

# Twilight: 2000 - Run to the hills

	Rel	Cbtspd	trvspd	ArmF	ArmS	ArmR	Fuel	Cap	Cons		
Crew Cargo											
Pickup truck		5	5/3 W 9/4	1	1	1	A	100	2		
1+5	250										
Dirt bike	5	4/3	W 6/4 -	-	-	-	A	10	0.5	1	25

Fuel: 27

Unit Morale: D

### \*\*\* WAYNE "PD" SANDERSON \*\*\*

STRENGTH: C

Heavy Weapons:

Close Combat: D

Stamina: D +Ranger

AGILITY: C

Driving: B

Mobility:

Ranged Combat: B

INTELLIGENCE: B

Recon: D +Infiltrator +Combat Awareness

Survival: D +Farmer

Tech: C +Communication

EMPATHY: C

Command:

Persuasion: C

Medical Aid:

Hit Capacity: 4

DAMAGE:

Stress Cap: 5

STRESS: 1

CUF: C

RADIATION

Temporary:

Permanent: 3

ARMOR

Head: 1

Arms:

Torso: 1

Legs:

**\*\*\* DUNCAN "BULL" ANGUS \*\*\***

STRENGTH: A  
Heavy Weapons: D +Machine Gunner  
Close Combat: C  
Stamina: C

AGILITY: B  
Driving: D +Tanker  
Mobility:  
Ranged Combat: B +Rifleman

INTELLIGENCE: B  
Recon: B  
Survival: B +Quartermaster +Fisher +Scrounger  
Tech: +Combat Engineer

EMPATHY: C  
Command: D  
Persuasion:  
Medical Aid:

Hit Capacity: 6  
DAMAGE:  
Stress Cap: 5  
STRESS: 1  
CUF: A  
RADIATION  
Temporary:  
Permanent: 6

ARMOR  
Head: 1  
Arms:  
Torso: 1  
Legs:

**\*\*\* LOUISA "FOSFORA" GUTIEREZ \*\*\***

STRENGTH: A  
Heavy Weapons: D  
Close Combat: B +Brawler +Killer +Melee  
Stamina:

AGILITY: A  
Driving: D  
Mobility: C  
Ranged Combat: C +Sidearms

INTELLIGENCE: B  
Recon:  
Survival: +Scrounger  
Tech: C

EMPATHY: B  
Command:  
Persuasion:  
Medical Aid: D

Hit Capacity: 6  
DAMAGE:  
Stress Cap: 5  
STRESS: 1  
CUF: D  
RADIATION  
Temporary:  
Permanent: 1

ARMOR  
Head: 1  
Arms:  
Torso: 1  
Legs:

\*\*\* EMMA SVENSSON \*\*\*

STRENGTH: C

Heavy Weapons:

Close Combat:

Stamina: D

AGILITY: B

Driving: C

Mobility: C

Ranged Combat:

INTELLIGENCE: A

Recon: D

Survival: D +Forager

Tech: B +Scientist +Communications +Chemist

EMPATHY: B

Command:

Persuasion: C +Linguist

Medical Aid: A +Veterinarian + Counselor

Hit Capacity: 5

DAMAGE: 1

Stress Cap: 6

STRESS: 3

CUF: D

RADIATION

Temporary:

Permanent: 6

ARMOR

Head: 1

Arms:

Torso:

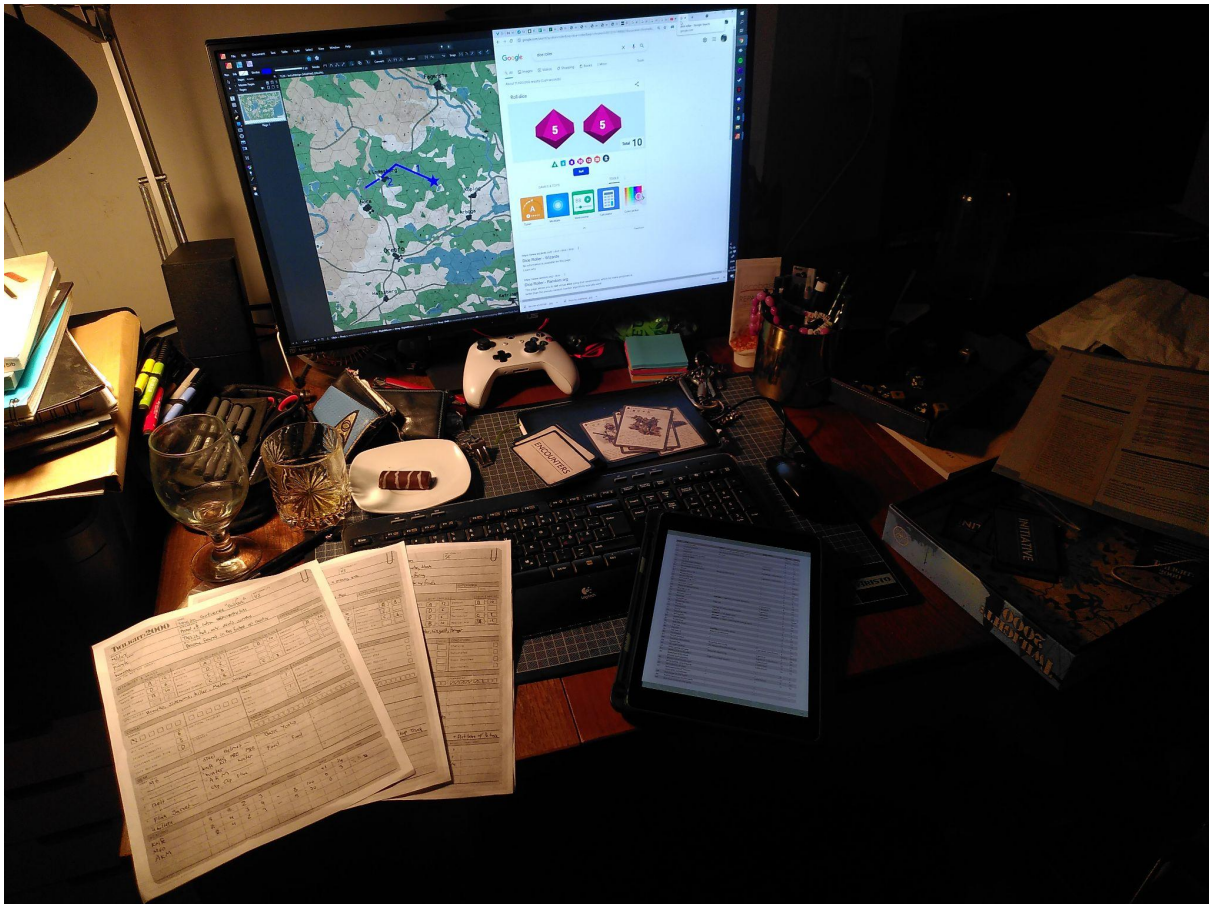
Legs:

## **1. Raidstoppers**

Two days after The Battle of Örebro, three american survivors; Staff Sergeant Duncan "Bull" Angus, Specialist Wayne "PD" Sanderson and Private Louisa "Fosfora" Gutierrez, along with ex-partisan veterinarian Emma Svensson, wake up in a dark, foggy pine forest outside Köping. Trying to get a reading on the situation, PD listens to his radio and picks up a nearby farm reporting trouble with raiders. A short drive out of the woods and the group find a cluster of reinforced farmhouses. They convince the leader Bertil of their honest intentions before a squad of hungry, desperate russian soldiers show up to try and extort the locals.

Sensing the situation going downhill, Louisa pre-empts the russians by gunning down their leader with her M60 from the back of the truck. Everyone dives for cover, except for the two other american troops who also open fire from out in the open, but miraculously manage to avoid any return fire from the russian reserves. With the help of the local huntsmen they manage to kill of most of the raiders, only two manage to slink off into the woodland. The americans and swedes manage to get out of it without injury, except for some damage to the machinegun from a nasty jam.

After dividing the weapons and gear of the russians with the locals, the group are treated to some food and water and rumours that the russians are planning an advance on Kristinehamn which was where the survivors were planning to go. The locals also make it clear that the americans behaviour was too aggressive for comfort and that they need to move on in the morning.



## 2. Unwelcome

The next day the group rolls out towards the nearby main road to Lindesberg. PD at the wheel with Emma navigating, Bull and Louisa on the back watching and manning the machinegun respectively.

On the way along the abandoned main road, they meet a trio of local hunters who are in a good mood and share that the mayor of Lindesberg is desperately searching for her son, who they assume ran off on his own to prove himself or some similar nonsense.

Rolling into the worn down rural town, the group feels eyes upon them all the way in, but aren't accosted until they reach the bridge across the river in the middle of town. Emma manages to convince the locals to let them drive through, but they won't be allowed to stay or even stop in town. With no choice, they proceed into the woods west of town to set up camp instead. Bull builds a nice camp while Emma keeps an eye out. PD tries foraging, but comes back emptyhanded. Louisa tries scrounging, but only manages to find a Depeche Mode CD.

Just as dark is closing in, a small russian patrol of four nervous privates comes up to the camp. Thanks to advance warning from Emma, the americans are armed and ready when they are spotted. After a tense few moments of standoff, the russians make it clear

that they would rather barter than shoot it out. Emma trades her looted AKM for a roll of gaffer tape, a broken hedge trimmer, a case of rulltårta and two weeks worth of rations. Unfortunately they also get a case of nasty pneumonia along with everything else, but we'll see about that in three days time. A restless night's sleep later and the group decides to race as far north as possible, to get away from more russians who may know where they are.

### 3. Waylaid

Pushing the pickup truck to get into the hills before nightfall, PD has to slam the brakes as a huge explosion blossoms up just around a bend in the road. A russian scout jeep has run into a roadside IED and there's dead and dying soldiers everywhere. Bull walks slowly forward checking for mines or more explosives, while PD brings up the car. Louisa and Emma grabs guns and ammo from the dead russians before catching up.

AKM (5 rel), AKM (5) + 6 reloads, RPG-7V (5) + 6 reloads, PM (5) 2 reloads As well as several rifles and pistols worth nothing more than spare parts. And Emma gets herself a nice steel helmet.

Before the group gets very far down the road a troupe of eight marauders move in to inspect their kill.

The gang are lucky with their initiative draws and everyone makes it onto the pickup before the marauders get a bead on them and manage to race off with just a few pot shots coming their way.

Deciding to stay on the road through the night in order to put some distance between themselves and the marauders. Louisa takes the wheel and Bull stares into the darkness ahead while Emma and PD huddle in the back. They make it back down the hills without incident.



#### **4. + 5. Respite**

As dawn breaks heavy, wet snow starts falling. So Bull guides the truck off the road down a logging road to set up a hidden camp. Emma braves the cold and find a spring of clear water, while Louisa goes over the truck and PD finds an old campsite nearby where someone has left a sleeping pad that could come in handy. Forgetting to set a watch means the group are nearly discovered when a convoy of Soviet transports roll by on the main road, probably hunting for the marauders who hit the scout car. It should be hard to sleep after all this, but everyone except Bull are out cold as soon as the camp is set up. The group decides to stay and recuperate for the rest of the day, rather than push on. In the evening Bull takes his well deserved nap, Emma begins feeling under the weather as the pneumonia takes hold and Wayne keeps an eye on things while Louisa takes care of her battered M60. Even with the enemy so close, everyone is glad to take some time to recover.

They manage a good night's sleep, despite Emma coughing throughout. Nothing more happens while Bull keeps an eye out through the night.



## 6. Stragglers

Worried about Emma and their low fuel reserves, the group decides to push for Filipstad, despite knowing that russians are ahead of them. Wayne drives while Bull keeps watch and Louisa tries to keep Emma comfortable. Before they make it into town though, they run into a squad of seven american survivors. Bull spots them from well ahead and gets everyone readied. The stragglers seem friendly, if very hungry. Wayne manages to negotiate a deal where the group will help escort them to the nearby town, rather than give them food. It takes the rest of the morning to get into Filipstad at the pace of the struggling american infantrymen. The road through town is blocked by a both worrisome and encouraging sight: The burned remains of the soviet convoy that passed the group two days before. As Wayne tries to maneuver the truck around the block, it gets stuck. Instead of helping push the truck free, the stragglers raise their guns...

A fight breaks out as the group manages to outdraw the traitors and take out their leader with two very lucky headshots. Things bog down for a round or two as the two sides take cover and proceed to wound and suppress each other. Things turn around as a trio of patrolling swedes join the fight, seeing the ambush for what it is, Louisa gutting a soldier with her knife and PD managing to rip up two more who had been caught in the open most of the fight. The last two try to run, but both fail and fall to the ground where the swedes and Louisa make quick work of them. Emma convinces the locals to help them. Louisa returns with a huge grin and proper composite helmets for her and Emma. She and Wayne are escorted off to their settlement while Bull and Louisa stay behind to get the car free. They split the loot from the treacherous soldiers with the locals and after getting Bull's leg bandaged up they shove the truck free from the rubble and join their compatriots at the settlement, where a doctor has patched up Emma, but Wayne isn't looking much better.