

MICRO 2K

This is a micro-version of the Year Zero Engine (Step Dice) version derived from the Free League Year Zero SRD. It was developed to be the basis of the YZE game "Rise of R'lyeh" but forms the foundation of what we now call Y23E (used in the upcoming 3rd edition of The 23rd Letter). We highly recommend the full Twilight 2000 4th Edition system which includes much more detail and great art and writing.

At the back, we list some other rules that work with this - proving that this can work for Superheroes, Mercs, Horror and Adventure.

Sections outlined in grey are suggested and not part of the T2K 4th edition rules.

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How the system works

Most PCs will have attributes and skill which work on this scale

Rating	Attribute Meaning	Skill Meaning	Dice
A	Extraordinary	Elite	d12
B	Above Average	Veteran	d10
C	Average	Experienced	d8
D	Below Average	Novice	d6

Dice rolls for PCs then means taking the appropriate attribute and skill and rolling both dice. For example, if a PC has Mobility B and Sidearms C, they roll d10 and d6 for their attempt to shoot a pistol. Each result over 6 is a success.

A d6 and d8 are only capable of 1 success. Both d10 and d12 are capable of two successes.

1-5	Failure
6-9	1 Success
10-12	2 Successes

Difficulty of Tasks

The base difficulty in the game is a 6 on a dice roll meaning a single success.

This can be altered by Modifiers. Perhaps a -2 or -1 on a dice roll to show that the Task is intricate or involved. Or a +1 or +2 to the task to show the task is simple.

Tasks may also require additional successes. This is to indicate that the Task results are usually only available to trained (or very lucky) people.

Time

Time in this game is described in three ways

Round	5-10 seconds	used for Combat or Short Tasks
Stretch	5-10 minutes	used for Tasks
Shift	5-10 hours	used for Long Tasks or Travel

Successes

Once you have counted the successes from the dice, the Referee must compare this to the number of successes they have decided is necessary for the task. Most actions only require 1 success but particularly difficult tasks, or tasks which are longer than a few seconds may require additional successes.

Any additional successes over the difficulty may be applied to a number of different effects.

1. *Extra Damage* (in Combat)
2. *Extra Depth* (Extended Successes, useful for non-combat rolls)
3. *With Haste* (A success spent on Speed will reduce the time by half)
4. *With Stealth* (a success spent on Stealth will be performed quieter)
5. *Wider Effect* (A success spent on Wider Effect extends the effect of the action to a wider audience. This might be Commanding or Persuading a larger group)
6. *Defence Reactions* (see Combat later)
7. *Bonus (or Ammo) Dice*. (Spare successes on a roll may be used to add extra d6 dice on a different roll.

e.g. Private Function has Agility A (d12) and Movement B (d10) and lucks out on his MOBILITY roll to throw a stone at a guard.. Four successes! A stone does 1 damage but Crits on a 3. He spends 2 successes to get a Critical on the guard and the third success to buy the With Stealth quality. The Guard drops silently.

Specialties and Success Enhancement

Specialties on skills may provide a +1 modifier to the base dice or may provide a Success Enhancement. This means the normal roll proceeds and if it succeeds, the +1 is taken as an extra Success instead.

e.g. Private Function has been tasked with Hunting for food. He has INT C and Survival C. He has the Hunter specialty, but rather than improve his chances of success, he decides to save it as a Success Enhancement. He rolls 2d8 and gets a 6 and a 4! 1 success! Using his Success Enhancement he increases it to 2 Successes. The Referee determines that he has been able to find 2 day rations of food.

Pushing Rolls

If a roll is a failure, there is usually the option to Push the roll. This comes with the added issue of Complications. Any dice which are not 1 or 6+ must be re-rolled. If any 1s are present in the Pushed roll (including those from the first roll) then a Complication occurs. It should be apparent that rolling two 1s on your base dice means no push is possible.

Sample Complications

On a STR or AGI roll, the complication may be 1 Damage to Hit Points.

On an INT or EMP roll, the complication may be taking 1 Stress to Stress Capacity.

When using an item, the Referee may require a Reliability roll or the item breaks.

If trying to be Quiet, the complication means that not only was it not quiet, but an enemy heard.

When trying repair something, it means the device breaks further or the tools break.

Combat

Everyone can do two things within a single round; these are known as the Slow Action and the Fast Action. A Slow Action can be turned into a Fast Action (meaning the player gets two Fast Actions). A Reaction (such as to an attack) is a Fast Action that occurs out of turn sequence, but the player must have a Fast Action available that turn.

Slow Actions include:

- Any type of attack*
- Any type of movement while prone
- Climb or jump
- Reload a weapon (unless using the Reloader Specialty)
- Most skills used, e.g. Persuasion, Medical Aid

Fast Actions include:

- Aiming a weapon
- Any Defensive action or reaction
- Taking an aimed shot*
- Movement while standing up
- Stand up from prone
- Take cover
- Change weapons
- Pick up an object

*if a player has declared their Fast Action in the previous round is to Aim, they may take the shot in the following turn as their Fast Action as long as they are not attacked in the interim.

Initiative

Fighting others always starts with Initiative. This decides who goes first.

In Twilight 2000, this is decided by the pull of cards, with the number on the card indicating order of play. In Rise of R'lyeh, this is down to the dice. It is possible that anyone getting into combat will not be able to act in the first turn. There's the breaks.

First Round

In the first round of combat, every player should roll their CUF (Coolness Under Fire). Highest rolls go first, but anyone rolling 1-5 misses the opportunity to act in the first round. Anyone who can act, should declare their actions and make their rolls. This roll cannot be Pushed but anyone with the Combat Awareness specialty can roll twice and choose which result they want.

Second Round and subsequent rounds.

Everyone gets a chance again to act, those with highest CUF go first. In the event of a tie, the highest INT goes first. If that's still a tie, the highest AGI. In the event this is still a tie, resolve actions as if they are simultaneous.

If a player takes damage in a round before their turn, they need to succeed on a CUF roll or they lose their turn.

Ambush and Surprise

If one side of a conflict is Surprised (such as in an ambush) then all of their Initiative CUF rolls are at -1. Anyone who drops lower than a D for the round can't act at all. They will have to wait until the next round so they can act as normal in their turn.

Range

All actions within combat are counted in 10m hexes (or zones). If you are in the same hex as an opponent, you may engage them in Melee combat. If you have ranged weapons, you can engage any enemy you can see, subject to range modifiers for the weapon.

Each weapon has a range (in 10m hexes). This is the Short Range of the weapon and commonly incurs no penalty. Medium Range is twice Short Range (2*SR). Long Range is twice Medium Range (4*SR). Extreme Range is twice Long Range (8*SR).

Short Range	No Modifier
Medium Range	-1
Long Range	-2
Extreme Range	-3

The Referee may decide if a longer range can be achievable and, separately, effective.

Conversely, shooting at people who are at Point Blank range (in the same hex) may incur a penalty. Pistols and Sub-machine-guns get a -1, Rifles and other long-arms get a -2.

Attacking

On their turn, characters may make an attack, as long as they are within range (or appropriate range modifiers are used), they have the ammunition if making a ranged attack, and have enough actions and are not otherwise engaged.

The following modifiers apply:

Close Combat Modifiers

Attacker prone	-2
Target prone	+2
Target defenceless	+3 (or automatic)
Aimed blow	-2
Diving blow	+2 (requires both actions)

Ranged Combat Modifiers

Quick Shot (no aim)	-1/-2
Fast Action Aim	-
Slow Action Aim	+1/+2
Point Blank	-1/-2 depending on weapon
Short Range	No Modifier
Medium Range	-1
Long Range	-2
Extreme Range	-3
Target is prone	-1
Target in Cover	-1 for 25% / -2 for 50% / -3 for 75%
Large (or Monstrous) Target	+2
Small Target	-2
Target is Moving	-1
Target in Flight	-2
Dim Light	-1
Darkness	-2
Heavy Rain or Wind	-2
Dense Smoke	-3
Called Shot	-2 (and choose location)

Defense

If you have a Fast or Slow Action available, you can choose to Defend against any incoming attack you're aware of. With most ranged attacks, the target is not aware. Defences may be

- Parry/Block - the defender must make a Successful attack with an appropriate method (for example, you can block a punch with a unarmed block, but blocking a sword with an unarmed strike is not advised) and score equal or more successes than the attacker.
- Dodge - you can choose to dodge any close combat or ranged attack that you are aware of. Roll Mobility and each success reduces the attackers successes by one.
- Disarm - you can choose to disarm an armed melee opponent but you must have enough successes to reduce the attack to zero and have one more to perform the disarm. If you fail to achieve a disarm, the attack proceeds as if you didn't react to it. If your enemy has a spare action, they can attempt to block the disarm.
- Counterattack - your defence roll must be enough to overcome the attack and score an additional success to land your counterattack, doing normal damage. If your enemy has a spare action, they can attempt to block the counterattack.

Cover

Cover may be 25%, 50%, 75% or 100% (complete). The roll to hit is compromised by modifiers as a result. It is possible to shoot through the cover and hope that the damage done will pierce the cover and therefore ignore the penalties. The Referee may assign 1-3 points of Armour as a result of the cover material.

Light Brush/Think wood	1
Plasterboard/thin sheet metal	2
Brick/Tree trunk	3

Automatic Fire

Some firearms are capable of repeated or sustained fire. The player may fire additional shots from their weapon up to the weapons listed ROF. This is resolved as a normal attack roll except that each additional shot adds an "Ammo Dice". This is a d6 which increases the chance of getting a hit but each number on the dice also lists the number of bullets used. They can provide extra successes - but the Base Dice (Attribute & Skill) must still succeed.

Example: Private Function shoots his Assault Rifle at an enemy. The ROF for his weapon is 3. He can add up to 3 Ammo dice to his roll. Private Function has Agility A and Ranged Combat C but he also has the Rifleman specialty. He roll d12, d10 and three d6 (his Ammo dice), getting 8, 4, 3, 4, 6 consecutively. His 8 on his d12 Base dice indicates a hit! Any additional 6 or higher counts as a success so he scored 2 successes against the enemy. However he used 13 rounds (the 3, 4, 6 on his Ammo Dice) to do it.

Suppression

Firearms can also cause Suppression on targets. If you are hit by enemy fire - even if no damage was done because of Armour or Cover, you may be Suppressed. You must make an immediate Coolness under Fire roll. This roll cannot be Pushed. If you fail, you are Suppressed, you are forced to drop prone, take 1 point of Stress and lose both actions next turn. The following turn you may recover unless you are suppressed again.

Reloading

This is a Fast Action on a successful Ranged Combat roll, otherwise this is a Slow Action. If the Ranged Combat roll fails, it can be Pushed. If it still fails, a Mishap occurs - perhaps the magazine drops or the bullets fall.

Overwatch

If the declaration of Overwatch (Slow Aim) has been made, a shot may be taken as a Fast Action during any point in the turn - even if it isn't the players turn. You will lose your Overwatch if you are attacked or suppressed.

Explosions

Explosions are rated from A to D, where A is the most powerful - this is known as the Blast Intensity. This effect is within the same hex as the explosive. Each hex away from the epicentre of the blast reduces the effect by 1 level. Once it reduced beyond D, the explosion has no further effect.

When it explodes, roll two dice of the Blast Intensity. Any success causes damage and additional successes cause additional damage. Anyone caught in the blast area, even if they are not hit, must immediately make a CUF roll or be Suppressed. Only cover may protect from this. If the target is already prone, the Blast Intensity is reduced by 1 step.

Damage

Each weapon has a damage rating which is applied on a successful hit. Damage is reduced by any armour the target may be wearing. Any additional success may increase the damage caused. If the damage reaches the Critical threshold of the attack, a Critical injury occurs.

All attacks have a location which is assigned randomly unless this is a Called Shot

Roll	Location
1	Legs
2-4	Torso
5	Arms
6	Head

When resolving armour, make sure the location has the appropriate armour modifier (for example, flak vests only protect the Torso, helmets only protect the Head). Sometimes an armour modifier is a + (meaning that the armour is more effective) but usually it's a negative which means the Armour reduces damage received (and therefore reduces the chance for a Critical).

Combat Examples

Private Function attempts to shoot a bow at a target. He has Agility C and Ranged Combat B and no appropriate specialties. He rolls d10 and d8 getting one success. He does the normal damage for an arrow (1).

Private Function attempts to punch a panicked bystander. He has Strength C and Close Combat B and the Brawler specialty. He rolls 2d10 for his attack getting a 7 and a 10. That's three successes! Unarmed damage is 1 but he takes both extra successes for extra damage, scoring 3 points. Critical for a punch is 4 points however

Private Function rolls to shoot a crazed Cultist. The Cultist is moving so the Referee imposes a -1 Modifier for the roll. Private Function has Agility A and Ranged Combat C and also has the Rifleman specialty. His player rolls a D10 (for the -1) and a d8 getting 6, 4 resulting in 1 Success. He retained his Rifleman specialty for a Success Enhancement, giving him 2 Successes. His weapon does 2 damage and critical threshold of 3, so he applies the extra successes to damage

Taking Damage

Each point of damage comes off the Hit Points track. Remember most humans will have 4 Hit points and really tough ones will have only 6. If you take damage more than or equal to your Hit Points, you are Incapacitated. Mythos creatures may have up to 20 Hit points.

In a round, if you take damage and have not already had your action for this round, you must make a CUF roll or lose your action.

If you are Incapacitated, you are mostly incapable of action (and unable to make any rolls). The victim can crawl and mumble but their perception will be limited by the pain and shock.

An Incapacitated target can be brought to their senses in two ways:

1. A Successful Medical Aid roll will restore Hit Points equal to the number of successes.
2. Waiting a Shift (5-10 hours), heals back up to 1 point.

Each Shift spend resting or sleeping after that, they will heal 1 point. This assumes they are not disturbed, attacked, and are not dehydrated, starving or otherwise suffering.

Critical Injuries

Hit points (and their loss) represent fatigue, bruising, flesh wounds and shock but when the injury caused by a single attack exceeds the Critical threshold of a weapon, a Critical Injury is caused.

When a Critical Injury is caused, roll d66 on the table below.

D66	Injury	Lethal	Effects	Time	Healing
11	Winded	No	-	None	-
12	Stunned	No	-	None	-
13	Crippling Pain	No	-	None	-
14	Sprained ankle	No	Mobility -1 and movement is a slow action until a Healing roll is made.	None	-
15	Blood in eyes	No	Recon and Ranged Combat -2 until a Healing roll is made.	None	-
16	Concussion	No	Mobility -1	None	D6
21	Severed ear	No	Recon -1	None	D6
22	Broken toes	No	Movement becomes a slow action.	None	D6
23	Broken hand	No	Hand cannot be used.	None	D6
24	Knocked out teeth	No	Persuasion -1	None	D6
25	Impaled thigh	No	Movement becomes a slow action	None	2d6
26	Slashed shoulder	No	Arm cannot be used.	None	D6
31	Broken nose	No	Persuasion and Recon -1	None	D6
32	Crotch hit	No	One point of damage for every Mobility or Melee roll made	None	D6
33	Broken ribs	No	Mobility and Recon -1	None	2d6
34	Gouged eye	No	Ranged Combat and Recon -1	None	2d6
35	Busted kneecap	No	Movement becomes a slow action.	None	2d6
36	Broken arm	No	Arm cannot be used.	None	2d6
41	Broken leg	No	Movement becomes a slow action.	None	2d6
42	Crushed foot	No	Movement becomes a slow action.	None	3d6
43	Crushed elbow	No	Arm cannot be used.	None	3d6
44	Punctured lung	Yes	Stamina and Mobility -2	Shift	D6
45	Bleeding gut	Yes	One point of damage for every Mobility or Melee roll made.	Shift	D6
46	Ruptured intestines	Yes	Infection with intensity D	Shift	D6
51	Busted kidney	Yes	Mobility -2 and movement is a slow action	Day	2d6
52	Severed arm artery	Yes	Arm cannot be used	Stretch	D6
53	Severed leg artery	Yes	Movement becomes a slow action	Stretch	D6
54	Severed arm	Yes	Arm cannot be used	Shift	-
55	Severed leg	Yes	Movement becomes a slow action	Shift	-
56	Cracked spine	Yes	Paralyzed from the neck down unless Medical Aid roll is made in time.	None	3d6
61	Ruptured jugular	Yes	Stamina -1	Round	2d6
62	Ruptured aorta	Yes	Stamina -2	Round	3d6
63	Disemboweled	Yes	Instant death.	-	-
64	Crushed skull	Yes	Instant death.	-	-
65	Pierced head	Yes	Instant death.	-	-
66	Impaled heart	Yes	Instant death.	-	-

Critical Injuries listed as Lethal cause a Death Save - a Stamina roll after the time period of the Injury has passed (Round, Stretch, Shift). If the Death Save fails, the character dies. If they survive then they must make another death save when the listed time (the injury period) has passed again.

Stabilising the Critical Injury requires a Medical Aid roll. This takes the same amount of time as the injury period. If the roll is a success, the time limit is improved one category (Round becomes Stretch, Stretch becomes Shift). If the injury period is increased beyond Shift, no more Death Saves are required. The Medical Aid roll can be made multiple times, limited by the Injury period, but each requires a Death Save.

(Twilight 2000 4th Edition has much more granular Critical Injury tables)

Stress

Stressful experiences such as being attacked or witnessing something horrible can temporarily put you out of action or cause long term mental injury.

You gain Stress from

- Pushing an INT or EMP roll, gaining 1 Stress for every 1 on the dice.
- Witnessing or experiencing a stressful situation, for example

Getting hit by an attack

Seeing a lethal critical injury on an ally

Witnessing a massacre or torture

1
2
3

When you have suffered Stress equal to your Stress Capacity, you are incapacitated by Stress. You may cower or run for cover but you cannot make any meaningful actions or roll for any skills.

Care

An Incapacitated target can be brought to their senses in two ways:

1. A Successful Command roll will restore Hit Points equal to the number of successes.
2. Waiting a Shift (5-10 hours), heals back up to 1 point.

If not Traumatized they heal 1 point per Shift of Rest or Sleeping. This rate can be increased by a Medical Aid or Persuasion roll from another player once per shift, which restores Stress equal to the Successes rolled.

During this Care period if the Roll is successful, the player can opt to SWAP a rank in EMP and CUF. For instance, Private Function has EMP C and CUF C. During some counselling he decides to drop his CUF to D and raise EMP to B. The counselling has made him more empathic and sensitive at the cost of his resistance to shocks.

Trauma

The next time they sleep, the player must make a EMP or CUF roll. Failure indicates the character gaining a trauma from the table below. This trauma can be healed by someone with a successful Medical Aid or Persuasion roll. If they succeed, the player can make another CUF or EMP roll, and if that succeeds, the trauma is cured. Only one attempt can be made and then a Healing Time (in Shifts) must be waited out before another attempt can be made.

D66	Trauma	Effect	Healing Time
11-16	Trembling	Modifier –1 on all Agility-based rolls	D6
21	White Hair	None	Permanent
22-24	Anxious	Modifier –1 on all Intelligence-based rolls.	D6
25-31	Sullen	Modifier –1 on all Empathy-based rolls.	D6
32-35	Nightmares	Make an CUF roll every shift spent sleeping. Failure means that the sleep doesn't count.	D6
36-41	Nocturnal	You can only sleep during the light part of the day.	2d6
42-43	Phobic	You are terrified by something related to what broke you. You suffer one point of stress each round within Short range of the object of your phobia.	2d6
44-45	Alcoholic	You must drink alcohol every day, or suffer one point of stress	3d6
46-51	Claustrophobic	Every stretch in a confined environment, you suffer one point of stress	2d6
52	Mythomaniac	You cannot stop yourself from lying about everything. The effect needs to be roleplayed.	2d6
53-54	Paranoia	You are certain that someone is out to get you. The effect needs to be roleplayed.	2d6
55	Delusion	You are totally convinced of something that is totally untrue, for example that a certain color or item does not exist.	3d6
56	Hallucinations	Make an CUF roll every shift. If you fail, you suffer a powerful hallucination. The GM determines the details.	3d6
61-62	Altered personality	Your personality is altered in a fundamental way. Determine how together with the GM. The effect should be roleplayed.	Permanent
63	Amnesia	You lose all memory, and cannot recollect who you or the other PCs are. The effect should be roleplayed.	D6
64-65	Catatonic	You stare blankly into oblivion, and do not respond to any stimuli.	D6
66	Heart attack	Your heart stops, and you die of pure fright.	-

Other Sources of Harm

Infection and Poison

If you suffer 1 point of damage from a source that may be infected or poisoned, you must be attended by a Medical Aid roll by someone who knows of the infection or poison.

Poisons and infections have an Intensity (A-D) which cause injury. The normal type of poison (with lethality) forces the player to make an Opposed Roll against Stamina. If they fail, they take 1 point of damage to Hit Points until they are Incapacitated. Once incapacitated, they make another Stamina roll against the Poison intensity and if they fail, they die. Without an antidote, they will be forced to make another Death Save every Stretch (5-10 minutes).

Some poisons don't kill you, they just cause Paralysis or Unconsciousness. If the opposed roll fails, the effect is received.

Infection operates the same way except they can make a Stamina roll every Day and if they pass, the infection passes and the character is no longer sick. Antibiotics add a +2 to this roll.

Cold

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

If you fail, you become hypothermic and suffer one point of damage and one point of stress. You also cannot heal naturally. You must keep rolling for Stamina at the same interval, suffering more damage and stress each time you fail. If you are incapacitated while hypothermic, you die the next time you need to roll. Only after you have warmed up, if only by a campfire, are you able to heal again.

Starvation

You must eat a ration of food at least once every day. After a day without food, you starve. When starving, you don't heal damage normally. You heal stress normally. You also suffer one point of damage per week. If you are broken while Starving, you die after another week without food. As soon as you have eaten, you are no longer starving.

Dehydration

You must drink a ration of water every day. After a day without water, you become dehydrated. While dehydrated you cannot heal damage in any way but may heal stress. You take 1 point of damage every day and if you are incapacitated, you die after one more day without water. As soon as you drink, you are no longer dehydrated.

Sleep Deprivation

You need to sleep for at least one shift each day. After one day without sleep, you cannot heal stress. If you are broken by stress while sleep deprived, you collapse and sleep for at least one shift, and are unable to wake up during that time. As soon as you have slept for at least a shift, you are no longer sleep deprived.

Drowning

Unless specifically mentioned, all player characters can swim. In rough seas or when in water for extended periods of time, players need to make a Mobility roll to stay afloat with failure meaning they sink. Every turn under the water requires a Stamina roll or 1 point of damage will be incurred. If the player character is incapacitated while in the water (due to drowning or other damage), they will need to make an immediate Death Save every round or they drown. After a Stretch underwater and incapacitated, the character dies. Only by being brought to shore before this time, and a successful Medical Aid roll will permit recovery.

Fire

Fire, like poisons and explosions, is rated in Intensity A-D and two base dice of the intensity are rolled. For every success rolled by the Fire, one point of damage is taken. This happens every turn unless the fire is doused (requiring a Mobility roll opposed by the Fire Intensity). Using a blanket gives a +1 modifier to your roll.

Weapons and Equipment

Weapons List

Twilight 2000 contains the statistics and art for literally dozens of weapons from multiple nations. If you want a more granular breakdown, they're in the players book.

Weapon	REL	ROF	Damage	Crit	Blast	Range	Mag	Armour	Weight	Price
Unarmed	5	1	1	4	-	-	-	+3	-	-
Bottle	1	1	1	2	-	-	-	+3	0.25	-
Knife	5	1	2	3	-	-	-	+1	0.25	5
Club	5	1	2	4	-	-	-	+2	1	1
Sword	5	1	3	4	-	-	-	+1	1	20
Axe	5	1	3	3	-	-	-	+1	1	30
Spear	5	1	3	4	-	1	-	0	2	50
Rock	5	1	1	3	-	1	-	+2	0.5	-
Sling	5	1	1	3	-	2	-	+2	0.5	20
Bow	5	1	1	2	-	4	1	+1	1	150
Crossbow	5	1	2	3	-	4	1	0	1	200
Pistol	5	2	1	2	-	2	15	+1	0.5	100
Rifle	5	1	3	4	-	10	5	0	1	250
Shotgun	5	1	3	4	-	2	5	+1	1	200
Assault Rifle	5	3	2	3	-	5	30	0	1	400
Machine Gun	5	6	2	3	-	6	200	0	2	1000
Heavy Machine Gun	5	4	3	4	-	15	100	0	7	2000
Antitank Weapon	5	1	6	3	C	3	1	-1	1	100
Grenade	5	1	2	3	C	3	1	0	0.25	30
Molotov cocktail	2	-	-	-	Fire C	2	1	1	1	15
Grenade Launcher	5	1	3	3	D	5	1	0	1	250

Armour

Armour Type	Location	Protection	Weight	Price
Steel Helmet	Head	1	1	25
Kevlar Helmet	Head	1	0.5	100
Steel Plate	Torso	2	3	300
Flak Jacket	Torso	1	1	150

Equipment

Each character can carry up to their Strength dice size in weight. For example, STR dice of B, the dice is d10, so the dice size is 10. They can therefore carry 10 kgs of items without being encumbered.

Item	Cost	Weight	Details
Backpack		1	Doubles the amount you can carry (STR size * 2)
Binoculars		0.5	+1 to Recon involving sight
Camera		1	Takes and stores pictures.
Camping Equipment		6	A 2 man tent, cooking equipment
Candles		0.25	6 candles, each lasting 2 hours
Climbing Equipment		5	Rope, harness and karabiners for 1 person
Day Ration, Food		0.25	A minimum day ration of food
Day Ration, Water		2	A minimum day ration of water
First Aid Kit		0.5	Adds +1 to Medical Aid
Fishing Equipment		1	Rod, tackle for 1 person
Flashlight		0.25	Provides 4 hours of light
Fuel Can		10	Holds fuel
Gas Mask		0.5	Provides up to 8 hours of protection from gas attacks
Hunting Gear		1	Snares and wire.
Medical Bag		1	Adds +1 to Medical Aid, also has drugs, antibiotics
NBC Suit		1	Protection from chemical and nerve agents
Radio		1	Allows remote communication, range 2 km
Rope		1	100 metres of rope
Shovel		1	Easier to dig a hole
Telescope		0.25	+1 to Recon involving sight
Tools, Electrical		0.5	+1 to Tech tasks involving electrics
Tools, Generic		1	+1 to tech tasks

Encumbrance

The easiest way to deal with Encumbrance is to inflict a -1 to Mobility and then AGI for every multiple of their STR dice size or part thereof in Kgs carried.

e.g

Carrying 30 Kgs (a common backpack) would be a -2 for someone with STR B. Carrying 50 Kgs would be a -4. Carrying 30 Kgs would be a -4 for someone with STR D.

When AGI is reduced to below D, the PC cannot move with that weight,

Playing in the World

Create Characters

You can create characters using the LifePath system in the Core Twilight 2000 book ideally, but using the Archetype system below works (though they will be less detailed and in some cases weaker).

For player characters, use this table:

Rating	Attribute Meaning	Skill Meaning
A	Extraordinary	Elite
B	Above Average	Veteran
C	Average	Experienced
D	Below Average	Novice

First, choose your characters age as this will help to determine attributes and skills. All attributes start at C, you may make as many increases to the attributes as listed in the table below. Plus you can gain an extra increase by decreasing one attribute from C to D.

Age Group	Attributes	Skills	Specialties
16-35	1	1x B, 2x C, 3x D	1
36-55	3	1x B, 2x C, 5x D	2
56+	2	1x B, 3x C, 5x D	3

Attributes

The Attributes are:

- STR - Strength - ability to lift loads, general fitness, resist harm and endure pain
- AGI - Agility - ability to move your body, a measure of speed and fine motor skills
- INT - Intelligence - a degree of perception, mental quickness and intuition
- EMP - Empathy - charisma, empathy and emotional stability

Hit Points and Stress Capacity are calculated from these attributes. For Hit Points, take the maximum score of Strength and Agility dice and divide by 4. For Stress Capacity, take the maximum score of Intelligence and Empathy dice and divide by 4. Always round up.

Coolness Under Fire

This is a measure of the characters mental stability

Unless detailed elsewhere, Coolness Under Fire (CUF) starts at D. Characters may improve this at the start of the game by exchanging a rank with a main Attribute, allowing them to start at C.

Any time a character is surprised, at the start of any combat or if they experience something that would shake them to their core, they make a CUF roll. This roll may not be Pushed.

Failure means they have succumbed to their panic or anxiety and their actions may be curtailed.

Success means they have pushed through their natural reaction and are able to act normally.

Skills

The Skills are:

Close Combat - the ability to fight with fists, knives, swords, clubs, and spears. Each extra success on the roll can increase damage.

Heavy Weapons - the ability to operate machines guns, grenade launchers, or anti-tank weapons. Each extra success can increase damage.

Stamina - increased fitness and resistance to harm. Used to resist poisons and infections and also survive critical injuries and resist death.

Driving - use to operate vehicles - from motorcycles to planes. Some specialties may be needed to operate particularly complex vehicles.

Mobility - used to jump, climb, run or throw. A measure of how skilled you are at using your body to move in terms of speed or precision of movement.

Ranged Combat - used to shoot pistols, bows and rifles. Specialties give extra bonuses for using the specific type of weapon. Each extra success can cause extra damage.

Recon - used for perception, sneaking, and avoiding detection by other means. It's usually an Opposed roll against your enemy's Recon, most Successes wins the match.

Survival - knowing how to find shelter, food and clean water. Also, how to trap game, follow a track of an animal and knowing which parts to eat and which to avoid.

Tech - a measure of the scientific and technical mind. Used for repairing items, jury rigging a fix, scavenging useful parts and building new things from scratch.

Command - a measure of leadership and force of personality. A good leader is able to convince others to follow where they don't want to go.

Medical Aid - the ability to apply aid to a wounded comrade (or even yourself). Useful to save lives, help other back on their feet, apply appropriate treatments.

Persuade - used to reach your goals without violence or intimidation. Can improve a bargaining position, help for a better deal or tell a lie.

Specialties

Specialties are extra bonuses or access to restricted knowledge which is much more specialised than the main skills. For the most part, Specialties provide a +1 modifier to the dice roll (turning a C, into a B, for instance). A player may opt to have their speciality as an Enhancement instead. They forego the bonus during the roll in order to get an extra Success. The original roll still needs to succeed.

For example: Private Function has Agility A (d12) and Movement B (d10) also has the Pitcher specialty. He foregoes the +1 (which would have meant turning his d10 into a d12) and chooses an Enhancement instead. He rolls to throw a stone at a guard.. Two successes! A stone does 1 damage but Crits on a 3. He spends his 1 extra success and adds his +1 Enhancement from the Pitcher specialty to get a Critical on the guard.

Skill	Specialty	Benefit
Close Combat	Brawler	+1 to Unarmed attacks, or using improvised weapons (bottle, rock)
	Melee	+1 to Melee attacks using weapons in Close Combat
	Killer	You know where to strike to make your enemy fall and not get up. Ever. When your enemy sustains a critical injury you may roll twice and choose the result you want.
	Martial Artist	Choose one of the following - the PC may choose the critical check threshold reduction from 4 to 3 - the PC may choose to apply 1 hex knockback for any attack which achieves a critical rather than a critical roll (with threshold 4) - The PC may choose to knock the opponent to the ground.
Heavy Weapons	Machine Gunner	+1 to using Heavy Weapons with all types of machine gun.
	Launcher Crew	+1 to using Heavy Weapons with grenades and missile launchers
	Loader	+1 to reloading Heavy Weapons in 1 round.
	Vehicle Gunner	+1 to using Heavy Weapons with vehicle-mounted weapons
Stamina	Builder	+1 to all rolls involving building or repairing a structure
	Mule	Increases your encumbrance limit by 50% and doubles backpack allowance
	HazMat	+1 to Stamina rolls with this specialty and the ability to identify nuclear, biological and chemical weapon effects. Anyone with a Mobility roll can put on a NBC suit quickly, but does not include the knowledge of how to administer remedies or how to change the filter cartridge in a gas mask. For extended operations in a NBC suit, the specialty is needed. Failing a Mobility roll to put on a suit should result in a CUF check.
	Ranger	+1 resistance to physical exertion or environmental hazards such as cold, thirst, or hypothermia.
	Resistance	+1 resistance to interrogation, Psy Ops, torture or intimidation.
Driving	Biker	+1 to driving all bicycles and motorbikes. Includes basic maintenance and the ability to ride with no hands or perform wheelies!
	Helm	get a +1 to Driving rolls including motorboats and sailboats. You cannot drive a vessel under sail without this specialty. Includes knowledge of knots, protocols and maintenance
	Pilot	get a +1 to Driving rolls involving fixed wing and rotary wing aircraft. You cannot drive fixed wing or rotary wing aircraft without this specialty.
	Driver	+1 to driving all wheeled vehicles except motorcycles. With this specialty, simple manoeuvres such as hand-brake turns or donuts do not require a roll.
	Tanker	+1 to driving all tracked or semi-tracked vehicles. Includes the knowledge to replace a track (unless it's damaged)
Mobility	Diver	+1 Mobility when swimming or in the water. This includes the use of SCUBA gear. This specialty is extended to say that PCs without the specialty cannot operate SCUBA equipment.
	Mountaineer	+1 to Mobility when climbing, rappelling, and tying knots. Some more sophisticated knots and equipment may be unavailable to use without this specialty
	Paratrooper	provides a +1 to Mobility rolls. Any PC without this specialty is only capable of unsteered descent. To use HALO gear, to steer a parachute or to repack a used parachute requires this specialty. Repacking a parachute without this specialty will likely result in an unplanned rapid descent.
	Pitcher	+1 to Mobility for throwing, from knives to spears to grenades.
	Rider	provides a +1 to Mobility rolls for riding horses and negates the penalty for shooting from horseback. RAW, it is a -2 for one handed firearms and -3 for two handed firearms (and bows).
	Runner	+1 to Mobility checks for Running. While running, the Specialty also allows the automatic success of a single check for Stamina,

Skill	Specialty	Benefit
Ranged Combat	Archer	+1 to Ranged Combat for using bows and crossbows. Includes knowledge of stringing and fletching.
	Reloader	+1 to Ranged Combat checks when trying to reload firearms as a Fast Action
	Rifleman	+1 to Ranged Combat for rifles, assault rifles, sub machine guns and shotguns. This includes cleaning and maintenance.
	Sidearms	+1 to Ranged Combat for revolvers and automatic pistols.
	Sniper	+1 to Ranged Combat for firing sniper rifles and hunting rifles. Includes the care and fixing of long scopes.
Recon	Combat Awareness	Can always roll CUF twice for initiative.
	Forward Observer	+1 when using Recon to direct the fire of others, including but not limited to indirect fire, thrown weapons.
	Historian	When arriving at a new location, the Referee should tell you if something significant happened here in the past.
	Infiltrator	+1 to Recon rolls when trying to remain undetected. Provides an additional -1 to enemy Recon rolls if the PC is in place, well camouflaged and does not move.
	Intelligence	Roll Recon when you spot enemy troops, Success indicating a good handle on numbers, fighting strength and origin.
	Investigator	Roll Recon when you spend a Stretch investigating a scene. Each success should result in a clue from the Referee until no more clues remain.
Survival	Scout	+1 for Recon when trying to spot others and avoid ambushes. A spare Success may also be used to perform a free Fast Action in the event of an ambush.
	Cook	Provides an additional ration of food when applied to the results of hunting, fishing, foraging or trading.
	Farmer	+1 to rolls for Farming. Provides the knowledge of when to plant and what to plant.
	Fisher	+1 for Fishing rolls. Includes ability to safely handle fish.
	Forager	+1 for Foraging rolls - involving nuts, fruit, fungi and other naturally found foods
	Navigator	+1 for Navigation in the wild without maps or compass. +2 if you have a map or compass.
	Hunter	+1 for Hunting rolls which includes tracking and laying snares.
	Quartermaster	+1 to rolls involving making camp or establishing a base. Can provide the equivalent of 25% increase in quantities when applied to the results of Scrounging or Trading
Tech	Scrounger	+1 to rolls involving finding scraps to scrounge. Each Success increases quantity or rarity of the items.
	Blacksmith	+1 to Tech rolls for metalwork including casting, forging, smelting and metals recovery from scrap. Doubles metal output when applied to results of Scrounging or Trading
	Chemist	+1 for working with chemicals, including identifying them or synthesising them (for example, alcohol from grain)
	Combat Engineer	+1 to Tech for building bridges or walls for defensive purposes. Also helps when demolishing them.
	Communications	this provides a +1 for Tech rolls and provides knowledge of signal boosting and morse code or encryption equipment. Without this speciality, sophisticated encryption technology cannot be used.
	Computers	this provides +1 when making Tech rolls involving computers. This does not include the ability to programme computers in any meaningful way
	Electrician	this provides +1 when making Tech rolls with electrical systems. This includes the knowledge of AC and DC systems and the dangers.

Skill	Specialty	Benefit
	Gunsmith	this provides +1 to tech rolls when building or repairing guns and ammunition. This includes the knowledge of loads and payloads.
	Improvised Munitions	Provides +1 to tech when constructing improvised weaponry and explosives. This includes the safe handling of gunpowder or fuses and explosives.
	Locksmith	this provides a +1 to Tech rolls for opening locks and safes. Only PCs with this specialty can even attempt to open a safe.
	Mechanic	This provides +1 to Tech rolls when repairing mechanical systems. This includes the knowledge to notice when things are wrong (adding to Recon).
	Scientist	this provides the PC with a general smattering of almost every science. If the PC chooses a specific science, they get +2 rather than the normal +1.
Command	Intimidate	+1 to using coercion and threats to get what you want.
	Leader	+1 to inspire others to follow you or understand what motivates people. Provides a +1 to a CUF roll if using Unit Morale.
	Tactician	On a success, the Referee must tell you the most likely tactic of a known enemy force. The intelligence must be accurate but can change with justification.
Medical Aid	Combat Medic	+1 when assisting someone who is incapacitated. This does not help with Critical Injuries but can contribute to death saves.
	Counselor	+1 when trying to assist another with mental health difficulties and stress.
	Field Surgeon	+1 to Medical Aid when treating Critical Injuries.
	General Practitioner	+1 to Medical Aid when treating disease or poison. Includes the ability to safely identify and prescribe drugs.
	Veterinarian	+1 when dealing with the medical issues of animals. This may, at times, be applied to humans at Referee discretion.
Persuasion	Linguist	Adds a single language at Fluency. Future languages can be added as Specialties at half-cost.
	Musician	Able to play a single instrument comprehensively. Future instruments can be added as Specialties at half-cost.
	Interrogator	+1 to convince someone to tell you secrets.
	Profiler	On a success, the Referee must tell you what the targets most likely move will be. Each additional success gives an extra d6 for attempts to Persuade or Intimidate.
	Psy Ops	+1 to Persuade when trying to lie or gaslight others. On a Failed roll, the disposition of the target turns for the worse. On a Failed Push, they may become violent.
	Teacher	+1 when teaching or training others. Also reduces the cost of learning Specialties by 1 point for the student.
	Trader	+1 to Persuade when buying or selling. Extra Successes can reduce the buy cost by 20% or increase the sale cost by 20%
Unaligned (not in main rulebook)	Occult	Can be used with INT but often rolled by itself, provides knowledge of occult things.
	Hardened	You don't take any stress from seeing another person hurt or killed.
	Ultimate Sacrifice	You can sacrifice points of health or stress to get extra d6s on a roll. These act like Ammo dice. They can provide additional successes.
	Focused	Once per session you can choose to ignore any penalties due to stress, distraction (noise, light, explosions). If there are no distractions you get a +1 on your chosen activity.
	Indomitable	Once per session if reduced to 0 health, you can immediately sacrifice 1 stress point and gain 1 health back.