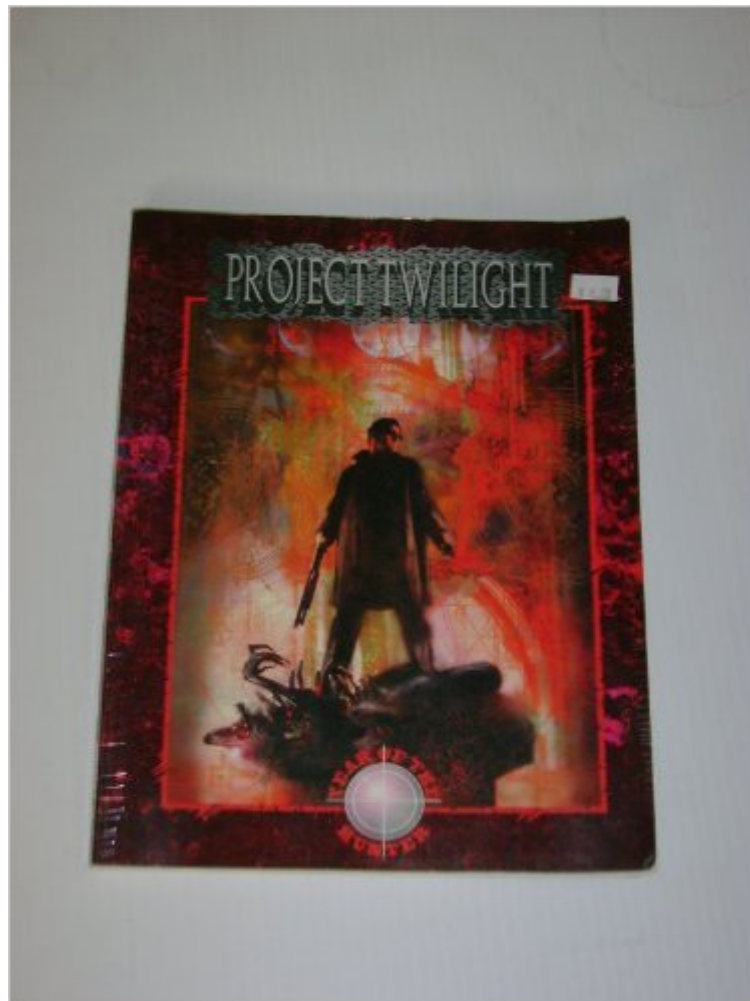


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Project Twilight (Werewolf: The Apocalypse Roleplaying Game)



Synopsis

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Book Information

Paperback: 108 pages

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Average Customer Review: 4.7 out of 5 starsÂ Â See all reviewsÂ (7 customer reviews)

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Customer Reviews

I loved the old school World of Darkness games. I loved them so much more than the new games that White Wolf that they have out now. But I always felt there was something missing. I mean I know the governments of the world were in the pockets of the vampire clans, and of the Technocracy mages, but I always wondered, weren't there some government agents out there that were looking for the truth or were investigating the occult? Well this book finally gave me what I was looking for! We finally have an agency that knows there are occult/paranormal things happening in the world and were trying to investigate them. Sure it had kind of an X-Files feel to it but that was to be expected, and in a way it was welcomed. I enjoyed all the merits and flaws that you could give your characters that were specific to humans involved in government agencies. Plus the game that was included in the end of the book set in upstate New York was beautifully done and I couldn't find anything in there that I would change if I had to write it myself. Bottom line, this is a must have for any fans of the old school World of Darkness games!

Only one thing stands between this book and that fifth star: a good opening story. Otherwise the book reads like a conspiracy theorist's worst nightmare come true. All you need is this and the main rule book for Werewolf, Vampire, or Mage, and you're ready to make federal gov't sponsored

hunters galore. Included are neat new backgrounds (rank, favors, backers, and equipment) along with some new numina. Pyrokinesis looks like it'll be a blast (excuse the pun). Many gov't agencies are detailed, and you'd be surprised by how little they know about the supernatural. So this game is more about discovery than just killing monsters, although there's plenty of room for that too. The World of Darkness's sixth standalone game Hunter: The Reckoning debuts this year, so this sourcebook may soon see a jump in demand. All wannabe gov't hunters out there (you know who you are) had better beat the rush and buy this book soon.

Project Twilight is great for anyone who wants to cross Vampire or Werewolf with government agencies. It gives in depth source for playing a para-intelligence agent, hunting the super natural. It contains information on the position of the FBI, CDC, NSA & CIA within White Wolf's world of darkness... In my opinion, a must for serious RPG'ers

You sit in a cramped and cluttered office in the corner of the basement of the FBI offices of Somewhereville, USA. Your reports go to a shadowy supervisor at the J Edgar Hoover building in Washington DC. Odd news clippings, unsolved murders of a peculiar modus operandi, interrogations of drugged out or psychotic suspects.... Then a few days later two agents from "The Office" call. They have plain IDs and a phone call during their knock has informed you to give them anything they need. They are serious, all business and ask the weirdest questions. OP Project Twilight is the government agent hunter for Werewolf The Apocalypse/World of Darkness. A sort of realistic MIB as it were. Is your party of shapeshifters tired of furring out for a little? Maybe you want to turn the tables on their furry raging behinds? Unleash Operation Twilight agents upon them. These are the rules to create government sponsored agents fighting the 'good' fight against the night terrors of werewolves and vampires. In some ways it's a sister supplement/adjunct to The Hunters Hunted. The character creation is mostly spot on, although due to the 'nature' of the characters area of operations there are a few soft areas giving a GM/Storyteller a good bit they can play around with. (I personally ran a Twilight/Hunters campaign with the agents being a self-created government agency with wide authorities in various departments of Federal law enforcement agencies and not a suggested FBI or NSA base) The glaring omission in my opinion was in the 'opposition' organizations. (ie The Vatican, etc) Whether this was left out for a 3rd supplement or to give the GM/Storyteller freedom, I do not know. Anyhow, there is very little written about these other organizations in this book. In some ways that isn't a detraction as the slant of this is of course the G-man hunter, but as a Storyteller, I would have loved a bit more for spice.

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