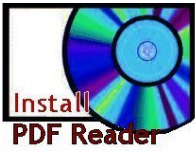


# TWILIGHT: 2013



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## Twilight: 2013

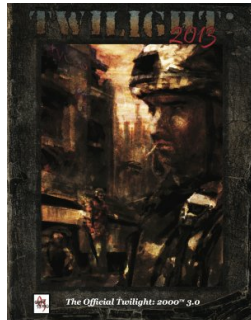
**Twilight: 2013** is the third edition of **Twilight: 2000**, designed and published by **93 Game Studio** to update the setting to the post-2000 era. It introduced a new game mechanic and was supplemented by a variety of additional materials. This disk includes all of the canonical **2013** titles.

*July, 2013. World War III has been raging for several years.* The earth's population has been virtually decimated by nuclear bombing and fallout, famine, and disease. The surviving ten percent of the world's population remains engaged in conflict. Military action still occurs - when there is sufficient fuel, ammunition and manpower - and all the civilians can do is try to stay alive.

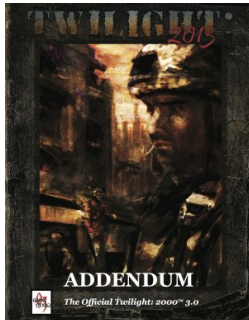
Using real-world events through 2007 as a basis, **Twilight: 2013** tells the story of our planet's slide into oblivion, pitching players into a world devastated by war and ravaged by disease, immersing them in the tattered remnants of a place that is both familiar and alien. **Twilight: 2013** is the core rule book for the 3rd Edition of the popular **Twilight: 2000** role-playing series originally published by GDW.

The main rules set provides a detailed character creation system which allows players to choose to side either with the veterans of the world's military forces, or with the civilians who are caught up in the conflicts. With a staged rules system that caters to both novice and experienced players, **Twilight: 2013** lets you choose to participate further in the world's downfall, or help in the struggle to preserve and rebuild.

Fans of **Twilight: 2000** will notice that **Twilight: 2013** has evolved into a rich character-based role-playing experience, set against a military backdrop, with both military and civilian paths from which to choose.



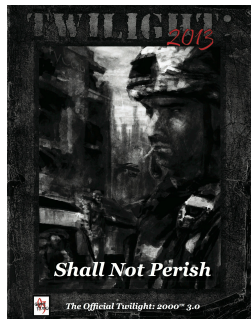
Twilight: 2013  
Core Rules



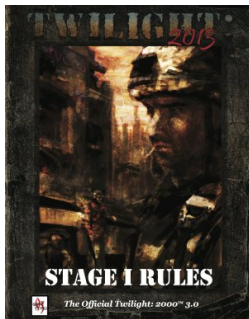
Twilight: 2013  
Rules Addendum



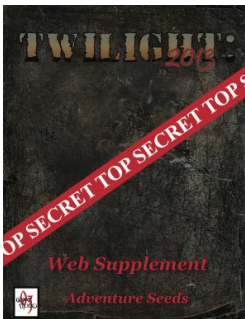
Twilight: 2013  
Character  
Dossier



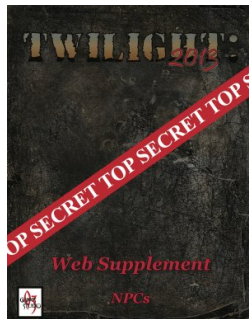
Shall Not Perish



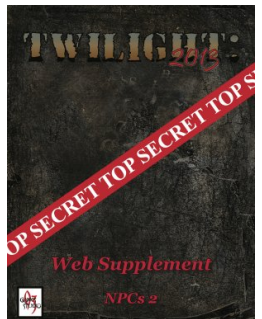
Stage I Rules



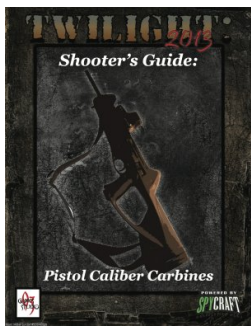
Seeds



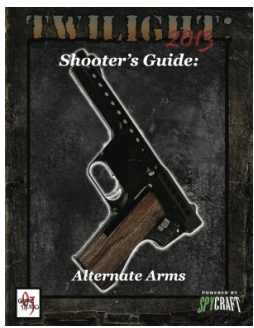
NPCs-1



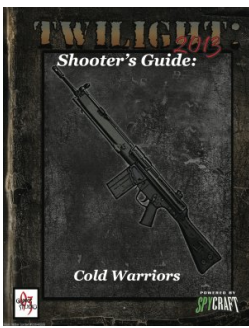
NPCs-2



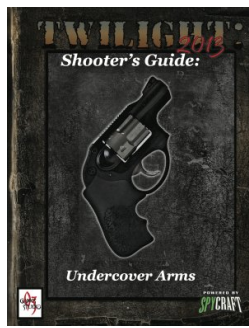
Pistol Caliber  
Carbines



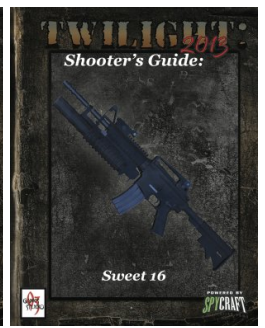
Alternate Arms



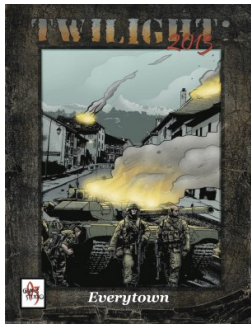
Cold Warriors



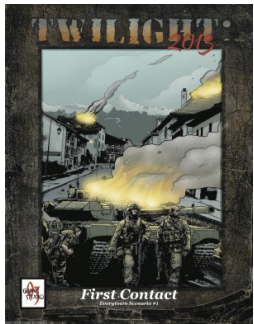
Undercover Arms



Sweet 16



Everytown



Everytown  
First Contact

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