penetration value (remember to add 2D6 for the final penetration value) or twice its concussion value, whichever is greater, and apply the entire damage rolled to the hit location that received the impact. After that, roll for concussion and fragmentation normally for everyone within the appropriate radius, including the main victim’s other hit locations.

Example: A soldier is struck directly by a 40mm HEDP grenade. The grenade hits his left leg, doing 4+2D6 damage, in this case 11D6 damage. Additionally, the unlucky soldier suffers 3D6+7 concussion damage to his other hit locations and rolls 1D10 to determine how many fragmentation hits are scored on him. Furthermore, his companions also suffer concussion damage and fragmentation hits as per the rules on page 197-198 of *Twilight: 2000*.

FALLING DOWN

Characters falling or jumping from a height may take damage upon hitting the ground, depending on how high they start. This damage is equal to 1D6 per meter fallen and is distributed according to the hit location chart as follows: Roll three locations. The first location takes half the total damage points. The second location takes one-quarter the total, and the last location takes the remainder. If the same location is rolled twice, it takes additional damage accordingly. It is possible for the same location to receive full damage.

Damage from falls can be reduced by Agility: Roll a number of D6 equal to the numerical value of the character’s Agility and reduce the damage by that amount (removing damage points from locations at the character’s discretion). Unconscious characters may not use their Agility in this manner, and characters who are burdened may only use half their Agility (round down) in this manner.

Referees may adjust the total number of damage dice at their discretion to reflect factors such as soft surfaces (deduct several dice for landing in soft snow or mattresses; double the dice for landing on a metal picket fence or sharp rocks, etc.).

Falling off or out of a moving vehicle can also be damaging. If a character falls off or out of a moving vehicle, the character takes damage as if he fell one meter per 10 meters of combat move.

Example: Frank falls out of a hovering helicopter at eight meters altitude, landing on normal ground. Frank takes 8D6 damage, translating into 31 points to three locations (left leg, head and head). His left leg takes 15 points, and his head takes 16 points of damage. Frank's head isn't that hard (CON: 5) and he's unconscious.

The helicopter moves on, and Dave jumps out when it's not quite so high off the ground (hopefully, he has a first-aid kit for poor Frank). Unfortunately, the helicopter is moving fairly swiftly (20 meters combat move), and Dave doesn't wait for it to stop. The fall is only three meters, into a big bush (subtracting 1D6 from the fall), so Dave takes 5D6 damage for 7 points to his right leg, 4 points to his chest and 3 points to his abdomen. Dave's Agility is 4, so he subtracts 4D6 from the damage he took. He rolls 12, and subtracts the damage from his chest and abdomen, and removes all but 2 points from his right leg.

VEHICLES

Drive Action: A few other actions can be combined with the drive action. Talking and driving can be done together freely. The ready/change equipment, reload and fire actions can each be done while driving, but any necessary driving checks are at one level more difficult (sometimes requiring a check that might otherwise not need to be made).

Vehicle Movement and Driver Initiative: Driving a vehicle is a special case of the repetitive action option. Vehicles move every phase, regardless of the Initiative rating of their operators. This movement is considered to be simultaneous, although for simplicity the referee will most likely choose to have characters move their vehicles each phase in reverse Initiative order (low-to-high).

At the beginning of each 30-second combat turn, each player of a driving character tells the referee the basic direction and speed of the vehicle. This can include such things as going in a straight line, following a road or path, travelling off-road toward a landmark, stopping, etc. The vehicle then follows the stated course through all phases prior to the driver's Initiative point. The only change that can be made to this plan during these pre-initiative phases is to bring the vehicle to a halt in response to an unforeseen circumstance, terminating the repetitive action.

COLLISION DAMAGE

Vehicles can collide during combat (or any close maneuvering). Damage depends on the size of the vehicle and the *net combat speed*. Net speed depends upon the relative direction and speed of the two colliding vehicles. Vehicles headed in opposite directions add their speeds together. Those travelling in the same direction subtract the slower one's speed from the faster one's. All others use the speed of the faster for determining the *net combat speed*.

Ground and Water Craft: Collision damage=(tonnage of other vehicle×net collision speed)+10. For ground vehicles, this number is used as a penetration value against a randomly rolled hit location. For water vessels, the hit location is automatically considered waterline hull; the collision value is divided by the armor value of the given location and the resulting number then applies as waterline hull damage, causing flooding.

Aircraft: Collision damage=tonnage×net collision speed. Do not divide by 10. A random roll is made to determine wing or body

as a hit location; then the damage value is used as a penetration value versus the hit location's armor value, the result being used on the Vehicle Damage Resolution Table as if the aircraft were hit by a weapon.

Vehicle Collisions with Living Creatures: Multiply the tonnage of the vehicle times the net collision speed. If the target character is riding a bicycle or motorcycle, this number is the percentage chance that the cycle is rendered inoperable. Next, divide this number by two, and apply the damage to a randomly rolled hit location on the target. Target figures have the chance to leap out of the way of an oncoming vehicle by succeeding at an Average: Agility check. If they succeed, they are not struck by the vehicle.

Loss of Control: After all damage effects are calculated, vehicle operators must immediately make a Difficult test of the appropriate vehicle skills in order to remain in control of their vehicles. If one vehicle is 30 times or more the weight of whatever it collides with, the test to retain control becomes an Easy one (few tanks would care much about colliding with a compact car, and few trucks would notice running over a pedestrian). Failure at this check means the vehicle goes out of control. Ground vehicles skid to an uncontrolled stop, possibly colliding with something else, requiring other damage and control checks. Water vessels drift with the current, spinning slowly until control is regained or they hit something. Aircraft plummet toward the ground at maximum speed. Regaining control is a Difficult test versus the appropriate skill and can be made once per phase in which the driver is normally allowed an action. A catastrophic failure at the original test means that the vehicle is so severely damaged that control cannot be regained.

INITIATIVE (OPTIONAL)

Some referees have found the system for improving Initiative described on page 138 in *Twilight: 2000* to be too lenient, complaining that Initiative 5 and 6 characters rapidly become too common, especially among players who play regularly and often. The following change in the Initiative improvement process is optional and may be adopted by any referee who is having this sort of problem.

In order to reach the next level of Initiative, the character must pay a number of Initiative experience points equal to the square of the next level. For instance, a character with Initiative 3 must spend 16 Initiative experience points (4²) in order to reach Initiative 4. This change keeps early gains fairly easy, but makes becoming a high-Initiative character more of a challenge. The table below sums up the process:

INITIATIVE

Initiative Level	Exp. Point Cost*
1	—
2	4
3	9
4	16
5	25
6	36

*Note that this is the point cost to achieve a given level from the level below it.