

Reference Index of Twilight: 2000 Material in Challenge Magazine

Equipment (1e)

Body armor alternatives – Issue 45
Cold-weather gear – Issue 29 (Weather)
Commo antenna wire – Issue 30 (Shell Game)
Consolidated equipment price and availability list – Issue 27
Field telephone equipment – Issue 38 (Military Electronics in Twilight)
Generators – Issue 30 (Shell Game)
Ground surveillance systems – Issue 38 (Military Electronics in Twilight)
Mine detectors – Issue 38 (Military Electronics in Twilight)
Radio antennas – Issues 30 (Shell Game), 38 (Military Electronics in Twilight)
Radio control systems – Issue 38 (Military Electronics in Twilight)
Radio jammers – Issue 38 (Military Electronics in Twilight)
Suitcase nuke – Issue 30 (Shell Game)

Equipment (2e)

Black powder weapon tools – Issue 64 (Handgun Alternatives)
Drilling and pumping equipment – Issue 49 (Pennsylvania Crude)
M1A1 bangalore torpedo – Issue 53
M58A3 MICLIC – Issue 53
Marine navigation equipment – Issue 60 (Sailing)
SADARM mine – Issue 53
Soviet field rations – Issue 53
Surveillance electronics – Issue 61 (Spooktek)

Flavor and Context

Armor crew equipment – Issues 32, 36
German military equipment – Issue 77
M1 tank – Issue 29 (Inside an M1)
Mortars – Issue 34
MREs – Issue 33 (Haute Cuisine a la 2000)
Murphy's Laws of Combat – Issue 57
Resource salvage economy – Issue 49 (Pennsylvania Crude)
Space programs' fate – Issue 44 (Falling Fragments of a Dream)
Standard operating procedures – Issue 51

Locales and History

Albania – Issue 47 (Our Friend Albania)
Baltic coast – Issue 25 (The Baltic Coast: A Looter's Guide for Twilight: 2000)
Barbados (Merc: 2000) – Issue 48
British Columbia – Issues 36 (Red Maple), 52 (Going on Safari)
Canada – Issue 30 (Canada: 2000)
Connecticut – Issue 39 (Rifle River)

Reference Index of Twilight: 2000 Material in Challenge Magazine

Delaware – Issue 42 (A Rock in Troubled Waters)
Intracoastal Waterway (U.S.) – Issues 27 (The Inland Waterway), 42 (A Rock in Troubled Waters)
New Jersey – Issue 42 (A Rock in Troubled Waters)
Nuclear targets (U.S.) - Issue 27 (Target 2000: The "Hit List" for WWII)
Nuclear targets (USSR) – Issue 33 (USSR: 2000, Part II)
Ohio – Issues 56 (Lima Incident), 58 (A Little Recon Mission)
Pennsylvania – Issues 42 (A Rock in Troubled Waters), 49 (Pennsylvania Crude)
Shetland Islands – Issue 43 (Sheltie Holiday)
Shiraz (Iran) and vicinity – Issue 30 (Shell Game)
Soviet Union – Issues 31 & 33 (USSR: 2000)

Orders of Battle

Mexican Army – Issue 27
Canadian Forces – Issue 30 (Canada: 2000)
Milgov New Jersey enclave – Issue 42 (A Rock in Troubled Waters)
Native Canadian Ranger Regiment – Issue 31
Soviet forces in Canada – Issue 30 (Canada: 2000)

Referee Tools

Campaign planning – Issue 26 (Flow Charts for Manageable Encounters)
Character motivations and campaign concepts – Issue 25 (What Do We Do Now?)
Combat examples – Issue 31
Introducing new players to a campaign – Issue 57 (Come Join the Party)
Map acquisition – Issue 49 (How to Obtain Maps for Gaming)
NPC naming – Issue 71 (Names, Names, Names)
NPC use – Issues 25 (On the Use of NPCs), 34 (The Compleat NPC)
Referee technique – Issue 38 (Umpiring Twilight)

Rules Expansions (1e)

Aircraft – Issues 26 & 28 (Twilight: 2000 Air Module)
Aircraft, ultralight – Issue 28 (Ultralights: A Closer Look)
Miniatures rules draft – Issue 25
Travel – Issue 28 (Wilderness Travel and Pursuit)
Underground combat – Issue 46 (Attack of the Mud Men)
Urban terrain – Issues 29 (Buildings: Optional Rules for Urban Locales), 35 (Citymaker)
Weather – Issue 29

Rules Expansions (2e)

Archery – Issue 66 (Yearning for Antiquity)
Battlesight zero – Issue 63
Equipment Identification skill – Issue 59 (A Question of Identity)
Fear (Dark Conspiracy) – Issue 70 (Fear and Loathing)

Reference Index of Twilight: 2000 Material in Challenge Magazine

Guided Weapon skill – Issue 53 (Naval Rules)
Minefields – Issue 66 (Achtung! Minen!)
Naval careers – Issue 53 (Naval Rules)
Reactor Operator skill – Issue 53 (Naval Rules)
Sailing – Issue 60

Scenarios and Encounters

All That Glitters – Issue 67 (Poland; Soviets attack American outpost to recover buried gold)
Attack of the Mud Men – Issue 46 (generic; subterranean primitive ambush)
Avery's Raiders – Issue 69 (Georgia; steal stolen food supplies back from marauders)
Black Siberia – Issue 51 (Czechoslovakia; Soviet POW camp break-in/break-out)
Crazy Horse – Issue 73 (South Dakota; locate and recover nukes from downed B-1B)
Crossburn – Issue 44 (Georgia; locate missing CivGov supply convoy)
False Knight on the Road – Issue 25 (Poland; odd NPC has intelligence dossiers on enemy agents)
Going on Safari – Issue 52 (western Canada; elephant wrangling)
Goodrich Hill – Issue 70 (generic; retrieve doctor from booby-trapped compound)
If You Go Into the Woods Today – Issue 50 (generic; booby-trapped cache)
It Was Unlikely – Issue 65 (Nebraska; mental asylum infested with rabid primitive "werewolves")
Lima Incident – Issue 56 (Ohio; recover M1 MBTs from factory)
A Little Recon Mission – Issue 58 (Ohio; recon Wright-Patterson AFB)
Pennsylvania Crude – Issue 49 (Pennsylvania; support recovery of crude oil from wellhead)
Red Maple – Issue 36 (western Canada; counter attack by Soviets on Vancouver Island)
Rifle River – Issue 39 (Connecticut; recover Colt firearms plant in Hartford from marauders)
The Rockets' Red Glare – Issue 77 (Japan; recover aerospace engineers and their tools)
Seeing is Believing – Issue 54 (generic/Oregon; infinite zombie NPC attack)
Shell Game – Issue 30 (Iran; counter Soviet deployment of suitcase nukes)
Sheltie Holiday – Issue 43 (Shetland Islands; obtain oil platform parts)
Spectres in the Sky – Issue 62 (generic; mercenary CAS unit)
Strangers in a Strange Land – Issue 48 (New Jersey; escaped Soviet POW encounter)
Taking a Stand in Kurdistan (Merc: 2000) – Issue 56 (Kurdistan; defend Kurds from Iraqi armor)
Tyger, Tyger, Burning Bright – Issue 37 (Florida; hunt escaped tigers killing livestock and kids)
The Village – Issue 41 (generic; neutralize a chemical weapons lab, stabilize a small community)
Water Rights – Issue 50 (Wyoming; New America damming a community's water supply)
Westward Ho! - Issue 57 (Kentucky; support/protect a village migration)

Scenarios and Encounters (Merc: 2000)

Altruistic Motives – Issue 73 (Nigeria/Zaire; rescue imprisoned tribal leader)
Babysitters – Issue 76 (shipboard/Tokyo; escort/recover stolen ancestral katana)
Barbados – Issue 48 (Barbados; three-scenario counter-coup arc)
Damsel – Issue 74 (Los Angeles; rescue kidnapped child)
Dark Angel of the Night – Issue 63 (generic; rescue kidnapped rock star)
Goin' Up the Country – Issue 71 (generic; destroy drug gang and its lab)

Reference Index of Twilight: 2000 Material in Challenge Magazine

Jumpy Jehosophat – Issue 55 (generic; NPC patron/target)
One Night in the City – Issue 60 (generic; liberate startup funds from cocaine dealers)
Operation Boomerang – Issue 67 (Switzerland; rescue kidnapped agent)
Operation Point Man – Issue 69 (Gabon; recon terrorist camp)
Poppies – Issue 68 (Egypt; destroy drug farm)
Private Charter – Issue 74 (Mogadishu; hijack freighter, steal plutonium)
Rolf MacKenzie – Issue 68 (generic; NPC patron)
Runners – Issue 70 (Belize/Guatemala; recover stolen explosives shipment)
Saber Rattling – Issue 72 (Rostov-on-Don; recon and neutralize bioweapons lab)
Ship Shape – Issue 64 (generic; plug a shipping company's cargo leak)
Silence is Golden – Issue 58 (Bangkok; steal a golden Buddha)
Terror in the Jungle – Issue 54 (Biafra/Nigeria; counter psyops witchcraft)
Terror in the Light – Issue 65 (Cuba; clear oil platform affected by psychoactive riot agent)
Things Got Weirder – Issue 62 (generic; destroy office and alien life form)

Vehicles (1e)

AAVP9 – Issue 29
AMX-10P – Issue 33
AMX-10RC – Issue 33
AMX-30S – Issue 33
BMP-B – Issue 29
Challenger MkIIA – Issue 30
Commando V-300 family – Issue 38
Cougar – Issue 38
EE 11 Urutu – Issue 38
ERC-90 Armored Car – Issue 26
Fox Armored Car – Issue 30
FV432 Spartan – Issue 30
Gepard SPAA – Issue 30
Grizzly APC – Issue 38
Jagdpanzer Kanone – Issue 30
Jaguar – Issue 30
Leopard II – Issue 30
Lynx – Issue 38
M741A6 PIVAD – Issue 33
M901 ITV – Issue 33
M988 Sergeant York/DIVAD – Issue 33
OT-64 – Issue 29
Scorpion Mk2/90 – Issue 29
Small patrol boats – Issue 32
Spahpanzer Luchs – Issue 33
T-72 – Issue 29

Reference Index of Twilight: 2000 Material in Challenge Magazine

Tpz 1 Fuchs – Issue 33

UR-416 – Issue 33

VAB APC – Issue 26

Vehicles (2e)

ATLAS CSH-2 Rooivalk/Kestrel – Issue 76 (ID/D Aeroweapons)

Fishing boat – Issue 60 (Sailing)

Gun trucks – Issue 55

HMMWV Avenger – Issue 47

Interisland schooner – Issue 60 (Sailing)

Junk – Issue 60 (Sailing)

Ka-60 Hokum – Issue 76 (ID/D Aeroweapons)

NMC-40 Warrior FAV – Issue 47

Large sailing yacht – Issue 60 (Sailing)

Lugger – Issue 60 (Sailing)

Quad bike – Issue 47

Racing yacht – Issue 60 (Sailing)

Restored antique – Issue 60 (Sailing)

Sadler A-22 LASA – Issue 76 (ID/D Aeroweapons)

Training vessel – Issue 60 (Sailing)

Weapons (1e)

AK-GL – Issue 40

BG-15 – Issue 30 (Shell Game)

L16A1 81mm mortar – Issue 40

M3 Carl Gustav – Issue 40

M38/M43 120mm mortars – Issue 40

M43/M53 160mm mortars – Issue 40

M72 LAW – Issue 40

M79 rocket launcher – Issue 40

RPG-27 – Issue 40

Stoner 63 weapon system – Issue 40

Taser – Issue 37 (Tyger, Tyger, Burning Bright)

Tranquilizer rifle and darts – Issue 37 (Tyger, Tyger, Burning Bright)

Weapons (2e)

12-gauge flamer ammunition – Issue 61 (Spooktek)

.460 Weatherby Magnum – Issue 47 (The Horror Below [Cadillacs and Dinosaurs])

Ares Folding SMG – Issue 71 (Tools of the Trade)

Beretta M1951 – Issue 48

Beretta Model 84 – Issue 48

Black powder revolvers – Issue 64

Bows – Issue 66 (Yearning for Antiquity)

Reference Index of Twilight: 2000 Material in Challenge Magazine

Boys Mk. I Antitank Rifle – Issue 47 (The Horror Below [Cadillacs and Dinosaurs])
Colt M16A4 ACR – Issue 72 (Advanced Infantry Weapons)
Crossbows – Issue 66 (Yearning for Antiquity)
Desert Eagle – Issue 71 (Tools of the Trade)
FN P90 PDW – Issue 72 (Advanced Infantry Weapons)
Heckler & Koch MP 2000 – Issue 72 (Advanced Infantry Weapons)
Holland & Holland .600 Nitro – Issue 47 (The Horror Below [Cadillacs and Dinosaurs])
M-100 Special Objectives Firearm – Issue 61 (Murder Century)
Pepper spray/OC – Issue 61 (Spooktek)
RAI Model 300 – Issue 71 (Tools of the Trade)
RAI Model 500 – Issue 71 (Tools of the Trade)
Sap glove – Issue 61 (Spooktek)
Silent ammunition – Issue 61 (Spooktek)
Spectre M-4 – Issue 71 (Tools of the Trade)
Steyr ACR – Issues 71 (Tools of the Trade), 72 (Advanced Infantry Weapons)
Type 62 GPMG – Issue 48
Type 9 GPMG – Issue 48
Vesicant pen – Issue 61 (Spooktek)
Winchester M70 "African" – Issue 47 (The Horror Below [Cadillacs and Dinosaurs])