



## BURNING BUILDING



A building burns along this road. A man frantically tries to rescue objects from inside. If the PCs help, he'll split his belongings with them. If they pick on their own, he becomes irate but does not fight them. Inside the house, an intensity C fire rages. Each round, a PC can make a scrounging roll to find an item on the scrap table on pages 144-145 of the Player's Manual. A total of D6 items can be found.

# ENCOUNTERS

Josh Overbeek (Order #48093754)



# ROBBERY



FACTION: Marauder

NUMBER: PC



A robbery takes place before the PCs' eyes. Some thugs (gang members) are beating an unarmed man who tries to hold them off. The PCs can intervene or leave the parties to their business. It's a one-sided fight unless the PCs stop it.

# ENCOUNTERS

Josh Overbeek (Order #48093754)



# SNIPER



FACTION: Marauder

NUMBER: 1



A sniper fires at the PCs and other people nearby. Citizens run for cover; they are used to snipers. A **RECON** roll with a -2 modifier can be made each round to spot the sniper, for the nest is well-concealed.

# ENCOUNTERS

Josh Overbeek (Order #48093754)



2

## DYING SPY

FACTION: US IntelligenceNUMBER: 1

A spy lies dying in an alley. Wet noises and coughing alert the PCs to the victim who, with their last few breaths, tells the PCs they must take a package at the end of the alley and deliver it to an intel agent. The spy doesn't have time to say what is in the package, who they work for, or who killed them.

# ENCOUNTERS

Josh Overbeek (Order #48093754)





4

GANG

FACTION: MarauderNUMBER: PCx2

One of the local gangs decides to shake down the PCs. This is their territory, they say, and the PCs must pay 100 bullets (or the equivalent in other goods) for access. They are armed and, if the PCs are better armed, claim they can call on reinforcements.

# ENCOUNTERS

Josh Overbeek (Order #48093754)



8

## BAKER ST. IRREGULARS

FACTION: CivilianNUMBER: PC+3

A pack of street kids takes interest in the PCs. If they think they can get away with it, they try to lift small items off the characters as they crowd around them. These kids see and hear a lot in the city and could be useful if the PCs make friends with them. However, they are suspicious, and wise beyond their years, causing any **PERSUASION** roll against them to suffer a -2 modifier. On the other hand, if the PCs give them food or supplies, the roll is instead made with a +2 modifier.

# ENCOUNTERS

Josh Overbeek (Order #48093754)



K

# REFUGEES



FACTION: Civilian

NUMBER: PCx4



A group of refugees walks through the town begging for assistance. The citizens do not want to help and might even pelt them with random objects and cutting insults. The refugees fled from a military/ marauder attack on their nearby town. People here have their own problems.

TWILIGHT: 2000 URBAN OPERATIONS

# ENCOUNTERS

Josh Overbeek (Order #48093754)



2

## PROTESTERS



FACTION: Civilian  
and Police

NUMBER: PCx4 each



A group of citizen protesters squares off against the local militia or police over an internal matter. Things are very tense between the two groups, and violence could erupt at any moment. The PCs must either find a way around the brewing riot or intervene. At your discretion, the violence explodes just as the PCs are in the thick of it. A lot of blood could be spilled.

# ENCOUNTERS

Josh Overbeek (Order #48093754)





5

POLICE

FACTION: Police/MilitiaNUMBER: PC

Local police or militia stop the characters with routine questions about their business. If the characters look overly suspicious, or are caught lying, the police try to bring them to the local courthouse or other HQ. The group itself isn't that large, but they can call on reinforcements.

# ENCOUNTERS

Josh Overbeek (Order #48093754)



6

## POP-UP MARKET

FACTION: CivilianNUMBER: PCx2

A semi-regular market has set up shop here. There are several makeshift stalls and a crowd of people bartering for various goods. Local militia, gangs, or police patrol the area to prevent blatant theft. Many items are available. The market has common items automatically and scarce items on a 4-6 instead of 5-6 as seen on page 90 of the Player's Manual.

# ENCOUNTERS

Josh Overbeek (Order #48093754)



8

## UNLOOTED BUILDING



Somehow or another this building wasn't looted. It looks dodgy, near collapse, and maybe that's why looters passed it by early on. A quick search and a **SCROUNGING** roll in here will yield D6 rolls on the scrap table on page 144-145 in the Player's Manual.

# ENCOUNTERS

Josh Overbeek (Order #48093754)



# DRUNKS

Q



FACTION: Civilian

NUMBER: PC+3



A group of drunks amble down the street. They're in good spirits but turn when they see anyone wearing a uniform. They don't like uniforms. If the PCs can't calm them down, the drunks throw bottles and rocks at them. It could easily escalate.

# ENCOUNTERS

Josh Overbeek (Order #48093754)



♠  
2

# IMPROMPTU CHECKPOINT



FACTION: Military

NUMBER: PC+2



Whatever faction controls the town has erected an impromptu checkpoint, stopping everyone who wants to pass. Causing trouble here follows the PCs throughout the city. There is an armored vehicle here, equipped with a mounted machine gun.

TWILIGHT: 2000 URBAN OPERATIONS

# ENCOUNTERS

Josh Overbeek (Order #48093754)



# MUSIC



A group of musicians plays in the middle of the street. It might be Beethoven or NWA. It doesn't matter. Live music is a rare thing, and it uplifts the souls drug low by war. Each PC heals 1 point of stress. Everyone on the street has stopped, staring, listening, some crying.

# ENCOUNTERS

Josh Overbeek (Order #48093754)



4

## STREET PREACHER



A man dressed in medieval-looking garb stands on a box in the street and screams the prophecy of The Shepherd's Flock (page 62 of the Referee's Manual). Some in the crowd listen. Others simply pass by. His words are ominous, full of new apocalypses. Spotting the PCs, the zealot claims they are part of one of his prophecies and heckles them to join his deranged cause.

# ENCOUNTERS

Josh Overbeek (Order #48093754)



# FUNERAL



The characters see a funeral procession. It is quite long, with the casket carried in a black painted wagon drawn by two horses. A functioning car slowly leads the procession (a seeming waste of gas, indicating the importance of the deceased). It is a somber affair and inflicts 1 point of stress on each PC. This may be mitigated by a CUF roll (see page 77 of the Player's Manual).

# ENCOUNTERS

Josh Overbeek (Order #48093754)