

REFEREE'S MANUAL



BETA

Twilight:2000

ROLEPLAYING IN THE WORLD WAR III THAT NEVER WAS

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01 THE WORLD AT WAR

I'd ditched Advanced Calculus and was smoking at a café when I saw the parachutes bloom over my high school as the Soviets began their invasion. Adults stood dumbfounded around me, coming out of the café, out of apartments, cars slowing to a complete halt. This was all the news had talked about for the better part of the year, but no one really believed it would happen. An old man in a tweed jacket looked at me and said, "You shouldn't be smoking, little girl." I laughed and pointed to the descending troops. "Yeah," I told him, "THAT'S my biggest problem."

THE ROAD TO WAR

→ 1989

NOVEMBER 9: The Berlin Wall falls.

→ 1990

AUGUST 2: Iraq invades Kuwait, starting the Gulf War.

OCTOBER 3: Germany is reunified.

→ 1991

FEBRUARY 28: The Gulf War ends.

JUNE 12: Boris Yeltsin is elected president of Russia.

JULY 1: The Warsaw Pact is formally dissolved.

AUGUST 19: Tanks rumble through the streets of Moscow in the morning. "The Gang of Eight," with KGB chief Vladimir Kryuchkov at the helm, sets their coup in motion. President Mikhail Gorbachev is placed under house arrest in Crimea and vice president Gennady Yanayev — one of The Eight — is declared the new president of the Soviet Union. The Russian president Boris Yeltsin is arrested at his dacha outside Moscow. Tens of thousands demonstrate in the streets against the coup, but without a leadership figure to rally behind, the protests are struck down hard.

In other parts of the Soviet Union, The Gang of Eight is less successful. In the Baltic states of Estonia, Latvia and Lithuania, Soviet forces occupy TV towers and other strategic buildings, but this sparks violent protests. After many deaths and strong condemnation by the USA, the Soviet forces retreat. The three Baltic states all declare independence shortly thereafter, and immediately apply for NATO membership.

→ 1992

The collapse of the Soviet Union has been halted by The Eight, who spend the next year purging all opposition to their rule inside the Soviet government. The Kremlin initiates a program of strictly controlled economic liberalization which reinvigorates the Soviet economy, but the freedom of the press and other liberties introduced by Gorbachev are revoked step by step.

In the international community, the Soviet Union is seen as severely weakened. In the US, focus shifts to the woeful state of the domestic economy. President George Bush loses the election to the challenger Bill Clinton.

FOR THE REFEREE'S EYES ONLY

This book is for the Referee only. It contains the tools that the Referee needs to manage their role, but also detailed information on factions and several complete adventure sites. If you are not the Referee of the game, stop reading now.

→ 1993

Clinton wants to show solidarity with the countries in the former Warsaw Pact. During a visit to Poland and the Baltic States, he signals that they can count on NATO support and, eventually, membership. The Soviet Union protests but, for now, does little more than saber rattling.

Soon after, Gennady Yanayev dies under mysterious circumstances. KGB chief Vladimir Kryuchkov is named the new president of the USSR. Rumors spread of another wave of bloody purges in the Kremlin.

→ 1994

Due to a spike in global oil prices and comprehensive economic reforms, the Soviet economy swiftly gets back on its feet. Using this financial windfall, Vladimir Kryuchkov launches a wide-ranging program to reform the decaying Red Army, with many lessons learned from its poor performance in Afghanistan. Over the next few years, training received by soldiers and officers is improved and technology upgraded, significantly reducing the gap to NATO in both troop and hardware quality.

→ 1995

Vladimir Kryuchkov holds a speech about the "illegal" exit from the Soviet Union by the Baltic States, and how this was a CIA plot to weaken the Soviet Union. The Clinton administration views the speech as empty rhetoric and does not react.

→ 1996

At dawn on May 9, Soviet tanks thunder into Estonia, Latvia and Lithuania in a broad offensive. Vladimir Kryuchkov holds a speech and says that the operation is necessary to protect the Russian minorities in these countries, and to restore the territorial integrity of the Soviet Union.

The US is taken by surprise, and its reaction is tepid. The leaders of the Baltic States beg for help, but Clinton hesitates. After just a week of military action, Estonia, Latvia and Lithuania are all again under Soviet rule, but guerrilla warfare continues. Soviet forces mobilize along the borders of Poland and Finland. The Soviet aggression is condemned by the UN, but being a permanent member of the Security Council, Moscow blocks all concrete UN action.

The Soviet attack occurs in the middle of the presidential primaries in the US. Harvey West, a former Lieutenant General of the US Marine Corps, unexpectedly defeats Bob Dole in the Republican primaries and challenges Bill Clinton in the November presidential election. West bases his campaign on blasting Clinton's weakness against the Soviets and promises a stern hand against Moscow. Harvey West wins the hotly contested race by a narrow margin.

→ 1997

Harvey West is installed as US President, and starts fulfilling his campaign promises right away. The US military presence in Germany is beefed up significantly, including

tactical nuclear weapons. The newly commissioned USS Harry S. Truman aircraft carrier sails into the Baltic Sea, a bold move – called ill-advised by critics – meant to send a strong statement to the Kremlin.

Kryuchkov sees the US advance as an existential threat. He concludes that Poland will soon fall into the US sphere of influence, and be allowed into NATO. To safeguard the Soviet territorial buffer, Kryuchkov sets his plan in motion. The KGB stages violent pro-Soviet riots in Poland, and the Polish government responds with military force. Kryuchkov then acts to “protect the people of Poland from their oppressive and militaristic government” and orders an immediate invasion. Soviet air and ground forces cross the Polish border en masse.

In the US, President West reacts immediately. Unwilling to send ground forces into Poland, he orders a broad air bombing campaign against the advancing Soviet forces with stealth aircraft and cruise missiles. The Kremlin replies with air strikes against US military bases in the United Kingdom, Germany and Turkey, drawing NATO into the escalating conflict. Meanwhile, the advance into Poland continues and the Soviet forces close in on the Oder river, its border with the reunited Germany.

Pressure mounts for President West and his NATO allies, who agree to launch a multinational ground operation in Poland to break the Soviet advance. But West doesn't stop there – the Soviet threat needs to be stopped all across Europe, he concludes, and draws a line from the Black Sea to the Arctic Ocean. US troops are also sent to the Czech Republic, Slovakia, Hungary, and Romania, who all happily receive them. The US military activates its reserve components, drawing on Army, Air Force, and Naval Reserves to provide the manpower required.

On June 6, US and Soviet ground forces engage in combat for the first time, west of Poznań in western Poland. Shortly after this clash, Soviet forces cross the borders of Hungary, Romania, and Slovakia, and fighting erupts all along the new frontline through Eastern Europe.

The USS Harry S. Truman and its supporting squadrons spar with the Soviet Baltic Fleet out of Kaliningrad. The US asks Sweden to allow US troops and air defenses on the strategically located island of Gotland in the middle of the Baltic.

The US demand sparks a violent debate in Sweden. The government finally decides to reject the demand, referring to the Swedish official policy of neutrality. President West refuses to back down, and sends a naval force led by the USS San Jacinto cruiser to Gotland. The Swedish air force deploys its brand new JAS 39 “Gryphon” jet fighter, but after just a few days of air combat and a brief naval battle, Sweden agrees to a ceasefire. US troops soon land on Gotland, in Stockholm, and in Gothenburg on the west coast of Sweden to secure their supply lines.

Sweden's quick ceasefire sparks another furious debate in the country, where the political left accuses

THE REST OF THE WORLD?

This chapter only gives a brief overview of the world at war in the year 2000 and the events of the alternative 1990s leading up to it. The focus here is on northern Europe, and in particular Poland and Sweden, as these countries are the first official settings of the game. Much of the world is left out of this chapter, which does not mean nothing happened there – rather, we want to leave it open for later modules and for you to create your own local setting. Soldiers fighting on the battlefields of Europe wouldn't know much about the state of the rest of the world anyway.

the government of making a secret deal with the US. In Moscow, the Kremlin draws the same conclusion, and now sees Sweden as a de facto NATO member and thus a hostile country.

Kryuchkov decides to strike before the US can consolidate its gains. Old battle plans are dusted off and put into action. Soviet air forces attack a wide array of US and Swedish targets. Tanks rumble into northern Finland and advance quickly toward the Swedish border in the far north. A large airborne force parachutes in north of Stockholm, and Arlanda airport quickly falls to Soviet control. Soviet naval ships enter the Stockholm archipelago, where they face both Swedish and American vessels in combat.

After a few weeks of heavy exchanges, the fighting subsides. American and Swedish forces hold the west coast of Sweden and an enclave in Stockholm, while Soviet troops have taken control over large swathes of the rest of the country. The USS Harry S. Truman is badly damaged by Soviet submarines and just barely manages to hobble into port in Stockholm, anchoring off the Old Town. The Baltic Sea is now largely under Soviet control.

The Soviet Northern fleet, based at Severomorsk, sails south to harass US supply lines and to prevent the UK from assisting the US in the Baltic. There are running skirmishes off the British coast as the Royal Navy is kept busy holding off the Soviets.

→ 1998

In the Middle East, the Israel Defense Force retreats from southern Lebanon after over a decade of occupa-

OTHER TIMELINES?

The timeline of alternate events given here is the one we suggest, presenting a clear and short path of alternate history from the Moscow Coup of 1991 to the outbreak of World War III. As a Referee however, nothing stops you from creating your own alternate timeline for the game, if you feel another timeline would be more plausible or useful for your needs. All you need in the end is a situation where NATO and Soviet forces have beaten each other bloody on the battlefields of Europe in the spring of the year 2000. Exactly how the world got to this point is not essential information for actually playing the game.

tion, under heavy fire from the Hezbollah militia. Next door, Syrian President Hafez al-Assad perceives Israel as weakened due to the US preoccupation in Europe, and launches a hasty attack against the occupied Golan Heights. The move backfires when the IDF strikes back hard and pushes into Syrian territory, just a few dozen miles from Damascus.

Desperate, al-Assad gives a green light for his military to use its immense stockpiles of chemical weapons against the Israelis. The effects of the Syrian nerve agents are devastating, and the Syrian army pushes back into the Golan and northern Israel, supported by Iranian and Soviet airstrikes and Soviet warships in the Mediterranean.

Israel's Prime Minister asks the US for immediate help. President West, under pressure by the situation in Europe, hesitates. Israel draws the conclusion that the US has abandoned them and that the country must rely on itself. Faced with an existential threat, the government orders tactical nuclear strikes on the attacking Syrian forces. Soon, mushroom clouds rise over the Golan, and the Syrian attack is halted.

In Washington, President West activates the Selective Service System and orders a massive draft, with support from Congress. Reaction ranges from patriotic enlistments to willful disobedience. Hundreds of thousands march against the draft in several major cities, in some cases resulting in violent clashes. Yet, the draft continues, and before the end of the year, it will produce half a million soldiers to reinforce Europe. Shortfalls in weapon and

vehicle production will mean that most of them will be light infantry, many armed and equipped from old stocks.

In central Europe, the tide now begins to turn against the Soviets, who find themselves unable to resist the combined might of the NATO ground forces and air superiority. Piece by piece, the Soviet lines crumble and their forces retreat. Kryuchkov, realizing he has overplayed his hand and overextended his military, plays his final card. Fearing total defeat and claiming justification by the Israeli strikes on the Golan, he green lights the limited use of tactical nuclear strikes against NATO troop concentrations in Europe – first in Poland, later in Sweden and elsewhere.

These attacks devastate the NATO forces. After the initial shock, the alliance responds in kind. Both sides at first only attack military and command and control targets. Step by step the nuclear duel escalates, and soon industrial centers and other civilian targets are annihilated – not only in continental Europe, but also in the United Kingdom, and soon ICBMs fall in the US and Russian heartlands. Both sides show just enough restraint to avoid total nuclear annihilation – for now – but the electromagnetic pulses knock out most electronic communication, and civil order in the affected countries starts to break down.

In the US, the nuclear exchanges trigger massive civil unrest. Street fights break out in several cities, with armed militias moving in as the rule of law starts to break down. Some particularly hard-hit US coastal states openly denounce the President's rule. Rogue elements within some federal agencies, including the State Department and the CIA, are rumored to be secretly helping the seceding states.

The Kremlin views the US as weakened, and renews its offensive to end the war once and for all. Instead of hitting NATO forces in Poland directly, the Red Army tanks rumble into the Czech Republic and Austria, then into southern Germany. They quickly take Dresden, Leipzig, and Nuremberg, before another wave of tactical nuclear strikes halts their advance.

Toward the end of the year, President West's reinforcements, hundreds of thousands of recruits, are finally deploying. The military uses its full transport capacity to fly and ship the soldiers to Europe. The Soviet leadership orders the navy and air force to attack the transports, and a bloody war at sea and in the air rages on for weeks. When the smoke clears, the US has obliterated the Soviet navy, but suffered huge losses in the process. President West has lost his capacity to ship more troops and equipment to Europe – as well as the ability to bring the forces already there back home. This, combined with the effects of nuclear strikes on most electronic communication, means that the US forces in Europe are stranded there for the foreseeable future.

→ 1999

The winter of '98-'99 is the coldest in living memory in Europe. By New Year's Eve, civilian losses pass 15 percent

in most cities on the continent. But the worst is yet to come. As a result of the fighting and the EMP from nuclear strikes, communication networks and transportation routes break down. The food supply chain collapses, and Europe experiences a famine impossible to imagine only a year earlier. Africa and South America, largely spared from the war itself, are hit hard when world trade collapses. International shipping comes to a standstill and fuel prices skyrocket, when any can be found at all.

The cold winter in Europe delays the spread of disease, but with Spring comes the full force of virulent epidemics. Typhoid fever, cholera, bubonic plague, and a host of other diseases sweep across the continent, and the world. Before the end of the year, the world population is nearly halved.

On the battlefields of Europe, soldiers now fight to survive, not to conquer. The front lines have largely disappeared, replaced by large occupied zones. Tanks begin breaking down and the supply of spare parts gradually dwindles to zero. The sophisticated artillery weapons have used up all of their ammo, and no one is capable of producing any more. Divisions that started with 20,000 men are lucky to put a few thousand in the field. The military supply lines have generally ceased to function on both sides, and the troops are forced to live off the land to survive, often sparking conflicts with the local population.

As the front lines crumble, local militias are formed by the remains of the national military forces and civilians. Some of these cooperate with the American forces, others with the Soviets, and some fight all foreign troops with equal fervor. The most organized of these militias are called the Red Brigades, taking orders directly from the Soviet military command.

In the US, the escalating conflict both at home and overseas erodes the authority of the federal government. Finally, several states officially declare independence, and even states making no such official declaration simply choose to ignore Washington from this point on.

→ 2000

At the start of the new millennium, civil rule has ceased to exist in most of Europe. Many military units remain, mostly because they have the capacity to defend themselves and to survive in the harsh conditions. Many units recruit civilians into their ranks.

In early April, word suddenly starts to trickle down the wire to the American troops in northern Europe about Operation Reset – the first major offensive to be launched by the US military in over a year. The plan is to link up the scattered remains of NATO troops in Sweden and in Poland and make a massive push to seize the besieged capitals of Warsaw and Stockholm.

It starts out well for the US-led forces, taking the Soviets by surprise and advancing with lightning speed. But it is not to last. After a triumphant week of NATO gains, the Soviet military, despite severely degraded command and supply lines back to Moscow, reacts and strikes back hard. Coordinated assaults of armor and artillery pound the NATO forces, and the offensive grinds to a halt on both sides of the Baltic.

The US-led forces fight desperately against the more numerous Soviets, leaving both sides severely battered in a bloody stalemate. In Poland, the US 5th Infantry Division is pushed back and then crushed at Kalisz, the survivors fleeing into the woods. The final order from HQ is short and to the point:

“Good luck. You’re on your own now.”

Hell, I joined up to see the world. That’s what the ads on TV said. The Army recruiter, too. No one said anything about World War III. I mean, the Wall was down, right? All that stuff was over? That’s what I thought. But, if there was ever a war, I wanted to be in it. I told Top how stupid that was, wanting to be in a war, and he said that was just being young and young people being that way was how politicians got armies to fight wars. I asked him how come he stayed in then? He’s got to be sixty-something. Beyond mandatory retirement. He told me, “I was never young, Two-Fer, but god damn did I ever try to stay stupid.”

POLAND

Fifty years. Five decades. Well within a human lifetime. That's how long Poland went without foreign powers warring for their territory, terrorizing their people, or bombing their cities. But take away another ten years in which armed partisans fought Soviet annexation. Take away the entirety of the repressive communist regime, and you're left with less than five years. Five years of hope before Poland once again became the flashpoint for another world war. We didn't even make it out of the century before we had ourselves a third world war.

Think about that. It is July 2000, having limped into the third millennium, two great empires use their dying breaths to stab each other. The battleground is Poland. The populace is weary, the dead heaped in mass graves. Central order is a myth that died when

the first nukes went off. People starve, they kill for food and shelter. The great military machines of the East and West have ground to a halt, laid down to die in someone else's cemetery.

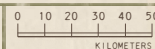
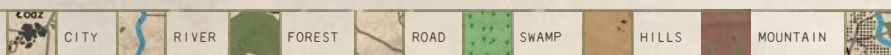
Cantonments abound, places of relative, though military, order. Some few towns band together for mutual survival while cities like Krakow declare themselves free. But freedom is only tenable to the degree by which one can defend themselves, and the landscape where Mieszko I once ruled and converted to Christendom has returned to a medieval state. Warlords are tyrant kings, the serfs former bankers, accountants and miners now under their fickle, lunatic thumbs. The last winters were the coldest on record. Historians, the few left, compared it to the frozen tatters of Napoleon's army dying at Vilnius.

The map of Poland is a historical object, a conjuration of lines that were always, we now realize, wholly imaginary. Crude embankments protect walled cities and towns fending for themselves. Trade is rare

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CENTRAL POLAND



PRINTED COPIES: 6 000

MILITARY MAP. Not approved for general distribution

and unreliable. The heavily forested woods of Poland once again harbor monsters, though this time not those summoned from human superstition but human desperation.

This is the year 2000, the twilight of civilization. What comes next no one knows. First, you must survive.

OVERVIEW

We paint with broad strokes now for, as we have noted, the scribbled lines on maps denoting place, and function, are but memories. Yet they serve as a general way of dividing the country for purposes of the little intelligence available to any military anymore. Before this new war, Poland was sectioned into voivodeships or provinces. While some warlords claim they still rule these areas, such as the Baron of Warsaw, the provinces retain little actual meaning.

Instead, intelligence breakdowns are typically by region with drilled-down town by town information where possible. This overview of Poland takes the former approach, using cardinal directions — one of the few things mankind still counts on — as descriptors for areas that, in reality, are rarely united in any significant way. Think of it like a pre-war map of the United States where the names of states might be the same, but no practical borders remain. In effect, there is no Poland, just as most of the countries of the world have become theories, ghosts of a time when the world was bound by borders, treaties, and an all too-brief peace.

Provinces listed under the regions are for reference only. They do not reflect the current reality of Poland at war.

CENTRAL POLAND

Strip back the rusted, burnt-out hulks of old armored vehicles, the craters from tactical nuclear strikes, the ruined cities and towns, and the landscape of Central Poland remains much the same as it would have looked to the first chieftains whose pyres are shown in a diorama at the Poznań Museum. That Poland has returned to such a primitive state is testament to the perseverance of its people. Other former nations are nothing but chaos, ethnic cleansing, and horror. By comparison, Poland still offers hints of the world before, if perhaps only to tug more cruelly at the heart.

Some of the most intense fighting of the war took place in Central Poland. As a whole, the country's flat plains historically made excellent battlefields. While the machinery of war changed, the open terrain was just as ideal for the collision of tank and infantry divisions of NATO and the USSR as it once had been for mounted cavalry and cannons. By mid-war, both sides abandoned large clusters of troops, which were easily taken out by tactical nuclear strikes and biological weapons, in favor of lighter, more mobile units fewer in number.

Perhaps this, more than anything else, left large portions of Poland free from absolute devastation. While Gdańsk was quickly obliterated in a flash of fire brighter than the sun to deny its port to the Soviets, and Warsaw's surrounding air defense facilities were destroyed by 800 kt blasts early in the war, Central Poland was sub-

ject largely to tactical nuclear strikes. By this point in the war, neither side has much left in the way of a tactical nuclear arsenal, and the last two years have been brutal battles of attrition grinding down the forces of the opposing sides.

What might be the final large engagement of the war took place near Kalisz, from which the characters emerge on their own. Soviet forces broke the 5th Division in early July, effectively ending what was a "bulge" breakthrough attempt by American-led forces much like the famed battle of the Ardennes in the Second World War. It is likely the last offensive of the war on either side.

Kalisz itself was the site of intense house-to-house combat, and the hollowed sockets of blackened windows, along with the acne-scarred facades from small-arms fire, give the town a grim character.

Most roads in central Poland took heavy damage to deny them to the enemy. Couple that with vehicles that are now reliant on alcohol for fuel, and the Wisla or Vistula River becomes the most important thoroughfare in the entire country. A small portion of it toward the North of Central Poland lies under control of Soviet forces, while the rest is plagued by pirates or ever-shifting masters such as rogue units and even those following orders from a command structure which is no longer there.

There is not a place in Central Poland unaffected directly by the war. Soldiers passed through almost all villages and towns going one way or another and, like Biblical locusts, left them stripped bare when they left. The population as whole does not want to see any large units, though they approach smaller groups on a case-by-case basis. Far too many Poles remember the atrocities of World War II and, as if it were part of some terrible curse, relive them like a real-time flashback in the later years of their lives.

Łódź was the center of an early student uprising at the end of the Soviet era and continued in that spirit against the USSR by fighting fiercely for their city. American airpower relieved a siege against the city in 1998 but, by 1999, the city was again under attack by Soviet forces looking to form a cantonment against the horrible winter of that year. NATO forces again engaged, and the result left little for either side to claim as spoils. The NATO forces did evacuate citizens at critical times, and American forces liberated portions of the city from Soviet infantry. What is left of Łódź is favorable to Americans, but lies behind the broken line of the Soviet counterattack of 2000.

Farms were razed to the ground as in Medieval wars, though this time with biological agents that denied use of the soil for generations. This short-sighted approach leaves both militaries and citizen residents in Central Poland without food. Things are supposedly worse in Germany, but instances of cannibalism in small towns in the area present themselves as constant, spectral rumors.

ORDER OF BATTLE — POLAND

US, NATO, Polish, and Soviet forces, as per April 18, 2000. All figures and locations are approximations based on the latest intelligence available. Peacetime strengths for personnel and tanks/APC/IFV included in brackets [].

NATO FORCES

NATO forces have just run out of momentum after Operation Reset. While the BAOR managed to capture Gdansk with the support of two Belgian and Polish corps, the advance of the German and Dutch corps on Warsaw stalled outside the city and US III Corps was decimated and repulsed. US V Corps made no gains in Slovakia but fell back into the Czech Republic to hold the line there.

US FORCES: The US forces in southern Poland consist primarily of units of III Corps scattered throughout the region after their failure to capture Lublin during Operation Reset.

III Corps (Headquarters)
Location: Legnica
Personnel: 950 [~10,000]
Combat Vehicles: 2 [~30]



1st Cavalry Division
Location: Piotrków Trybunalski
Personnel: 1,900 [~10,000]
Combat Vehicles: 47 [414]



2nd Armored Division
Location: Deblin
Personnel: 1,600 [~10,000]
Combat Vehicles: 58 [414]



3rd Armored Cavalry Regiment
Location: Kielce
Personnel: 450 [~4,000]
Combat Vehicles: 17 [268]



5th Infantry Division (Mechanized)
Location: Złoczew
Personnel: 650 [~11,000]
Combat Vehicles: 19 [414]



29th Infantry Division
Location: Wałbrzych
Personnel: 2,000 [~14,000]
Combat Vehicles: 0 [0]

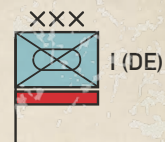


34th Infantry Division
Location: Wrocław
Personnel: 1,750 [~12,000]
Combat Vehicles: 22 [174]



OTHER NATO FORCES: The German and Netherlands corps advanced on Warsaw but were halted by swift counterattacks from the Soviet 3rd Shock Army, although they managed to hold their positions. The German divisions have become spread out, but the Dutch corps remains as a strong central reserve.

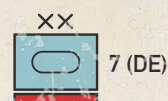
I German Corps (Headquarters)
Location: Włocławek
Personnel: 1,400 [~10,000]
Combat Vehicles: 16 [~50]



1st Panzer Division
Location: Łowicz
Personnel: 3,100 [~10,000]
Combat Vehicles: 74 [~500]



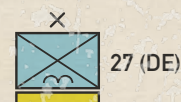
7th Panzer Division
Location: Sochaczew
Personnel: 2,850 [~10,000]
Combat Vehicles: 81 [~500]



11th Panzergrenadier Division
Location: Krośniewice
Personnel: 3,000 [~12,000]
Combat Vehicles: 58 [~500]



23rd Fallschirmjäger Brigade
Location: Włocławek
Personnel: 900 [6,000]
Combat Vehicles: 13 [~50]



I Netherlands Corps

Location: Strzelno

Personnel: 12,500 [~50,000]

Combat Vehicles: 145 [~2,000]



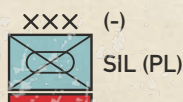
POLISH FORCES: Although not officially affiliated with NATO as Poland is not yet a NATO member state, the majority of Polish forces (with the exception of the Red Brigades) fought on the side of NATO. However, it should be noted that many are not satisfied with the results of that effort. Several units, including the 11th Cavalry Division, 25th Air Cavalry Division, Podelski Mechanized Infantry Brigade, and the 6th Air Assault Brigade have split off from the Silesian Corps for unknown reasons. They are located in the Kraków-Katowice area and no longer respond to communications.

Silesian Corps

Location: Trzebnica

Personnel: 3,100 [~30,000]

Combat Vehicles: 58 [~2,000]



Warsaw Corps

Location: Płońsk

Personnel: 7,200 [~30,000]

Combat Vehicles: 132 [~2,000]



SOVIET FORCES

Soviet forces in southern Poland include the 1st Guards Tank Army, 3rd Guards Shock Army, and 8th Guards Combined Arms Army, plus the Quick Reaction Force, which consists of three elite maneuver units (the first three units on the list). Approximately half of the current combat vehicles are older models taken out of reserve storage and delivered over the winter. While outdated, they do provide the Soviet forces with greater firepower and mobility than they would otherwise possess.

3rd Guards Spetsnaz Brigade

Location: Oleśnica

Personnel: 150 [1,450]

Combat Vehicles: 2 [0]



6th Guards Independent

Motor Rifle Regiment

Location: Ozorków

Personnel: 600 [4,848]

Combat Vehicles: 34 [396]



35th Guards Air Assault Brigade

Location: Kalisz

Personnel: 550 [2,946]

Combat Vehicles: 26 [230]



1st Guards Tank Army (HQ)

Location: Tarnów

Personnel: 1,600 [~10,000]

Combat Vehicles: 7 [~50]



9th Tank Division

Location: Kamiersk

Personnel: 2,650 [11,620]

Combat Vehicles: 88 [742]



11th Tank Division

Location: Grodków

Personnel: 2,300 [11,620]

Combat Vehicles: 79 [742]

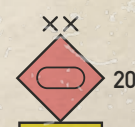


20th Tank Division

Location: Szczekociny

Personnel: 3,250 [11,620]

Combat Vehicles: 109 [742]

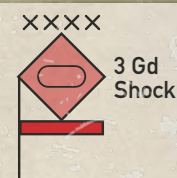


3rd Guards Shock Army (HQ)

Location: Warsaw

Personnel: 2,700 [~10,000]

Combat Vehicles: 6 [~50]



7th Guards Tank Division

Location: Serock

Personnel: 2,550 [11,620]

Combat Vehicles: 81 [742]










10th Guards Tank Division

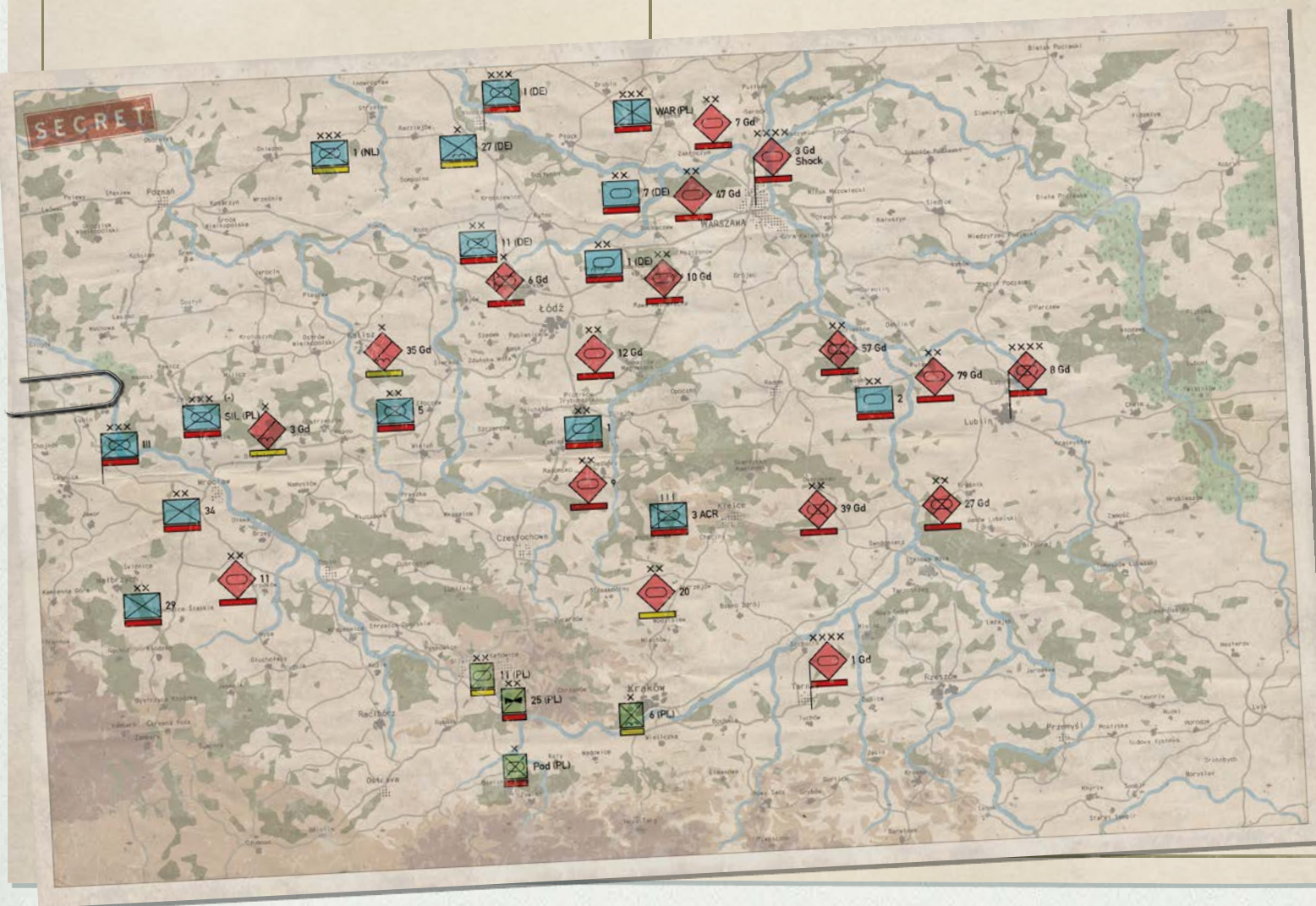
Location: Skierniewice

Personnel: 2,400 [11,620]

Combat Vehicles: 69 [742]



12 th Guards Tank Division Location: Łódź Personnel: 2,350 [11,620] Combat Vehicles: 72 [742]	XX  12 Gd	39 th Guards Motor Rifle Division Location: Ostrowiec Świętokrzyski Personnel: 3,400 [13,294] Combat Vehicles: 117 [807]	XX  39 Gd
47 th Guards Tank Division Location: Zakroczym Personnel: 2,500 [11,620] Combat Vehicles: 70 [742]	XX  47 Gd	57 th Guards Motor Rifle Division Location: Góra Kalwaria Personnel: 3,200 [13,294] Combat Vehicles: 112 [807]	XX  57 Gd
8 th Guards Combined Arms Army (HQ) Location: Lublin Personnel: 2,600 [~10,000] Combat Vehicles: 3 [50]	XXXX  8 Gd	79 th Guards Tank Division Location: Puławy Personnel: 2,550 [11,620] Combat Vehicles: 79 [742]	XX  79 Gd
27 th Guards Motor Rifle Division Location: Krańnik Personnel: 3,050 [13,294] Combat Vehicles: 104 [807]	XX  27 Gd		



SOUTHERN POLAND

The former Province of Kraków declared independence in the fall 1999 and lays claim to much of the Voivodship around the city. In practical terms, the Free Polish 6th Brigade (formerly the Polish 6th Airborne Brigade) protecting the city cannot extend its control much beyond the closest suburbs. Kraków itself saw fighting early in the war as German and American divisions pressed forward in a counterattack from the West. The city shows its scars. Slumped and broken telephone lines serve as reminders of the broken lines of communication, roads are generally in disrepair, and the horse and cart displaced the car as man works his way back down the technological evolutionary ladder.

From the ruins of Wrocław to Katowice, the roads were bombed to concrete powder, and older, two lane highways serve as the main routes between the old border with Germany and Southern Poland.

A "national independence movement" fuels nationalism in much of Southern Poland where, tired of both sides and their constant war, Polish troops have largely rejected allegiance with either side. The last American intel of any reliability indicated a concerted effort to reclaim Southern Poland would take place in or around the New Year. That came and went with only minor skirmishes breaking out in most places.

Silesia, however, is different. Here, Free Polish Forces marshaled the bulk of their power to regain some of the last arable land in the European Theater. Lower Silesia lies in lowland country, and its average temperatures are considerably higher than most of the country. For whatever reason, this region was not destroyed by either side and is now, presumably, under the control of Free Poland. Kraków, in turn, serves as a distribution point for crops grown and harvested in the South. Many groups, be they organized under a command hierarchy or turned to banditry, eye Silesia as prime territory for conquest. Like so much of Europe, it is only a matter of time before the larger war, having fragmented like a dropped mirror, splinters into smaller wars for smaller territories like Silesia that have yet to be despoiled by man.

KRAKÓW

The Free City of Kraków, a name every soldier in Poland has heard. More fairytale than truth, surely? A city with working electricity, police, a market, safety? For most American GIs, it might as well be Narnia, but that doesn't mean they aren't curious.

Like all stories, The Free City of Kraków is both more and less than its tellers communicate. It is, indeed, a free Polish city, but one where various factions vie for power in the shadows and an uneasy peace could turn into war at any moment. In many ways, the environment is like that of Cold War Berlin, only Kraków's lights do not reliably turn on, it's population is less than half the pre-war level, and espionage agents might work for local drug runners as easily as Queen and Country.

Yet it is real. A semi-functioning city in a continent seemingly devoid of the great heights it once achieved. Where Potsdamer Platz disappeared in atomic fire, where Trafalgar Square was painted with the blood of martyrs, where the Eiffel tower is a black skeletal shard against a city without lights, Kraków is something of a miracle. Whatever dangers lie within her ancient heart can surely be no worse than the open road, the deep forests, and the constant mire of disorganized war. Surely it must be better, right?

NORTHERN POLAND

In the waters off the coast of the Baltic is the wreckage of the once-mighty Western Soviet Fleet. While potent, it could not withstand the numbers of the United States Navy and never broke out of the Baltic during the war. The fractured fingers of its remains stretch from the beach out some fifteen kilometers before the whole of her disappears beneath the waves with wrecks from the century's previous two world wars.

Gdańsk was utterly devastated in a nuclear strike, as was Elbląg. The entire coast saw intense fighting as major ports were destroyed, and both sides tried to take smaller ports with conventional force. Fishing near the coast is slim, the sea depopulated by fallout and biological weapons. In the northeast of the region, a series of lakes still serves as a supply of seafood, and are viciously fought over by varying forces. The last American intelligence report had it in the hands of a warlord calling himself Bolesław, presumably after the early Polish ruler.

In the winter, the ice forms thick around the coast, effectively cutting off all fishing. The north had arable land, but climatic shifts brought on by nuclear winter deny the people even crops. In short, Northern Poland is populated with starving scarecrows who do whatever they must for their next meal. Only the few remaining military cantonments and marauding groups have any regular food, and even that isn't sufficient for thriving life.

EASTERN POLAND

Eastern Poland saw the first major Soviet advances of the war. After having invaded and secured Latvia, Estonia, and Lithuania, Soviet armored divisions pushed into Poland to stop the country's entrance into NATO. Polish forces were largely ill-equipped against such a Soviet advance, and the Russians made it to the Wisła (Vistula) before encountering organized NATO resistance. At the time, some historians opined that this advance would be seen as the real start of World War Three in Europe. Those historians no longer have a voice to opine on such matters.

WARSAW

As in World War II, Warsaw was the scene of both heroic resistance and wholesale slaughter. A Polish cardinal declared the city a sacrifice unto God in blood to anoint the new millennia and warned that the Tribulations had begun. The whereabouts of this Cardinal are currently unknown, but few thought he overstated the case.

After years of war, the blackened Brutalist blocks of Warsaw look like burnt Legos left scattered by an angry child. Blocks upon blocks are nothing but rubble, and some of the great monuments in the city, raised again after the Second World War, are once again trod under combat boots.

OPERATION RESET
INTEL REPORT – POLAND

In this boxed set, you will find an intelligence report for Operation Reset in Poland. Players may read this report.

For all the fighting, no side wound up in control of Warsaw. Today, in 2000, the Voivode (or Baron) of Warsaw rules the city and much of the surrounding area. Intelligence indicates this mad Voivode declared the area a new kingdom, and expelled all combatants by force. The truth is probably something less outlandish, but neither NATO nor the Russians have reliable intelligence of the current state of the city. The days of satellite and air reconnaissance are long over.

WESTERN POLAND

As the war broke out, NATO divisions rolled across the German border and into Poland to reinforce the newly independent Polish forces there. This created a strange mix of state-of-the-art Abrams tanks next to older T-55s as mechanized units pushed into Central and Northern Poland where some of the largest tank battles the world would ever see, and likely will ever see, took place.

Having taken Gdańsk early in the war, the Soviets attempted to push their gains further into Western Poland and even Germany. The frontlines moved back and forth with the turning of seasons until, sensing a stalemate and wishing to remove elements of the Soviet Navy, the United States launched a nuclear strike on Gdańsk. After that, both sides unleashed a growing number of tactical nuclear weapons on the

battlefields, leaving much of Western Poland and the German border befouled by black rain and radiation. The fallout in the area varies, but won't return to pre-war levels for at least a generation.

The lines which had once been battled over so fervently are now broken, and units from either side can be found scattered about the countryside and towns.

POZNAŃ

A former center of religion, culture, and academics, Poznań students and residents were among the first to protest the coming war in the mid '90s. Their pleas for peace went unheeded, and as the tanks rolled across the Oder and into Poland, Poznań was one of the first major cities devastated by modern urban combat in Europe.

The first ruler of the Poles, Mieszko I built a fortification in Poznań around the end of the first millennium AD, and his Baptism, thus converting the various Pole tribes to Christianity, is said to have taken place here. The city is currently experiencing another religious revival, though one of apocalyptic millenarian proportions. Traditional Roman Catholicism still predominates, but eschatological splinter groups are increasingly common, and one can sometimes see flagellants whipping themselves along a new pilgrim trail toward what they hope is solace in the ruins of Poznań.

LEGNICA

A skyline boasting the chipped, burned spires of Piast Castle and Legnica Cathedral, this town was once a major High Medieval city of some 16,000 residents. Prior to the war, the population hit nearly a hundred thousand, but that has dropped to perhaps twice Medieval levels. The technology and standard of living inside is similar. Indeed, a man from 999 AD, transported to modern Legnica, would hardly be surprised that the end of the world had come.

The town itself retains a mixture of medieval dwellings and modern buildings, all of which have seen the boots of a millennia of soldiers march over their mud, cobblestone, and concrete roads. The population is under the control of a German-led mixed brigade of around 1,000 men and ten functioning tanks. The Germans remain under loose treaty with Free Polish forces deeper in Silesia. For now, the NATO presence is tolerated, even welcomed by some. How long that remains the case, none can say.

SWEDEN

Sweden managed to stay out of two world wars. No such luck during the third one.

One can think of Sweden's history this way. For centuries Sweden was the bully of northern Europe. Then, in the 18th century, the Swedes grew tired of burning and looting their way through central Europe, and decided to try to play nice instead. They abandoned their local superpower ambition and eventually stayed out of wars for almost 190 years. Meanwhile, they tried

to convince all others that burning and looting was a pretty stupid way of solving one's disagreements. They invented loads of things and sold to the rest of the world. Telephones, refrigerators, ball bearings, IKEA. And pop music.

Sweden also had a fair sized military, with the air force being particularly huge for such a small nation. The idea was that if nice arguments could not convince other people to avoid burning and looting, it was good to have other means of persuasion at hand.

OVERVIEW

From a demographic point of view Sweden is a huge, long country with almost its entire population living in the southern part, centered around Stockholm and Lake Mälaren, Gothenburg, and Malmö. Before the war Sweden had a population of 8.8 million and of those barely a million lived in the northern three fourths of the country.

Apart from the Scania region in the far south, Sweden is mostly granite and immense pine forests that eventually give way to birches and endless moors north of the Arctic Circle. The Scandes mountain range runs along the border to Norway, peaking at a bit over 8,000 feet (2,400 meters) in southern Norway. On the border towards Finland, the landscape is much flatter – bleak moors, interrupted by lakes, stretch all the way to Murmansk.

In the 1990s, the Swedish military industry was mostly known for making the futuristic-looking Strv 103 tank and world class fighters and submarines. But the country's real ace in the hole was the coastal artillery. A separate service branch, the Kustartilleri dated back to the early 1900s and was dedicated to defending Sweden's ports that mostly lay deep inside fjords and archipelagos. The coastal artillery combined massive forts firing both guns and missiles, fixed lines of mines and aggressive amphibious infantry, to make sure those archipelagos were death traps.

Another peculiar Swedish thing was the countless subterranean bunker complexes that were built in the 1950s and 60s. There were complexes for the navy, for the air force and the coastal artillery – the army joked that their role was to stand outside all the nuclear-proof shelters and cheerfully guard the entrances against other things than nukes – and of course complexes for civil defense, state media and local administrations. The government had several secret sites it could relocate to. In Stockholm, a hospital was built that had as many floors above ground as under. The idea was that the whole thing could go underground if it had to.

THE WAR

When the balloon went up in 1997, a US carrier group made its way into the Baltic and stated that the USA wanted to help Sweden defend the island of Gotland. Both sides made threatening moves and bold proclamations, shots were fired and things were pretty tense. Then the Swedes allowed the USA to land troops on Gotland, as well as in Gothenburg and Stockholm, and to base jet fighters on Swedish soil. A lot of people were surprised by how easily the Swedish air force started to cooperate with NATO – it was suspected that over the years, the

Swedes had not only tried to make people play nice, but they had also made some good friends. The Soviet reaction was furious and Kryuchkov promised to punish Sweden for what he called a treachery – but the truth was that neither the Soviets nor Sweden had ever thought of each other as potential allies.

Now that the Swedes knew that the Soviets might be coming, they looked over all the scenarios that had been discussed for the past 50 years. As it turned out, the Soviets carried out the invasion of Sweden almost exactly in the way the Swedish Armed Forces had been preparing for since Arlanda Airport was built north of Stockholm – an assault by the 76th Guards Airborne division on the airport, combined with a landing at Vaddö on the coast by the 336th Guards Naval Infantry Brigade. Supported by massive airstrikes, the Soviets came ashore and managed to capture a beachhead. In the chaos, a minor Soviet marine detachment also managed to capture the industrial port of Oxelösund further south. And while the landing north of Stockholm, fought the Swedish army to a bloody stalemate, the landing at Oxelösund was, according to the Soviet doctrine of reinforcing success, reinforced with troops initially meant for the battle north of Stockholm. Nearby Nyköping and Norrköping fell and Soviet tanks ran riot over the East Gothland province until contained by Swedish and US units coming from Gothenburg.

If the Soviet attack on south Sweden came in pretty much as planned, the attack across the Finnish border was the biggest surprise of the brief war. The entire Swedish planning there was based on the pretty obvious reasoning that roads are few and far between in Norrland and the endless moors in between these few roads would be impassable to Soviet tanks. As it turned out, the Soviet MBTs were light and wide-tracked enough to traverse the moors without much difficulty. And what was worse, they had a vast array of tracked support vehicles with them that allowed far deeper attacks than anyone thought possible.

Chaos broke out among the defenders while the Soviets pressed on, literally running on fumes. The problem was the usual one. "When you're in someone's rear he is also in your rear." The Swedish forces might have been cut off, but they stayed in place and the whole situation turned into a siege and a starving match.

The fighting died down with the Soviets holding a big chunk of the north, the Swedish east coast south of Stockholm, as well as Uppland north of the capital. Central Stockholm was still in Swedish and American hands, but the seat of government had moved west. Things stayed like that throughout the fall and winter, with the only operations involving a Soviet commander referred to as "the Admiral" slowly managing to push Soviets positions forward south of Stockholm.

When the US began the nuclear exchange of 1998, Sweden was initially spared. Both sides seemed to have forgotten to target the country, as the last naval forces in the Baltic Sea shot each other to pieces and left the Soviets in Sweden stranded. Then, almost as an afterthought, the industrial city of Jönköping was hit, though it was unclear by who as the Swedish-Soviet frontline ran straight through the city. In the following months the odd missile came down, with Stockholm and Gothenburg being hit by multiple Soviet strikes. The nukes caused massive damage to the Swedish infrastructure and food riots became common.

THE DEATH OF EVERYTHING

The first winter after the big wheels stopped turning made it very clear that without electricity, central heating and trucks to deliver groceries to the grocery store, Sweden was not built for close to 9,000,000 people. On top of that, the winter of '98-'99 was horrible and brought sub-zero temperatures for three months in most of the country, and -40 degrees Celsius for weeks in the north. The cold restored the natural balance, so to speak. And it did not take sides. It killed anyone. Soviet or American. Native or invader. Military or civilian.

There were no censuses in the spring, because there was not much of a government left to carry one out. But it is a fair estimate that two out of three people died. Even the bunkers built for government and military officials had become death-traps of cold and starvation. When the government disappeared, they also added to the chaos, because some officials had powerful transmitters that just about anyone could use and claim to be in charge of things. In the spring of '99 there were five transmitters around Lake Mälaren, each claiming to be the government of Sweden.

While Sweden as a state had disintegrated, the US kept on reinforcing its hold on the Swedish west coast, sending newly drafted formations and even allied units. Meanwhile, the Soviets consolidated their position in the east.

In the spring of 2000, the US launched the Operation Reset offensives, and in Sweden a mix of Swedish and US units set out for Stockholm. The force pressed on northeast, slowly running out of fuel and ammunition, at the same time losing contact with higher command. Was there still a higher command? The Soviet task forces that came rushing to meet the Swedish and US troops had exactly the same problem. Supplies were running dangerously low, as was faith in the increasingly silent command. Battle was joined near Töreboda and the forces there fought each other to a standstill.

Until both sides disintegrated.

TODAY

Today Sweden is an area the size of France not ruled, but rather inhabited, by various armed bands. Especially in the north there are very few people at all.

CENTRAL SWEDEN



CITY

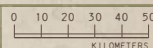
RIVER

FOREST

ROAD

HILLS

RUINS



ART NR: C6E001402



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MILITARY MAP. Not approved for general distribution

THE WEST COAST

Gothenburg was Sweden's busiest port and Stockholm's little brother, a working class city of shipyards and fishermen. Of course the city was not spared from the nukes, so when the USA started to beef up its presence in 1999 other smaller ports were used. There are still several small American enclaves along the coast.

HERRING HOME

Around the ports of Stenungsund and Lysekil north of Gothenburg, the Quartermaster of US Forces Sweden (QUFS) rules under a rather mild martial law enforced by one Swedish and one US Military Police platoon. The area has so far survived on tons of US MREs and the herring the local fishermen have been catching, but now there is mostly herring left.

SOUTH SWEDEN

Scania, Sweden's southernmost province, used to be the agricultural heartland of Sweden. It was laid to waste in the fall of 1998, when armed mobs from Scania's cities went out into the countryside to get the food they believed the farmers were hoarding for themselves.

Further east lies the town of Karlskrona that has been the heart of the Swedish Navy since the 17th century. Hidden in a vast archipelago and protected by the coastal artillery, Karlskrona base managed to survive both air strikes and sabotages and was not hit by nuclear weapons. A few small nearby towns like Karlshamn, Ronneby and Torsås were obliterated by massive attacks, though.

THE LOST DIVISION

The Swedish 13th armored division was tasked with defending Scania in the south of Sweden, but when the Soviet invasion hit the east coast, the division and many other units all moved north through the heavily wooded Småland province to fight the invaders. The division has not been heard from since and rumors have it that deep in the forests there is row upon row of military hardware lined up along the roads just waiting for more fuel.

KARLSKRONA BASE AND TOWN

This enclave is run by a mixed civilian and military council, fond of public floggings and collectivization. It uses a few sailing boats to patrol the archipelago. The base's leadership has ambitions of establishing control over larger areas and has a reputation for being rather unforgiving when it comes to opposition.

GÖTALAND

This area of industry and agriculture became the most fought over piece of real estate in Sweden after Stockholm, mostly due to the skilled operations of the Soviet commander Vladimir Yegorov, known as "the Admiral," who displayed a spectacular ability to get the most out of his worn out formations in the east.

Next to lake Vättern lies the massive Karlsborg Fortress. Completed in 1909 after 90 years of construction, it was obsolete even before World War I. Even so it has been used by the army ever since, and has hosted among other things a ranger regiment and paratroopers (which in

THE MYSTERY OF GOTLAND

The island of Gotland is the largest island in the Baltic. It has been Swedish since 1645, but has kept its own unique identity. Before the war it housed a substantial Swedish Garrison centered around a mechanized brigade and some coastal artillery units. In 1997, the garrison was further reinforced by US Marine Corps ADA/SAM units.

The Soviets attacked the Swedish mainland, and what happened to the garrison on Gotland is still a mystery. According to some rumors, the island was ignored by the Soviets others say that there was a Soviet landing that might have been defeated. Or not. Yet other rumors claim that the entire island was plastered with nukes. Some even say the radiation made the whole island disintegrate. No one knows if anyone is still out there. Some more imaginative folk even claim that the island is now defended by goblins and trolls riding tanks.

Sweden served more as a long range recon unit than assault troops.).

THE KINGDOM OF KARLSBORG

This self-declared "kingdom" is led by a count and relative to the Swedish royal house of Bernadotte, who claims to be the rightful heir to the throne and has taken the royal name King Karl XVII Johan. Karlsborg Fortress is protected by the remains of the Life Regiment Hussars, a Swedish elite regiment which hails back to the 16th century. The fortress walls are lined with heavy machine guns salvaged from wrecked IFVs.

THE KINGDOM OF NORWAY

The Kingdom of Karlsborg is in contact with a similar Norwegian enclave centered on the old Norwegian border fortress of Halden. It seems to be occupied by troops from the HMKG battalion tasked with guarding the King of Norway, but it is not known if the king is there.

ORDER OF BATTLE — SWEDEN

US, NATO, Swedish, and Soviet forces, as per April 18, 2000. All figures and locations are approximations based on the latest intelligence available. Peacetime strengths for personnel and tanks/APC/IFV included in brackets [].

NATO FORCES

The US has the only major NATO formation in Sweden, although the UK has provided some advisors.

US FORCES: The US forces in Sweden consist solely of units subordinate to the 2nd Marine Division and supporting elements deployed across the south after their inability to capture Stockholm as part of Operation Reset.

2nd Marine Division HQ
Location: Alingsås
Personnel: 51 [~1,400]
Combat Vehicles: 0 [0]



10th Artillery Regiment
Location: Falköping
Personnel: 750 [~2,950]
Combat Vehicles: 21 [~72]



2nd Infantry Regiment
Location: Töreboda
Personnel: 123 [~3,200]
Combat Vehicles: 1 [0]



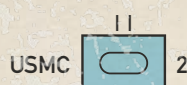
6th Infantry Regiment
Location: Kristinehamn
Personnel: 321 [~3,200]
Combat Vehicles: 4 [0]



8th Infantry Regiment
Location: Filipstad
Personnel: 257 [~3,200]
Combat Vehicles: 3 [0]



2nd Armor Battalion
Location: Askersund
Personnel: 80 [~824]
Combat Vehicles: 9 [~58]



SWEDISH FORCES: Although in fact not part of NATO, Swedish forces have become embroiled in the conflict with the Soviet Union due to their key position in the Baltic Sea. After the Soviet landings, Sweden officially joined the war on the side of the NATO forces.

Älvsborg Infantry Regiment
Location: Tranås
Personnel: 600 [~1,500]
Combat Vehicles: 16 [~160]



Life Regiment Hussars
Location: Karlsborg
Personnel: 500 [~1,500]
Combat Vehicles: 12 [~160]



Skaraborg Armored Regiment
Location: Karlskoga
Personnel: 300 [~1,500]
Combat Vehicles: 13 [~160]



SOVIET FORCES

Soviet forces in southern Sweden include the remnants of several Naval Infantry and VDV (air assault/airborne) units. They are lacking in supplies due to the logistical difficulty of transporting goods across the Baltic Sea, but did receive some equipment over the winter.

336th Guards Naval Infantry Brigade
Location: Nora
Personnel: 560 [~3,200]
Combat Vehicles: 19 [176]



76th Guards Airborne Division
Location: Örebro
Personnel: 1,200 [6,554]
Combat Vehicles: 22 [146]



317th Naval Infantry Battalion
Location: Hallsberg
Personnel: 100 [409]
Combat Vehicles: 3 [34]



318th Naval Infantry Battalion

Location: Linköping

Personnel: 90 [409]

Combat Vehicles: 4 [34]



1st Guards Motor-Rifle Division

Location: Mariestad

Personnel: 1,902 [13,294]

Combat Vehicles: 72 [778]



125th Tank Battalion

Location: Askersund

Personnel: 41 [227]

Combat Vehicles: 8 [51]



131st Pechenga Motor-Rifle Division

Location: Västervik

Personnel: 1,733 [13,294]

Combat Vehicles: 61 [778]



OPERATION RESET INTEL REPORT – SWEDEN

In this boxed set, you will also find an intelligence report for Operation Reset in Sweden.

THE ADMIRAL'S HOLDINGS

The Soviet landing at Oxelösund and the following spectacular operation in the east was very much the work of Vladimir Yegorov, known as the “The Admiral.” Through sheer force of will, he still holds his command together and still controls an entire Swedish province. His skill at organizing farming and famine relief has even made him popular with the locals. Read more on page 60.

BERGSLAGEN

Bergslagen, west of Lake Mälaren, is Sweden’s old pre-industrial heart of mines and furnaces. Once, the yeomen of Bergslagen was a powerful force when Sweden’s king was elected, and in later years it has been an industrial powerhouse making everything from Bofors howitzers to Hagström electric guitars.

It was to Bergslagen that the Swedish government was evacuated. There was a designated bunker complex for the government near Eskilstuna, at the western end of Lake Mälaren, but it was never used. Instead, ministers and officials seem to have been transported to somewhere further up in Bergslagen. What happened to them is a mystery, and Swedes joked that the country didn’t even notice its government disappearing.

THE DALCARLS

The people of Dalarna Province have always regarded themselves as Swedes by choice, and without any central government things have gone back to the province being run from the small town of Falun. The area is protected by the now company-sized Dal Regiment, one of the world’s oldest military formations still around.

SVEALAND

The area around Lake Mälaren with the capital of Stockholm in the east was the heartland of Sweden. One in every four Swedes lived in or around the capital. The area was hit hard by the Soviet attacks north of Stockholm.

THE SOVIET ENCLAVE

North of Stockholm, Soviet units still maintain at least nominal control. The Group of Soviet Forces, Uppland (GSFU) has evacuated the now defunct Arlanda Airport, and concentrated its forces closer to the coast, using the small town of Norrtälje as the capital of what has been declared a new part of the Soviet Union. The enclave sports, among other units, a paratrooper cavalry platoon.

THE CHURCH OF THE BRIDE OF CHRIST

At Älvkarleby on the Dal River, refugees from Norrland gathered all through the winter of ‘98. Now, they have been organized into a militia by a group of heavily armed Christian free thinkers that believe they have a holy mission to fulfill.

THE STOCKHOLM ENCLAVE

The Swedish government evacuated Stockholm before even the Americans arrived. Soviet landings reached as close as 25 kilometers from the city center before running out of steam. The nukes next year missed the city center, but caused chaos in the suburbs. The damaged aircraft carrier USS Harry S. Truman still lays at anchor just east of Stockholm and is a mix of Swedish and US troops desperately holding on to the ruins.

UP NORTH

The Dal River separates southern Sweden from the north, or Norrland, which covers three quarters of the country. This vast and even before the war sparsely populated area of forests and moors is now pretty much deserted.

In 1997, the battle for the north had degenerated into a starving match, and the surviving Soviet units eventually migrated southwards followed by what was left of the Swedish army. A few formations found their way into northern Norway to find even worse conditions.

BODEN OF THE DEAD

The fortress of Boden was the massive centerpiece of Norrland’s defense. It was visible from space and its guns dominated all roads leading from Finland into Sweden. But as anything else so massive, it could be nuked, and so it was. There are rumors that there are still people living underground in the fortress and that they have food that will last for decades.

NEW SÁPMI

The nomadic Sami indigenous people, that have been herding reindeer in northern Scandinavia for millennia, survived the first winter in good shape. Those of them that still herded reindeer avoided starvation. Now, armed to the teeth with weapons looted from the wreckage of the Soviet invasion, the Sami once again rule in northern, inland Scandinavia.

Poland and Sweden are the main settings of this game, but you can certainly set your campaign elsewhere – why not in your home country? Below, brief descriptions follow for a few major countries in the year 2000.

OTHER COUNTRIES

GERMANY

"The federal structure of Germany has allowed the country to remain functional even in such times of crisis." – this statement, issued by the Bavarian Prime Minister Leopold Gruber shortly before the T-80s of the 1st Guards Tank Army rolled across the Czech-German border, is still the official view and dogma. The term "headless republic" is by far more common ...

Germany, in the early 90s firmly in the hold of unification euphoria, dreams of neutrality and long-held anti-war and anti-American sentiments, was slow to mobilize, having mothballed large parts of their armored ground forces and disbanded most of the former East German NVA units. German troops were not ordered into Poland in 1997 but held as a reserve, while the German Navy, supplementing Task Force Truman, kept the Soviet Baltic Fleet from breaking through to the North Sea. Interceptors of the Luftwaffe had their first duels with Soviet fighter-bombers during the first air raids on NATO installations and participated in retaliatory strikes against Soviet targets in Poland, Czechoslovakia and the occupied Baltic states later that year and in early 1998.

In a bold move to knock Germany out of the NATO war effort during the first nuclear exchange, a Soviet Kh-55 cruise missile hit the German government bunker (AdVB for *Ausweichsitz der Verfassungsorgane des Bundes*, "Emergency Seat of the Federal Constitutional Organs for the State of Crisis or State of Defense to Maintain their Ability to Function") in the Ahr valley in the westernmost part of Germany, thought to be safe from nuclear attack. It wasn't, as the 200-kiloton explosion proved immediately.

For the remainder of the year, the country struggled to keep its organizational cohesion as it shifted its executive functions to the *Länder* (state) governments and the *Wehrbereichskommandos* (military regional commands). With the armored and mechanized divisions fully integrated in the NATO command structure and deployed to Brandenburg, eastern Poland, the "Fulda Gap" and western Bavaria, only the *Heimatschutzbrigaden* (home defense brigades) of the *Territorialheer* (territorial army) remained in the rearward areas of the frontline, with parts of western Germany almost demilitarized – either they were nuked or are "in Poland" (which includes Brandenburg, Thuringia and Hesse, and even the NATO areas of Sweden).

There are regions in rural (western) Germany that still look serene and peaceful, almost like the war ignored them completely, but even there famine and plague have taken their toll, leaving entire villages depopulated. (And even there you just have to walk a few kilometers to find an area of flattened and burned woods where a munitions depot or anti-aircraft position was located.) Some smaller areas – like Emsland or Allgäu – even maintain power and railway lines and some lesser affected villages have taken up farming again.

But most of the country wasn't so lucky. The first Soviet air strikes in '97 hit forward NATO installations in central Germany and along the Baltic coast and were, to an extent, "surgical," taking out radar stations, airfields, railway hubs and port facilities. But the exchange of mostly-tactical nuclear missiles and artillery shells hit the country with full force. At first they

were aimed solely at military targets, but in the densely populated country they were devastating for the civilian populace as well, leaving tens of thousands dead and wounded. Most targets were in the west and southwest of Germany where the NATO air bases, barracks and training grounds lay, but as the missile exchange escalated, ports along the North Sea coast, industrial centers in the Ruhr and Rhine-Main-Neckar regions and bridges across all major rivers were hit as well.

With the central government gone, most power lines damaged by the EMPs of nearby nuclear explosions, the strategic reserves of fuel depleted, the railway and highway systems destroyed in most places and large parts of the harvest contaminated, the cold winter struck hard, as did the outbreaks of cholera. The millions of dead from the bombings, famine and plague were left unburied, and many survivors fled to France and on to Spain, as long as the borders were open (the Swiss and Austrians had closed theirs in the early days of the war).

The most devastated areas in western Germany are those with the highest presence of US forces – the region between Fulda, Kaiserslautern, Mannheim and Schweinfurt is a wasteland with only small pockets of habitation. There are no intact bridges over the Rhine between (French) Strasbourg and (Dutch) Arnhem, and French troops have moved into the Saar, Palatinate and Hunsrück regions and instituted a "safe zone" for refugees (thus keeping them away from the French heartland), "working closely together" with the German state governments.

In the north and northeast were the main staging areas for the armored divisions, and thus there are some radioactive tank graveyards, along with a ship graveyard where once was the port of Hamburg. Berlin was only hit by one smaller nuke trying to take out the US command structure, but there were multiple air raids and shellings with rocket artillery, driving the remaining civilians, among them many refugees from Poland and the Baltic states, underground.

The situation is even more dire in the occupied parts of Germany – roughly bordered by the Schwarze Elster, Elbe, Saale, and Danube rivers and the Main-Danube canal – all occupied in the Soviet autumn offensive of '98. Neither the local puppet governments put up by the occupying forces nor the Soviet army HQs were capable of supplying the populace during the famine and the following Cholera outbreak, so thousands of survivors fled to the west, almost entirely depopulating the region.

The mountainous regions along the Czech-German border with their dense forests are literally swarming with Czech, German and (in the east) Polish resistance fighters, making the hold of the Soviet forces on Franconia and

southern Saxony tenuous at best. The “resistance” isn’t particularly organized, ranging from looters and criminals to remnants of military formations from both sides of the border (and often they are both at the same time).

The foothills of the Upper Palatinate, namely the approaches to Nuremberg and Regensburg, and the area south of Leipzig is pockmarked by radioactive wastelands, the city of Nuremberg and its environs itself turned into rubble by week-long fighting. The cities in Saxony were mostly spared from this fate, being overrun in the first surprise attack.

FRANCE

As a founding member of NATO and one of the two nuclear powers in Europe, France became involved in the conflict early, quickly sending its military forces to the Eastern Front to protect its allies. With the largest standing army in Europe, French troops participated in all major engagements of ‘97, paying a heavy toll to stop the Soviet army, with few positive results.

In 1998, US troops were allowed to use the French coast to create a logistics lifeline for the winter offensive planned by President West. Memories of D-Day reappeared as most of the Normandy coast was turned into military complexes, allowing US troops to disembark, regroup and advance to the Eastern Front.

The Channel and the Normandy region were turned into an immense military hub, while at sea, the war raged on between US, British, and French navies against the Soviet forces. Everything changed around Christmas ‘98, when the Soviets launched a surprise nuclear attack on Normandy to break the supply chain and cut the NATO troops off from their rear lines. Paris, home to France’s highly centralized state apparatus, was hit by a low-yield H bomb to paralyze the government. From a hidden bunker, the French president immediately ordered a limited nuclear strike against Soviet naval and military targets. But when the nuclear fires dimmed, millions of French citizens were dead and the French road into Europe was destroyed. Millions more were forced to flee and gathered in refugee camps throughout the south of the country.

Contact was established with Kryuchkov, who promised that the USSR wasn’t targeting France, but US troops. As the French government was paralyzed by inaction and endless discussions, a group of generals instigated a coup and overturned the government, seizing major cities, and suspending all remaining civil liberties, justifying their move by the need to preserve what was left of France.

The newly founded military government quickly decided to evacuate the capital and relocate to southern France, seizing all NATO military compounds and installations to equip the regrouping French military forces. Paris was left abandoned as nuclear winter slowly

settled over the country’s north, destroying what was known as the granary of Europe, and cutting France in half.

The south is untouched by the war, and only the millions of refugees remind everyone of the situation. However, France is now a military dictatorship, and the generals have initiated a self-reliance program, strongly encouraging both French and foreign refugees to work in reopened mines, factories and farms to try to maintain the French production apparatus. This influx of desperate people unbalanced the fragile economy and corruption became common, creating civil unrest. As France’s energy production is still strong, it allows some form of trade with Switzerland, and parts of Italy and Spain.

The French military still has its teeth and might be the only standing army left in Europe. But with no communication and no news from its allies, paranoia grows in the higher military echelons as those in power fear a potential Soviet invasion. For now, the government keeps its coastline under the surveillance of the French fleet and tries to reorganize its remaining troops into an effective combat force... if they can survive long enough to do so.

UNITED KINGDOM

As the crisis builds the UK remains a stalwart supporter of the US and NATO, despite the rising anti-war movement, stoked by the Soviet-backed Communist Party of Great Britain. Soon, many in the UK blame the US for the escalation of the war. Then the nukes fly. The UK is crippled as a military power. Industrial heartlands and political centers are obliterated. Airbases and deep-water ports are destroyed. Infrastructure is shattered. Fuel and food supplies fail. Millions die.

In the aftermath rampaging mobs, starving and desperate, ransack everything they come across. Civil authorities are shell-shocked and powerless to stop them, and the UK’s military is spread too thin in a vain attempt to restore some order. All the while, US troops bide their time, hide from the chaos and ignore the cries for help, to protect themselves and re-group. Soon the mobs are dead or dispersed, replaced by ruthless gangs that kill to survive. Refugees swarm into the countryside. By now whatever stockpiles that could have been preserved are gone. The century draws towards a bitter end with the UK shrouded in gloom, freezing temperatures, famine and disease, and the final collapse of national government. Millions more perish. A few isolated places remain relatively unscathed, but the rest of the country is a devastated travesty.

Trapped in the UK, the bulk of US forces, under Colonel Jon McFarlane, finally decide to act and attempt to establish pockets of law and order wherever they can. Some survivors welcome the US soldiers, terrified by fears of an impending Soviet invasion, while others fear their power and reject their help. Sporadic fighting breaks out as local militias, remnants of the UK military and civilian population, resist.

Refugees flood into Scotland from the south and marauding gangs roam the cities that still stand. What’s left of the Scottish police and military come together in a last ditch attempt to protect Scotland and restore some enclaves of order. When the US forces at Prestwick and Hunterston refuse to help they are ordered out of Scotland – an order they ignore.

The Sons of Glyndwr, led by the charismatic Anglican priest and poet, Hywel Morris, try to organize survivors along the Welsh coasts and in the hills, as the industrial south lies in smoking ruin. But the so-

called Army of the Welsh Republic, little more than a collection of gangs led by a self-styled "Protector," wants to take control of this territory.

In Northern Ireland, cut off from the mainland, survivors fall back on traditional sectarian communities for safety. The IRA leads nationalist gangs in a purge against the unionists, but the remains of the Royal Irish Regiment and the Royal Ulster Constabulary fight back. The unionists hold the north and east, while the nationalists hold the IRA border heartlands, and hint at support from the South.

Across the country rural communities come together, uniting in defense against violent raiders and desperate refugees. Some survive, some are massacred, some even welcome strangers and look to rebuild. In the far south-west Cornish nationalists blockade the roads, declaring Cornwall's independence.

Any semblance of a national government is gone. The Queen is dead, but King Charles III lives, hiding in the bunker called Region Six, near Reading, with his close protection squad and loyal Special Forces. The back-bench MP Harriet Henderson "appoints" herself Prime Minister, with the King's assent, but unless she can gather strength she has little hope of restoring civilization amongst the ashes of her war torn country.

Midsummer in the year 2000 dawns on an island nation isolated from the rest of the world. Scraps of food are fought over, clean water is a memory and any journey can get you killed. Those who survived this long have fallen back on whatever remains – farming, fishing, scavenging, stealing and jury-rigging what they need. Some survive day by day, some crave the chance to re-build society, while others do the only thing this decade has taught them – they fight.

AMERICA

The United States did not suffer the mass conventional battles of Europe yet it's descent into chaos and deprivation was only slightly slower, coming from nuclear strikes and the breakdown of society. The old system of democratic rule fractured along two primary lines of government – an emergency military junta, and the original civilian government. The vast majority of Americans fall under the aegis of neither. Instead, vast stretches of this huge country are under control be it from former elected authorities, militias, communal-based councils, and other, darker experiments in applied "democracy."

Many in positions of power felt the United States could survive a conflict with the Soviets intact. They were wrong. As the nuclear missiles and EMP strikes took out the grid and infrastructure, democracy revealed its fragility in the face of desperation. Survival became paramount. While many Americans still cling to the old ideas of freedom and participatory government, the reality on the ground is quite different. Put simply: America realized it was no better prepared for the breakdown of civilization than anywhere else. For all its technological advances and aspirational ideals – humanity's attempt at suicide brought the superpower low.

When the missiles struck, hospitals were quickly overwhelmed. Critical supplies did not find their way to store shelves and the military, largely deployed in Europe, was not there to provide enough emergency logistics. What's more, carefully crafted plans for just such a situation fell apart as an internecine battle between the military and the civilian government made it unclear who was in charge. What resources there

were became suddenly halved as both sides vied for them and getting the much-needed relief to the people took a back seat to jockeying for power.

FEMA found the sheer level of nuclear destruction impossible to address nationally and local authorities quickly stepped in to fill the role of an absent central command structure – for good or ill. America had depended on an intricate network of transportation in which food and other necessities typically traveled many hundreds of miles to reach a local store shelf. Now, no such transportation was possible, and people began to starve. Modernity brought America many boons but being suddenly thrust into a darker age left the country flat-footed.

Now, the military and the government attempt to rebuild the old networks of supply and communication, but many communities have moved on, trusting neither. Those who do ally with one side or another do their best to form some portion of the formerly coherent US of A, but any hope of the states again becoming united lies some long way into an uncertain future. It was said of America before the war that "all politics is local." That could not be truer now. Most people know little of what goes on outside a 100-mile radius of where they live. Ham radios relay news, but not all of it is reliable. The airwaves fill with would-be messiahs, familiar political promises and, sometimes, generally useful, and true information.

But what happens on the East Coast matters little to the Midwest now. America is simply not united. Though many dream it will be whole again someday, for now filling their bellies and protecting those they love are their primary concerns. What might emerge from the wreckage is up to the people, as perhaps it always should have been. For it was not the people that led America and the USSR to war, but those in charge who put ideology over reason.

THE REST OF THE WORLD

When the two superpowers went to war, even those nations far removed from their struggle, or who at least wished to be, were drawn into the whirlwind. Virtually no nation escaped the war. While not all saw battle or bombs, the collapse of civilization shook the entirety of the Earth. From South America to Africa, Australia to Japan, the scaffolding which supported society fell like a house of cards. We must speak in broad terms here, for the world is large. The war centered itself in Europe, but battles raged across the globe. Those countries who saw no direct conflict still suffered from fallout, from the end of the global trade network, and the altered climate created by nuclear winter. Human civilization is all but gone in most places. We didn't end all life, but we may as well have.





02 YOUR JOB AS REFEREE

When I was a kid, I watched PBS shows about World War II. All of them were in black and white. That's how I imagined war up until the real thing started for a third and final round. Thing is, the skies are often deep blue, beautiful even. In the winter, even under a gray sky, the snow can heap over the land like there is no war. It just covers everything up. No one will tell you about that. I'm not sure who I'd tell, but there are moments, real brief, when the world feels quiet again. I try to keep a mental picture of that. Film is too valuable to waste, but I like having it just for me anyway.

YOU ARE THE REFEREE. Your role is to help the players envision the world of *Twilight: 2000* in all its gritty detail. You determine what challenges and hardships the PCs will face, you control the NPCs they will meet, and you are the final arbiter of the rules of the game. It's a tough job, but very rewarding. This chapter offers you advice on how to do it, and the rest of the book contains plenty of useful tools.

This game doesn't demand much preparation from you. There is no predetermined course of events that you need to memorize – instead, you and the players create your story together, using the tools of the game and your own creative minds. You can even run the game completely without preparation, simply using the rules for travel and encounters. We do recommend some level of preparation however, to make the story more personal for the characters, and the world more dynamic and immersive.

This chapter begins with a description of the eight principles of the game. It then offers advice on how to kick off your first game session of *Twilight: 2000*, how to run a “hexcrawl” style open-world campaign, how to create and manage NPCs, and how to handle aspects like opposition, consumables and failure.

PRINCIPLES OF THE GAME

The purpose of the eight general principles of *Twilight: 2000* is to help you create the right feeling in the game, and to guide you when you are unsure of how to handle situations that come up.

1 NOWHERE IS SAFE

In the world of *Twilight: 2000*, there is no safe haven. Deadly threats are everywhere, and the PCs always need to keep moving. If the players feel safe and comfortable, let them catch their breath, but then it's time to escalate the threat level. The PCs have an APC? Give their enemies a tank. The PCs have a well fortified camp? Hit them with artillery. Or cholera. Your goal is not to kill the PCs, but to challenge them to the limit of their capacity. Let the players gain things they care about – gear, relationships, even a base of their own – then threaten these things and make the PCs fight to keep them.

2 RESOURCES ARE SCARCE

To survive, the PCs must hunt for resources – fuel, ammo, food, medicine. It's your job to make them fight for it. But don't make the resources impossible to get. If the PCs – against all odds – come across a large amount of food or bullets, or if they get a heavily armed vehicle like an APC or even a tank, it doesn't mean their troubles are over. They will draw attention from others, who might try to cheat them or just plain kill them and take their stuff. Make the PCs fight to keep what they have.

3 PLAYERS LEAD THE WAY

Twilight: 2000 is an open-world survival game, where the PCs are free to go where they want. Use the large travel map and allow the players to ponder and discuss where they want to go. Don't steer them – instead, answer questions and inspire them. During their travels, it is your job to place exciting challenges in their way. To aid you, you have the travel rules, random encounters, and scenario sites. Letting the players lead the way does not mean you should give them everything they desire – on the contrary, the more they want it, the more you should make them fight for it.

4 RUMORS ABOUND

Facing an open-world with no idea where to go can be paralyzing or even uninteresting for the players. They will need to have enough information to have a reason to go somewhere. It's your job to feed the players information about the world around them, in the form of rumors on the road or even radio transmissions (page 51). These will motivate the PCs to explore the world around them – such as a nearby settlement rumored to offer shelter – or let them know where not to go, such as toward a large enemy unit. Ideally, always present the players with more than one option, forcing them to make hard choices.

5 EVERYTHING IS PERSONAL

In *Twilight: 2000*, the PCs are not faceless adventurers killing for gold. They are individuals, with dreams and relationships. Sure, they need to work together just to survive another day, but in the end, the game is about what the PCs want for themselves. Keep track of the PCs' big dreams and moral codes, and try to work them into encounters and scenario sites as often as you can – this will engage players more, increasing the stakes of the game. Conversely, when playing NPCs, take every chance you get to flesh them out – give them names, give them goals, make them memorable.

6 THE END IS NEVER SET

It's fine to consider what twists and turns your campaign might take beforehand. If you want to prepare a few encounters or scenario sites before a session, do so – but don't become a slave to your plans. Never decide beforehand how a gaming session or a campaign should end. Challenge the PCs, let them face dangers and misery, but don't try to control how the players react. Instead, let their actions have consequences, and create new challenges based on those consequences. That's how the game world comes alive.

7 DEATH IS A PART OF LIFE

The world of *Twilight: 2000* is a harsh place. Killing the PCs is not your goal in itself – but if it happens, let it. Don't fudge dice rolls or throw in some miraculous *deus ex machina* to save a PC's life. The players should feel vulnerable. This doesn't mean that the players shouldn't care for their PCs and just treat them like expendables. On the contrary, they should feel invested in their PCs' lives, rejoice in their successes and mourn them when they die. A player character death is not a failure, it is a part of your shared story.

8 HOPE NEVER DIES

TWILIGHT: 2000 isn't only about pain and suffering. The darkness needs to be contrasted with the light of hope, for a new and better life. Threaten the PCs' dreams, but don't snuff them out. Even in the dark nights of World War III, there is always a speck of light on the horizon.



YOUR JOB
AS REFEREE

02

DEATH OF A DIVISION

You didn't think you'd make it out. This was going to be the last battle of the war and it seemed like your luck to be the war's last official victims. Not that anyone would know, of course. They hadn't had accurate casualty records for the last year. If you still had anyone alive back home, they wouldn't have any way of knowing you bought it outside some town in Poland [Sweden] they couldn't pronounce. One of the tank commanders said this was the superpowers' last gasp, reflexively taking one final stab at each other. She painted some quote from Moby Dick on the side of her Abrams: "With my last breath I stab at thee." The madness was right there in her eyes.

The real action happened outside Kalisz [Örebro]. Hell, you only ever saw the town through binoculars. The Soviets drove a wedge right through 5th [2nd] Division like a knife through butter. You were a raggedy-ass division - half of you on horseback or foot. Vehicles running off distilled alcohol. Uniforms mended, then mended again and half of those from other units if not other NATO countries. The Russkies ripped right through you, split you in two then encircled both elements. Hardened troops broke, headed for the woods, got the hell out of Dodge. Some crazy-ass Colonel tried to lead a charge on horseback, getting his horse up on its hind legs like the Lone Ranger and screaming how this was Custer's Last stand. You were almost relieved when a Soviet mortar took him out, his pearl handled .45 landing a meter away from you with the hand still attached. It was the horse that got the short end of that stick, really.

Bullets zipped around like mosquitoes on the river back home, popping the way they did when they got too near those electric zappers. It almost made you homesick, and how the hell were you thinking about that in the middle of all this anyway? Probably your life scrolling before your eyes. You took one in the gut and thought, roll credits, but the ceramic plate absorbed the worst of it. Knocked the wind out of you. Someone scooped you up. Threw you in a Humvee and hauled ass south. Stragglers jumped aboard as best they could. One didn't quite have a grip and fell off. A horse trampled him in the rearview.

That was when the radio static briefly became clear. Someone on the other end screaming that HQ was being overrun. The last order from the top to make a break for it. Like you weren't already. Then that final message that hung there in the vehicle, like the worst news in a hospital waiting room: Good luck, you're on your own.

STARTING THE GAME

TWILIGHT: 2000 is primarily designed for campaign play, spread out over many game sessions. A short campaign can be rounded off in half a dozen sessions, and there is really no upper limit. It's certainly possible to run short one-shots with the game as well, but it's not the primary focus.

Your first session as Referee for **TWILIGHT: 2000** can feel daunting. You have no written script to follow, no finished story to guide the players through. Don't worry! The game gives you lots of material for the players to sink their teeth into.

THE BATTLE OF KALISZ

The default way to start a campaign of **TWILIGHT: 2000** in Poland is in the immediate aftermath of the final battle of Operation Reset close to the Polish town Kalisz, with the PCs as part of the US 5th Mechanized Infantry Division, now scattered and running for their lives.

An extensive intel report handout is included in the boxed set. It includes an operation order (OPORD) from the III US Corps HQ issued before the offensive, as well as a situation report (SITREP) sent from 5th Division HQ after the advance has failed.

If your campaign is set in Sweden, the PCs are instead part of the 2nd Marine Division, and the final battle of Operation Reset takes place near Örebro. A separate intel report is provided for this setting as well.

To start the game off, decide on the exact hex where the PCs start, give them the OPORD and SITREP, read the intro text to the left to set the scene, and let the players go from there.

MOVING OUT

At the start of the game, the PCs are on the run. Their immediate goal is to get out of the area alive. From the intel report and maps in it, they know where the main enemy troop concentrations are. Let the players make a plan and execute it. If they are slow, increase the pressure by having enemy forces draw near.

During the first session, let the players feel out their characters. Listen more than you talk. Use encounters (next chapter) to spice things up if you want, but don't rush it. Remind the players of their big dreams. Ask questions. Make notes. See the first session as a prologue, before the real story begins. Don't plan too much. Keep an open mind.

PLANTING RUMORS

When and if your players seem to falter as to where to go next, give them new information. Have someone they meet share a rumor, or let them pick up a radio transmission—random tables for this purpose can be found in the next chapter. Such information can lead to meeting a faction (chapter 4) or to scenario sites (chapter 5).

SWEDEN & OTHER SETTINGS

If you are playing in the Sweden setting, the game can start almost exactly like in Poland, but with the PCs instead being part of the 2nd Infantry Regiment (of the 2nd Marine Division) in the area around the town of Arboga. There is a full intel report handout for this scenario as well in the boxed set. For other settings than Poland and Sweden, you will need to do a little more work on your own to set the scene for the start of the game.

To avoid railroading the players in a particular direction, feed them more information before they have explored all the locations they are interested in. Ideally, the players should always have three options on where to go next, all within 5–10 hexes from their current position.

USING THE INFORMATION

When the first session is over, things will already have happened. Conflicts have been established, relationships tested. Planning your second session, you'll have plenty of threads to pull. You'll have an idea of where the story will go.

PREPARING SESSIONS

Before session two and later sessions you can, if you want to, prepare a little more. Build on what you've established earlier and spend a moment before the session to ponder what might happen. You can:

- ★ Prepare an event that builds directly on the events of the previous session. What's the next logical step? How will NPCs react to the PCs' actions in the previous session? How can you escalate the situation, giving the players' actions real consequences?

CREATE YOUR OWN MATERIAL

This boxed set contains plenty of pre-made material for you to play, but the game is also designed for you to be able to create and incorporate your own material into the campaign with ease. Feel free to come up with your own random encounters and scenario sites, and to share them with other groups of players on online forums.

LET THEM LIVE

When you introduce a major, named NPC, try to avoid them dying early on. An NPC that survives and can come back is much more fun than a dead NPC. For such key NPCs, roll crits normally, just like you would for a PC. Most likely they will survive, and most of the time there is someone around who can save them even if they've suffered a potentially fatal injury.

Also avoid the PCs being able to get to an important enemy too easily. Feel free to block their path with underlings that the PCs will have to deal with first. If the PCs still manage to kill an important NPC — let there be consequences. Allies of the NPC may be out for revenge, maybe their subordinates now turn to the PCs and view them as their new leaders?

- ★ Choose or let the dice decide on a random encounter or two, if you don't want to do it on the fly while running the game. Think of how you might be able to modify the encounters to relate to individual PCs, their big dreams and moral codes.
- ★ Prepare rumors or radio transmissions that will give the PCs information on locations to visit — or avoid. Give the players options. Remember, the players should ideally always have two or three options on where to go next, within 5–10 hexes from their current position.
- ★ Read up on any scenario sites (chapter 5) that you intend to use, or create them yourself. Think of whether or not you can adapt or modify the scenario locations to the individual PCs, just like for encounters above.

Avoid preparing too much — the more detailed your plans are, the harder they are to adapt to the players' actions. 15–30 minutes of prep time before a session is usually enough. Trust the players and the mechanics of the game to create story and drama!

NON-PLAYER CHARACTERS

The most important tool in your toolbox as Referee is your NPCs. They will form the greatest challenges to the PCs, but can also be their biggest help. NPCs can range from simple cannon fodder in combat, to personalities just as complex and detailed as the PCs themselves.

Stats for several typical NPCs can be found in the table on page 37 in the next chapter. You will find examples of more detailed NPCs with the scenario sites in chapter 5.

HANDLING NPCs

Technically, NPCs work just like PCs. They perform actions and sustain damage in the same way. But in practice, you should ignore all game mechanics for NPCs as long as they don't directly affect a PC. Don't track ammo or food for an NPC who tags along with the PCs — instead keep the freedom to decide when their resources run out, for maximum dramatic effect.

You don't need to roll the dice for actions performed by an NPC unless they are attacking or healing a player character. You can roll for the NPCs in other situations if it enhances the drama, but most of the time you can skip it.

NPCS IN COMBAT

As a general rule, NPCs follow the same rules as PCs during combat unless otherwise stated. However, in order to minimize bookkeeping and avoid slowing combat down, a number of simplified rules for minor NPCs are included in chapter 4 of the Players' Manual. These are all repeated here, for your reference.

You are never obliged to use the simplified rules — for key NPCs, it's often worthwhile to use the full rules, just like for PCs.

HANDLING CONSUMABLES

Food, fuel, and ammunition are often scarce in *Twilight: 2000*. It is an important part of your job as Referee to make these consumables suitably difficult for the player characters to obtain. It demands a delicate touch — the PCs should have to struggle for the resources, but not so hard that the effort isn't worth the reward.

A recommendation is to let the supply of resources fluctuate. Let the PCs find resources easily now and then, in particular when the focus of the game is on something else. Other times, make them risk their lives for a single ration of food. This will teach the players not to take their resources for granted, but at the same time not make them spend all their time looking for them.

"FAILING FORWARD"

When the PCs succeed in their rolls, it is up to the players to describe how. When they fail, it is up to you to decide what happens. The basic rule is that a failure should have a consequence that drives the game forward. Avoid letting a failure grind the action to a halt, instead allow it to push the story in a new direction or place the PCs in even more dire straits. This principle is called "failing forward."

INITIATIVE: For a group of NPCs, you can draw one initiative card for the group instead of one per individual. All these NPCs act at the same point in the round order. In what order they act within the group is up to you. Large groups of NPCs can split into several smaller groups.

GROUP ACTIONS: A group of NPCs in the same hex can often perform the same action, such as seeking cover together, moving together (including a joint **MOBILITY** roll for extra movement) or attacking together. A group of NPCs in the same hex can attack a target with a single roll – one rolls for the attack and the others help, each giving a +1 modifier, up to a maximum of +3.

AMMO: For NPCs, you don't need to track ammo or weapon reliability. Instead, any attack roll with one or more ★ on the *ammo dice only* (even without pushing) indicates that the weapon is emptied, after the current attack. In a group attack by NPCs, all of them need to reload if a ★ is rolled on any ammo die.

SUPPRESSION: You can apply the effects of a CUF roll for an NPC to all NPCs with similar stats in the same hex, placing a **SUPPRESSED** marker on top of the stack to indicate this. You can even rule that a civilian or less experienced fighter automatically fails all CUF rolls, applying the effect to all similar NPCs in the same hex.

EXPLOSIONS: You don't need to roll separately for each NPC hit by an explosion. Instead, roll once for all NPCs at the same distance from the blast and apply the result to all of them.

DAMAGE: You don't need to track damage for minor NPCs or roll for critical injuries on them. Instead, simply count all critical hits as instantly incapacitating (or even instant kills). There is no need to roll for hit location on minor NPCs unless they are wearing body armor or are behind solid cover.

STRESS: You don't need to track stress for NPCs.

GAUGING THE OPPOSITION

As Referee, it's your job to make combat exciting by making sure the PCs face challenging opposition. The random encounters (next chapter) all indicate the number of opponents, their skill and their gear – but feel free to modify these factors to calibrate the difficulty of the encounter.

As a rule of thumb, a group of PCs in decent shape will generally be able to defeat a group of minor NPCs of similar size and gear. Using the simplified rules for managing NPCs in combat will give the PCs an additional slight edge.

Sometimes, the PCs will face overpowering opposition. Remind the players that they can flee from combat and don't necessarily need to fight to the last drop of blood. If the players insist on fighting despite bad odds, let the chips fall where they may – the players should never feel that their PCs are invulnerable.

Keep in mind that a PC who is incapacitated or has suffered a fatal critical injury can usually be saved. Never kill off a defenseless PC – letting defeated PCs be taken captive is always a more interesting solution, allowing for new and exciting story twists.



GOING HOME?

If your PCs are mainly US soldiers, a strong motivation for them will likely be to find a way home to America. This can be a long-term goal for the players. Future expansions to the game will explore the USA of the year 2000, and will also include information on how to get there. For now, the US soldiers in Europe are stranded there.





03 ENCOUNTERS

Diaz had a fever and was out. Everyone else was off foraging or scouting except myself and Two-Fer. I was going to kick him awake when I saw the Soviet soldier, but the soldier held a finger to his lips and made a cutting motion across his throat. He was the kind of skinny you get from not eating for a long time. He crept up to Two-Fer's sleeping bag and pulled out a long blade. I froze. The Russian smiled and raised his blade. I don't remember shooting him, but I must have, because the next thing I knew Top was calmly telling me to "ease down" and the firing pin was clicking on an empty chamber of the revolver.

THIS CHAPTER DETAILS 52 random encounters that you can use during the characters' journeys across the war-torn lands of Europe. The chapter also includes a table for typical NPC stats as well as random charts for scenery, rumors, and radio messages that you can use to immerse your players in the world of *Twilight: 2000*.

These 52 encounters are also summarized on the custom cards included in this boxed set. To randomly generate an encounter, simply draw a random encounter card from the deck. The encounters are described in more detail in this chapter.

If you don't have access to the custom card deck, any typical poker deck can be used to generate encounters. Of course, as GM you are free to choose encounters instead of drawing them at random, or ignore these pre-made encounters altogether and create your own.



FREQUENCY: Typically, you'll draw at least one potential random encounter per shift. Note that some encounters will not be triggered if the PCs travel off-road or at night (below).

Also, as Referee you are free to generate encounters more or less often if you want to spice things up or let the characters catch their breath. You are in charge of the pacing of the game, not the rules.

SPOTTING

The characters generally have a chance to spot an encounter before it's upon them. This is detailed under the rules for keeping watch (page 143 of the Player's Manual). There, you will also find a table to determine the distance at which the encounter occurs.

ON-ROAD AND OFF-ROAD

Each encounter is marked with the on-road symbol , the off-road symbol , or both. These symbols indicate if the encounter can take place when the characters are traveling on a road, off-road, or both.



If you draw an encounter without the symbol matching the characters' current mode of travel, no encounter occurs. Also, some encounters with

CONSEQUENCES

A key aspect to make the world of *Twilight: 2000* feel dynamic and alive is to let the characters' actions have consequences. Even after a random encounter, make a note of what happened and try to incorporate consequences of the encounter at a later time. One simple way to help create such consequences is to have enemies flee and fight another day instead of fighting to the death. This also makes combat faster.

both symbols are different depending on if they occur on-road or off-road. In general, it is more likely for the characters to encounter large groups of soldiers and others while traveling on roads. Of course, traveling off-road is slower.

NIGHT AND DAY

Each encounter is also marked with a sun symbol , the moon crescent symbol , or both. These symbols indicate if the encounter can take place during the light shifts (typically morning and day, but see page 139 in the Player's Manual), the dark shifts (usually evening and night), or both.


If you draw an encounter without a symbol matching the current shift, no encounter occurs. Fewer encounters have the moon symbol than the sun symbol, meaning

STATIONARY ENCOUNTERS

D6	ENCOUNTER
1-4	Draw an encounter normally. Only encounters marked PP are triggered.
5	REFUGEES: 2D6 starving and hypothermic refugees arrive, having seen the PCs pass or heard rumors of their presence. They ask for food and protection. If the PCs give it to them, they will be grateful and can share a rumor or two (page 51). If the PCs chase them off, the refugees might tip off a local faction about their presence – add an additional +1 on the next roll on this table. The stragglers can be used for replacement PCs, if needed.
6	STRAGGLERS: D6 stragglers of the same nationality as some of the PCs appear at the camp. The soldiers ask for food and ammo. They act friendly and will share rumors, but will take the first chance to steal from the PCs and leave. The stragglers can be used for replacement PCs, if needed.
7	SCOUTS: A group of scouts sent from a faction nearby, equal in number to the PCs, arrives to observe them. They can be marauder or military. Allow the PCs a RECON roll to spot the scouts (opposed roll). If spotted, the scouts might attack, retreat, or negotiate, depending on their goals.
8+	LARGE FORCE: A larger unit from a nearby faction, twice as many soldiers as the PCs and equipped with vehicles and/or heavy weapons, arrives. They demand that the PCs surrender to them, and they can attack if not obeyed. The PCs will need to flee, fight, or talk their way out of the situation. If combat breaks out, the enemies will retreat if they lose half of their number, but might then come back with a larger force the next time you roll this encounter.

the PCs are less likely to meet others when traveling at night. Traveling at night presents other difficulties, however.

STATIONARY PLAYERS

If the players remain in a hex for a shift, draw one random encounter. However, only events marked with the symbol  will actually be triggered. Other encounters are treated as no encounter at all.

This does not mean that staying still is safe – quite the opposite, in fact. The longer the PCs remain stationary, the higher the risk is that one or more of the main factions in the area will learn of their location and approach them or attack them.

For each day that the characters stay stationary after the first, roll on the stationary encounters table to the left. Add +1 to the roll for each subsequent day during which the PCs have remained stationary. The

same rules apply for PCs who have established a home base (page 132 of the Players' Manual).

As for travel encounters, the list of stationary encounters should only be seen as a guideline and inspiration for you as Referee – you are of course free to expand, change or ignore the listed encounters and make up your own, to suit the narrative of your campaign.

HIDDEN CAMP: If the PCs make no attempt to hide their camp, approaching NPCs will automatically spot it. If the PCs do hide their camp, roll **RECON** as described on page 148 of the Players' Manual. If the NPCs fail to spot the camp, the PCs can choose whether to stay undetected or make their presence known.

TYPICAL NPCS

TYPE	ATTRIBUTES	HIT CAP.	CUF	SKILLS	TYPICAL GEAR
Refugee	STR C, AGL C, INT C, EMP C	4	D	Recon D, Survival D	Club or knife
Civilian	STR C, AGL C, INT C, EMP C	4	D	Close Combat D, Driving D, Ranged Combat D, Recon D	Pistol or shotgun with one reload
Hunter	STR C, AGL B, INT C, EMP D	5	C	Close Combat D, Ranged Combat C, Recon C, Survival C	Hunting rifle with one reload or hunting bow with D6 arrows, knife
Marauder	STR B, AGL C, INT C, EMP D	5	C	Close Combat C, Driving D, Ranged Combat C, Recon D	Assault rifle, hunting rifle or shotgun with one reload, knife
US Soldier	STR B, AGL B, INT C, EMP C	5	C	Close Combat C, Driving C, Ranged Combat C, Recon C	M16A1 with one reload, fatigues, kevlar helmet
US Officer	STR C, AGL B, INT B, EMP B	5	C	Ranged Combat C, Recon C, Persuasion D, Command C	M9 pistol with one reload, fatigues
US Special Forces	STR B, AGL A, INT B, EMP C	6	B	Close Combat B, Ranged Combat B, Recon B	M4A1 with two reloads, knife, fatigues
US Intelligence	STR C, AGL B, INT A, EMP B	5	B	Close Combat C, Ranged Combat C, Recon B, Persuasion B	M9 pistol with one reload, knife
Soviet Soldier	STR B, AGL B, INT C, EMP C	5	C	Close Combat D, Driving C, Ranged Combat C, Recon C	AK-74 with one reload, fatigues, steel helmet
Soviet Officer	STR C, AGL B, INT B, EMP B	5	C	Ranged Combat C, Recon C, Persuasion D, Command C	PM pistol with one reload, fatigues
Soviet Special Forces	STR B, AGL A, INT B, EMP C	6	B	Close Combat B, Ranged Combat B, Recon B	AK-74 with two reloads, knife, fatigues
Soviet Intelligence	STR C, AGL B, INT A, EMP B	5	B	Close Combat C, Ranged Combat C, Recon B, Persuasion B	PM pistol with one reload, knife
Polish Soldier	STR B, AGL B, INT C, EMP C	5	C	Close Combat D, Driving C, Ranged Combat C, Recon C	AKM with one reload, fatigues, steel helmet
Polish Officer	STR C, AGL B, INT B, EMP B	5	C	Ranged Combat C, Recon C, Persuasion D, Command C	P-83 pistol with one reload, fatigues
Swedish Soldier	STR B, AGL B, INT C, EMP C	5	C	Close Combat D, Driving C, Ranged Combat C, Recon C	AK 5 with one reload, fatigues, kevlar helmet
Swedish Officer	STR C, AGL B, INT B, EMP B	5	C	Ranged Combat C, Recon C, Persuasion D, Command C	Pist 88 pistol with one reload, fatigues

ANIMALS

TYPE	ATTRIBUTES	HIT CAP	SKILLS	ATTACK	MOVEMENT
Wild dog	STR C, AGL C, INT D, EMP D	2	Mobility B, Close Combat C, Recon A	Bite (damage 1)	3
Wolf	STR B, AGL B, INT D, EMP D*	3	Mobility A, Close Combat C, Recon A	Bite (damage 1)	3
Bear	STR A, AGL C, INT D, EMP D*	6	Close Combat A, Recon B	Paw (damage 2)	2
Viper	STR D, AGL A, INT D, EMP D*	1	Close Combat B, Recon A	Bite** (damage 1)	1

*Cannot be **PERSUADED**

**A hit causing damage will trigger a poison effect similar to a wound infection.

LIST OF ENCOUNTERS

BELOW, THE 52 UNIQUE encounters are listed. They are divided into categories, based on the value of the card, and motivations, based on the suit of the card. See the tables to the right. Using these categories, you can create your own encounters should the 52 pre-made ones not be sufficient.

NPCs: For most individuals in the encounters, use the table for typical NPC stats on the previous page. Feel free to vary these stats as needed and create NPCs with higher attributes and skills, specialties, and different gear, giving the players a greater challenge.

Most encounters indicate the number of individuals encountered. This is usually done based on the number of PCs. When the number is halved (written as PC/2), round fractions up.

VEHICLES: Some encounters also include vehicles. Feel free to upgrade these vehicles if the PCs themselves have a powerful vehicle, such as a tank.

FACTIONS: Some encounters indicate a faction that the NPCs encountered can belong to. A faction is a force of some kind that has influence in the area. Factions are categorized as local military, Soviet military, US military, marauder, or civilian. Several sample factions of the different types are described in the next chapter. Using factions, you can turn a simple encounter into a larger narrative.

SCENARIO SITES: If you draw a settlement encounter (an ace), you can, if you like, replace the written encounter with a larger *scenario site* – three such fleshed-out locations are included in chapter 5 of this book, which also gives you tools to create your own.

ANIMALS: Some encounters include wild animals, with stats listed in the table above. Animals have a movement rate, which indicates how many hexes they can move with one fast action.

MAKING ENCOUNTERS PERSONAL

When springing an encounter on the characters, feel free to modify it to make it personal for them – in fact we recommend doing this, whenever possible (see the game principles on page 28), as it will engage players more, increasing the stakes of the game. There are several ways to accomplish this:

- ★ First and foremost, keep the PCs' big dreams and moral codes in mind. Write them down somewhere, and when you can, try to

MOOD ELEMENTS

If you like, you can use the mood element tables on page 52 to flesh out encounters and paint the scene for the players. The mood elements can also be used in hexes where no encounter occurs.

RUMORS

During encounters, try to give the PCs opportunities to hear rumors and gain information about nearby factions and scenario sites. You can use the rumor list on page 51 or make up your own.

modify encounters a little so that they somehow relate to one or more big dreams or moral codes.

- ★ When possible, try to connect a new encounter to something that has happened before. If marauders show up again, maybe they are hunting for the PCs who killed their comrades some days earlier? Or if a group of refugees appears, maybe they have heard of the PCs' previous actions? Try to make the players feel that their actions have consequences.
- ★ Pick one poor soul among the PCs and spring the worst of the encounter on them. This works particularly well with a PC who has left the main group to scout, hunt, or forage. Putting a PC on the spot will test the loyalty of the others – what are they willing to risk to save their friend?
- ★ In an encounter with the opportunity to negotiate, have an NPC give one individual PC a juicy offer of some sort – preferably connected to their big dream. This can create tensions within the group, leading to interesting roleplaying opportunities.
- ★ Every now and then, let an NPC tag along with the PCs on their travels – preferably an NPC that the PCs care about. Such NPCs are perfect tools for creating drama in encounters – place the NPC in lethal danger and force the PCs to react. Will they leave them to their fate?

RECURRING ENCOUNTERS

Sooner or later, you will draw an encounter that you have already played before. When this happens, choose one of the options below:

- ✓ Continue the encounter. The characters meet the same people again.
- ✓ Change the encounter. The characters face a similar encounter, but it's different.
- ✓ Draw another encounter.

ENCOUNTER CATEGORIES

CARD VALUE	CATEGORY
2	Weather
3	Animal
4	Derelict vehicle
5	Crater
6	Ruins
7	Refugees
8	Hunters
9	Marauders
10	Stragglers
Jack	Military patrol
Queen	Military outpost
King	Military convoy
Ace	Settlement

ENCOUNTER MOTIVATIONS

CARD SUIT	MOTIVATION
Clubs	Violence
Diamonds	Wealth
Hearts	Fellowship
Spades	Power

2 ♣ FOREST FIRE



First, a wave of wildlife runs toward the PCs, passing them. The PCs can shoot an animal as if hunting without spending the whole shift (see chapter 6 in the Players' Manual). Soon, they see what caused the animals to flee—a violent forest fire rages in their path, possibly the result of some earlier fighting in the area. The fire has Intensity C and covers an area 20 hexes deep. If the characters try to find a way around the fire, they need to make a **SURVIVAL** roll. Even if successful, they can't travel any further this shift. If the roll fails, the path forward is blocked for the next shift too.

3 ♣ PACK OF WOLVES



- ★ FACTION: None
- ★ NUMBER: PC

A pack of wolves begins tracking the PCs, howling in the distance, and attacks when the PCs are resting. They will try to single out and attack an isolated PC if they can, preferably at night. If killed, each wolf will yield meat enough for 3 rations of food.

4 ♣ BOOBY-TRAPPED VEHICLE



- ★ FACTION: Marauder
- ★ NUMBER: PC+1

The PCs come across a seemingly deserted pickup truck, looking to be in surprisingly decent shape. This is a trap – the truck is a wreck given a quick paint job by a band of marauders. If the PCs investigate the vehicle, the marauders will detonate a hidden charge (blast power B) and then open fire from their nearby hiding places. They have hunting rifles and one RPG-16, all with one reload each, and D6 rations of wild food. If the marauders are driven off, the PCs will realize that the truck is permanently destroyed, but they can scavenge spare parts from it.

5 ♣ GROUND ZERO



The PCs approach a crater left behind by a nuclear strike, one aimed at a large ground force previously gathered here. The crater is 4D6 hexes wide and twice that many meters deep. There is a pond of

greenish water in the bottom of it. The entire visible crater, as well as an area twice as wide around it, is still radioactive. Moving through this area inflicts 1 rad every stretch. The road is destroyed here. To pass around the crater, a vehicle needs to go off-road and lose one hex of movement this shift (modified by terrain) before movement can continue.

6 ♣ FULL TANK



- ★ FACTION: Marauder
- ★ NUMBER: PC+1

The PCs come across an old, abandoned gas station. A band of marauders, armed with AKMs and one RPK machine gun (one reload each) are lying in ambush inside, and will attack any PCs who approach. They have D6 rations of wild food. There is no gasoline left in the tanks but plenty of scrap around – PCs scrounging here get a +2 modifier.

7 ♣ HUNGRY & ANGRY



- ★ FACTION: None
- ★ NUMBER: PCx4 on-road, PCx2 off-road

A group of refugees, starving and hypothermic. Several of them have contracted cholera and the PCs risk being infected. The refugees demand food and shelter. They are aggressive and might even get violent if they don't get what they want. If the situation escalates, the PCs will need to **PERSUADE** the refugees to leave or use violence to chase them off.

8 ♣ MY KILL, MY MEAT



- ★ FACTION: Civilian
- ★ NUMBER: PC–1

A group of hunters have just killed a moose and are carving up the carcass. They are very protective of their prey (worth PCx1 rations of food), and will threaten or even attack the PCs if they feel cornered. One of the hunters suffers from pneumonia and can infect the PCs if they interact.



PACK OF WOLVES

GROUND ZERO



9♣ MARAUDER ROADBLOCK



- ★ **FACTION:** Marauder
- ★ **NUMBER:** PCx3 in daylight, PCx2 in darkness

A band of marauders have set up a roadblock. They have AKMs, one RPG-16 (one reload) and a pickup truck with half a tank of alcohol fuel and a DShK machinegun (one reload). They also have 2D6 rations of domestic food. The marauders are very aggressive and try to stop and capture or kill the characters. Should the PCs be captured, the marauders bring them to their leader. The marauders flee if half of them are incapacitated.

10♣ MURDEROUS BASTARDS



- ★ **FACTION:** US military
- ★ **NUMBER:** PCx2 on-road, PCx1 off-road

A band of stragglers from the US forces in the area. They are starving and will hail the PCs as friends, but take the first

chance they get to kill the characters and steal their gear. Some of the stragglers suffer from typhus and the PCs risk being infected.

J♣ SHOOT ON SIGHT



- ★ **FACTION:** Soviet military
- ★ **NUMBER:** PCx2 on-road, PCx1 off-road

A unit of Soviet soldiers is patrolling the area, searching for enemy stragglers. If they spot the PCs they will attack immediately and radio for artillery support – a 122 mm howitzer with five HE rounds is located two kilometers (200 hexes) away. If the PCs are captured, the soldiers bring them to their base for questioning. The unit has a R-392A radio and D6 field rations.

Q♣ SUPERIOR FIREPOWER



- ★ **FACTION:** Soviet Military
- ★ **NUMBER:** PCx3 in daylight, PCx1 in darkness

ENCOUNTERS

02

FULL TANK



Soviet soldiers, including one officer, have set up a roadblock using a T-72 tank and sandbags. If they spot the PCs they will attack immediately. The T-72 has half a tank of alcohol fuel and five HEAT rounds. The roadblock is also equipped with a DShK machinegun, with one reload, and 2D6 field rations.

K♣ OUTNUMBERED



- ★ **FACTION:** Soviet military
- ★ **NUMBER:** PCx5 (of which PCx1 are in the BTR-70)

A convoy of Soviet forces is approaching the PCs. It is led by a BTR-70 APC (with half a tank of alcohol fuel and an officer inside), which is followed by two GAZ-66 trucks (with half tanks). If they spot the PCs, they will attack immediately. The BTR-70 is fitted with a KPV machinegun, with one full reload. The convoy has an R-311 radio and PCxD6 field rations.

A♣ FOR MY COUNTRY



- ★ **FACTION:** Civilian
- ★ **NUMBER:** PCx2 guards in the daytime, PCx1 guards in darkness, 2D6x5 inhabitants overall

The PCs approach a small village of 2D6 houses, surrounded by barbed wire and sandbags. It is well defended by local civilians who view any foreign soldiers as aggressors. Each guard carries an AKM with two reloads and a hand grenade (frag). Also, the guards have one RPG-16 (two reloads) and an 82 mm mortar (with four HE rounds). It is possible to talk to the leaders of the village and even trade, but the villagers will be very suspicious of the PCs.

2♦ DENSE FOG



A thick fog descends on the landscape, limiting visibility to 10 hexes. The fog counts as heavy rain for the purposes of driving.

3♦ RABID DOGS



- ★ **FACTION:** None
- ★ **NUMBER:** PCx2

A pack of rabid wild dogs starts tracking the PCs, and will try to attack them if they get the chance. The dogs are infected with rabies.

4 ♦ VIPER'S NEST



- ★ FACTION: None
- ★ NUMBER: 1

The PCs come across a burnt-out derelict bus. The wreck is beyond repair, but the PCs can scavenge parts from it. There is plenty of scrap around and any roll to scrounge in the area gets a +2 bonus. A viper has made its nest inside the bus and will attack any PC who enters it. This counts as a sneak attack.

5 ♦ THE FINAL REST



The characters approach a crater from a nuclear strike, aimed at a large ground force once gathered here. The crater is 3D6 hexes wide and twice that many meters deep. There is a pond of greenish water in the bottom of it, and there is debris everywhere (scrounging rolls get a +2 bonus). By the water, there is the corpse of a US soldier.

The entire visible crater, as well as an area twice as wide around it, is still radioactive. Moving through this area inflicts 1 rad every stretch. The road is destroyed here. To pass around

the crater, a vehicle needs to go off-road and lose one hex of movement this shift (modified by terrain) before movement can continue.

The soldier in the crater has died of radiation poisoning and thirst. Next to the body, there is an M16A1 with one reload, and some random piece of scrap.

6 ♦ HOUSE ON FIRE



- ★ FACTION: Civilian
- ★ Number: PCx2

The PCs come across a farm set ablaze during recent fighting. The fire is still raging. There are corpses of civilians on the ground, recently shot or beaten to death. If a PC dares enter the burning buildings, requiring a **MOBILITY** roll to avoid damage from the intensity C fire, they can scrounge with a +2 bonus. If the PCs stay more than a few minutes, a group of armed civilians will show up. They will assume that the PCs are behind the attack, and things could turn violent. They are armed with shotguns and pistols.

7 ♦ DESPERATE TIMES



- ★ FACTION: Civilian
- ★ NUMBER: PCx4 on-road, PCx2 off-road

A group of refugees, starving, and hypothermic—and desperate. They plead with the PCs for food and protection. Several suffer from dysentery and the PCs risk being infected.

8 ♦ HUNTERS AND THEIR PREY



- ★ FACTION: Civilian
- ★ NUMBER: PC/2

A small group of hunters is lying in wait for prey when the PCs pass by. They will hail the PCs and try to barter for ammunition or weapons. The hunters have knives and hunting bows with five arrows each, and enough raw meat for D6 rations of food.

RABID DOGS



EVERYTHING HAS A PRICE



9 ♦ EVERYTHING HAS A PRICE



- ★ **FACTION:** Marauder
- ★ **NUMBER:** PCx3 in daylight, PCx2 in darkness

A band of marauders have set up a roadblock using sandbags. They are ready to negotiate with the PCs and will let them pass, for the right price. They will defend themselves if attacked. They are armed with AKMs and the group has one RPG-16 (with one reload), as well as a civilian light truck with half a tank of alcohol fuel.

J ♦ CASH IS KING



- ★ **FACTION:** Soviet military
- ★ **NUMBER:** PCx2 on road, PCx1 off road

A unit of Soviet soldiers is patrolling the area, searching for enemy stragglers. If they spot the PCs they will order them to halt and hold them at gunpoint. One soldier has an RPG-16 with one reload. They will not attack, but instead try to barter in broken English. They drive a hard bargain. One of the soldiers is coughing from pneumonia. The group also has PCxD6 field rations and some other gear and random scrap to trade with.

10 ♦ WATCHA GOT?



- ★ **FACTION:** US military
- ★ **NUMBER:** PCx2 on-road, PCx1 off-road

A band of US stragglers from the US forces in the area. They will hail the PCs, and try to barter with them or just plead for food, ammunition and protection. They are all starving.

Q ♦ DROP YOUR WEAPONS



- ★ **FACTION:** Soviet military
- ★ **NUMBER:** PCx3 in daylight, PCx1 in darkness

A unit of Soviet soldiers has set up a roadblock with a BTR-70 APC (with half a tank of alcohol fuel and a full reload for the KPV) and debris. If they spot the PCs, they order them to halt and demand

that they surrender. The soldiers are not entirely unreasonable however, and can be **PERSUADED**. If the PCs do surrender, they are taken to the nearest Soviet division HQ. The unit has PCx2 field rations.

K ♦ LOADED LIKE A FREIGHT TRAIN



★ **FACTION:** Soviet military

★ **NUMBER:** PCx2 guards

The PCs find themselves crossing an old railway track, and to their great surprise, they hear a train coming! It's a local freight train commandeered by the Soviet forces in the area, to bring supplies to the nearest division HQ. It is moving so slowly that the PCs can jump on with a **MOBILITY** roll.

The train is loaded with 5,000 liters of alcohol fuel, 1,000 field rations, 200 AK-74 rifles, 6,000 rounds of 5.45x39 mm ammo, 50 hand grenades (frag), and 10 RPG-16 rocket launchers. There are guards on the train. It moves two hexes per hour, and after D6 hexes it arrives at the division HQ.

A ♦ BUYING AND SELLING



★ **ACTION:** Civilian

★ **NUMBER:** PCx1 guards in the daytime, PCx1/2 guards in darkness. 2D6x5 inhabitants overall

The PCs approach a small village of 2D6 houses. It is defended by local civilians who are ready to barter with the PCs for weapons or protection, in exchange for food and lodging. They are armed with shotguns and pistols. The PCs might even be offered to stay here indefinitely.

2 ♥ SUNSHINE



Suddenly, the thick gray clouds of soot from countless nuclear detonations dissipate, and the sun breaks through the smog. For a fleeting moment, the world doesn't seem so bleak. Maybe, just maybe, there is a chance for things to turn around. For a better future. The sight of the sun immediately heals 1 point of stress and the weather turns to fair.

LOADED LIKE A
FREIGHT TRAIN



3 ♥ HUMAN'S BEST FRIEND



- ★ FACTION: —
- ★ NUMBER: 1

A wild dog starts following the PCs. If they attack the mutt, it will run off, but come back later. If the PCs treat the dog well (**PERSUASION** roll), it will become their loyal companion for the rest of its life, and even defend them against attackers.

4 ♥ THE SMELL OF VICTORY



The PCs approach a dozen car wrecks, all burnt out. Inside the cars, the PCs can find charred corpses. The cars were hit by a napalm attack some weeks or months earlier. The corpses in the cars are such a depressing sight that it causes 1 point of stress. The wrecks are beyond repair but they can be scavenged for parts. There is plenty of scrap around – any scrounging roll gets a +2 bonus.

5 ♥ THE WATERING HOLE



The PCs approach a crater from a nuclear strike. The crater is 2D6 hexes wide and twice that many meters deep. There is a pond of scummy water in the bottom of it, and D6 deer are drinking from it. The PCs can try to kill the deer for food – see the rules for hunting in the Players' Manual (no roll for tracking the animal is needed, only to shoot it). Eating the meat from the deer will cause 1 rad.

The entire visible crater, as well as an area twice as wide around it, is still radioactive. Moving through this area inflicts 1 rad every stretch. The road is destroyed here. To pass around the crater, a vehicle needs to go off-road and lose one hex of movement this shift (modified by terrain) before movement can continue.

6 ♥ THE FINAL REST



The PCs come across a small farm in a clearing. It seems largely intact, but completely deserted. If the PCs investigate, they will find the decomposed bodies of a family inside. The father seems to have killed his family with a shotgun and then turned the

THE FINAL REST



weapon on himself. Seeing the family is such a depressing sight that it causes 1 point of stress. If the PCs search the farm, they can find 3D6 rounds of 12 gauge ammo. There is plenty of scrap around and any roll for scrounging here gets a +2 bonus.

7♥ THE ORPHANS



- ★ FACTION: Civilian
- ★ NUMBER: 3

The PCs see a farm up ahead, largely intact. If they move in to investigate, they will come across three children living in the farm. Their parents left months ago to find help and food, and the kids, 10–15 years old, have had to fend for themselves. One of them has a double barrel shotgun with one reload. They are very suspicious of strangers, but the PCs can assuage their fears with a successful **PERSUASION** roll. On the farm, there is a total of 2D6 rations of domestic food left. If the PCs leave the kids, they will spot a band of PCx2 marauders, armed with AKMs, approaching the farm. They will kill the children and steal their food unless stopped.

8♥ IN GOOD COMPANY



- ★ FACTION: Civilian
- ★ NUMBER: PC–1

The PCs come across a group of local hunters gathered around a campfire. They are cooking the meat of an animal they have just killed, and they are in a good mood. They have enough meat for D6 rations of food. If the PCs approach, the hunters will be on their guard, but the PCs can convince them that they are peaceful with a successful **PERSUASION** roll. Some of the hunters suffer from dysentery and can infect the PCs if they interact.

9♥ JOIN US OR DIE



- ★ FACTION: Marauder
- ★ NUMBER: PCx3 in daylight, PCx2 in darkness

A band of marauders armed with AKMs and a pickup truck with half a tank of alcohol fuel and a pintle-mounted DShK-38 HMG (one reload) has set up a roadblock. They stop the PCs, but are not overtly hostile. Instead, they ask questions, and want to

know what weapons and gear they have. The marauder leader will then offer the PCs to join their group. He claims they are the biggest militia around, and could use some more good fighters. If they decline, the marauders will threaten them, and might even attack them rather than let them leave. The players will need to talk or fight their way out of the situation.

10♥ THE AMBUSH



- ★ FACTION: US military
- ★ NUMBER: PCx2 dead, PCx1 dying from critical injuries

The PCs see a column of black smoke rising up ahead. If they investigate, they will come upon the scene of a recent ambush. A group of US stragglers has been badly hit by an ambush by local marauders, just an hour or so earlier. Most of the soldiers are dead, but some are still alive, dying on the ground and pleading for help. They are all starving and hypothermic, and have no gear at all (the marauders took everything of value).

J♥ THE CARNAGE



- ★ FACTION: Soviet military
- ★ NUMBER: PCx1 dead, PCx1 dying from critical injuries

The PCs hear an explosion from up ahead, and soon see black smoke rising. If they continue on, they come across a scene of carnage. A Soviet patrol in a UAZ-469 jeep has been hit by a roadside bomb planted by marauders. It's lying on its side, burning (inoperable but can be repaired or scavenged for parts). Several dying Soviet soldiers are lying on the road. If the PCs approach, they plead for help.

If the PCs stop here for more than a stretch, local marauders who planted the bomb arrive (PCx2 in number, armed with AKMs).

Q♥ DEATH FROM ABOVE



The PCs approach a heavily defended Soviet army camp, that includes PCx6 soldiers and a T-72 tank (with half a tank of alcohol fuel and five HEAT rounds). The camp has four army tents and is surrounded by trenches. If the PCs are spotted, the Soviets attack immediately. Soon after, whether or not combat ensues, the PCs hear a sudden roar in the sky – it's a jet plane, something that

the PCs haven't seen for years. The jet launches a missile which strikes the Soviet camp, all but obliterating it, and damaging the T-72 tank beyond repair. Only PCx1 Soviet soldiers remain. If the PCs make a **RECON** roll, they can recognize the airplane as an A-10 Thunderbolt II. After the attack, the plane veers off.

The jet fighter is part of Operation Reset (page 9). If contacted by radio, the pilot can communicate this fact, but will not respond to any further questions.

K♥ PRISONER BLUES



- ★ **FACTION:** Soviet military, US intelligence
- ★ **NUMBER:** PCx2

A group of three dozen prisoners is being herded along the road by Soviet soldiers. The prisoners are local civilians (stats as refugees) suspected of collaborating with local marauders, or simply being taken as slave labor. If the PCs approach the Soviets will be on their guard and might attack if not outgunned. The prisoners are exhausted but can help the PCs if combat breaks out, and will be very grateful if set free. One or more of them is a CIA agent in hiding. Several of the prisoners are sick from pneumonia.

A♥ THE MAGNIFICENT FEW



- ★ **FACTION:** Civilian
- ★ **NUMBER:** PCx1 guards in the daytime, PC/2 guards in darkness. 2D6x5 inhabitants overall.

The characters spot a small village of 2D6 run-down houses. If the PCs approach, they are stopped by guards firing warning shots (from hunting rifles) at them. If the PCs convince the guards that they come in peace (requiring a **PERSUASION** roll), the villagers will beg them for help against a band of marauders who have threatened the village many times, demanding food and other resources. Later (when the PCs have settled in or are about to leave), PCx2 marauders appear, armed with AKMs. They are aggressive but can be reasoned with and will not attack until they feel the odds are on their side. Their goal is to plunder the village and take the inhabitants as slaves.

2♠ RAIN OF ASH



Suddenly, the air is filled with gray flakes of ash. This airborne soot is the result of the hundreds of nuclear strikes detonated

in recent years. The rain of ashes reduces combat visibility to 5 hexes during this shift and gives a -1 modifier to all ranged attacks. It also gives a -2 modifier to the **DRIVING** roll for traveling, and inflicts 1 rad on all characters in the open.

3♠ BEAR'S DEN



- ★ **FACTION:** -
- ★ **NUMBER:** 1

The PCs stumble into the territory of a very hungry bear that has turned to attacking humans. If the PCs are on foot, it will attack them for food. It's heavily irradiated, so any attack from it that causes damage will also inflict 1 rad on the victim. Eating the bear's meat will also give 1 rad per ration.

4♠ THE BATTLEFIELD



The PCs move into an area where a major tank battle has taken place, many months ago. Dozens of burnt-out battle tanks are rusting away, and the entire area is littered with debris. There is plenty of unexploded ordnance in the area, and scrounging here requires a PC to make a **RECON** roll - failure means triggering a detonation with blast power C.

Most vehicles are damaged beyond repair and have already been stripped of parts, but a successful **TECH** roll for scrounging here will (in addition to random finds) have the PC find a T-72 tank that is inoperable but can be repaired (or scavenged for parts). It has no ammunition or fuel, however.

5♠ ARMAGEDDON



The characters approach a huge crater from a nuclear strike, once aimed at a large mechanized force gathered here. The crater is 6D6 hexes wide and twice that many meters deep. There is a small lake of greenish water in the bottom of it.

The entire visible crater, as well as an area twice as wide around it, is still radioactive. Moving through this area inflicts 1 rad every stretch. In all of this area, there are dozens of rusting wrecks of armored vehicles. These are destroyed beyond repair, but D6 of them can be scavenged for parts. Note that the PCs will likely be severely affected by radiation if they stay to scavenge the vehicles.

The road is destroyed here. To pass around the crater, a vehicle needs to go off-road and lose one hex of movement this shift (modified by terrain) before movement can continue.

6 ♠ WATCH YOUR STEP



The PCs move into an old industrial area. Bullet holes and explosion damage riddle the low buildings, which are now partly overgrown. What's not immediately obvious is that the entire area is heavily mined, with both anti-personnel mines and anti-tank mines.

The PCs need to make a **RECON** roll to detect the minefield, and then another **RECON** roll for each hex they want to move into, to avoid triggering a mine. The mined area is about 5x10 hexes large, but the PCs won't know that until they are through it.

If the PCs back out of the minefield, they will need to find another way forward. If they are on foot or in a vehicle with off-road capacity, they can keep moving, but must choose another hex side on the travel map to exit the hex from.

7 ♠ THE OLD WANDERER



- ★ FACTION: None
- ★ NUMBER: 1

The PCs come across a lone wanderer. This wizened old man lost his family in a marauder attack months ago. Now, he's a husk of a man, starving and suffering from typhoid fever and amnesia, speaking in incomprehensible riddles (stats as refugee). Still, there are grains of useful information about the area in his cryptic rants. If the PCs let the wanderer tag along, he will happily do so for a while. As a Referee, you can use the wanderer to get the PCs into trouble by having him steal their food, make noises when he shouldn't, etc.

8 ♠ A POUND OF FLESH



- ★ FACTION: None
- ★ NUMBER: PCx1

The PCs come across a group of hunters gathered around a campfire, eating freshly cooked meat. If the PCs approach, the

hunters are wary, but not directly hostile. They don't want to share their meat, and are eager to make the PCs move along. If the PCs look around the hunters' camp, have them make a **RECON** roll. If successful, the PCs spot a bloody shoe or piece of clothing.

These hunters have turned to cannibalism and are eating their latest victim as the PCs arrive. The remains of the victim can be found a short distance from the camp. If the cannibals are found out, they get very aggressive and will try to kill the PCs if they have any chance of doing so.

9 ♠ DEATH FROM BELOW



- ★ FACTION: Marauder
- ★ NUMBER: PCx2

The PCs approach an improvised roadside bomb, buried beneath the roadway and triggered by a pressure plate. If the PCs ride in a vehicle, they need to make a difficult (-2) **RECON** roll. Failure means that the vehicle hits the bomb, which has blast power B (shaped charge). If the PCs are on foot, they can spot the IED with a normal **RECON** roll. If the bomb is detonated, the marauders who set it up will come driving in after a stretch of time, hoping to kill any survivors and plunder their gear. They have AKMs with one reload each and a pickup truck with half a tank of alcohol fuel and a pintle-mounted DShK-38 HMG (one reload).

10 ♠ THAT'S AN ORDER



- ★ FACTION: US military
- ★ NUMBER: PCx2 on-road, PCx1 off-road

A band of stragglers from the US forces in the area. They are starving. One of them is an officer of higher rank than any of the PCs, and will use this fact to order the PCs to do what he wants, which is for them to become part of his unit. If denied, he will get very agitated and might even turn violent.

J ♠ HAMMER OF GOD



- ★ FACTION: Soviet military
- ★ NUMBER: PCx1



ENCOUNTERS

02

A Soviet recon unit is hidden in the area, ambushing the PCs. One of them has an SVD sniper rifle with one reload. It's very hard to spot them as the Soviets get a +3 bonus to the opposed **RECON** roll for having spent a shift setting up their camouflage. As soon as the Soviets spot the PCs, they call in artillery fire from a 152 mm howitzer located three kilometers (300 hexes) away, with 2D6 HE rounds. The artillery barrage continues until the PCs find the scouts and defeat them, or move out of the area.



THE KILL ZONE



- ★ **FACTION:** Soviet military
- ★ **NUMBER:** PCx1

Word has spread about the PCs among the Soviet forces in the area, and the Soviets have set up an ambush in order to capture or kill them. They have spent a stretch setting it up, so they get a +2 modifier. The Soviet squad includes a sniper with an SVD sniper rifle (one reload), who attacks first to draw the characters out. The sniper will try to pick off one PC at a time, firing called shots at the head against PCs who are riding exposed on vehicles. The unit has D6 field rations.



PRISONERS OF WAR



- ★ **FACTION:** Soviet military
- ★ **NUMBER:** PCx2

The characters approach a Soviet convoy led by a T-72 tank (half a tank of alcohol fuel, three HEAT rounds, one reload for its HMG. It's followed by a GAZ-66 truck (half tank) that carries a dozen US prisoners of war in pretty bad shape. The Soviets will attack the PCs if they are spotted, unless clearly outgunned. The POWs are starving and sleep deprived, and will be very grateful if set free. Several of the prisoners are sick from typhoid fever. They have no gear.



THE MAD KING



- ★ **FACTION:** Civilian
- ★ **NUMBER:** PCx1 guards in the daytime, PC/2 guards in darkness, 3D6x5 inhabitants overall

The characters approach a village of 3D6 houses, surrounded by barbed wire and scrap barricades. It is defended by civilian locals led by a power-mad leader who treats the villagers as slaves and wants to expand his power in the area. He offers the PCs to stay on to become part of his private army. If they refuse, he will order them to leave half of their gear as tribute to his rule. The leader has STR B, AGL C, INT B, EMP A, **COMMAND** B, and carries an Uzi with two reloads. The guards have hunting rifles with one reload each, and one RPG-16 (one reload) to share. There is a total of 2D6x5 rations of domestic food in the village.

RADIO CHATTER

Most military vehicles have a built-in radio, and several stand-alone devices are included in chapter 5 of the Players' Manual. If the PCs have access to a radio, and one character spends a shift monitoring it, roll on the table to the right to see if they pick up any chatter. A PC can't do anything else (such as marching or scrounging) while manning the radio.

Feel free to ignore the result of the roll and choose from the table if you prefer, or come up with your own transmissions and just use the table for inspiration.

RANGE: Most radios that the PCs will likely have access to have a range of 1–3 hexes. Keep this in mind when deciding the location from which a transmission is sent.

RUMORS

During their travels, the PCs can hear many rumors about what's going on at locations in the area. To the right there is a random table of rumors that you can use as a tool to give the PCs motivation and a reason to travel in a particular direction. It's up to you whether these rumors are false or true, and in the latter case, to decide what happens when the PCs arrive.

MOOD ELEMENTS

In some hexes, the PCs will not have any encounters. To give even such empty wasteland some life and character, you can use the tables on the following pages to generate a mood element – something that catches the PCs' attention, but is not an immediate threat.

Roll a D10 or choose a mood element for the terrain type. If you like, you can expand on these elements as you see fit. You can even use mood elements in hexes where encounters do occur, to help you paint a picture of the landscape.

The mood elements can include finds or offer the PCs bonus opportunities to scavenge, scrounge or hunt, at your discretion (see chapter 6 of the Players' Manual). They can also affect the weather.

RADIO CHATTER

D10	TRANSMISSION
1	The airwaves are quiet as the grave, and the PCs hear nothing but static.
2	The PCs hear sporadic communication between Soviet army units in the area. If the PCs speak Russian and make a COMMAND roll, they can gain valuable intelligence about the local Soviet forces.
3	The PCs overhear a conversation between the nearest Soviet HQ and a field commander. If the PCs know Russian, they will understand that the field commander is refusing to obey orders and effectively deserting.
4	The PCs pick up a desperate plea for help from a civilian family in a farm nearby, being attacked by marauders. The civilians desperately beg for help. If the PCs go to their aid, it plays out like the Ace of Hearts encounter.
5	A unit of US stragglers (PCx1 in number) call for help. They are under heavy fire from a larger Soviet force (PCx3 in number, including an APC or even a tank). If the PCs go to their aid, they will be getting themselves into a very dangerous fight.
6	A badly wounded American soldier calls for help. They are close, but the PCs have heard of traps like this before. Do they aid the supposedly fallen comrade or ignore their dying plea?
7	The PCs pick up the chatter of a group of Polish [Swedish] partisans (PCx3) preparing to execute American stragglers (PC x1) for unspecified war crimes. It is unclear whether these Americans are guilty. Do the PCs intervene?
8	The radio picks up what appears to be a rock station, complete with DJ. It's a taste of the old days, but peppered with supposed "news" about current weather, military forces in the area, and local news. Do the PCs believe the voice? Can they triangulate the location of the broadcast?
9	A fervent storm of prophetic, revivalist Biblical mish-mash pours forth from the radio. Whoever is broadcasting speaks German, Russian, and Polish [Swedish]. They speak of the end times and "The Reckoning Ahead." At the end, the voice calls all the faithful to a familiar landmark within 2D6 hexes. The "gathering" takes place in a few days.
10	A cryptic voice repeats a string of seemingly random numbers and letters, then suddenly utters the words "Operation Reset." Then, the message starts over. The message is a code, but the PCs have no way of deciphering it at this point.

RUMORS

D10	RUMOR
1	An American special forces colonel is building an army. He's looking for volunteers willing to take on difficult, dangerous operations for the "good of all man." Sounds dubious, but what if he's telling the truth?
2	The Soviets have amassed a small "army" prepared to take a city in the area. The city needs all the help it can get. But, the Soviets are paying more. They have food, gold, weapons – you name it. Can the PCs pass up such a wealth of supplies? Do they want to get involved in a major battle again, just after the great loss at Kalisz [Örebro]?
3	The child of an important political figure in a nearby city has gone missing. The official offers "supplies, medicine, and gold to live well for the rest of your life" for the child's return. However, the rumor also suggests the child might have run away and doesn't want to return.
4	An intact "Topol-M" supposedly exists somewhere out in the country. The RT-2PM2 Topol-M is a mobile ICBM launcher. Anyone in possession of such a weapon would wield enormous power – or be able to cause untold carnage. Any power in the area offers a reward for it, but it might be best to make it disappear once and for all.
5	An American unit discovered a sizable amount of gold hidden by the Germans in World War II. But, before they could get it packed and shipped out, they were hit by a devastating attack. There's a survivor, though, who knows the location of the gold. It's enough to buy your way home to a life of ease.
6	A group of marauders began taking slaves a month ago. Some of their newly acquired forced laborers are remnants of the 5th Infantry Division – wounded soldiers from a field hospital no less. The PCs might be able to rescue them, but the marauders are said to be powerful.
7	A former soldier-come-gangster is obsessed with jazz. They want a very specific jazz album on vinyl and are willing to pay. People say the gangster is crazy but the reward is real. Stranger things bring needed supplies in a devastated world. What's the worst that could happen looking for an old jazz album?
8	A legitimate monster stalks the woods nearby. The PCs need to go through these woods to avoid adversaries on either side of the forest. Surely, the rumor isn't about a real monster? That's just the stuff of horror movies, right?

RUMORS, CONT.

D10	RUMOR
9	An American General is calling all troops to meet in a port city for a trip home. The PCs don't have much time to get there. They also have no assurance of the rumor's veracity, but the possibility of going home makes up for a whole lot of doubt, doesn't it?
10	Documents related to Operation Reset went down with a Blackhawk helicopter fleeing the Battle of Kalisz [Örebro]. Its last reported location is in the area, but no one is sure precisely where. Every intelligence faction wants the papers.

MOOD ELEMENTS – ROAD

D10	MOOD ELEMENT
1	Blackened husk of a car on the side of the road. Exposed ribs of a corpse hanging out an open door, picked clean by time and carrion eaters. A light rain drums a funeral rhythm on the rusting roof. Old bullet holes let faint light through the left and right sides of the vehicle.
2	A crater hollows the center of the road, partially filled by a pool covered in a film of faintly green scum. No bird nor bug lurks anyway near it. The only drinker is a figure with its head hanging motionlessly in the water. The skeletal stock of an AKM (inoperable but can be repaired) pokes from under the body.
3	The street holds a single house whose windows are boarded up with plywood. Birdsong comes from a single tree, its limbs stripped bare by fire. Yet the house itself remains curiously intact. A faint keening comes from inside, plaintive and haunting.
4	A finger of smoke wends its way toward the leaden sky where the road and horizon meet. A structure burns there, though too far away to see what kind. The wind blows from that direction bringing the scent of ash and burning flesh.
5	A traffic jam, frozen in time. Almost every car holds skeletal commuters. They never made their destinations but instead died here, victims of a direct chemical attack or a wayward cloud from some battle. The most banal of ends. A few managed to crawl out of their vehicles and lay white and bony on the road. A bird's nest crowns one boxy, European car.
6	An old stone overpass collapsed here. The remnants hang above, fragments of the original bridge. The masonry is old, ancient even. It might have stood for 1,000 years before it finally gave way. Two squirrels flee the mound of debris and head off toward parts unknown.
7	A car lies upside down, crushed flat under its own weight. Some meters away is another vehicle which tried to meld with a tree along the side of the road. No bodies appear to rest in either car, so the drivers must have made it from the accident. A couple of long-dead road flares speak to police and emergency vehicles having been here, when such things were common, even expected at an accident.
8	The road rises ahead over a long hill, allowing words painted on the black asphalt to be read in sequence. Each appears to be a surname and a date, from just two years ago. People who died here? People who just wanted to leave their names behind? Given another few years, the already fading names will be washed away by erosion.
9	An old checkpoint. Uneven terrain lies to either side of the road, further littered with steel hedgehogs. Sandbags lay atop crushed cars providing a place for a machine gun emplacement, though the weapon itself is long gone. Where there might have been a gate are oil barrels piled three deep. Whoever left this post didn't want anyone getting through easily.
10	An empty wagon made from the back end of an old Chevrolet lies untended on one side of the road. It got a flat, by the looks of it. A wooden tongue, once hitched to horses, protrudes limply from the wagon's body. The horses and driver are gone.

MOOD ELEMENTS – WOODS

D10	MOOD ELEMENT
1	A deer stands in the middle of the trail. It grazes silently, spot lit by a ray of light shining through a hole in the canopy of foliage above. It doesn't seem to mind your presence. Birds quietly chirp above and, for a moment, it's as if the world had not changed and everything remained as it should have been.
2	Several irregular pits of varying depths reveal themselves as foxholes. The deeper ones show remnants of MREs, a few brass casings, and other detritus while the shallow ones evidence rusted C-rat cans melding with the earth and speak of the World War prior to this. It seems soldiers died for this same plot of land a half century apart, maybe much longer.
3	An ancient, gnarled oak has enveloped a bicycle. The latter sticks out through part of the trunk as if transfixed by some great force, but the rusted patina and vegetation growing through it show that it's just age, that nature reclaims all things of man. A single, yellow playing card still sticks out from the spokes.

D10 MOOD ELEMENT

- 4 From a high-boughed oak hangs a single noose. No one hangs with it. Perhaps no judgment was passed here, or someone reconsidered suicide. Back home, it might be a spooky Halloween prop on someone's front yard, but it's truly scary here.
- 5 Cabins in the middle of a clearing near a small lake. Some cast-off canoes lay near the shore. The glass on the buildings is caked in dust, scoured by the elements. On two upright pieces of timber is an arched sign indicating this was once some kind of summer camp for children. Their voices no longer echo over the scene and seem a potent absence.
- 6 An old bus sits in the middle of the woods. Rust flakes along the sides and top. The windows are spiderwebbed with cracks. Tires flat, the whole thing has sunk several inches into the earth. A tombstone lays to one side and, next to it, the skull and femur of someone else. The rest of the last resident was no doubt taken by animals some time ago.
- 7 A dead airman hangs from their chute, tangled in the upper branches of a tall tree. His white helmet hangs slack against the chest. A breeze stirs the lifeless puppet as the wind tugs at its flight suit and pushes it gently back and forth.
- 8 A deep ravine opens here. The trees on either side flank it like stoic soldiers. Below, a weak stream bubbles through. The sound of croaking frogs mixes with the mewling of some small mammals, unseen in the deeper brush. Abandoned at the bottom, the stream flowing around it, is a child's tricycle, its red paint faded.
- 9 A mighty tree lays broken at mid-point, its other half resting in the arms of another stout mate. The smell of pine needles suffuses the air, and an ancient train track wends under the arch made by the cleaved tree, headed east and west.
- 10 The forest opens into a small field where a break in the clouds allows a thick finger of daylight to halo the grass ahead. White flowers grow there, and small insects whirl above on little sorties. The forest picks up again just beyond this seemingly tranquil scene. The smell of pollen rides the air.

MOOD ELEMENTS – FIELDS**D10 MOOD ELEMENT**

- 1 Wooden crosses, like rectilinear white flowers, bloom over the field. It's a hastily dug cemetery, the markers spaced unevenly, each going nameless. The clouds above slump slowly across the horizon as perhaps they did when these people were buried. Not long ago by the look of the graves.
- 2 Stalks of wheat crowd around a central, man-made piece of machinery – a tractor, gone to rust and time. Probably older than anything used in the last 50 years, it last saw usefulness before all this madness and died, mercifully, before.
- 3 The sun projects the silhouettes of figures on horseback moving across the land. It's almost pastoral, travelers out of another time, until you see the recognizable shapes of assault rifles on their backs. They march single file, seemingly unaware of you as the sky bleeds its last light of the day.
- 4 The humps of dead tanks sit scattered in the field around you. The hulks are burnt-out, punctured by the holes that killed them. A few are covered in graffiti, though none of it readable from here. They might be sleeping, iron oxide beasts gone still and inert for the season. They were stripped of anything movable some time ago. Whatever battle took place here went nameless.
- 5 The breeze stirs the tall grass, then shifts, causing it to sway in unison like people do at fervent religious events or once did at concerts. A few wild dogs poke their heads out, sniff at the air, then disappear back to wherever they came from.
- 6 The wreck of a helicopter lays like a huge bent and broken dragonfly, rotors twisted at odd angles, nose having tried to burrow into the dirt on impact. Blackened by fire and looted since, it's now nothing but a memorial to when humanity had the ability to fly.
- 7 A redness comes over the yellow grass stretching to the horizon as the sun descends on yet another day. Clouds, like darkened cotton candy are pulled across the sky in striations of deep blue and purple. It could be the subject of a painting and, perhaps, in another time it might have been. Only slouching telephone poles now speak of the presence of man.
- 8 The skeletons of cattle litter this field. Each seems to have died where it stood, falling over peacefully. The white bones have been bleached by the sun. Probably casualties of a chemical attack from early in the war.
- 9 Rising out of the grass, atop a low hill, is a giant crucifix made of steel. The two pieces appear to have been welded together from the barrels of Soviet and American tanks. Probably some kind of artistic reason behind that, though whoever took the time to do this is long gone. Along the American barrel, faintly, reads the fading name "Mustang Sally."
- 10 This field was once tilled, though no substantial crops remain. A white clapboard house stands watch. The roof caved in and the second story sunk into the main structure. The rusted hinges of a remaining porch swing squeak as it rocks in the wind. Even now, a few pieces of flaking paint fall from the side of the house, are picked up briefly by the wind, then set back to earth.





03 FACTIONS & FORCES

When I first spotted them, I was glad to see friendlies, but Top wasn't so sure. I led him up the hill where we went prone and observed the unit. Looked like Americans, but Top had me go get Kasia. She came up the hill and he had her look through her scope and see what they were chattering about. See, she can read lips. Had a deaf mother. Turns out they were all Russians. Probably Spetsnaz. I'm sure glad I didn't go and say hello.

DESPITE THE COLLAPSE OF civilization, there are groups and organizations that still hold sway over small or large areas. Such groups are called factions, and a number of them are described in this chapter. You can choose one or more of these factions to populate an area the PCs are traveling through or create your own factions.

Each faction has a listed faction type, that corresponds to the faction type indicated in some of the encounters listed in the previous chapter. By connecting an encounter to a faction, you can create larger narratives in which the PCs interact with the factions and become their enemies or allies.

POLAND

5TH INFANTRY DIVISION

FACTION TYPE: US Military

The 5th Infantry Division, known as the “Red Devils” or “Red Diamonds” due to the shape of its unit patch, was formed during the First World War and shipped off to Europe. It was reformed for the Second World War and sent overseas again, landing on Utah Beach on D-Day and fighting all the way to Germany. The division visited Germany again in the 1950s as part of NATO and then fought in Vietnam before being deactivated. Several years later, it was reactivated and eventually saw action again in both Operation Just Cause in Panama and Desert Storm. Although slated for deactivation again in 1992, the Moscow Coup gave new life to a military that had been shrinking for more than a year and the 5th stayed in service.

In 1997, 5th Infantry Division was sent to Europe once more. Over the past three years, the unit has suffered greatly due to the constant combat, lack of supplies, and failing morale, particularly after the news that the US had been nuked reached the front lines. The disaster that was Operation Reset had the understrength division pitted against the elite reserve of the Soviet Front in Poland, which scattered the unit and removed any semblance of cohesion. The last message of MG Buonagurio, the division commander, to the brigades even ended with “Good luck, you’re on your own.”

GOALS

The unit is battered and broken. There is some talk about regrouping in Germany, but most of the division just wants to go home. Since the division is no longer under a united command, some units have escaped the area of Kalisz by any means possible and in any directions they could go, while others are setting up shop to stay and fight or desert and become marauders.

FORCES

5th Infantry Division is composed of five brigades (two integral mechanized infantry, one Louisiana National Guard mechanized infantry, an HQ brigade, and an aviation brigade) plus divisional artillery assets. You can find a more detailed breakdown to the right.

GAME SETTINGS

Some of the factions described below are specifically for the Polish or Swedish setting — typically military forces — while others can be used anywhere. The latter are either widespread enough to be encountered in several regions, or locally based but easy to adapt. Even factions written for a specific setting can be modified to work elsewhere with a little tweaking.

- ★ 650 combat troops, plus various camp followers and refugees
- ★ 6 x M1A1
- ★ 1 x M60A3
- ★ 5 x M2/M3 Bradley
- ★ 7 x M113
- ★ 2 x M109
- ★ Dozens of light military and civilian vehicles

3RD ARMORED CAVALRY REGIMENT

FACTION TYPE: US Military

The 3rd ACR “Brave Rifles” is a storied cavalry unit with battle honors ranging back before the Civil War and was stationed at Fort Carson, Colorado, for barely a year (after being moved from Fort Bliss, Texas) before being transferred to Germany under III Corps as part of the only actual wartime REFORGER operation. The regiment had participated in many of the peacetime REFORGER exercises and was already quite familiar with the operational area in Europe.

However, these past years of war have taken their toll, leaving the regiment barely a half-strength battalion after their near destruction at the hands of the Soviet 8th Guards Army, which demolished much of III Corps’ main thrust during Operation Reset. The inspired, some say zealot-like, leadership of COL Strafe keeps spirits high and the unit together. Strafe welded together the current unit out of fervent jingoism and the assimilation of stragglers from various other American

5TH INFANTRY DIVISION (MECHANIZED)

UNIT	PERSONNEL (PEACETIME)	COMBAT VEHICLES (PEACETIME)	PERSONNEL (NOW)	COMBAT VEHICLES (NOW)
HQ and Support BDE				
Headquarters	272	3 x M113A3	16	2 x M113A3
DIV Support CMD	3,266		121	
1/55 ADA BN	615	24 x Linebacker	27	
7th ENG BN	312	6 x M728 CEV	18	
105th MI BN	438		31	
105th SIG BN	344		26	
5th MP CO	160		7	
45th CHEM CO	108		11	
1 st BDE				
1/70 ARMOR BN	168	44 x M1A1	42	2 x M1A1
3/70 ARMOR BN	168	44 x M1A1	51	2 x M1A1
1/61 INF BN	469	44 x M2 Bradley	37	2 x M2 Bradley
2 nd BDE				
3/6 INF BN	469	44 x M2 Bradley	29	2 x M2 Bradley
4/6 INF BN	469	44 x M2 Bradley	33	1 x M2 Bradley
4/35 ARMOR BN	168	44 x M1A1	35	2 x M1A1
256 th BDE (LANG)				
1/156 ARMOR BN	168	44 x M60A3	8	1 x M60A3
2/156 INF BN	469	44 x M113A3	32	3 x M113A3
3/156 INF BN	469	44 x M113A3	36	2 x M113A3
4 th BDE				
4/12 AVIATION BN	368	32 x UH-60A	22	
1/5 AVIATION BN	328	24 x AH-64	16	
DIVARTY				
1/141 FA	507	18 x M109 (155mm)	20	
4/1 FA	507	18 x M109 (155mm)	17	1 x M109 (155mm)
5/1 FA	507	18 x M109 (155mm)	23	1 x M109 (155mm)
C/21 FA	132	9 x MLRS	0	
TOTAL	10,881	548	650 (6%)	19 (4%)

units encountered on the battlefield, including those that did not originally fall under his command.

GOALS

The final reliable intel reports from the CIA indicate the 3rd ACR may have one of two disparate goals. The first is to take the town of Kielce, the capital of the Holy Cross Province (Świętokrzyskie Voivodeship) and use it as a staging ground to prosecute the war against remaining Soviet forces. The second is to return home by any means necessary and help restore order there.

General Strafe cut off communications with the CIA after a disastrous intelligence report nearly caught the regiment in a trap. Only by ignoring orders did Strafe save his men. He probably would have been relieved of command after that, but there was little in the way of a chain of command to make that happen. Strafe's men are tough, loyal, and clearly as fervent as the man himself. There is something like Patton (who once commanded the 3rd ACR himself) about the general's psyche, and he fancies himself an incarnation of one of the great conquerors in world history. He may be mad. Strafe allies himself with the DIA, especially men inside said organization he knows personally and has for many years.

FORCES

- ★ 450 soldiers
- ★ 4 x M3 Bradley
- ★ 3 x M1A1 Abrams
- ★ 2 x M113A3 APC
- ★ 7 x light vehicles
- ★ 1 x M106 107mm (4.2") mortar carrier

give orders. Most likely, he is on his own either awaiting orders or deciding how to play his powerful hand. His unit isn't entirely unified (he is the senior of the three brigade commanders, all Major Generals), but they have distinct advantages operating in the region due to their flexibility, community relations, and mixture of elite forces.

The last reports from American intelligence (both the CIA and the DIA) indicate both the KGB and GRU have agents within the Soviet Reserve Group trying to persuade Dyusekeev to join their cause. During the war, he was known as a solid tactician, a man of

SOVIET RESERVE GROUP

FACTION TYPE: Soviet Military

The Soviet Reserve Group for southern Poland consists of three highly mobile brigades stationed at Łódź as a quick reaction force. The commander of the combined force is Major General Mukan Dyusekeev, KomBrig (Kommandir Brigada) of the 35th Guards VDV Brigade. The Soviet Reserve Group works closely with the GRU, but the KGB doesn't trust Dyusekeev fully as he is a Kazakh. The Soviet Reserve Group also includes the 6th Independent Guards Motor Rifle Brigade and the 3rd Guards Spetsnaz Brigade, which assists the Polish Red Brigades with training and support.

The troops are hardened and well-disciplined, having seen years of combat after thorough indoctrination into these elite brigades, each with Guards status and all of the honors associated with that title. All troops, in time, become idle without work to do, and Dyusekeev keeps them busy helping rebuild towns and communities to win favor with the people and keep the soldiers from deserting. When stripped to its bare essence, though, the Soviet Reserve Group is a sleeping bear. Any who wake it will suffer its wrath.

GOALS

General Dyusekeev, and by extension his men, currently sit in a secure cantonment in Łódź without specific, known objectives. It is unclear whether he answers to what remains of Soviet High Command, or if high command is even coherent enough to



patience, a capable and popular leader, and one who avoided civilian casualties whenever possible.

FORCES

6th Independent Guards Motor Rifle Brigade:

- ★ 600 soldiers
- ★ 3 x BMP-2
- ★ 5 x BMP-1
- ★ 2 x BTR-70
- ★ 6 x T-72
- ★ 2 x T-80
- ★ 1 x BRDM-2
- ★ 15 x light vehicles
- ★ Several 82mm and 120mm mortars, a few ATGMs

3rd Guards Spetsnaz Brigade:

- ★ 150 soldiers
- ★ 2 x BTR-80 (stolen from another unit)

35th Guards Air Assault Brigade VDV:

- ★ 550 soldiers
- ★ 8 x BMD-2
- ★ 1 x BRDM-2
- ★ 2 x BRDM-2 with ATGM
- ★ 13 x light vehicles
- ★ Several ATGMs and 120mm mortars

SILESIA DEFENCE FORCE (SLASKIE SITY OBRONNE, SSO)

FACTION TYPE: Polish Military

Currently headquartered in the Katowice – Gliwice area, the SSO is built around the surviving units of the Polish 11th Armored Cavalry Division, the Polish 25th Air Cavalry Division, and several units of the NATO backed Silesian Corps. There are also detachments of Polish Army commandos who train and equip the local militias.

Most of the force is composed of combat hardened veterans, many of whom have been in action since the initial Soviet invasion in 1997. The entire force is under the command of Maj. Gen. Julian Filipowicz, a former military academic and highly decorated field officer.

GOALS

The SSO sees itself as the armed force of a nascent Silesian Free State. Their mission is threefold. First and foremost, they will fight to secure the farmlands and industrial sites of upper Silesia. Maj. Gen. Filippo Wentz and his staff are well aware of the NATO and Soviet forces that surround their area. They continually patrol the borders of their territory as well as maintain communications and friendly relations with the Free City of Kraków.

Second, the various units of the SSO are also assisting the locals and rebuilding the Gliwice – Katowice area. They have several machine shops and distilleries up and running. The SSO is also helping to clean up the rubble and to help rebuild civilian dwellings. They are preparing for another brutal winter.

Third, their ultimate goal is to liberate all of Silesia.

FORCES

- ★ 11th Armored Cavalry Division
(3,200 soldiers, 36 tanks)
- ★ 25th Air Cavalry Division
(750 soldiers, four vehicles)
- ★ 1st Silesian Rifle Brigade
(500 soldiers, six vehicles)
- ★ 2nd Silesian Rifle Brigade
(650 soldiers, four vehicles)
- ★ 3rd Silesian Rifle Brigade
(500 soldiers, ten vehicles)

THE JAGGED SWORD (SZCZERBIEC)

FACTION TYPE: Marauders

Named for a sword wielded by the first Polish King Bolesław, the Polish Border Guard comprises the spine of this group. The Border Guard is, or was, a paramilitary police organization responsible for the protection of Poland and its people. Between two World Wars and occupying communists, The Jagged Sword had enough. All non-native troops are to be expelled from the country, and the Third Republic shall be reestablished.

The last senior ranking member of the Polish Border Guard is believed to be the current leader, though no known intelligence confirms this. The Jagged Sword does not broadly hate foreigners, though there are many extreme nationalist members. Encounters with members of this group can go either way. In any event, disarming foreign troops and either exiling them or taking them as slave labor is quite common. Poland has been the epicenter of too many horrors in the last century and will permit no more from foreigners in their mad pursuit of power.

GOALS

While expelling all foreign troops is the immediate goal of The Jagged Sword, their endgame is to reestablish the Polish Third Republic as the first functioning nation to reemerge in Europe. To this end, they do not merely patrol but attack and hold territory. The Jagged Sword pursues a war, though not the one the two great powers imagine they should. They are wary of any alliances and, if a temporary treaty is agreed upon, The Jagged Sword considers the opposite party enemies as soon as said treaty ends. Such treaties are exceedingly rare.

The Jagged Sword finds itself largely on the offensive. They attempt to recruit all native forces, including those who deserted and turned to marauding, but they consider all foreign military personnel, and to a lesser extent foreign civilians, enemies. “Poland for Poland” is their motto and vow.

FORCES

- ★ 500 members of the Polish Border Guard
- ★ Remnants of the 1st Polish Armored Division (1,000 soldiers, five working tanks)

- ★ Polish 23rd Infantry Division (3,000 soldiers, 30 vehicles, one tank)
- ★ Polish Cavalry (again on horseback) 500 soldiers and horses

SWEDEN

2ND MARINE DIVISION

FACTION TYPE: US Military

The 2nd Marine Brigade served in Shanghai in 1937 and was built up into a division just before the beginning of the Second World War. It served with distinction during that conflict, with elements deployed to Iceland, American Samoa, Guadalcanal, Tarawa, Saipan, and Tinian, and was held as a combat reserve at Okinawa. Parts of 2nd Marine Division occupied Nagasaki less than a month after the second nuclear bomb, known as "Fat Man," was dropped on the city. During the Cold War, the 2nd was deployed to Lebanon twice (the second time, they lost 241 personnel during a suicide bombing attack in Beirut), Guantanamo Bay, the Dominican Republic, and Panama.

In 1997, the division was sent to Sweden shortly after their surrender to NATO forces. While the now-allied Swedish forces and the US Navy held the East Coast, the US Marines protected Malmö from Soviet occupation and to prevent enemy warships from passing through the strait between Sweden and Denmark. When the Soviets invaded the area around Stockholm, the Marines moved north to Alingsås, northeast of Gothenburg, to prevent the Soviets from reaching the west coast of Sweden and forming a land bridge. During Operation Reset, the division launched an attack to liberate the surrounded capital of Stockholm in support of three Swedish mechanized and armored regiments but were repulsed with heavy losses and the division was split into isolated battalions as a result.

GOALS

MG Berriman understands that his unit is no longer a fieldable force and has instructed his Marines to make their way back to headquarters by whatever means available. His battalions are spread thin and very weak, with 2nd Battalion under COL Macek suffering the worst of the lot. Berriman hopes to build a new unit from the remaining Marines and any Swedish forces that can still fight, but he is considering moving into Norway or Denmark if he can't get resupplied or any clear word from Second Fleet or even EUCOM.

FORCES

Marine infantry is a largely non-mechanized combat force that compensates with much more manpower than a US Army infantry division. Unfortunately, most personnel and nearly all vehicles were lost during Operation Reset. Currently, the main force consists primarily of lightly armed and armored amphibious assault craft that were held back as the division

reserve, and several batteries of towed howitzers lacking sufficient ammunition and fuel to be combat effective. You can find a more detailed breakdown on page to the right.

- ★ 1,985 Marines
- ★ 9 x M1A1
- ★ 8 x LAV-25
- ★ 43 x AAV-P7A1
- ★ 21 x M198 howitzers (155 mm)

THE ADMIRAL

FACTION TYPE: Soviet Military

The Admiral is Vladimir Yegorov, the commander of the Soviet Baltic Fleet. He started serving with the Soviet Navy in the Northern Fleet in 1962 and the Baltic Fleet in 1964 and has spent most of his long career commanding units in this region, including patrol ships, anti-submarine destroyers, and guided missile cruisers. He has also commanded the Baltic Fleet's Baltiysk naval base and served in the North Sea, Black Sea, and has been commanding the entire Baltic Fleet since 1991.

In 1997, the Admiral was put in charge of the invasion of Sweden following its capitulation to US forces. He was given one VDV division and two Motor Rifle divisions to supplement the Naval Infantry battalions assigned to the fleet. After more than 30 years in the Baltic Sea, he knew every coast, port, inlet, and was ideally suited for this job. Having occasionally dropped off spies or equipment along the Swedish coast, he was also familiar with the leaders of Swedish communist groups and was able to communicate with them for assistance with the invasion.

GOALS

The Admiral's mission is to secure and hold all of southern Sweden and occupy it until it can join the USSR as the Swedish Socialist Republic. To that end, he avoids unnecessary civilian bloodshed and often helps the locals by providing manpower or equipment for planting and gathering crops and has had his men assist with projects to restore water and power in many communities. He

2ND MARINE DIVISION

UNIT	PERSONNEL (PEACETIME)	COMBAT VEHICLES (PEACETIME)	PERSONNEL (NOW)	COMBAT VEHICLES (NOW)
HQ BN, 2 MAR DIV	1,397		151	
2 nd MAR RGT				
2 HQ CO	294		12	
1/2 MAR BN	972		48	1 x LAV-25
2/2 MAR BN	972		29	
3/2 MAR BN	972		34	
6 th MAR RGT				
6 HQ CO	294		30	
1/6 MAR BN	972		102	2 x LAV-25
2/6 MAR BN	972		96	1 x LAV-25
3/6 MAR BN	972		93	1 x LAV-25
8 th MAR RGT				
8 HQ CO	294		27	
1/8 MAR BN	972		87	1 x LAV-25
2/8 MAR BN	972		64	1 x LAV-25
3/8 MAR BN	972		79	1 x LAV-25
2 nd TANK BN	824	58 x M1A1	80	9 x M1A1
2 nd ASLT AMPHIB BN	1,161	213 x AAV-P7A1	278	43 x AAV-P7A1
2 nd COM ENG BN	888		0	[Redistributed]
2 nd LT AR RCN BN	832	84 x LAV-25	0	[Redistributed]
10 th ART RGT				
10 HQ BTY	376		31	
1/10 BN	643	18x M198 (155mm)	197	6 x M198 (155mm)
2/10 BN	643	18x M198 (155mm)	182	5 x M198 (155mm)
3/10 BN	643	18x M198 (155mm)	163	4 x M198 (155mm)
5/10 BN	643	18x M198 (155mm)	202	6 x M198 (155mm)
TOTAL	17,804	427	1,985 (11%)	81 (19%)

fully intends to complete his mission and become the head of the new Soviet state himself.

FORCES

The Admiral commands all Soviet forces in southern Sweden, but in his stronghold at Norrköping he keeps only a Spetsnaz company, a Naval Infantry company (detached from the 318th Naval Infantry Battalion) and a group of Swedish communists who assisted the Soviet invasion by providing valuable intelligence.

- ★ 40 Spetsnaz
- ★ 20 naval infantry personnel
- ★ 30 communist guerrillas
- ★ 3 x BTR-80

76TH GUARDS VDV DIVISION

FACTION TYPE: Soviet Military

The 7th Guards VDV division was converted from the 76th Guards Rifle Division during the Second World War and fought at Kursk and Brest. After the war, it was based in Pskov, from which it moved to Tallinn, Estonia, during the August Coup under orders from the new leaders of the restored Soviet Union. It remained in Estonia until the outbreak of hostilities in the west in 1997, when it served as the spearhead of the Soviet invasion of Sweden, capturing the crucial air base at Arlanda. It has remained in the area ever since as a key part of the Soviet occupation forces under the Admiral. Although the unit has always been given the dirtiest jobs, from capturing civilian TV towers to ethnic cleansing, the current commander, Major General Ivan Bakunin, is known to be as fair as he is ruthless.

GOALS

General Bakunin's goals are simple and straightforward: obey the Admiral so as to keep his command and his unit intact, treat the Swedes fairly in order to avoid rebellion and partisan activity, and do his utmost to bring his men back to the Soviet Union alive at the end of the war, whatever its outcome. A patriot and a communist, he is also a realist and understands more than most that the world has changed in more ways than just warfare.

FORCES

The Admiral's headquarters may be in Norrköping, but his strength can be felt wherever the 76th Guards VDV (airborne assault) division goes. The 76th is one of the largest Soviet units in Sweden and the most elite. While they lack the armored firepower of the two Motor Rifle divisions, they are highly maneuverable and always ready to carry out the Admiral's commands, despite the fact that he is a Navy officer.

★ 1,200 soldiers

★ 18 x BMD-2

THE CIRCUIT

FACTION TYPE: Marauders

There are several "circuits" in WWII Sweden, and they all strive to unite into larger circuits. At least that is the general idea. The name comes from the old pre-war home guard forces, where a "circuit" was a unit responsible for defending a small town or part of a larger city.

The home guard was a uniformed part-time volunteer force, in many ways very civilian with elected

officers and close ties with local communities. Here and there in Sweden, these small units still hang on to the communities they have sworn to protect and try to establish contact with other units. Circuits find each other and unite to spread the rule of The Circuit.

All circuits were once under regular army command. Nowadays each circuit is on its own, still usually commanded by an elected officer, and when two circuits unite this can cause a bit of turmoil. The troops are mostly either veterans of the old home guard, or survivors of the regular armed forces, with some armed riffraff thrown in for good measure.

The odd foreigner is welcome in most circuits, but not larger groups of them. Being Swedish, the circuit forces have a firm belief in rules, regulations, and humanitarian values. The circuits are often ruthless against those who do not share those beliefs.

GOALS

Despite what visionaries claim there is no unified command, let alone any overall plan for the circuits. They don't fight a war – rather they try to reclaim what was once the people's land and expel the invaders. Some believe that when enough circuits have united, the nation will somehow be re-established, and The Circuit will become the new nation's protector.

The Circuit grows slowly. It has patience and the firm belief in being right in a very Swedish way. It has a sense of duty and responsibility mixed with an almost mystical idea of "a manifest destiny" that is not quite religious but seem that way to outsiders.

FORCES

- ★ There is about a dozen large (500 soldiers) and two dozen smaller (100 soldiers) circuits, most of them in the southern part of Sweden.
- ★ Most circuit units are armed with Swedish small arms and the odd machine gun or ATRL.
- ★ Some circuits have the odd vehicle or heavy weapon as well.
- ★ Circuit fighters are fine marksmen and know their own terrain very well. When they try to carry out larger operations, they tend to get in each other's way.

GENERAL**THE SHEPHERD'S FLOCK**

FACTION TYPE: Marauders

Led by the enigmatic Pole known as Adelbert [Ansgar] (almost certainly not his real name as it is a Saint), the Shepherd's Flock is a horrifying admixture of Christian Eschatology, bits of Joachim de Fiore, and the philosophies of the Brethren of the Free Spirit. This bit of intel came from an Army Chaplain, tasked with making contact with the group. It is believed he later joined them.

GOALS

Adelbert believes that all things are of God and thus there is no sin. His followers are therefore already intimately connected with God and must last The Third Age, the time after the apocalypse in which the world now finds itself. Practically, this means the Flock knows no moral or human law, pillaging and destroying as they go in the name of God. For it is not until the end of the Third Age that the Kingdom of Heaven shall return on Earth. The Flock will either convert or kill any who stand in the way of this divine coming. Crucified men and women seen on roadsides and in small town squares bear testament to the seriousness of the Flock's mission. They are fanatics, looking for answers to the end of the world in the form of a former priest turned cult leader.



FORCES

The Flock is an eclectic group finding converts anywhere that despair has become overwhelming. In Poland [Sweden] in the year 2000, that is pretty much everywhere. While the bulk of their followers are Poles [Swedish], members of the Russian and NATO military have also joined their cause.

- ★ 500–700 armed men and women
- ★ Three functioning tanks, both Soviet and NATO
- ★ Various APCs, armed pickup trucks, and horses

THE SANCTUARY

FACTION TYPE: Civilian

Grażyna Jarosinski [Åsa Larsson] was a film student in Łódź [Uppsala] when the war began. Now, this young woman finds herself the strong leader of The Sanctuary, a barricaded town in which the citizens are free, bound by no military, and work in concert for the greater good. At least this is what larger Poland [Sweden] knows of The Sanctuary. The reality is, of course, somewhat more complex.

Law, order, and security do not come without a price, and for The Sanctuary, the price is mercenaries. Specifically, a unit of U.S. Special

Forces being paid to secure the town. While the citizens have a constabulary, only the U.S. soldiers possess the manpower to properly defend the town from an attack.

Grażyna is the glue that holds The Sanctuary together. The soldiers and citizens are friendly, but the air is heavy with tension. It would be all too easy for the Americans to take over had they a mind to do so. Yet Grażyna keeps them happy. The particular soldiers she made arrangements with believe their homes across the Atlantic are gone, their families dead or forever lost. Those who believed otherwise already left. The soldiers either believe in The Sanctuary or are content with the small corner of peace carved out by this bold, young leader. The Polish [Swedish] military in town answers directly to Grażyna who, by default, tends to listen to the Special Forces Colonel for military matters. This causes some strain between the military and the citizenry, though nothing has yet boiled over.

GOALS

Grażyna took her small hometown and turned it into a fortified, feudal-like walled city. Inside, however, people are free. The town even has a paper and a radio station. They have fresh water, a food supply and, it is rumored, a working movie theater (with four films). Grażyna's goal is to maintain this and, perhaps, expand it if possible.

Yet the world is harsh and outside threats are everywhere. The war is over; the aftermath is worse. It is only a matter of time before a group of marauders or soldiers shows up with enough men to overwhelm the defenders. For now, The Sanctuary is a fleeting glimpse of a better, older time amid what most consider the end of the world.

FORCES

- ★ Elements of the 11th Special Forces Group (30 soldiers)
- ★ Local Border [Home] Guard (130 soldiers, 15 vehicles)
- ★ People's Constabulary (militia, 500 volunteers with small arms)

THE OKTOBER GUARD

FACTION TYPE: Soviet Military (Spetsnaz)

Feared throughout Europe, the Soviet Spetsnaz are comprised of land and naval forces who have cohered into a single unit serving an unknown master. Nominally, they answer to the KGB, but they do not always follow those orders, even when they do come in.

The so-called Oktober Guard (called thus after an American comic book) are tired and worn down, but still

highly motivated. They have little use for marauders and have, on occasion, appeared as the proverbial cavalry to prevent a small town from being razed to the ground and its citizens enslaved by these wild bands.

The group is never in one locale, but spread out in camps, small towns, cities, and deep in the Polish [Swedish] woods. They maintain contact through some of the oldest messengers of all – pigeons. The Soviets long ago learned that all of America's technological advantages mattered little when the battle was reduced to mud in the blood.

GOALS

The goals of the "Oktober Guard" are not clear. They are not loyal to the KGB or the GRU, though they selectively work for both. They are no marauders, and do not take from the civilians around them. They seem to harbor less ill-will for their American enemies than other units, and there is even a rumor that the Ghosts and the Oktober Guard are in contact, each trying to figure out a way home and bring an end to this pointless conflict.

FORCES

- ★ 150 Spetsnaz
- ★ 2 x T-80s
- ★ Some light vehicles
- ★ 500 Polish [Swedish] militia. Though not properly part of the Oktober Guard, early in the war Spetsnaz rallied and trained faithful citizens and soldiers to the Soviet cause. Those Poles [Swedes] remain loyal today, as the Spetsnaz seem to have no further designs on their country and do, in fact, help its citizens where possible.

11TH SPECIAL FORCES GROUP

FACTION TYPE: US Military

11th Special Forces Group (Airborne) is an elite unit composed of Army Reservists with equivalent training to their active duty counterparts and mentored by members of 2nd and 3rd BN of 10th Special Forces Group (Airborne) back in the US. The three battalions were split up with companies primarily responsible for direct action and special warfare. Although slated for deactivation in 1995, the unit remained in service due to the increased threat of the renewed Soviet Union. Nominally, the unit answers to SOCOM through USASOC and JSOC, but in practice they are operating the way they were trained, which is pretty much on their own.

Locally, the ODAs or A-Teams (identified solely by a three-digit number) may be working closely with US or allied units, or they may be training civilian cadres to defend themselves against the Soviets. However, a few of these 12-man teams have gone completely under the radar and may be operating as marauders, raiding for supplies and creating "toll stops" where they take anything of value from passers-by.

GOALS

Having been the tip of the spear before the war even officially started, the men and women of the 11th Special Forces Group were torn from their homes years ago and now they are tired and stretched thin. Their real purpose, now, is to prepare a means for the mass return of all US personnel to their homeland, if such a thing is even possible.

This complex and difficult task will take some time, with SOCOM working with the remains of the federal government to arrange any and all means of transportation home. What the members of the 11th SFG(A) know is something most American personnel only suspect – home is in ruins, riven by civil war and in much of the same state as Europe. For the members of this elite



group, going home and helping restore order takes precedence over anything going on in Europe except the loss of more American lives.

Supporting future NATO advances, or withdrawals, are the primary goals for the unit whose work has become near legendary in Poland [Sweden] and other parts of the ETO. While they are hailed as heroes by most American personnel, and simultaneously adored and hated by locals, the Special Forces are just dedicated warriors fighting the last war and hoping to bring as many of their brothers and sisters home as they can. While their morale is unparalleled, even these operators suffer the strain and fatigue of a world devoid of all but the thinnest sliver of hope.

FORCES

- ★ 3 x SF battalions with 3 ODB/companies of 6 ODA/teams each (150 soldiers)
- ★ 10 x light vehicles

THE DIA

FACTION TYPE: US Intelligence

Founded in 1961 by order of President Kennedy, the Defense Intelligence Agency serves to centralize intelligence gathering and dissemination from the branches of the US armed forces which had not previously been officially unified. From that initial remit, the DIA quickly grew into a massive intelligence apparatus employing a high number of former American military personnel and operating under a largely classified budget.

Prior to the war, and the ensuing collapse of order at home, the rivalry between the DIA and CIA was merely disruptive, with the CIA often having greater influence due to its connections directly to the President and its sheer size. Both agencies specialize in gathering HUMINT (Human Intelligence), although the CIA focuses on state-level issues while the DIA largely targets military intelligence. However, the disintegration of the US government caused this rivalry to become an actual rift, and the two organizations are now actively opposed to one another. While they are both American intelligence agencies, either might cut a deal with the Soviets, marauders, or another independent group rather than help the other.

As things got worse at home, default command in Europe fell to the only body capable of communication and organization – the military. The DIA soon aced out the CIA in terms of importance in Europe as generals made decisions without consent from Washington. Some in the CIA said this is what the DIA and military wanted all along, but none can deny that communica-

tions from home had stopped. No real-time command was reliably available, and orders became whatever commanders on the ground conjured on their own.

The DIA not only informed these decisions but helped shape them, relying on its military assets to keep them apprised of current force strength and the position of enemy units. SIGINT (Signals Intelligence), which was under the purview of the NSA, all but disappeared with the collapse of telecommunications networks and the Internet.

The DIA is dedicated to persecuting the war to its inevitable final victory. What that looks like, few can say, but those in the DIA, or so aligned, agree the Soviet threat must be put down here, in Europe, once and for all. Home is simply too far away and getting there in significant numbers a current impossibility.

A psychosis of sorts is said to have taken over the DIA, and more than a few in the military refer to the organization as “Colonel Kurtz.” That said, they control far greater military resources than the CIA in central Europe.

GOALS

The war may seem to have ground to halt, but the DIA believes it is still winnable. They blame the CIA for the faulty intel which they, the DIA, believe caused the failure of Operation Reset – possibly the last major offensive of the war.

The DIA wants to rectify this. Their goal is to reboot communication, command, and control amongst US and allied forces. Against such a unified force, the Soviets will surely crumble. The DIA is likely wildly off-base about the possible success of such an operation.

Yet every day units remain without genuine purpose, locked into cantonments, and a few more deserters slip away. A few more patriots give up, a few more soldiers decide the only fight left is for themselves.

FORCES

The DIA's direct connection to military intelligence units gives it an impressive list of potential forces. They are considered to be potentials because these units will not remain in a ready state forever and are still under the direct command of their military officers, who do not report to the DIA. The soldiers are tired. The world is destroyed, and only the most fervent see another offensive as the answer.

- ★ 66th Military Intelligence Brigade (INSCOM)
- ★ 5 x military intelligence battalions in Germany (500 soldiers, light vehicles)
- ★ Defense Clandestine Service agents (50 spies, agents, and saboteurs)

THE CIA

FACTION TYPE: US Intelligence

History rarely rewards those who were right, and that is the case with a few select CIA officers who predicted not only the coup, but it's success. While stations across Europe celebrated the end of the

Cold War, and an imminent dissolution of the USSR, a small group of Russo-experts within the Agency decried the troop drawdown, the early back-clapping, and the calls of victory. History, they argued, had not ended, no matter how much Francis Fukuyama wanted to pretend it had.

Most of the CIA was therefore little better prepared for the advent of World War III than the rest of the world. Too many embraced the newfound excuse for a release of the tension that had been building for decades, and, before the West could properly respond, the Soviet tank divisions were on the move.

The officers who'd predicted this were, like so many Cassandras, not painted as prophets but decried for not doing more to convince their stubborn superiors that this scenario was possible. Finger pointing began in Washington and, as the government collapsed, the CIA mostly aligned with the rebels against the administration that they served since their inception in the 1950s.

The station chiefs in Europe have been very suspicious of any orders handed down from DC or the military brass since the advent of the war. With the breakdown in communications now almost complete, the CIA in Europe operates as a largely independent entity – one dedicated to patriotism and service. Certainly, officers have gone rogue as have so many military units, but a core group of faithful remains, working as they always have, for the Company. They are skilled and motivated but tired.

GOALS

The CIA's primary goal in Europe is to assess current enemy positions, friendly capability, and the overall position of NATO forces in April of 2000. Little reliable intel is available about any of these subjects. The CIA therefore recruits assets as they can to gather the needed information. Turner, the current head of the CIA in Poland [Sweden], now out of Kraków [Karlsborg] retasked nearly all assets toward this purpose except where he (or she) employs operatives in a counter-espionage capacity. Attempting to find and coordinate remaining assets takes up a great deal of the director's mental real estate.

FORCES

Led by the enigmatic Turner, the CIA has several surviving agents in Poland [Sweden] along with a host of assets scattered throughout the country. The CIA plays a very old game, and plays it well. They have sleeper agents they haven't even activated yet, having anticipated the war going much the way it has.

Just prior to recent events, the CIA was to implement its own spec-ops combat units drawn from varying special forces in the US arsenal.

That never happened. Instead, they rely on a small number of special operations troops, their own operatives, and anyone who can be convinced that they are actually working for the DIA. Mercenaries, as well, are often hired. Resources are extremely limited, however.

Currently, the CIA in Poland [Sweden] can draw on about twenty special forces operatives. Most of these are former Navy SEALs, though others have joined such as prior-service Special Forces and Marine Force Recon. In addition to this, several commanders of remaining "divisions" are privately loyal to Turner.

- ★ 20 elite operators
- ★ Loyalty of the last commander of the US 5th Division
- ★ Numerous assets ensconced in Poland, both as civilians and foreign (or opposing) military
- ★ Regularly employed mercenaries

THE GRU

FACTION TYPE: Soviet Military Intelligence

Much as the DIA cleaves to the military government back in the States, the GRU nominally allies with the ruling generals in Moscow. Whether these generals are even still there is not known, though an underlying command structure still exists.

To this end, the GRU is tasked with intelligence gathering and sabotage of enemy units. Intel is their primary focus, with Moscow hoping to centralize all remaining Soviet forces and mount a final push to take all of Poland [Sweden].

They have operators in major cities and towns, as well as various other citizen assets.

GOALS

Like the KGB, the GRU wants to assess current intel on the ground and then reassert power. Doing so is easier said than done, especially in Poland [Sweden] where forces are scattered. The GRU, however, is more militant about its goals. They believe there are issues with the remnant command structure in the Soviet Union and openly sabotage certain plans and orders. The GRU would be the ruling forces for all Soviet forces if possible.

FORCES

The GRU has the following agents and assets:

- ★ Kasimir Guarnau (Dmitry Kurkhov) GRU agent, Warsaw [Stockholm]
- ★ Edward Field (Arkaday Novotny, GRU agent, location unknown)
- ★ Captain Gerald Gerrard, U.S. Army, GRU asset
- ★ Ada Nowak, GRU Asset, Kraków [Karlsborg]
- ★ All manner of other agents and assets unknown
- ★ The GRU has a tentative alliance with the Soviet Reserve Group [The Admiral]

THE KGB

FACTION TYPE: Soviet Intelligence

The KGB walks a thin line between nominal fealty to Moscow and actual fidelity to a rekindled Bolshevik uprising at home driven by the people rather than the generals. The KGB, perhaps more than anyone at this point in history, still believes in a communist paradise. With the means of production largely flattened by the war, this seems a more reasonable goal than ever... at least if you are a believer.

KGB tradecraft is second to none, and even the Americans grudgingly acknowledge their talent and tenacity. Where it looked as if they had lost the Cold War, they turned things around in short order and began to reestablish the former empire. Few in American intel saw that coming.

GOALS

The KGB wants to create what Lenin promised eighty years before – a true worker's utopia. To do so, they must leverage all their assets from Poland to St. Petersburg to pull off what they hope is another October Revolution the likes of which the world has never seen. These are patriots, devoted spies, and masters of the espionage game.

The KGB still has sleeper agents (allegedly) in America as well as Eastern and Northern Europe. If they can find unique intel to give them an advantage, they will commit resources to do so. The intel situation

on the ground is chaotic at best. The fog of war covers almost everything, and the breakdown in modern communications ensures what one agent or asset learns, another may never learn. Correcting this colossal mess is their chief priority. That said, due to the fractured nature of the intel network, individual agent's goals often take precedence locally.

FORCES

The KGB has agents in Warsaw, Kraków, and Lodz [Stockholm and Karlsborg]. They have sleepers among the Vistula [Lake Mälaren] pirates as well as allies inside Soviet forces in the region. In towns across Poland [Sweden], anyone you meet could be a KGB asset. With the current state of the world, actual communism, rather than totalitarianism, appeals to many outside Russia.

Estimates of active agents in the following locations:

- ★ Warsaw [Stockholm]: 5–10 agents, 20 other assets
- ★ Kraków [Karlsborg]: 10 agents, 5 other assets
- ★ Łódź [Uppsala]: 5 agents, 20 student revolutionary assets







04 SCENARIO SITES

Jonesy carries around a pack of waterproof maps. He says most of them are classified, but none of that matters anymore. Each shows the topography of a part of what used to be my country. All these symbols for various units that I've already memorized. The X in the rectangle means light infantry. An X with an oval in it means friendly mechanized infantry. The red dots are places. Towns, sometimes. Places I've heard of or knew people from. Each one of those red dots is now some potential secret horror. I try to imagine them as they might have been before the war, but I can't. Under every red dot is something. On one of Jonesy's maps, he circled one of those dots and wrote: "Doc, R.I.P." I never bring Doc up. I feel like I replaced him.

NEXT TO ENCOUNTERS, the second pillar of content for a game of *Twilight: 2000* is *scenario sites*. While encounters are what happens to the PCs during their travels, the scenario sites are the destinations. They can offer information, resources, protection – or something or someone to protect. Scenario sites can also be connected to factions, like those in the previous chapter.

In order to draw the players to scenario sites, you can use rumors and radio transmissions as discussed in chapter 2 of this book. Ideally, the PCs should always have knowledge of two or three scenario sites within 5–10 hexes of their position, to offer them some interesting choices. It's also entirely possible for the PCs to stumble across a scenario site by pure chance. Most scenario locations can be placed almost anywhere on the travel map, in whichever country your campaign is placed in – though a few tweaks may be necessary. Other scenario sites can be more specific in terms of their geography.

A scenario site is similar to a short adventure in a more traditional roleplaying game, with the difference being that the sites provided here are each focused on a specific location and do not have a preset, linear story – instead, the PCs can interact with a scenario site and its inhabitants in a multitude of different ways.

A scenario site is typically fairly small in size – a single very large building, or a collection of buildings. Ideally, a scenario location fits within an area of approximately 200x150 meters, i.e. the size of two battle maps. A larger town or city is not a scenario location in itself – several scenario locations can be placed in a single city.

Four complete scenario locations are included in this chapter, and many more will be published in future modules. You can also create your own scenario locations, using the random charts at the end of this chapter, or just your own imagination.

All scenario sites follow a simple structure, outlined below.

OVERVIEW

What the location looks like from afar when the PCs approach. This is text that you can read out loud to the players.

RE-USING SCENARIO SITES

It can happen that the players simply ignore a scenario site that you have prepared and just go somewhere else. If that happens, don't hesitate to re-use it elsewhere on the map. Just rename the place, make any other changes as needed, and place it in a new location.

In the four pre-made scenario sites in this chapter, NPC locals have Polish names. Alternative Swedish names are given in [brackets]. If you want to use these scenario sites in other settings, you'll need to change the names, and make other tweaks as needed.

RUMORS

A list of a few brief rumors that the PCs may have heard about the scenario location, giving them some reason to come here. A rumor can even be told by a person living at the scenario site, asking the PCs to come with them. If possible, try to adapt the rumors to the big dreams or moral codes of the PCs. If the PCs have no specific reason to stop here, you can always add a roadblock of some sort, forcing their hand.

THE SITUATION

A brief description of what's really going on here – the history of the place, the key NPCs, and current conflicts. A good scenario location should always have something going on, some form of conflict to draw the PCs in.

ARRIVAL

A brief description of how the PCs are received when they first arrive here.

COUNTDOWN

A list of specific, escalating events that will occur if the PCs don't engage in the central conflict in the scenario site, increasing the pressure on the PCs to take sides and act.

LOCATIONS

The main locations of the scenario site, all marked on the map and briefly described. They are typically 5–10 in number. PCs are generally free to explore the map as they like. The map itself should typically be the size of two battle maps, i.e. 22x16 hexes. There are many useful online tools for creating hexagon maps.

NPCs

Brief descriptions and stats for the main NPCs at the scenario site, including their motivations and goals. Typically 5–10 in number.

EVENTS

A number of specific, potential events that can occur at the scenario site. These can be related to the Countdown, but don't need to be. These peripheral events should be optional, used or not used depending on the PCs' actions. The events should also be stand-alone, not connected in a predetermined narrative. They are typically 5–10 in number.

THE PRISON

This scenario location is an old prison, with plenty of potential for both action and intrigue. You can place it almost anywhere you like on the travel map.

OVERVIEW

Off a long-broken ribbon of highway concrete stands a mid-'60s built prison surrounded by surprisingly well-tended fields. Its guard towers are topped with machine gun emplacements, its sally port closed and locked. Behind tiers of razor wire, tall crops grow and, above the main entrance is a giant crucifix made of I-beams welded together. To your relief, no one hangs upon it, but a look through your binoculars reveals what appear to be shackles amongst the spreading rust. They shine as if taken care of.

THE SITUATION

There is a place where former sinners live in peace and harmony. A place where there is food, medicine, and protection from the marauders of the world. They grow their own food and live by their own laws. Such a place would appeal to any weary soldier or civilian. Such a place might sound like Heaven. In fact, the place is real. And it is a prison.

A former Russian gangster who now calls himself "Rasputin," survived an attempt on his life and, while unconscious, was gifted with what he believes were visions from God. These visions prompted the once violent criminal to forsake his old ways and rally the inmates around a new vision for a utopia, here in the prison, dedicated to God and redemption. Since then, the prison has become the locus for sinners, former prisoners, and others looking to start anew. Things have been good, though punishments for disobedience are harsh, but all that is about to change.

The prison is set to get very hot for a few reasons. Firstly, the DIA, CIA, GRU, and KGB all want information pertaining to rumors of a Cold War bunker containing valuable secrets and/or supplies. That means spooks will arrive. They can't be open about their intent, given how the brothers and sisters feel about the war, so anyone in the prison might adopt the story of being a prisoner elsewhere, or just a poor sinner seeking redemption. If the PCs show up, they could be approached by any of the intel factions or marked as a target by the same. Things are chaotic. On top of that, the prison isn't the ideal place Rasputin would have it be and it's entirely likely violence may come to one Sgt. Cutler, a traitorous member of the US army with specific knowledge of a lost Cold War Bunker. If Cutler dies, his intel may die with him.

Secondly, Soviet forces and marauders both look at the prison as a target. The allied Poles [Swedes] have thus far kept the wolves at bay, but that's begun to change. The Poles [Swedes] are dispirited, and the soldiers called by Rasputin to help are without good leadership. If the PCs do not help, this prison will become a forced labor camp under a military warlord or civilian marauder. This place is a beacon of hope in dark times, a symbol for the reinvention of both the self and the world. If the PCs turn their back on this light, it will be snuffed out by the worst inclinations of humanity.

RUMORS

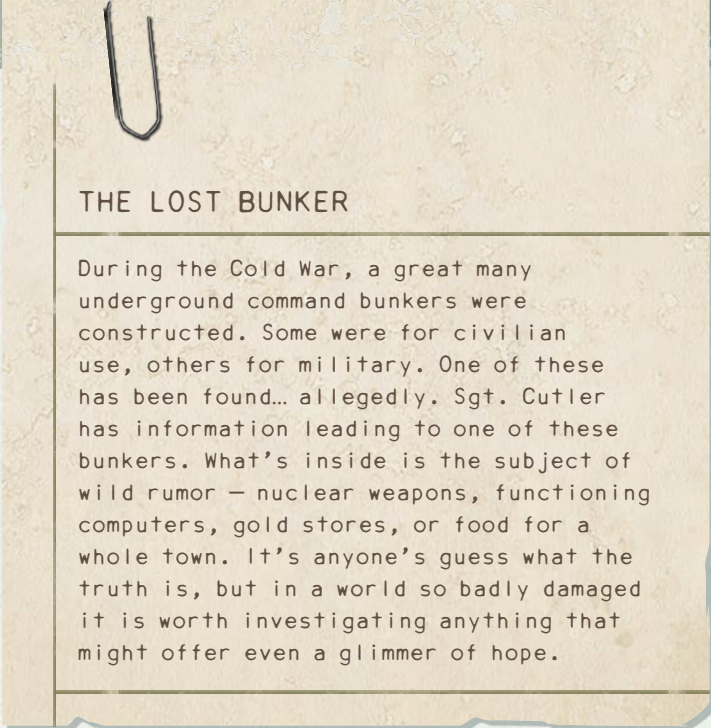
- ✓ There is a place where all are welcome if they come in peace. It is protected by Polish [Swedish] forces and run by a man of God. They have food, shelter, and a new way of life.
- ✓ An excellent military surgeon works at a former prison in the area. If someone is gravely wounded, she is their best hope.
- ✓ A former US intel agent took refuge at the prison. He or she knows vital details about a lost Cold War bunker.
- ✓ A local prison makes alcohol from potatoes. They make enough to produce vast amounts of fuel.
- ✓ A nuclear strike gave a prisoner visions from God — prophecies which are said to have come true since.

The PCs are most likely drawn in by rumors of the discovered Cold War bunker. Intel contacts have told them that one or more prisoners are known to have information on the secret endeavor. Investigating the prison, and finding out who those individuals are, is their primary goal.

ARRIVAL

Polish [Swedish] guards from the local cantonment flank one of the brothers or sisters when new folks arrive. Galina Belyaeva, a former Spetsnaz soldier, may or may not be with them (see NPCs). Regardless, the new arrivals are told they must leave their weapons and the war outside. PCs may store their weapons with the guards, but they likely want to keep them under guard themselves. In either case, they won't get weapons inside without a fight. They are searched thoroughly before entering.

The brother or sister who greets them runs down the holy mandate, essentially recounting how Rasputin received a vision from God and brought redemption to the prison. God's judgment is harsh, however, and anyone slipping into "the Old Ways" suffers severe punishment.



THE LOST BUNKER

During the Cold War, a great many underground command bunkers were constructed. Some were for civilian use, others for military. One of these has been found... allegedly. Sgt. Cutler has information leading to one of these bunkers. What's inside is the subject of wild rumor — nuclear weapons, functioning computers, gold stores, or food for a whole town. It's anyone's guess what the truth is, but in a world so badly damaged it is worth investigating anything that might offer even a glimmer of hope.

The person points to the crucifix and shackles. They do not elaborate further, simply citing the Ten Commandments as the rules they live by.

After that, visitors are free to roam about but are always accompanied by “guides.” Fuel, food, and other items are available, as well as drinking alcohol, at availability and bartering rates as per the gear lists in chapter 5 of the Players’ Manual.

The brothers do not take kindly to interference. A character could well find themselves on the crucifix for arriving under false pretenses.

COUNTDOWN

The prison is under pressure, both internally and externally. If the PCs don't intervene, the following events play out.

- ★ Rumors of the secret bunker hit the prison. The primary rumor is that someone inside the prison knows the location of it. Another rumor suggests the bunker is buried beneath the prison itself. This last is likely not true unless you want it to be.
- ★ Sgt. Cutler realizes his sanctuary is now, quite literally, his prison. He's stuck. He must get out, but by now intel agencies and other interested parties are sniffing around for the secret bunker. He's ready to cut a deal with whoever he thinks can get him far away from here — alive.
- ★ Conman Jakub Dąbrowski [Karl Lindberg], who knows about the bunker, is murdered by the two Borkowski brothers (page 77) he's been blackmailing. Jakub's death makes Cutler even more desperate, and the two brothers now want the bunker information — a much better profit than mere distilling of liquor.
- ★ Two rival intel agencies looking for the bunker arrive with back-up at the prison. This puts the prison between two sizable forces (like one US and one Soviet) with the Poles in the middle. No one is willing to back down. A fight is about to break out.

LOCATIONS

The prison itself is largely unchanged since it served not as a home but as a jail for the men here. They have remodeled the inside as best they can. Cell doors are not normally locked, and men are free to move about.

The major changes are the fields of wheat and potatoes grown on the land, and the concomitant stills inside the facility itself. Indeed, the prison's alcohol production allies it with nearby Polish [Swedish] troops and keeps the place relatively safe. However, as any soldier can tell upon first viewing the prison, the place is very defensible. Keeping people in works both ways, when the tides of power shift. After all, how many times have you heard of someone breaking into a prison?

MAIN GATE

The main gate looks something like a huge garage. Giant metal doors open to allow people, animals, and vehicles in and out. In Polish [Swedish], on the backside of the doors, are the instructions **STAND BEHIND THE WHITE LINE**. Painted on the doors' interiors by the former inmates are selections from the Bible.

Inside the main gate are two UAZ 469B [Tgb 11] vehicles armed with DSzKM [Ksp 88] machine guns, on loan from the local Polish [Swedish] cantonment. In the back is an old T-60 [Strv 103C] which is almost in working order. Only certain brothers are allowed to mingle with such “technological subversions.”

On the front of the main gate, above the two enormous doors, is the I-beam crucifix. Brothers are sometimes shackled there for three days and nights for “excessive” crimes (stealing, drinking, and the like). They live or die by God's decision alone. No one may feed them or give them water. If they are alive on the fourth day, they are absolved of sin.

BOOKING

Prisoners were once processed here when they arrived, and a computer and paper database of their varied histories and crimes was likewise found here. Rasputin destroyed the computers and burnt the paper files, at least he thinks he did. One of his brothers kept a few files which he uses as blackmail against two inmates who, right before the war, were transferred here for heinous crimes which might cause the other brothers to summarily execute them.

Among the files kept by the prison's “scribe,” Brother Czarnecki, are some which might be of use to anyone investigating the Shepherd's Flock (page 62), or criminals who may have passed through here and now run the undergrounds of Kraków and Warsaw. Of course, anyone interested would have to find these files first.

CONTROL

The main station from which guards would view the prisoners is now abandoned. It is a relic of another time and all are forbidden entry save Rasputin and his chosen. Weapons are kept here for defense of the premises. The cameras no longer work, and Rasputin says they need not, for the Lord watches them all.

COMMON AREA

This large area is set with tables bolted to the floor and once served as the common area between cell blocks. It is open to the roof three stories above, and various religious icons hang from the railings overlooking the area. At any time, some fifty or so brothers and sisters can be found congregating here playing chess, checkers and other games, or talking about the Word of God.

OFFICE

The Warden's Office is now the living space of Rasputin. It is spartan, containing a simple bed, drawers, and a wooden cross on one wall. He keeps a service revolver here for personal protection. Old habits die hard.

DAYROOMS

In each cell block is a dayroom where prisoners could congregate. Most of these are converted to larger living spaces with makeshift partitions in the form of tarps, plywood, drywall, or any other barrier to give some privacy. Even still, privacy isn't high on the list of God's commandments, and no one really "owns" their own space. Still, brothers and sisters rarely violate one another's space either.

CELLS

These are not the iron-barred cells of American movies, but white-doored chambers of reinforced glass. The bunks were once bolted to the walls, but many have been moved to the day rooms. The locks on the doors no longer function in most cases, save for cells where a brother may meditate or where a brother is sometimes punished for committing a minor crime like eating an extra potato.

BASEMENT

Among the boiler and laundry machines, space has been cleared for the industrial still the prison uses to make copious amounts of alcohol. While the brothers themselves are forbidden to drink, they have no problem selling it to outsiders, and even make batches that are lower proof than what powers a combustion engine. Most of the alcohol distilled here is, however, made for fuel, not fun.

GUARD TOWERS

The guard towers rise about forty feet on the four corners of the prison. They have been reinforced with sandbags and DSzKM [Ksp 88] heavy machine guns. Only certain brothers may serve as guards, as weapons are largely recognized as a necessary evil, but too tempting for some.

WHEAT FIELDS

The former "yard" was converted to growing wheat and holding chickens. The brothers tend to eat well, if plainly. The basketball court remains, and another section has been turned into a soccer field. One can find twenty-five

or so brothers tending the crops as necessary in the growing season and playing games on the fields. "Chicken Man" is in charge of the fowl.

There are also ten stockades here used to punish minor crimes as determined by common law and the will of Rasputin.

POTATO FIELDS

Outside the prison walls are vast fields which normally grow potatoes, but which grow other things as available. These have crude wooden fences and are patrolled by armed brothers sanctioned by Rasputin.

PENS

Behind a razor wire fence that used to surround a parking lot, are several sheds, barns, and makeshift shelters for animals. The prisoners don't have a farm, exactly, but they do have goats and cows, the chickens inside the yard, pigs, some horses, and even a zebra found wandering from some city zoo.

SEWERS

As one might imagine, the sewers are not a pretty place after the collapse of civilization. As such, a latrine outside the perimeter serves as a bathroom and for composting purposes. The sewers themselves are used by a small ring of brothers who actively smuggle alcohol out, and sometimes drugs in. They sell it cheaper, gathering a small pile of silver and gold which they intend to take off with when it's sizable enough. Their crimes are punishable by death according to common law.

NPCS

The prison is home to perhaps 400 brothers and sisters at any given time. Almost all are former prisoners, but God welcomes anyone who repents, male, female, or other. Since the prison ceased to function as a penitentiary, women also showed up to hear Rasputin's call. Some of the guards stayed on after witnessing the "Night of Miracles," and tired soldiers, lost civilians, and the like have also washed up along this strange shore. Children are turned over to the Polish [Swedish] cantonment in the area where space is found for them in an orphanage, if possible.

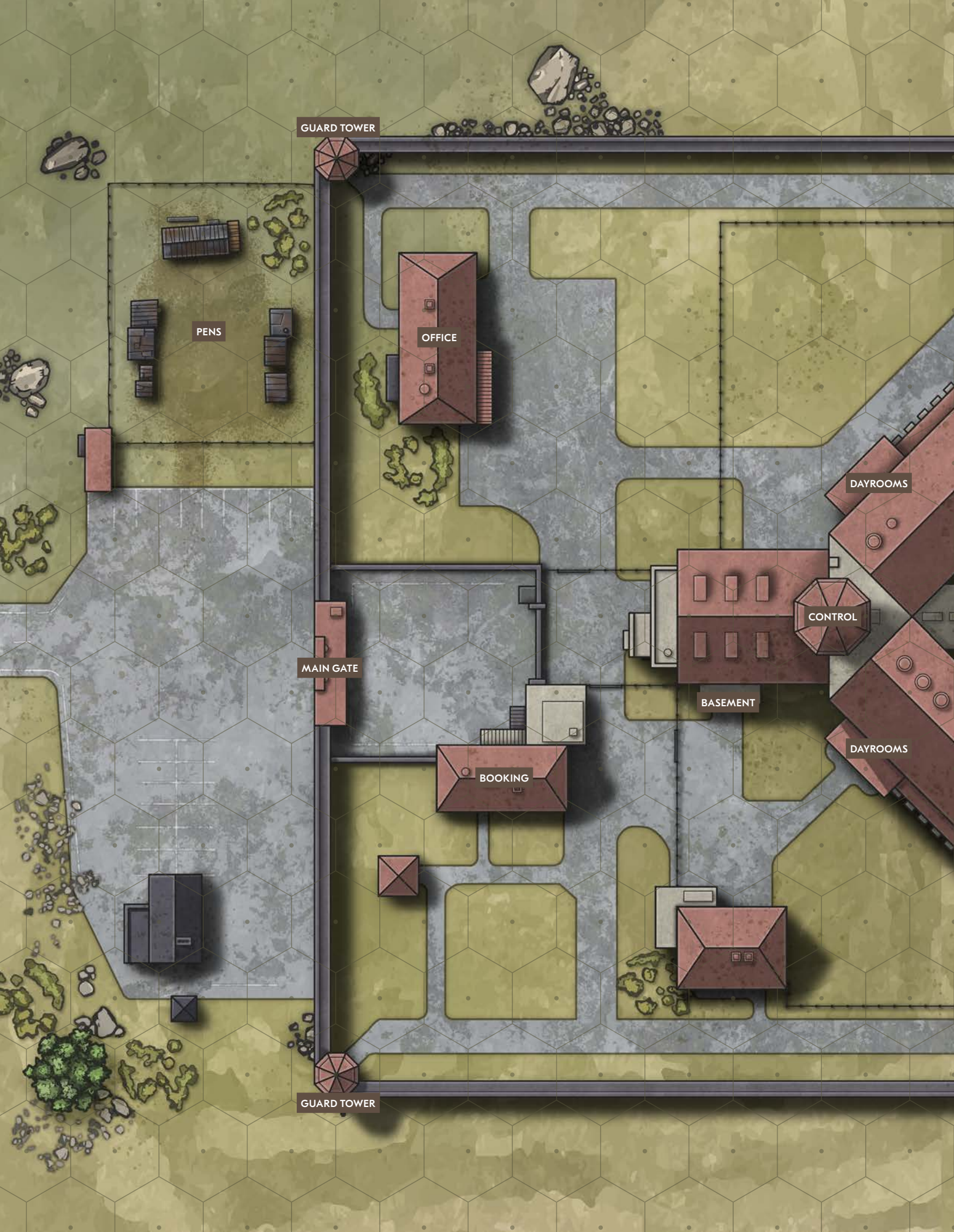
MIKHAIL "RASPUTIN" VUKOV

Former low-ranking, but notoriously violent, member of the Vorovsky Mir or "thieves' world" in the Soviet Union, Vukov did time early in life in a gulag and was headed back there when tensions erupted. Prior to his spiritual awakening he was borderline psychotic, hedonistic, greedy, and power hungry.

Thus far, post-"rebirth" he only seems to possess those traits at about half their original strength. He fights daily with his God, whom he speaks to, and may in fact be schizophrenic.

Nevertheless, his charisma is immense, he stands well over six feet with an aging muscular brick of a body tattooed with the story of his crimes and jail sentences, a map of his life in flesh. He is proficient with small arms and deadly in personal combat.





GUARD TOWER

PENS

OFFICE

MAIN GATE

BOOKING

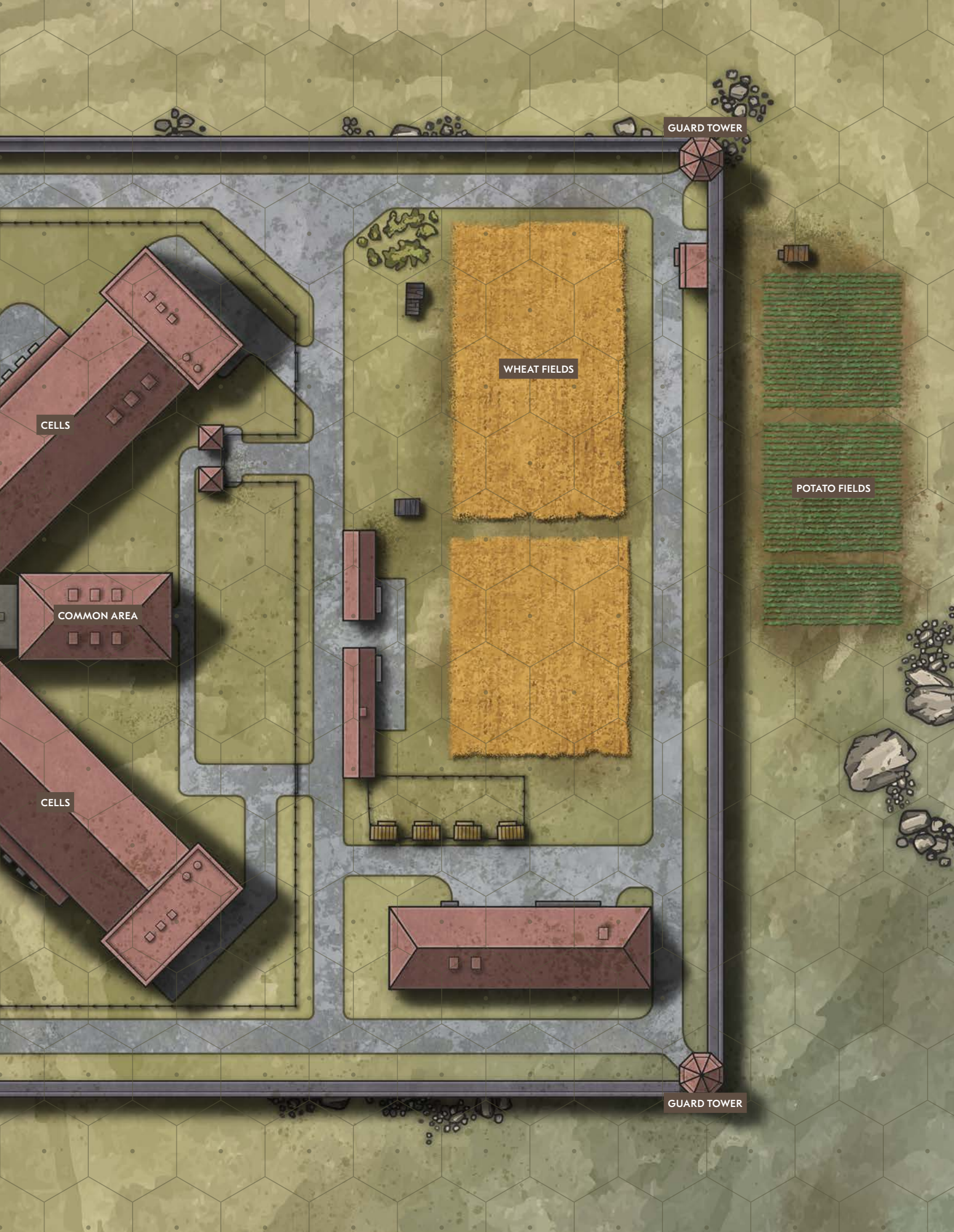
CONTROL

BASEMENT

DAYROOMS

DAYROOMS

GUARD TOWER



GUARD TOWER

CELLS

WHEAT FIELDS

POTATO FIELDS

COMMON AREA

CELLS

GUARD TOWER

RASPUTIN'S RELIGION

Rasputin's theology is a mix of messianic fervor and a commitment to rejuvenating the soul by renewing the Earth. His Easter Orthodoxy shines through at times, but his actual belief system is inherently mutable. The central premise, though, is entirely Christian, that God forgives and offers second chances; both for the world and the individual.

His Old Testament punishment style isn't uncommon in the days after the world all but ended and he, like the Shepherd's Flock (page 62), believes a new age has begun. Oddly, it's the career criminal whose vision is the more hopeful.

Whether he stays the course and listens to God, or God starts giving him new instructions, is up to you as Referee. As presented here, he is as sincere as he is harsh. The brothers treat him as a messiah which, for now, is better than all the money, drugs, and flesh he once had as a "thief in law."

ATTRIBUTES

STR A, AGL C, INT C, EMP A

HIT CAPACITY: 5

CUF: B

SKILLS: Close Combat A, Driving C, Ranged Combat C, Persuasion A, Recon D

SPECIALTIES: Psy Ops

GEAR: A well-marked Bible and a PM pistol. Rasputin has unlimited access to anything else in the prison.

CHICKEN MAN

Most of the brothers regard the silent "Chicken Man" as an idiot, an object of scorn. The truth is Chicken Man, who kept chickens at the prison before the war, is a much older convert to Christianity trying to repent for his sins. He is very sharp and very clever but has forsook all worldly need to show it.

A large man, Chicken Man is one of the only brothers who shaves his head. He strikes an imposing figure, wearing something like actual monastic robes. His past is a mystery, though all agree he was inside for murder.

Chicken Man is sincere in his desire to be made anew. He believes good can come from Rasputin even if the man is not entirely sane. The Lord works in mysterious ways. His vow of silence is personal, not part of the brothers' system of belief.

He understands agriculture and has experience in hand-to-hand combat. But that violence is behind him... right?

ATTRIBUTES

STR A, AGL C, INT B, EMP D

HIT CAPACITY: 5

CUF: C

SKILLS: Close Combat B, Driving D, Ranged Combat C, Recon C

SPECIALTIES: Killer, Farmer

GEAR: A monastic robe

JAKUB DĄBROWSKI [KARL LINDBERG]

Jakub is not a good man. He's never been a good man, but he is clever. In his former life, he was a conman, running various schemes to make his way and not caring what collateral damage he caused. In this new world, little has changed.

But, being a conman, Jakub knows how to pretend. He knows his grifting skills work far better in a stable world, and he knows getting caught by someone outside, now, would mean a summary killing or grim torture. Jakub is not a brave man, but he is ballsy.

To that end, he feigns piety and commitment to the prison while in reality he blackmails two brothers, the Borkowskis, with their actual criminal history. It is sordid to say the least and would earn them expulsion from the prison if not old world "jail justice." The two brothers oversee the distillery and help Jakub smuggle liquor and fuel out to sell for himself.

It is entirely likely that Poles [Swedes] in the area remember Jakub's cons from before the war and would be interested in seeing his punishment carried further. Finding those people is another matter.

Yet, for all his lies and cons, Jakub does know a very valuable truth—something about the bunker. He knows Cutler is a spy and suspects he knows where the bunker is located. Unlike the Borkowskis he blackmails, however, Jakub is afraid of Cutler (whom he knows only by his alias). However, he would tell the PCs about the disk if he thought they'd offer him protection and a ride out. He might also try to enlist them in other schemes.



ATTRIBUTES**STR D, AGL C, INT A, EMP B****HIT CAPACITY: 5****CUF: C****SKILLS:** Close Combat D, Driving D, Ranged Combat D, Persuasion B, Recon D**SPECIALTIES:** Chemist**GEAR:** Two silver bars hidden in the prison, documents proving the brothers' crimes, other files on prisoners (all hidden)**MIKOŁAJ AND JAN BORKOWSKI
[BOSSE AND HASSE SVENSSON]**

These two brothers grew up in poverty. They turned to crime to feed their families and, over time, those crimes took a darker turn including human trafficking at the beginning of the world's tensions.

Both brothers hate themselves for what they did and truly wish to repent. However, Jakub stands in their way, holding their criminal records over them until he gets his money and takes off. On one hand, the brothers might admit their true crimes and plead mercy, but they fear exile is the best they can hope for in that case. They do not want their fellow "brothers" knowing the extent of their crimes. They were booked at the prison during a chaotic time and the inmates did not learn of the red marks they bear.

They have considered killing Jakub, but realize that would only add another sin to those already piled high atop their weary souls. They grew up on a very, very poor piece of land where their family made what the Americans call "moonshine," thus their supervision of the distillery.

They are in a tough spot and might look for outside help to untangle themselves from Jakub one way or another. But that may or may not concern the PCs. After all, Jakub is a former inmate and people die all the time in the world after the bombs fell. However, if they learn that Jakub knows (or knew) about the bunker, then they have a genuine motive to either keep him alive or find out who killed him. If Cutler did him in, that also leads to more plot threads regarding the bunker. Can the PCs save Jakub? Can they find his information post-death? Perhaps he confided in someone at the prison? Perhaps Cutler killed him before he could spill, and Cutler is their new target?

ATTRIBUTES**STR B, AGL C, INT C, EMP D****HIT CAPACITY: 5****CUF: C****SKILLS:** Close Combat C, Driving D, Ranger Combat C, Recon D**SPECIALTIES:** None**GEAR:** A couple of bottles of potato vodka moonshine**SGT. CUTLER AKA KACPER WYSOCKI [GUSTAV KRANTZ]**

Sgt. Cutler is a Polish-American [Swedish-American] traitor. He served in the U.S. Special Forces during the war but was turned by a KGB handler prior to the war's outcome. A gambling problem, along with other issues, made him into someone who could be turned.

In the opening days of World War III, Cutler reported to his KGB master and, in so doing, caused the failure of a major operation in Lithuania behind enemy lines and the loss of half a dozen other special forces operators training partisan resistance there. This incident also involved the lost bunker. With everyone else dead, Cutler believes he is the only one that knows how to find it. Any US military member that recognizes him would probably be likely to kill him. He knows this, and quickly adopted a Polish [Swedish] persona after the slaughter with help from his KGB contact. He speaks fluent Polish [Swedish] and one cannot tell the difference between his manner of speaking and that of a native.

To date, that has kept him alive. He came to the prison to evade those hunting him and come up with a workable plan to pursue the bunker. Whether he knows its precise location or simply has info leading to said location is up to you as Referee. At this point in his life, Cutler wants in with anyone whoever is willing to help him find the bunker. He doesn't think he can make it on his own.

**ATTRIBUTES****STR B, AGL B, INT A, EMP C****HIT CAPACITY: 5****CUF: A****SKILLS:** Close Combat B, Ranged Combat B, Recon B, Persuasion B**SPECIALTIES:** Linguist, Teacher**GEAR:** M9 pistol with two reloads (hidden in quarters), R-107 radio (hidden in nearby woods)**DR. ALA GURIN**

A great doctor called by the Motherland during the war, Ala only ever wanted to heal people and learn more about the reasons we die. She had no intention of applying these skills in war but was left with no choice. Technically in the military, she and many of the other doctors drafted never really fit. They did their duty, though, even when forced into hours of meatball surgery at field hospitals that grew progressively more medieval in technique and tool as the war took its toll on supply lines. Eventually, her unit was abandoned during an overrun by American forces. Ala wound up at the prison with a few others.

Whatever sins she's committed she believes she's paid for. She's seen so much death and suffering that she has no belief in God or saviors. Rasputin is, to her, either a lunatic or a conman. However, he's also willing to provide her with supplies and the means to do good. For now, that's enough...

Long term, she wants to go home. Poland [Sweden] is not her country and Russia, or what is left of it, calls. She has, or had, a husband there and a daughter though she has not heard from them in years. She hopes they are still alive. Yet her hometown was hit by a nuclear blast, leaving her with little hope. Still, even a small bit of hope can carry one far. If Rasputin and the brothers and sisters have taught her nothing else, they taught her that. Redemption is possible, even if secular.

She's very smart, a habitual smoker, and prone to sarcastic quips. She dresses like those around her now, but underneath one can see the cut of someone who once wore finer things. But, like so many others, that life might as well be another's history now, little more than a fairy tale. It has no bearing on today.

ATTRIBUTES

STR D, AGL C, INT A, EMP B

HIT CAPACITY: 4

CUF: C

SKILLS: Close Combat D, Driving D, Ranged Combat D, Medical Aid A, Recon D

SPECIALTIES: Field Surgeon, General Practitioner

GEAR: Doctor's medical kit, antibiotics, surgical instruments, pain relievers, atropine injector

GALINA BELYAEV

Galina is a soldier... or was. She was, in fact, Spetsnaz, possibly an officer, certainly an NCO. She doesn't like to talk about it, but she was part of a massacre during the war. Most of a village was wiped out in one of those mad acts that war brings. Her mind and those of her comrades became possessed by the spirit of destruction as they took out all their anger on innocents.

She came here to get away from that and, because here sins are forgiven. She believes in that, even if she doesn't quite believe in the divinity of Rasputin. She hasn't accepted him as a messiah but, as a man, she believes she was meant to encounter him. And protect him.



Galina yet struggles with her past. She no longer wears a uniform, but anyone in the military can tell she was once a hardened soldier. When she arrived at the prison she was on the brink of mental collapse. Rasputin put her back together. She will never forget that even if he did so for his own ends.

While an experienced special operations soldier, Galina has no desire to lead again. She will evaluate any potential recruits for defense, but she does not want to return to a position in which she might be responsible for a slaughter as before. That is just too close to the heart for her now.

Dangerous, solemn, and hard to sway, Galina is sharp, perceptive, and very suspicious of outsiders she thinks might bring harm to Rasputin or the brothers and sisters.

ATTRIBUTES

STR B, AGL A, INT B, EMP C

HIT CAPACITY: 6

CUF: A

SKILLS: Close Combat B, Ranged Combat B, Recon B

SPECIALTIES: Linguist, Sniper

GEAR: AK-74 with two reloads, knife, PM pistol, weapon tools

EVENTS

Within the prison hide several potential plots and events which could ensnare PCs by choice or circumstance. Nothing in the post-war world is simple, and even those ostensibly trying to do good (relatively speaking) too easily stray from the path.

Below you can find a number of specific, potential events that can occur at this scenario site. Some of them are related to the Countdown, others are independent from it. These events are all optional, to be used or not used depending on the PCs' actions. Choose or roll:

1. Two prisoners get into a deadly fight, prompting a sermon from Rasputin and a funeral. The survivor is flogged, demonstrating all is not peaceful in this "Kingdom of Heaven."
2. A "friend" of Cutler's arrives. He knows Cutler betrayed the US Army. Cutler must deal with him. Will he ask the PCs for help?
3. Raiders hit the fields during the night. The PCs may defend the prison if they wish. If they do not, or are unsuccessful, the prison is short of potatoes which means they can't pay the Poles.
4. The two Borkowski brothers, having discovered Cutler's knowledge, kidnap him during the night. The PCs overhear the struggle.
5. Marauders who recently joined the prison as part of "the flock," demand a cut of the Borkowski brothers' illicit distillation business. This brings the business to Rasputin's attention, forcing him to make a decision.
6. Two former "gangs" from the prison's old days start-up a previous rivalry which threatens the whole prison. The two had been united under Rasputin, but a recent fight has drawn a new line. At night, in the yard, the two sides square off. Can anyone stop an all-out brawl?

7. A sizable Soviet unit appears near the prison. For now, they are kept at bay by the Polish [Swedish] military but how long will the Poles hold out? Are they willing to die to protect the fuel source at the prison?

8. More refugees than the prison can handle show up just before a storm. Rasputin must decide if he can turn them away and maintain his position as a “good man.”

AMERICATOWN

It's just your average town under the “protection” of American soldiers, until you poke it with a stick. Do your loyalties lay with those who saved you in combat or doing what's right?

OVERVIEW

Wipe the binoculars just in case. No, you're seeing it. This town looks intact, but that isn't the crazy thing. It looks like home, American flags hang from houses like the Fourth of July, U.S. personnel patrol the streets as townsfolk go about business like it might be any other day. They even have a McDonald's, or what's left of one. This could be where you grew up... almost. Have you really stumbled upon a piece of apple pie in the middle of the devastated wasteland your world has become?

THE SITUATION

This town is safe, at least by the looks of it. The U.S. military is here. Marauders stay away. Soviets stay away. The town has the veneer of the world before the war. But, like most things that make one happy after the war, this happiness, too, is fleeting. For if you look closer, the U.S. commander here does not only “protect” the population, but he also enslaves and abuses them.

The flags aren't flown to thank Americans but to show loyalty. Traitors, or those suspected of such, are regularly shot. A self-styled pragmatist, Colonel Westmoreland turned this town into his unit's cantonment and protectorate. These weren't bad soldiers to start. Hell, maybe even Westmoreland, a highly decorated officer, started out with good intentions, but war breeds madness. One does not uncork the bottle that is human conflict without expecting it to infect more than those intended. The insidious psychosis spreads like a game of whispers, infecting hosts who otherwise might know better.

This happened here in town. It began with the welcome arrival of American troops who “liberated” these Poles [Swedes] from brutal Soviet rule. Now, “order” comes at the expense of freedom and, sometimes, life. Westmoreland makes what he thinks are the “hard choices.” The problem is, he makes them for the citizens as well.

Curfews, homes tossed for weapons, drugs, or Soviet espionage material. Public hangings of suspected traitors, American propaganda in the local schools. Westmoreland wanted to recreate home for the good of all. In the end, he did it mostly for himself. He started as a would-be savior. But in war such people quickly become the adversary. The DIA already have a plan to remove him from command with “extreme prejudice.”

That might not concern the PCs, but they're drawn in regardless. Whether they stop here for needed supplies, or Westmoreland's men

RUMORS

- ✓ A local town is under the protection of US Special Forces. It's a sanctuary for civilians and American military personnel.
- ✓ A US officer created a little piece of home in a local town, even opening a drive-in movie theater.
- ✓ US war criminals have hidden themselves among locals in a nearby town.
- ✓ A local town is under martial law, ruled by the US army with an iron fist.
- ✓ A rebellion brews against the occupying forces of a nearby town. They seek help in liberating their people.

rescue them from a deadly ambush (Americans stick together), the PCs won't avoid encountering this place, nor the atrocities that all sides are capable of when the horseman called war comes calling.

ARRIVAL

All roads into the town have checkpoints waving crisp, American flags. Anyone entering gets questioned, but anyone belonging to the American military is welcome. The guard might ask some questions about America before the war to prove they aren't imposters, but if the PCs answer correctly they are let in with a smile.

However, should the GM wish, one of the guards seems less than enthusiastic, even morose. This guard won't say anything directly but makes eye contact with one of the PCs. In that other soldier's eyes is deep trauma and some kind of warning. The soldier denies everything if the PC brings it up publicly.

Anyone who isn't obviously American must be vouched for by one of the Americans. Any foreign troops or civilians without American escort are searched and interrogated thoroughly.

COUNTDOWN

The town's situation degrades quickly while the PCs are visiting. The central question for the PCs is whether they go along with this extreme "American Experiment" or try to stop Westmoreland. A likely order of events follows. The Events header later explains things in more detail.

- ★ The DIA makes a move against Westmoreland and recruits the PCs to help. Perhaps the spooks already have people inside the town, perhaps the PCs are to be their inside "men." Not only is Westmoreland a rogue officer, he's one gone very, very bad. The DIA wants Westmoreland dead. They want the town liberated, because they need the Poles on their side if they are to launch another offensive against the Soviets.
- ★ Aubann, Mila, and the rest of the resistance make their move by simultaneously attacking several targets in town, including the artillery. They likely get Isayev on their side, and he relays a message to the KGB who coordinate an attack on the town while the citizens rise up. Without the artillery, this attack has a much better chance to succeed. The PCs must make a choice to help or watch. There's no middle ground here.

LOCATIONS

This is, or at least was, a typical Polish [Swedish] town before the war. It had world franchises, a small movie theater, a soccer team, hopes, and dreams. Like the rest of the world, these things are nearly mythic now, part of a dead world. Americatown seeks to bring back some of the old days, an illusion forced on citizens for their "own good."

MEETING WESTMORELAND

This scenario presents the most complex and difficult choices for the PCs if Westmoreland, together with some of his men, saves their lives before they arrive in town. You can wait until the characters are in the thick of it, and have the Special Forces come to the rescue like the cavalry. You can also engineer such a situation.

The point must be very clear for this scenario to work on a more emotional level. The PCs must owe their lives to these soldiers. They'd have to kill not only fellow American soldiers, but ones that fought, and possibly died, saving other Americans. That's a hard choice to make, but a great opportunity for roleplaying and displaying the grim world that is TWILIGHT: 2000.

TOWN HALL

A red brick municipal building like any other save this one waves both the Polish [Swedish] and American flag from its post. The American flag is the higher of the two.

The town has a mayor, though she holds no real power. The business of bureaucracy takes place here, to the extent it can, but the U.S. military is very clearly in charge.

The building itself is militarized, with checkpoints and perimeter fencing. One corner is still wrecked from what was a suicide bomber.

THE HIGH SCHOOL

This high school functions. It has electricity (some of the time) and classes for anyone up to age 18, though the population of students has been much diminished. They stopped teaching chemistry after a couple of anti-American bombings, but the other basics are covered. The Juniors and Seniors even have separate teams to play each other on the pitch.

It could almost be normal.

The math teacher, a former victim of the Germans in WW II and a resistance fighter, secretly leads another movement to free his people from Westmoreland's tyrannical rule.

DINER

This diner would fit right in on any US city street. They have good food, fresh meat (some days), and a loyal customer base of civilians and American soldiers. Eating here is like rewinding time five years, unless one sees an M1 Abrams roll down the street, that snaps you back to reality very quickly.

PARK

The park was turned into an artillery battery. The troops moved the swings and merry-go-round to another area and fortified this position. The military can reliably call in arty on anyone approaching the town without permission. It's also very, painfully, accurate, as the ruined vehicles outside town can attest to.

Lt. Roosevelt, who heads the artillery brigade, sympathizes with the locals. But he, like most other Americans here, is a loyal soldier. Besides, Westmoreland shot one of their own less than a year ago. Some of the soldiers feel trapped, too. But their feelings pale in comparison to those of the civilians.

DRIVE-IN

While Drive-Ins back home were dying, Westmoreland decided to make one anew here. They show a small handful of films on rotation, some Polish [Swedish], the rest dubbed. Now and then. The Colonel calls all citizens of age here for a "booster" speech. It's compulsory, and often involves people being pulled from the crowd and beaten for perceived offenses.

Everyone in town loathes nights when the Drive-In screen shows the red, white, and blue.

WESTMORELAND'S HOUSE

One of the nicer homes in town, and run on a separate generator, Westmoreland's house is a fortified position. There's barbed wire around the perimeter, constant patrols, and mortar and machine gun emplacements.

The Colonel took a Polish [Swedish] wife, against her will, if the rumors are true. They have one child together. His family back home lived on a military base that took a direct hit from a Soviet nuclear strike.

Many of the other soldiers also have significant others in town. There is a divide between them and the normal citizenry. It is not unlike the German occupations of WW II, that way.

POLICE STATION

The chief of police is an American collaborator, and willingly so. He enjoys the power he now has (he was simply an officer before) and was never well-liked in town. He's getting his revenge now. Aside from the small armory, the station is very defensible.

The prisoners are almost all "political" or "seditious" offenders. Routine crime is hardly a thing in this New American Paradise.

NPCS

This is a town divided. Some Poles [Swedes] hate the Soviets enough that they side with the new, brutal American regime. Others hate both sides. Most fear the Americans and especially their leader. It isn't unlike the communist days. Neighbors report on each other. People have no trust. The town is a community in name only.

There are approximately 150 American (and other assorted) troops quartered in town. Only a small few of these are Special Forces.

COLONEL ROBERT WESTMORELAND

Whatever sense of self the Colonel had disappeared in the flash that eliminated Fort Bragg and his family. He changed after that, becoming hardened, committed to killing as many communists as possible, and wanting revenge. To be fair, after the nukes fell, many soldiers on both sides became that way. That enmity continues today. Westmoreland sometimes says that, "Were all are guns empty, our knives dull, we would kill each other with sticks and stones."

In his mind, he's "adopted" this town and its citizens, some surrogate for what he, and his troops, lost back home. As a Special Forces officer, he's not only an excellent soldier, but trained in winning the "hearts and minds" of the locals. His version of this, though perverse, has won over some of the citizens. A hatred of communism binds them.

But Westmoreland's mind is gone. This theme park America he's created is barely skin deep, and he becomes more brutal by the month.

The men have followed him through hell. Some are Special Forces, others not, but all have had their ass saved by the Colonel at some point during the war. They feel a loyalty to him, though that loyalty is often sorely tested.

The Colonel is not power mad, but rather jingoistic to the point of madness. He doesn't see this as his personal town, but the last bastion of freedom in a world gone as mad as he. Of course, he does not recognize his own madness and, to be fair, lunacy is a common trait in the wake of a nuclear winter.

He's gone too far. Some of his men agree on this. There is a resistance movement in town he tries to root out. Sooner or later, things will come to a head and the red ribbons will not be on the flags but bloody streamers flowing in the streets.

Westmoreland wears squared-away BDUs, is clean shaven, and about 45 years of age. He is fit, with hints of gray at his temples and a fierce look in his eyes. Look too deeply there and you'll see all the lunacy that started this war in the first place.



ATTRIBUTES

STR B, AGL A, INT B, EMP C

HIT CAPACITY: 6

CUF: A

SKILLS: Close Combat B, Ranged Combat A, Recon B, Command A, Persuasion A

SPECIALTIES: Sniper, Front Line Leader

GEAR: M4 with four reloads, two fragmentation grenades, M9 with two reloads, M24 with three reloads

LT. KEVIN ROOSEVELT

Assigned to an artillery unit which was incorporated into Westmoreland's during the battle of Kalisz, Roosevelt is new enough that he's torn over the Colonel. The Colonel saved his life, and those of his men and the command structure came down around him and the Soviets pushed a wedge into American lines. But... now, this isn't American, what goes on here, and Roosevelt knows it.

He is close with several of the townspeople. He's 21. He's seen a dozen friends die. He's killed dozens more, though he only saw the effects after, as twisted, smoking ruins of bodies were passed by with his artillery in tow. Civilians got caught in those attacks sometimes, too.

He's grown close to Mila, a local woman (page 85). The two are in relationship, but she has not yet confided in him.





TOWN HALL

PARK

POLICE STATION

WESTMORELAND'S HOUSE



DINER

DRIVE-IN

THE HIGH SCHOOL

LT. Roosevelt is an African American who looks older than he is, as do many of the men and women serving under Westmoreland.

ATTRIBUTES

STR B, AGL B, INT C, EMP C

HIT CAPACITY: 5

CUF: B

SKILLS: Close Combat C, Heavy Weapons B, Driving C, Ranged Combat B, Recon B

SPECIALTIES: Forward Observer, Redleg

GEAR: M16 with two reloads

CHIEF OF POLICE LUCJAN KOWALCZYK [ROGER BOSTRÖM]

At age 35, Lucjan finds himself chief of police, holding real power, getting perks from the Americans, and able to avenge himself for perceived slights and unfriendliness on the town in which he grew up. Acne-scarred cheeks and pale gray eyes seem to suit his nefarious character.

Happy to collaborate with the Americans, he's not above abusing his power to get women, liquor, and anything else he wants. The war, Lucjan thinks, was the best thing that ever happened to him.

Many of the citizens want to see him hang from the flagpole outside town hall.

ATTRIBUTES

STR B, AGL C, INT C, EMP C

HIT CAPACITY: 5

CUF: B

SKILLS: Close Combat C, Heavy Weapons B, Driving C, Ranged Combat B, Recon B

SPECIALTIES: Investigator, Interrogator

GEAR: AK-74 [Ak 4] with three reloads

MAGDA [MONA] WESTMORELAND, NEÉ GÓRSKA [ERIKSSON]

Magda has two other children to take care of after her husband, a soldier, was killed in action. She dealt first with the Soviets and welcomed the Americans when they came. She regrets that feeling, it eats away at her. There was a time when she liked, but never loved, Robert Westmoreland. He offered her and her children protection. They had a daughter together last year.

Now, she hates herself. She is trapped. Anything she does against her husband might endanger her two older kids. And her older kids have come to view Westmoreland as a paternal figure. That, perhaps, is what she feels most guilty about.

A woman on the edge, she's beautiful, and would have many suitors if the Colonel did not have dominion over her. Aubann knows this and wants to use it if he can. He knows how the world works.



Magda does, too, but she'll make no move until all three of her children are safe.

Magda has blonde hair, brown eyes, a strong jaw and high cheekbones. She's around 45, with age beginning to show on her forehead and eyes.

ATTRIBUTES

STR C, AGL B, INT B, EMP B

HIT CAPACITY: 5

CUF: C

SKILLS: Close Combat D, Driving C, Ranged Combat D, Persuasion B

SPECIALTIES: None

GEAR: None

PRIVATE SIMON GERTZ (KGB AGENT GRIGORY ISAYEV)

A longtime "sleeper" agent in the US military, Private "Gertz" shipped out with his unit, fought with his unit, and quietly waited for instructions from the KGB. His patience paid off when he foiled a major attack early in the war, and he would have crossed over to the Soviet side again if the KGB hadn't ordered him to remain.

Isayev/Gertz speaks perfect English and seems like "one of the guys." His superiors have him report secretly by different means each time. They plan to take the town but want Westmoreland alive for the intel the man possesses. The full extent of their plans is unknown to Isayev.

He's dark-haired, 25 years old, and passes easily as an American. He might even have become an American, having pretended for so long, if he hadn't seen the likes of Westmoreland. He has seams along his cheeks too soon for one so young.

Isayev may aid the resistance at some point, but he'd prefer he were ordered first. PCs arriving in town find him friendly, as he sniffs out their motives and character as he was trained to do. It is possibly a joint Soviet-American coup could happen in this town being as the US also wants Moreland gone.



ATTRIBUTES

STR B, AGL B, INT A, EMP B

HIT CAPACITY: 5

CUF: B

SKILLS: Close Combat C, Driving C, Ranged Combat B, Recon B

SPECIALTIES: Linguist, Psy Ops

GEAR: M16 with two reloads, hidden radio

MANFRED AUBANN PHD.

A German Jew who moved to Warsaw during WW II, Aubann was part of the famous Warsaw Uprising. This is not common knowledge, and he stayed in Poland [fled to Sweden] to forget about the family he lost in the camps. His own number, in bleeding blue ink, is never shown to anyone. Only a few close friends know his true story, and fewer still know he leads the resistance.

He is well into his 70s but active, robust even, though his eyes show the pain of the 20th century as if through a looking glass. He has been here before. He has been under the boot heel of men like this before. He will not permit it without fighting just as he did more than half a century ago.

Educated in Germany, highly intelligent, and innocuous-looking, Aubann gives Westmoreland no reason to doubt him. The two even occasionally play chess. Westmoreland knows he's German and trusts him all the more for this. One day, that trust will be his undoing.

Aubann has faded blue eyes, deep wrinkles, and a face written by a life of war, joy, and a lot of tragedy.

ATTRIBUTES

STR C, AGL C, INT A, EMP B

HIT CAPACITY: 4

CUF: C

SKILLS: Close Combat C, Driving C, Ranged Combat B, Recon B, Survival B, Persuasion B

SPECIALTIES: Scrounger, Teacher

GEAR: AK-47 with three reloads, an old German helmet taken as a prize in WWII



BOGUMIŁA (MILA) WYSOCKA [SARA NILSSON]

A senior in high school, Mila once had pink hair, shaved the sides of her head, and listened to Industrial music. She did this even after the war started because nothing much seemed to matter. Her father was a soldier killed in the opening week of the war, and her mother does little more than chain smoke and stare off into space.

The arrival of the Americans discouraged such hair color, though the soldiers liked it and the music. Mila doesn't look like a punk or a rebel now, but she is. She's part of the resistance, along with about 5% of the town, maybe less. They've done bombings, assassinations, and tried to organize a revolt for the last year and a half since the American's moved the Soviets out. She has no love for the Soviets, but they mostly left the townspeople alone if they acted like good communists happy to have Uncle Joe back.

Her mother remains distant. Many of her friends accept the way things are, but Mila plans to see Westmoreland gone or die trying.

Mila currently has short, black hair and wears a bit of titanium-looking jewelry, but not too much. She has blue eyes and a thin mouth.



ATTRIBUTES

STR C, AGL C, INT B, EMP B

HIT CAPACITY: 4

CUF: C

SKILLS: Close Combat D, Driving D, Ranged Combat D, Recon C

SPECIALTIES: None

GEAR: M9 with one reload

EVENTS

Below you can find a number of specific, potential events that can occur at this scenario site. Some of them are related to the Countdown, others are independent from it. These events are all optional, to be used or not used depending on the PCs' actions. Choose or roll:

1. Two suspected members of the resistance are arrested and slated to be executed publicly.
2. A small unit of (mostly) NATO soldiers arrive claiming a Soviet attack is imminent. They have some intel that backs this up.
3. An incident between two American soldiers and a few civilians escalates. One of the civilians is shot. A small riot ensues.
4. The Drive-In gets one of the last movies made before the war shut everything down. Almost everyone in town is excited.

5. Lt. Roosevelt approaches the PCs about his unease over the situation. This only occurs if they have earned his trust.
6. Westmoreland becomes convinced the town is rife with Soviet spies. His paranoia causes an increase in search and seizures as well as a general rise in tension amongst the populace.
7. A DIA agent arrives in town under the guise of a motor pool private. She assesses the PCs for suitability in "removing Westmoreland from the battlefield."
8. A KGB agent who has been embedded here for some time begins to follow the PCs. If he or she finds them trustworthy, they ask for help getting out of town. The agent promises to help liberate it later.
9. Westmoreland becomes impressed enough with some action on the PCs' part that he promotes them to his personal retinue.
10. A cache of weapons is found in the high school. It is unclear where they came from, but it is clear they predate the occupation. Both Westmoreland and the Resistance want the cache.

THE CHILDREN'S CRUSADE

This military academy produced some of Poland's [Sweden's] best soldiers. Sadly, like so many soldiers now, most of them are dead. Those left behind were the young cadets, and they've made their school a defensible position from which they conduct hit-and-run actions against the "enemy." But they are just kids, child soldiers. What are the PCs going to do if they meet them? What if they have to fight them?

OVERVIEW

An old, proud looking institution bears the white Eagle of Poland emblem [the Three Crowns of Sweden], well-tended lawns, and spit-polish clean vehicles. You wouldn't know the war had touched this place were it not for the façade pockmarked with small arms fire, or the white crosses planted in the old soccer field where child soldiers lay buried under little replicas of their nation's flag. The old stone walls resemble more a castle than a school, perhaps a more fitting look for this neo-feudal landscape which once was Europe. It might be a college campus back home, were it not for the gun emplacements, razor wire, and zig-zag trenches cut for maximum fields of fire.

RUMORS

- ✓ A former military academy is now a fortress protected by veteran soldiers.
- ✓ Someone is rounding up POWs, mostly Soviet, and keeping them in the area doing labor.
- ✓ The PCs come across a few children who've clearly just been in a fire-fight. The kids are in uniform, calm, but evasive about who they are.
- ✓ They hear that a veteran of the war seeks to find his younger sibling who was last in a military academy in the area.

THE SITUATION

This military academy once trained college-age students only, but during the 90s it became clear a larger standing army would be necessary to counter any Soviet threat. They were right to worry, for the USSR came back with an ursine roar.

The older cadets were immediately absorbed into active units when the war broke out, with a small cadre of officers left in charge of the younger classes. At some point during the war, all the adults died or ran off, leaving kids between about ten and seventeen behind. These "kids" formed an effective fighting force which first defended their school then took up active guerrilla action against the Soviet incursion.

Today, they are weary. No one wants to see the thousand-yard stare on a twelve-year-old. They all have PTSD, yet all remain committed to fighting. It is a tragedy that these kids were forced to take up arms. It is a greater tragedy that the world may never allow them to put them back down.

The unit is held together by one Cadet Colonel Dagmara Trela [Maria Davidsson], a 16-year-old girl with the weight of World War III on her shoulders. As if that weren't enough, she has a fragmented command structure, with some of her subordinates wanting to leave and others even more militant than she. Along the way, the academy picked up other stray children, doing the only thing they knew how to with them – issuing them a weapon and assigning them a post.

Among the cadets are an elite corps called the "Red Berets," led by Cadet Captain Zalot [Marklund]. He is not content with the current leadership and has ambitions of his own.

In addition to the cadets, the academy holds a number of adult POWs. These are guarded by, and sometimes disciplined by, the cadets. Not an ideal or tenable situation. One Soviet Sergeant, a groundskeeper now but former tanker, has a plan to escape and take the facility over.

Due to the limited space, and the Cadet Colonel's order that they never take so many prisoners that their numbers could become a danger, most enemies who surrender in the field are summarily executed. This caused a rift between friends at the upper command levels. Zalot would exploit this if possible.

There are many grim sites in the world of TWILIGHT: 2000, but this scenario contains one of the grimmest. While the kids occasionally still act like kids, they more often behave as calloused soldiers. They keep war trophies. They interrogate Soviet prisoners. They've had to execute their own for cowardice under fire. This isn't pretty. Be prepared.

ARRIVAL

PCs first see children manning a central checkpoint should they approach. It could almost be comical... until they get close. Then it's clear these kids are hardened soldiers. They'd as easily kill the PCs as any other unknown force.

The PCs aren't allowed to keep anything but their sidearms at first. Given some time, Dagmara may allow them the rest of their equipment. She knows that enemies approach (see Countdown), and the PCs may mean the difference between a successful defense and death.

Soon after arriving, Dagmara, Zalot (a disturbing Cadet Captain), and the Russian groundskeeper (one of the former POWs) approach the PCs to side with them.

COUNTDOWN

The enemies are at the gates. Be they marauders, Soviets, or even Americans, someone decided to take this position. It might be for their supplies. It might be for the fortifications. It might be for revenge – the children have killed a lot of people of late.

Regardless, the place is about to come under siege. Dagmara and Zalot refuse to evacuate. They will make a last stand here, if need be.

On top of that, Zalot decides to make his move against Dagmara while the PCs are there – they offer a distraction at worst and an ally at best. He's willing to reward them with a good deal of supplies if they back him.

The Russian groundkeeper also has most of the POWs on his side, ready to rebel. This place is a ticking bomb. A timeline of events appears below.

- ★ PCs arrive and are approached by one, two, or all three of the major factions – Dagmara, Zalot and his Red Berets, and the POWs led by the one-armed Russian Sergeant Bulgov.
- ★ If they choose a side, the PCs suffer an assassination attempt from a rival faction. If they choose no side, one side seizes their weapons and arrests them. If they don't trust Bulgov, one of the friendlier POWs begs for their help. They're starving, they need fellow soldiers to understand their plight.

- ★ Zalot attempts a coup or the POWs rebel. The PCs are caught in the middle if they've chosen no side at all. If they have a side, they fight with them. Who wins should hinge on the PCs' actions here.
- ★ A scouting team from the chosen enemy force arrives and demands surrender. They claim they have all exits covered. This is more or less true. Escape isn't possible at this point. The PCs might convince some kids to leave earlier, but not without a fight from the leaders.
- ★ Dagmara (or Zalot if he is now in charge) refuses to back down. No one is allowed to leave. They will repel the enemy at all costs.
- ★ The enemy attacks. The number of casualties is massive. If the PCs leave, the children are on their own. Can they survive a full-on assault?

LOCATIONS

The facility is a military academy, but is easily imagined as an old, traditional-looking college campus. The buildings are old, or built to look that way, and the campus itself is deceptively pleasant looking. There are large dormitories, a mess hall, training grounds, and sports fields which either grow with the white crosses for the dead or look well-kept as if attended to everyday.

Some of the more important locations are listed below.

MAIN HALL

An impressive stone building with a varnished wood interior, this looks like something you might find in a private club back in the states. A huge double staircase descends from a balcony hung with the school flag and the Polish national flag.

The building itself houses the bulk of the classrooms still used by cadets, other buildings having been reassigned. A large common area boasts old, wing backed chairs so big some of the children look like dolls while sitting on them... until one looks them in the eyes.

No cadet is ever out of uniform.

Each floor's windows are reinforced with slats if unused or sand-bagged if used as shooting positions. The "tower" topping the building holds a spotter day and night.

Flags outside on a perfect lawn are raised and lowered ritually each day.

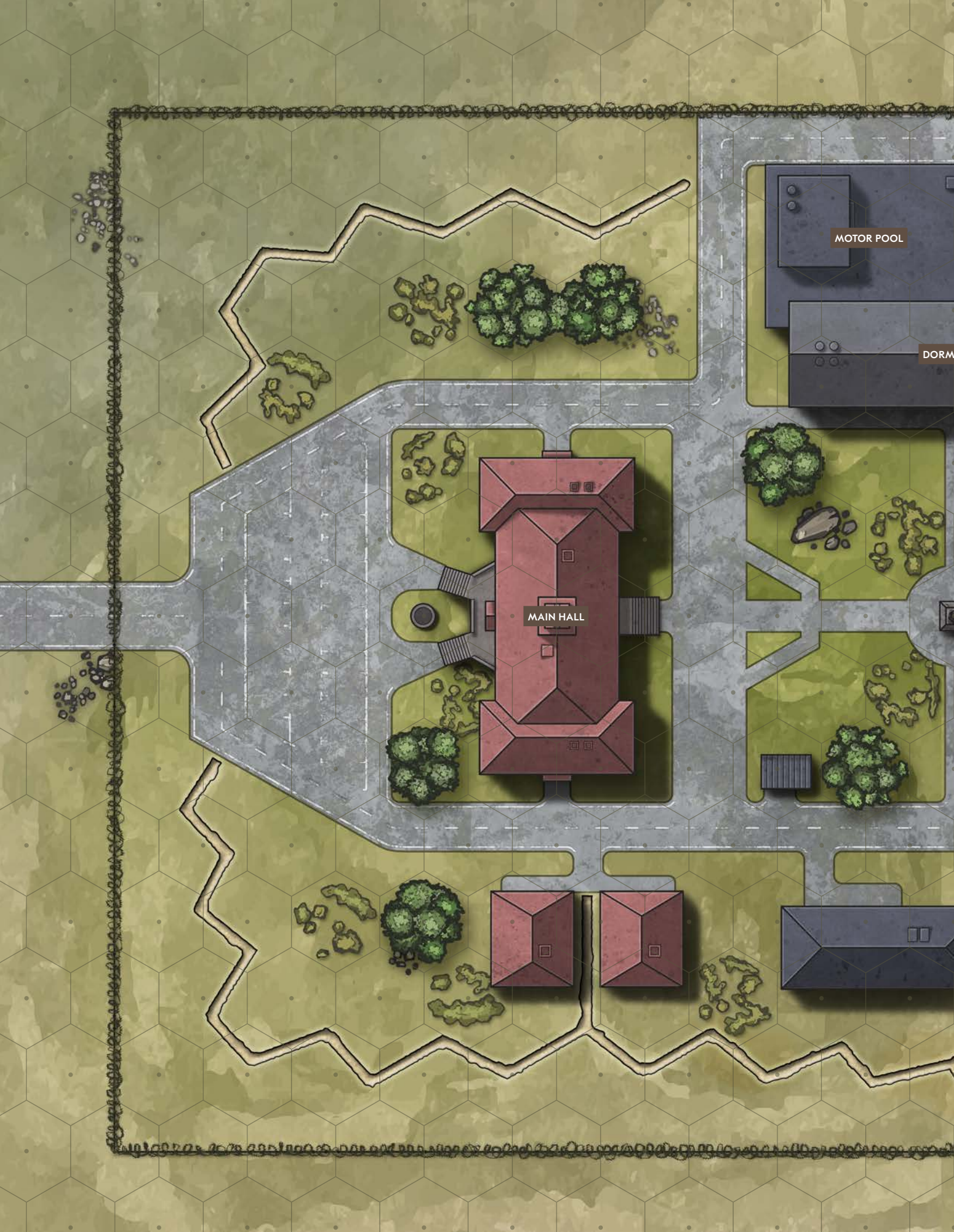
DORMITORIES

Also, not unlike college dorms around the West, these buildings are excellently maintained by the students and the "POWs" they've captured. The dorms are co-ed, but you'll see few personal adornments in any. The only trinkets kept by these students are trophies of war – enemy helmets, pistols, shell casings, even a few skulls.

Like the main building, corner room windows serve as machine gun emplacements. The machine guns are mostly Warsaw Pact [Swedish] but also NATO.

MOTOR POOL

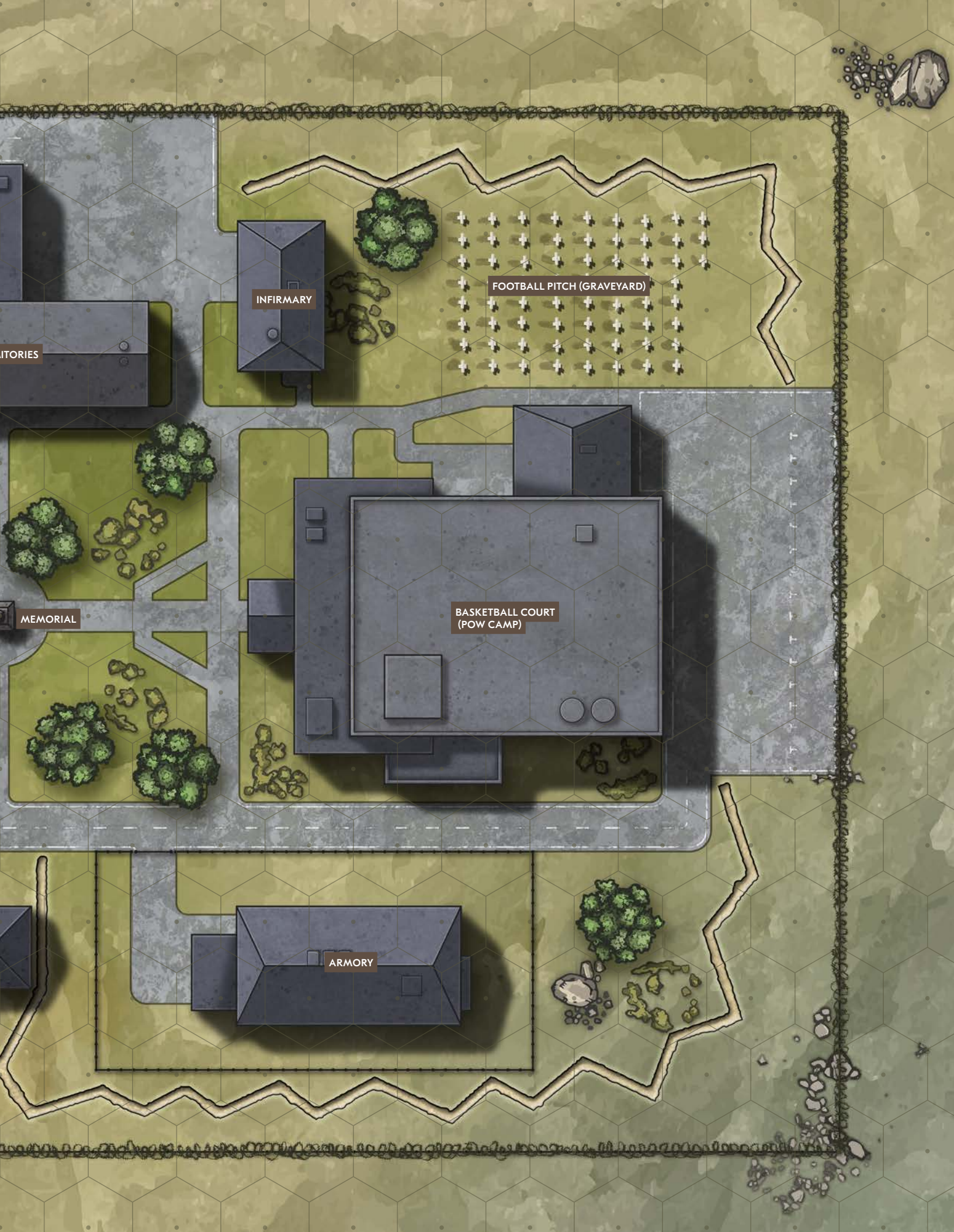
A less ostentatious or stylized affair, the motor pool contains four Gaz, two Humvees, and one T-80 Tank [four Tgb 11, two PBV 302, and one Strv 103C]. The cadets know how to use all of them. Even the ones too short to reach the pedals still serve as gunners.



MOTOR POOL

DORM

MAIN HALL



INFIRMARY

FOOTBALL PITCH (GRAVEYARD)

BASKETBALL COURT
(POW CAMP)

ARMORY

MEMORIAL

ATORIES

ARMORY

This impressive armory makes the school a target for marauders and military units alike. It is fully stocked with all kinds of ammunition, small arms, light to heavy machine guns, rocket launchers, and sundry captured weapons.

Guarded at all times by the “Red Berets,” anyone wanting in better be prepared to face professional soldiers, kids or not.

FOOTBALL PITCH (GRAVEYARD)

The war grinds on and, as it does, the casualties mount. The school had many funerals early in the war, when one of their own was killed in battle somewhere seemingly far away. Now, those killed are friends, children not old enough to have had their first kiss.

Each buried cadet has a simple white cross with his or her name, rank, and date of death. It is a sizable graveyard.

BASKETBALL COURT (POW CAMP)

The interior of this hall was a sports center, including a pool. The basketball court has since been secured, cots laid out, and prisoners of war kept here. The prisoners are fed, but not too much. The cadets realize too many strong adults could become a problem.

Those interned here have the look of the defeated about them. They are treated well enough, but are the pawns of children, at least that’s how they see it.

More than one child tosses in the night with memories of gunning dawn unarmed soldiers with their hands raised in surrender.

MEMORIAL

This trapezoidal stone monument records the life of every student who went here and later died in service to their country. The names date back from World War II [the 17th century] to a few days before any PC sees the monument. The newer names are not as cleanly cut.

INFIRMARY

This building was an infirmary when the school operated normally. Now, it’s staffed by cadets, some qualified medics, and one German civilian doctor (see NPCs).

NPCS

The main NPCs at the military academy are described below.

**CADET COLONEL DAGMARA TRELA
[MARIA DAVIDSSON]**

This sixteen-year-old is responsible for the lives of over 350 cadets. Soldiers, really, for she doesn’t often allow herself to think of them as kids. Her own childhood was largely spent here, her father a captain first under the Soviets and then as an independent nation. She has not seen him since the start of the war, something common among the kids here.

They are all essentially orphans, and while Dagmara is their commanding officer, she is also their parent. The strain shows



in her eyes, in the firm set of lips that rarely curve into a smile.

Dagmara was promoted by the commandant of the academy himself, before he died leading guerrillas late in the war. The adults all left, one by one, called to duty or fleeing because they couldn’t bear to stay. Many of the cadets went with them. Dagmara tells herself that those here now chose to stay, but many were too young to make any choice at all.

The Cadet Colonel is a serious young woman, plagued by doubt over her own command abilities, and the responsibility she carries. In the end, she wrestles with the question of whether what they do here or not is right, but she never shows this to the cadets at large. She confides in Krzysztof [Indrek], occasionally, and the two are perpetually on the verge of a relationship, though Dagmara keeps it at bay saying it is unbecoming of their rank and role. Truly, she simply doesn’t have room for any more feeling in her. She is drained.

Dagmara is an excellent commander and tactician. Her moral choices are up for debate, but most experienced soldiers would be glad to follow her in the field once they see her in action.

ATTRIBUTES

STR B, AGL B, INT B, EMP B

HIT CAPACITY: 5

CUF: A

SKILLS: Close Combat C, Ranged Combat B, Recon B, Command, B, Persuasion B

SPECIALTIES: Tactician

GEAR: AK-74 [Ak 5] with three reloads, three grenades, PM pistol

**CADET MAJOR KRZYSZTOF
JAGIEŁŁO [INDREK AVISTE]**

From a Lithuanian father and a Polish mother [the grandson of Estonian refugees coming to Sweden during WWII], Krzysztof [Indrek] was taught to hate



the Soviets from the time he learned to walk. Even so, his hate is tempered by a professional duty and sense of rank and responsibility. He is 17 years old and a qualified expert in many small arms.

Tall, lanky with a rope-framed muscular body, he was the swimming and football champion of the school. He was what Americans would call a jock, but a contemplative one. He reads philosophy and political theory in his spare hours, constantly wondering if he should try to convince Dagmara to disband this child army and let these kids go home.

Then he remembers, to what home might they go? Still, he feels deep inside this situation isn't right.

ATTRIBUTES

STR B, AGL B, INT C, EMP C

HIT CAPACITY: 5

CUF: B

SKILLS: Close Combat C, Ranged Combat B, Recon C, Command, C, Persuasion B

SPECIALTIES: Frontline Leader

GEAR: AK-74 [Ak 5] with three reloads, three grenades, PM pistol [Pist 88]

CADET CAPTAIN TOMAS ZALOT [CHRISTIAN MARKLUND]

The son of privileged parents, Captain Cadet Zalot is the best soldier in the academy. He is also a psychopath. Commander of the Red Berets, Tomas leads an elite unit noted for their training and discipline before the war and their bloodthirst now.

Many kids here know their parents are dead. Some even got final messages from them. They blame the Soviets, mostly, and the Red Berets are something of avenging angels among the cadets.

It is Cadet Captain Zalot, age 16, who commands and plans the ambushes, sabotages, raids, and search and destroy missions which keep the cadets fed, supplied, and sharp. As sharp as the sword Zalot carries.

He does not have full confidence in Dagmara [Maria] but respects her and Krzysztof [Indrek] enough to voice his opinion only to them. He believes both are getting "too soft" for this world, and they must toughen up themselves and the kids.

The acts Zalot engineers, the bloody operations, the killings, divide the three friends at the top of the command.

Zalot has two skulls in his room. He has names for them.

ATTRIBUTES

STR B, AGL B, INT C, EMP D

HIT CAPACITY: 5

CUF: A

SKILLS: Close Combat C, Ranged Combat B, Recon B, Command C, Persuasion C

SPECIALTIES: Rifleman

GEAR: M4 [Ak 5] with three reloads, three grenades, PM pistol [Pist 88]

TYPICAL CADET

A stand-in for so many of the younger cadets, this cadet appears here to give you a sense of how the lower ranks feel about their situation. Most are scared. Some still wet the bed. This invites ridicule from some cadets and solidarity with others.

They might have a GameBoy or a stuffed animal. He or she plays football on a makeshift pitch, for the graveyard takes up the real one. They have their duties, their station. Their days are hard, and they look to the trio of leaders, especially Dagmara [Maria] for guidance. They miss home and, were they close to you, might tell you of their fantasy of going back to find their parents and their semi-intact small house. They are scared and suffering from PTSD. They are between 12–16 years of age. They are the face of war.

This cadet would never tell you about the cadet they had to help execute for cowardice, or the Russian soldier they killed up close with a bayonet. No, they'd never tell anyone those things, but the other cadets here, they already know. They did these things too.

ATTRIBUTES

STR C, AGL C, INT C, EMP C

HIT CAPACITY: 4

CUF: B

SKILLS: Close Combat C, Driving C, Ranged Combat C, Recon C

SPECIALTIES: None

GEAR: AK-74 [Ak 5] with three reloads, three grenades





SERGEANT SERGEI BULGOV

This one-armed Sergeant is now the groundskeeper for the school along with some of the other prisoners. They are never let out without guard, though Bulgov tries to shape a plan for escape and then usurpation. He'd love to show Dagmara what the Soviet army can do.

He is not a nice man, but he shows politeness to his child captors. He hates them, and his intentions for them after a successful overthrow are heinous indeed. Would that some of the other POWs knew the depths of his hate and depravity, they might not follow him in this escape attempt.

ATTRIBUTES

STR B, AGL C, INT C, EMP C

HIT CAPACITY: 5

CUF: B

SKILLS: Close Combat C, Ranged Combat B, Recon C, Persuasion C

SPECIALTIES: None

GEAR: None

DOCTOR ERNST LANGE

A German ER doctor whose credentials were revoked due to an addiction to opioids, Dr. Lange left Germany and fell in with some suspicious characters in the budding Polish [Russian] mafia after the Iron Curtain dropped.

Lange was a good doctor. He still is, if his hands aren't shaking. He saved the life of one of the cadets once, and they've kept him on since. It's an open secret he gets morphine in return for his services and this suits him just fine.

Well-educated, Lange has a detached attitude to the war. It is nothing he didn't see coming. His father, you know, died in the Ardennes. His grandfather in the Somme. Things come in threes. Let him cook up a shot and tell you about the nature of man.

ATTRIBUTES

STR C, AGL B, INT B, EMP C

HIT CAPACITY: 5

CUF: D

SKILLS: Close Combat D, Ranged Combat D, Medical Aid A

SPECIALTIES: Field Surgeon, Tactician

GEAR: Doctor's medkit, surgical instruments, pain relievers, cigarettes

EVENTS

Below you can find a number of specific, potential events that can occur at this scenario site. Some of them are related to the Countdown, others are independent from it. These events are all optional, to be used or not used depending on the PCs' actions. Choose or roll:

1. A coordinated attack by some trained military, leading various marauders, hits the camp. The PCs must decide whether or not to join the fray. The kids are very well-disciplined and fight like veterans.
2. The POWs organize a hunger strike. Dagmara wants to feed them but knows acceding to their demands would only bring more. The other cadets are split over what to do.
3. One of the cadet patrols comes in with a severely wounded member. He or she was burned by thermite. The screams are terrible. Everyone's mettle is tested.
4. Refugees show up looking for food, shelter, anything to help. The cadets are not in the habit of helping strangers. However, a sympathetic cadet sneaks the refugees some food and is caught. What punishment do they suffer?
5. A soldier shows up at the gates claiming to know the whereabouts of a working computer. The cadets are mostly unimpressed, but anyone that's heard of the bunker and the disk may have interest.
6. An older cadet, who served on the frontlines, returns. Their arrival upsets the power balance as they are, technically, the highest-ranking officer now. But few remember who they were.
7. Relatives of a few cadets show up looking for refuge. Because they are family, they are granted aid. However, Zalot suspects there is more going on than meets the eye. He enlists the PCs to investigate.
8. A cache of intel is found by a Red Beret patrol. It's all encoded but looks important. The cadets have many abilities, but cryptology is not among them. If a PC can help, they can gain favor with Dagmara.
9. A dysentery epidemic hits the academy. The doctor does all he can but has limited supplies. He needs more medicine to get it under control. The PCs may be enlisted to fetch this medicine in return for other supplies.
10. One of the cadets breaks. He or she loses it completely in front of the others. This shakes morale. But, more than that, the cadets don't know how to treat this casualty of the mind.

THE BURNT TOWN

Where once lay an abundance of food, resources, and hope, there remains only burnt buildings, ash, and hatred. Where once flourished a society with people who looked after each other, there remains only betrayal and conflict. Will you help the few survivors wanting vengeance, or try to help those wishing to leave the town to find a new home? Perhaps the PCs' own moral compass is flexible, and they align with the marauders? After all, the world coddles no one now. Every resource, human or otherwise, holds value. How far will your PCs go?

OVERVIEW

You can read this text out loud for the players when they approach the town:

The stench of death and ruin hits you long before you see the blackened, concrete skeleton of the town. Smoke still curls from scorched wooden structures and the streets lay cluttered with the dead husks of burnt-out cars. The trees are inky images against the gray sky, all either dead or dying. No life is apparent. Even the rats and stray dogs moved on.

Yet, you notice movement—huddled figures emerging from underground hide-outs, like people into a new, terrible world. They are badly hurt. They cough and puke black slime as they fall on their knees and try to fill their lungs with fresh air. But they are alive. And they are armed.

THE SITUATION

Until recently this was a small but friendly town which managed to avoid being plundered or drawn into the conflicts of the surrounding warlords. This was all thanks to a strong leader named Captain Ostrowski who kept his people happy and safe with the help of a well-equipped group of soldiers. None of that exists anymore, for the town has burned.

For several months before the fire, there was a conflict between the leader of the town: Captain Radek Ostrowski and a nearby group of marauders, led by Petronela Czerwiński – the self-proclaimed “Queen of Pain.” Czerwiński heard rumors of an underground storage room underneath the town, with large stockpiles of gasoline, arms, and heavy weapons. This is why the guards of the town could always fight off intruders. Captain Ostrowski, on the other hand, claimed that the storage room did not exist and was unwilling to trade any arms to Czerwiński.

In the end, Czerwiński decided to take what she wanted. But she did not dare outright attack the town. Instead, she sent infiltrators among its inhabitants. One of them made contact with a guard named Radomiła Wysocki, who seemed to be a useful pawn in her scheme.

Wysocki was born and raised in the town, just as her little brother Roman. Until a year ago they had a decent life. But one day captain Ostrowski met 19-year-old Roman at a market and became infatuated with the young man. Roman was forced to come live with the captain as his “companion,” or, more correctly, as a slave and dancer. Radomiła pleaded for her brother's return, but Ostrowski had a new plaything and prize. He would not listen.

Czerwiński's infiltrators promised to help Radomiła if she would help them ravage the town, thus enabling Czerwiński's marauders to search for the underground storage room.

REASONS TO STICK AROUND

One way to make the PCs stick around is to have their vehicle break down close to the town. Perhaps they came here to find spare parts? Another reason for their appearance might involve the rumors of the underground storage room. Who wouldn't want to find that? Friends or even relatives also might be from the town and, if so, the PCs have a personal stake in things.

If the player characters come across Roman and Radomiła, the siblings might hire them as bodyguards or ask for help in escaping the town. Radomiła might even promise to pay them with things she does not actually have, such as a boat somewhere down the river or the location of a safe redoubt. She might even implore Roman to tell them the location of the underground storage room.

If the PCs help her, she and her brother will join the group. Either NPC could serve as a replacement PC if anyone dies in the encounter.

During the coming weeks, Radomiła received gasoline cans from the infiltrators, which she placed in abandoned buildings. Two days before the PCs' arrival, she set them on fire, one after another. While the town burned, she and two of the infiltrators attacked the home of Captain Ostrowski. Roman was saved, but both infiltrators died.

Now, Roman and Radomiła hide in the town, looking for a way out. Captain Ostrowski and those of his soldiers who survived – those seen emerging from the tunnels – are out for revenge. They know Radomiła is the one to blame for what happened and they will do anything to bring vengeance upon her.

Some few civilians also survived. They do not care about revenge but instead want Captain Ostrowski

and his soldiers to leave the town with them to find a new home. The civilians are led by an engineer named Konstancja Jasińska.

At the same time, groups of Czerwiński's marauders have entered the town, looking for the underground stockpiles.

COUNTDOWN

The situation escalates quickly if the PCs don't act. Roman and Radomiła are captured by Captain Ostrowski's soldiers and taken to the church. There, Radomiła is sentenced to death.

Czerwiński's marauders get more and more restless as time drags on. If they don't find any hidden stockpiles, they turn to the civilians for intelligence, brutally attacking and interrogating the town's population.

If Radomiła is killed, Czerwiński's marauders attack Captain Ostrowski's soldiers. Most of the soldiers on both sides are killed in such a battle. Captain Ostrowski flees with a few soldiers. Some of the civilians survive but they are injured, terrified, and without food or shelter.

LOCATIONS

In the ash and ruins are small groups of survivors and locations which were not destroyed utterly. But the scene is one of devastation, with streets full of burnt and melted plastics, broken windows, twisted rebar and burning heaps of litter. Children cry in the distance, the remains of orchards and charred gardens dot the surrounding landscape, and everywhere one looks are crumbled human bodies. The air is hard to breath, filled with black smoke and the smell of chemicals mixed with the sour stench of fire-ravaged buildings. It is almost impossible to find one's way around in this maze of destruction. And now the rain starts to fall, turning the streets to mud.

THE CHURCH

By divine intervention, or chance, the town church was spared from the fire. It is a white building with a clock tower. Around the church, civilians have set up tents and collected whatever resources they have left. At night, and when it rains, the people gather inside the church. Many are injured, and everyone has seen family members die in the fire. During the day, groups scour the town for survivors.

The leader of the civilians, Konstancja Jasińska, resides here. She welcomes any peaceful strangers and asks them to share food and resources. If she thinks the player characters seem trustworthy, she will ask them to help the civilians leave the town.

Captain Ostrowski has placed two armed guards outside the church. They are instructed not to let the civilians leave the town until Radomiła has paid for her betrayal.

THE UNDERGROUND TUNNELS

Underneath the town are extensive networks of underground tunnels. They were used as bomb shelters and storage rooms in this war and previous ones. Many parts of the tunnels have collapsed or are on the brink of collapsing. A fire down here would be devastating.

In the tunnels, no lights show the way. No electricity works. It is damp and dirty, filled with rats, diseased water, and spiderwebs. Captain Ostrowski's soldiers still use the tunnels to move unseen throughout the town, and they might be encountered down here. Among the civilians,

there are rumors of mad people living in this lonely dark, snatching children and eating them. Surely that isn't true?

THE UNDERGROUND STOCKPILES

There actually is a secret underground storage room underneath the town. The only people who know about it, and can find it, are Captain Ostrowski, his closest soldiers, and Roman Wysocki. Roman was shown the room by Ostrowski, as a way of trying to impress him.

The storage room is situated a few meters below ground, behind a hidden door at the end of a corridor filled with waist-deep water. You can decide what is in the storage room or use the table below.

THE HIDDEN STORAGE ROOM

Roll D6 to see what is in the storage room:

- | | |
|----|--|
| 1. | D100 dynamite sticks |
| 2. | D6 ATGMs with 3D6 missiles |
| 3. | D6x10 assault rifles and ammunition |
| 4. | D3x10 heavy machine guns with ammunition |
| 5. | 2D6 grenade launchers and 50 grenades |
| 6. | All of the above |

THE WATER TOWER

A tower of irreparably damaged concrete, its entrance door is broken, and the stairs inside have fallen apart. But the top of the tower remains undamaged, and it is here Roman and Radomiła hide. They have a sniper rifle ready to take down intruders, should it become necessary. A rope dangles down from the top of the tower which they use for climbing up and down. At night, Radomiła ventures into the town seeking food and a safe way out. The pair haven't tried to flee yet, as Roman was injured in the fire. He needs more time to heal before he can move unimpeded.

THE LIBRARY

Petronela Czerwiński and her marauders camp in the charred remains of the former library. They knocked out walls and secured the building with guards, explosives, and razor wire. The moldering remains of books are piled everywhere, used as building blocks for fortifications, as furniture, or in big heaps that can be lit on fire for cooking, warmth, and as beacons.

NPCS

There are three groups of people in the town: Captain Ostrowski's soldiers, Czerwiński's marauders, and the civilians. All of them want different things. Then there

are the Wysocki siblings, Radomiła and Roman, who just want to survive.

CAPTAIN RADEK OSTROWSKI [ROGER SVENSSON]

The 32-year-old Captain Ostrowski managed to do everything right, until a few months ago. After the war, he gathered troops around him and decided to shelter in, and protect, the town. There, he managed to win the trust of the citizens and built a new society. For a long time, he acted as a self-proclaimed leader with only the good of his people in mind.

Yet, as time went by, Captain Ostrowski became more impulsive and demanding. Some thought it was the effects of the war or merely the corruptive influence of power, but he started to use his position to take what he and his closest friends wanted. The civilians accepted this since they still lived in one of the most flourishing towns in the post-war.

The truth is that Captain Ostrowski started to lose hope. His one big secret was that he had an underground storage room filled with supplies and weapons—and this was the reason he could keep the town secured and thriving. But the supplies started to run low, and the Captain knew that it was only a matter of time before his troops ran out of ammunition and morale. Captain Ostrowski had seen enough of the post-war world to know that life outside the town was hard, perhaps not even worth living. It was this realization—that life in the town would not last—that made him start to act out on his urges and dismiss any moral consequences.

When Captain Ostrowski saw Roman Wysocki for the first time, he fell in love. At first, he tried to seduce the young man, but Roman was not interested. It was then that Captain Ostrowski made the catastrophic decision to take what he wanted by force.

Captain Ostrowski is tall with long blond hair and clear-blue eyes. He wants to punish Radomiła and take Roman back. A broken man, his desperation and twisted love are all that drive him now.



ATTRIBUTES

STR C, AGL B, INT B, EMP C

HIT CAPACITY: 5

CUF: B

SKILLS: Ranged Combat C, Recon C, Persuasion D, Command C

SPECIALTIES: Sidearms

GEAR: AK-74 [Ak 5] with three reloads, P-83 pistol [Pist 88]

PETRONELA CZERWIŃSKI "THE QUEEN OF PAIN" [EVA WINROTH]

When Petronela's husband and children were killed three years ago, she decided to fight back against anyone that could hurt her. Now, she has gathered a following of armed marauders and started to carve out an area that she calls her own—a place where she decides what is right and wrong, who dies and who lives. But she is constantly scared of larger groups of soldiers and is desperate to find better weapons and recruit more troops. She has nightmares about her family being killed, and worries she and her marauders will meet the same fate. Life, she has come to realize, is cyclical that way.

Czerwiński's moniker as the "Queen of Pain" is something she created herself, trying to scare the other warlords in the area. In reality, she is more desperate and scared than cold-hearted and violent—but she won't let anyone see through her illusion, which she upholds with random acts of brutality.

The Queen of Pain wears a homemade uniform, with fake medallions—constantly armed with a submachine gun and grenades in her belt. She has short-cut black hair and the skin on her body is a canvas of badly drawn tattoos. Czerwiński sees her marauders as her new family, but she only lets some of them know how much she cares for them, as she is afraid that they will turn on her at the first sign of weakness. She is right.



ATTRIBUTES

STR C, AGL B, INT B, EMP D

HIT CAPACITY: 5

CUF: C

SKILLS: Mobility C, Ranged Combat B, Recon D, Command C

SPECIALTIES: Frontline Leader

GEAR: PM-84 [M/45] SMG with three reloads, three grenades

ROMAN AND RADOMIŁA WYSOCKI [ERIK AND ANNA VIRDBORG]

The 24-year-old Radomiła protected her 19-year-old brother Roman all his life. She knows that he can't survive in this world on his own—Roman is too caring, too sensitive, and too impractical. In another reality he might have become a great artist or writer, perhaps even

THE WATER TOWER

THE LIBRARY





THE CHURCH



a confused but brilliant scientist. But this is not that reality. Here, there is no place for him. The world cuts too acutely for his softness and it is her responsibility to see to that he survives and, just maybe, finds a life worth living.

Radomiła is the opposite of her brother – hard, strong, and able in many ways. She is a well-trained soldier and sniper, and she knows how to survive in the wild. At the moment, she does not have any supplies and does not know where to go or who to trust. She can't take on all of Captain Ostrowski's soldiers on her own, but neither can she remain in the town indefinitely.

Both siblings are short with blond hair and freckles.

ATTRIBUTES (ROMAN/RADOMIŁA)

STR D/B, AGL C/B, INT A/C, EMP B/C

HIT CAPACITY: 4/5

CUF: D/B

SKILLS: Persuasion C / Ranged Combat B, Recon C, Survival C

SPECIALTIES: Historian / Rifleman

GEAR: None / AK-74 [Ak 5] with three reloads, two frag grenades

KONSTANCJA JASIŃSKA [IDA MELIN]

Before the fire, Jasińska was one of the most important people in the town, as she – with her background as an engineer – could build and repair things. Now, she leads the civilians and wants to find a way to either convince Captain Ostrowski to let the people leave the town or leave without him.

Jasińska was friends with Radomiła and Roman before the fire, and she wants to protect them both. But she won't risk anyone else to save them.

Konstancja is a 56-year-old woman with gray hair and a hard, strong body. Good at making decisions, even in difficult and dangerous situations, she is known for doing the right thing for the group rather than for herself. Over the last few months, the civilians in the town have begun to see her as their true leader, rather than Captain Ostrowski, who has become more and more impulsive and punitive.



ATTRIBUTES

STR C, AGL C, INT A, EMP B

HIT CAPACITY: 4

CUF: C

SKILLS: Driving D, Ranged Combat D, Tech B, Persuasion B, Command C

SPECIALTIES: None

GEAR: P-83 pistol [Pist 88] with three reloads

EVENTS

When the PCs move through the town, you may roll on the table below or choose events from it.

1. The PCs meet Captain Ostrowski with a few soldiers in tow. He is willing to give the player characters resources (guns, food, or whatever they are looking for) if they help him find Roman and Radomiła.
2. Radomiła (roll **RECON** to see if they spot her before she spots them). She wants to assess the PCs and decide if she can trust them to help her get Roman out of the town.
3. Civilians trying to sneak out of the town. There is an even chance that there are soldiers hunting these civilians, seeking to return them to the church.
4. Marauders looking to find the entrance to the underground storage room. They interrogate the player characters, if able.
5. Civilians looking for survivors.
6. D10 badly hurt survivors crying out for help.
7. A marauder roadblock. They may demand to interrogate the player characters or levy a toll.
8. A firefight between the marauders and Ostrowski's soldiers breaks out nearby. The PCs hear the gunfire immediately.
9. A house untouched by the fire. Contains food and resources.
10. Ostrowski's soldiers. They're looking for Roman and Radomiła.

SCENARIO SITE GENERATOR

To facilitate creating your own scenario sites, the tables on the following pages are provided as inspiration. Use them as you like – either rolling up a new scenario site as the players get there, or well ahead of a game session. Or you could simply pick and choose results from the tables as you like.

CHECKLIST FOR CREATING A SCENARIO SITE

1. Decide if the site is rural or urban, and roll to determine its specific type.
2. Roll to determine the current condition of the location.
3. Roll to determine what type of faction controls the site, and its allegiance.
4. Roll to determine the number of persons belonging to the controlling faction.
5. Roll D3 times on the characteristics table to add some flavor to the site.
6. Roll to determine the basis for the current situation at the site.
7. Roll D3+1 to determine important NPCs and their motivations.
8. Roll D3+2 times on the table for possible events at the site.
9. Look at the results and think about how everything might tie together. How does the site look? How do the key NPCs interact with the current situation? Look at the events and try to construct a countdown using 2–3 of them. Use the remaining as peripheral events.
10. If you have the time, make a battle map of the scenario site. You can draw it by hand or use any online map service of your choice. At the Free League website, you can find blank hexagonal battlemaps to draw on, or superimpose them digitally on your map using any computer graphics editor you have access to.

RURAL SITES

D100	TYPE
01–09	Village
10–14	Roadblock
15–20	Outpost
21–24	Military base
25–27	Factory
28–36	Farmstead
37–40	Camping site
41–44	Gas station
45–50	Estate
51–54	School
55–58	Supermarket
59–60	Radio tower
61–62	Field hospital
63–67	Church
68	Castle
69–73	Caravan park
74–77	Trading post
78–79	Airfield
80	Prison
81–90	Camp
91–100	Roll twice and combine the results

URBAN SITES

D100	TYPE
01–03	Police station
04–10	Grocery store
11–15	Mall
16–18	Garage
19–21	Restaurant
22–24	Hospital
25–26	Jail
27–33	School
34–37	Military base
38–41	Night club
42–47	Gated community
48–50	Movie theater
51–53	Museum
54–60	Office complex
61–64	Park
65–66	Amusement park
67–69	Road tunnel
70–73	Sports hall
74–75	Stadium
76–79	Theater
80–84	Church
85–88	Train station
89–94	Bomb shelter
95–100	Roll twice and combine the results

CONDITION

D10	CONDITION
1–2	Ruin
3–4	Decrepit
5–7	Patched up
8–9	Well kept
10	Pristine

FACTION

D100	FACTION TYPE
01–10	Civilian (locals)
11–17	Civilian (criminals)
18–23	Civilian (refugees)
24–27	Civilian (police)
28–34	Marauder (thugs)
35–40	Marauder (militia)
41–43	Marauder (revolutionaries, roll allegiance)
44–52	Marauder (warlord)
53–70	Military (soldiers, roll allegiance)
71–80	Military (deserters)
81–85	Special forces (roll allegiance)
86–89	Intelligence agency (roll allegiance)
90–100	Roll twice – these two factions vie for dominance

ALLEGIANCE

D100	ALLEGIANCE
01–33	National
34–65	US
66–90	Soviet
91–100	Other nation

FACTION POPULATION

D10	NUMBER
1	A single individual
1–3	Handful (D6+1)
4–7	Group (1D10+8)
8–9	Band (2D10+10)
10	Colony/unit (D100+20)

SITE CHARACTERISTICS

D100	CHARACTERISTICS
01–02	Strong smell
03–04	Burning fires
05–07	Reinforced barricades
08–09	Traps
10–11	Graffiti
12–13	Mural paintings
14–15	Graves
16–17	Dogs
18–19	Windy
20–21	Muddy
22–23	Lots of birds
24–25	Roaming cattle
26–27	Loud music
28–29	Propaganda leaflets
30–33	Boarded windows
34–35	Minefield
36–39	Car wrecks
40	Crashed aircraft
41–42	Prisoners on display
43–45	Sandbags
46–47	Trenches
48–49	Signs of recent battle
50–51	Funeral pyre
52–53	Religious symbol
54–55	Statue
56–57	Covered in dust
58–59	Shell holes
60–61	Tank wreck
62–64	Barbed wire
65–68	Trickling rain
69–70	Charred trees
71–72	Tattered flag
73–74	Mirrors
75–76	Floodlight
77–78	Covered in soot
79–80	Warning signs
81–82	Abandoned toys
83–84	Droning sound
85–86	Fallen power line
87–88	Burned bodies
89–90	Dead animals
91–92	Bus wreck
93–94	Container
95–96	Broken fountain
97–98	Broken glass
99–100	Smoke

THE SITUATION

D100	SITUATION
01-08	Power struggle
09-14	Famine
15-20	Lack of resources
21-24	Disease
25-32	Harassed by (roll faction)
33-36	Escape
37-41	Spy hunt
42-45	Diplomatic meeting
46-55	Feud
56-61	Besieged (roll faction)
62-65	Missing people
66-71	Internal strife
72-75	Important prisoner
76-79	Sniper
80-83	Missing leader
84-88	Bad water
89-92	Valuable find
93-95	Killer on the loose
96-98	Theft of stockpiles
99-100	Forbidden love

KEY NPCS

Roll twice and combine the result.

D100	NPC	MOTIVATION
01-02	Priest	Status
03-04	Artist	Work
05-07	Officer	Duty
08-10	Scout	Money
11-13	Thief	Leisure
14-16	Prisoner	Friendship
17-19	POW	Secret mission
20-26	Refugee	Safety
27-29	Police	Might
30-31	Pilot	Freedom
32-33	Driver	Passion
34-35	Sniper	Faith
36-40	Guard	Protect someone
41-44	Cook	Vengeance
45-48	Medic	Debt
49-50	Politician	Lust
51-55	Worker	Greed
56-65	Soldier	Survival

D100	NPC	MOTIVATION
66-74	Civilian	Pride
75-78	Child	Sloth
79-80	Mechanic	Justice
81-83	Messenger	Love
84-87	Hunter	Hate
88-89	Scientist	Revenge
90-95	Farmer	Family
96-100	Deserter	Secret

EVENTS

D100	EVENT
01-04	Murder
05-08	Attack
09-13	Bad weather
14-18	Passing convoy
19-20	Aircraft overhead
21-22	Psy ops
23-26	Celebration
27-28	Coup
29-32	Hard choice
33-36	False information
37-41	Nearby battle
42-46	Unexpected find
47-52	Refugees
53-56	Trade
57-62	Wildlife
63-66	Love triangle
67-70	Storm
71-74	Infiltration
75-79	Ambush
80-84	Shelling
85-87	Trial
88-92	Theft
93-95	Sabotage
96-100	Marauders

APPENDIX I: SOLO RULES

These rules should be considered guidelines for your solo game. You, the player, have total agency. We've provided a host of prompts, tables, and ideas to help form your progress through the hexcrawl of your world. What you find may be random – how you tie it together as a narrative need not be. Saddle up your troops and get ready to endure the harsh world of *Twilight: 2000* as a single player.

HEXCRAWLING

Some of the very first roleplaying games relied on the exploration of a map broken down into hexes. Players would decide which hex to explore next, and the Referee would tell them what they found. Behind the scenes, Referees crafted stories from these encounters, but the players drove the action. This is the nature of a hexcrawl, and a core element of how *Twilight: 2000* is played.

Your solo hexcrawl is much the same, only you lack a Referee independent from the player. You must take on both roles. To help, random generation tables appear throughout this section. Advice on tying these disparate encounters into a cohesive story appear, but you can perfectly well enjoy simply exploring and trying to survive. That is, after all, one of the core concepts of *Twilight: 2000*.

MANAGING COMBAT

Not all encounters will trigger armed confrontations, but a fair number will likely do so. To run combat in a solo game, you will need to manage both your PCs and their enemies. Some general guidelines:

- ✓ Set up the combat using the encounter distance roll (page 138 in the Player's Manual), using a combination of battle maps of your choice.
- ✓ The encounter card will typically set the enemy strength in relation to the number of PCs.
- ✓ Play the NPCs fairly, handling them as wisely as you do the PCs. When in doubt of whether an NPC should perform action A or B, use the oracle for guidance.
- ✓ We recommend that you use the simplified rules for managing NPCs in combat, to avoid excessive bookkeeping.
- ✓ As a general rule, have enemies flee or surrender if they reach 50% strength before you do.

TOOLS

As *Twilight: 2000* is an open-world hexcrawl game, it lends itself very well to solo play, and the core rules already includes most of the tools you need to play without a Referee:

- ★ The main travel map in this box
- ★ The travel rules in chapter 6 of the Player's Manual
- ★ The encounter system and NPC stats in chapter 3 of this book
- ★ The combat rules in chapter 4 of the Player's Manual
- ★ The battle maps and combat tokens in the box

This appendix includes a number of further tools to adjudicate situations, expand encounters, generate new encounters, and manage NPCs.

GETTING STARTED

Just like when playing with a Referee, you'll need to start by creating characters using the rules in chapter 2 of the Players' Manual. You can play just a single character or a group of PCs, creating them using the archetype method or the life path method.

When you're done, you need to decide on a starting position on the map, just as you would for a Referee-led game (page 31). Set a goal for your PC(s) – somewhere you want to go, and why. When and if you reach this hex, your first solo game is over, and you choose whether to end your campaign here or set a new goal for your PC(s) and continue.

Gameplay proceeds shift by shift, using the normal travel, encounter, and combat rules to play, summarized in the following points. Each shift of the day, perform the following steps:

1. Roll for weather change.
2. Assign and resolve tasks for each PC.
3. Draw an encounter card.
4. If an encounter is triggered, roll **RECON** to see if the PCs can avoid it or not.
5. If needed, resolve the encounter using the rules for social conflict or combat.
6. Use the oracle (below) as needed to adjudicate situations that the rules do not clearly resolve.
7. Proceed to the next shift.

THE ORACLE

While the tools in the normal rules should be enough to play solo for quite some time and resolve most situations, there will be times where you will need a little more guidance. That's where the oracle comes in.

In roleplaying games, an oracle is a mechanic that provides a solo player with a method to generate answers to their questions while also providing random encounters. This boxed set includes a deck of cards to generate encounters, and this deck will also be given further uses as an oracle in solo play. You can also use any standard deck of cards with no jokers.

When consulting the oracle, you will draw a card from the deck. There's a binary quality to each draw: Red and Black. We further granulate this by what's on the card, but a lot can be discovered by simply looking at the color. Red is a boon, and Black is a hazard of some sort.

In some instances, you might only want to know the very general disposition of an encounter – helpful or hazardous. In others, you need to know to what degree. Look at the value on the card, this tells you how hazardous or helpful the encounter is. A 2 of Diamonds is neutral. It's not liable to harm you. The same applies to a 2 of Clubs or any other suit. As you increase the card's value, you move further away from neutral.

CREATING ENCOUNTERS

The encounter card deck in this boxed set includes 52 complete, specific encounters. However, you might find yourself wanting more, or you might experiment with

CONTEXT IS EVERYTHING

Context is king during solo gameplay. You have only yourself to please. Don't feel obligated to wedge in a result that doesn't fit. Use the terrain, the situation, the PCs, the NPCs, and any other information you have to inform the results. These are just cards. They don't mandate things that break logic.

generating different encounters to play. For this, you can use the oracle and the tools and tables that follow in this section.

The Encounter Type table below is based on the main encounter generation system for multiplayer games but adds new entries to expand your possibilities. The results are not fleshed out like the complete encounters are, so they will require you to do that work on your own.

You can use these tables and guidelines as a Referee to create new encounters in multiplayer games as well.

PLAYER CHARACTERS

The number 2 card category in the table for solo rules is "PCs," to allow for solo roleplaying opportunities within your group. We recommend deciding on your PCs' personas or drawing two cards as shown for NPCs in this section (page 105). Enacting the results on the table is up to you but suggestions of what they might mean appear below:

- ★ **BOND:** Two characters form a bond or a bond a PC has to an NPC comes into play.

ENCOUNTER TYPE

VALUE	CATEGORY	CLUBS	DIAMONDS	HEARTS	SPADES
2	PCs	Fight	Personal motive	Morale	Bond
3	Animal	Pack	Living	Dead	Single
4	Derelict vehicle	Wrecked	Intact	Occupied	Stripped
5	Crater	Old	Irradiated	Grave	Fresh
6	Ruins	Civilian	Farm	Industrial	Military
7	Refugees	Foreign	Angry	Desperate	Local
8	Hunters	In Camp	Scared	Drunk	Stealthy
9	Marauders	Raiding	Wounded	Prisoners	Ambush
10	Stragglers	Enemy	POWs	Deserters	Friendly
Jack	Military patrol	Trained	Veteran	Elite	Conscripts
Queen	Military outpost	Abandoned	Camp	Cantonment	Active
King	Military convoy	Stopped	Under fire	Destroyed	Moving
Ace	Settlement	Rural	Industrial	Scenario site	Camp

- ★ **FIGHT:** Two PCs get into a fight. This needn't be a physical fight, simply an argument.
- ★ **PERSONAL MOTIVE:** A PC's personal motive gets triggered. This could provide a new course for your session.
- ★ **MORALE:** The unit's overall morale shifts for some reason. It might be positive or negative.

HELPFUL OR HAZARDOUS?

Helpful or Hazardous? That is the primary question the solo player needs to know about an encounter. To determine the essential nature of an encounter, draw a card. Red cards (Hearts and Diamonds) are potentially helpful. Black cards (Clubs and Spades) are potentially harmful. The value of the card tells you just how dangerous or fortunate an encounter might be – see the table to the right.

EXAMPLE

As an example, assume I've encountered a vehicle in the middle of a road. In this case, it's a UAZ. I draw the 10 of Diamonds. This vehicle is helpful. Perhaps, being a 10, it has parts we can scrounge or something else useful inside. Were it a King of Diamonds, the vehicle might even be operational.

DECEIVING APPEARANCES

Nothing and no one are what they appear to be. In the year 2000, concealing motives and purposes is often necessary. You cannot always tell on the surface how an encounter will turn out. To reflect this, you can draw a second motive card after you commit to an encounter. That is, when you decide you're approaching the people, or the vehicle, or the seemingly lame animal, you draw another card. If it's a face card of the opposite color of your original draw, the encounter is the opposite of what it appears. Something useful is dangerous. Something dangerous winds up being friendly. Those Soviet soldiers you approached turn out to be as tired of the war as you are and are happy to trade information and supplies. You just never know.

YES OR NO?

The deck can also answer basic yes or no questions and add degrees of nuance. Red is a yes answer. Black is a no. The value of the card indicates the degree of a yes or no you if you need more specificity. Low cards are in the middle, like when a parent tells a kid "maybe." Middle cards are a basic yes or no while high cards are definitive answers – be they positive or negative. Face cards and aces are different. Face cards and aces mean a strong yes or a strong no, but they also come with consequences. You decide the consequences.

HELPFUL OR HAZARDOUS?

CARD	BLACK SUIT	RED SUIT
2	Neutral	Neutral
3	Neutral	Neutral
4	Neutral	Neutral
5	Mildly dangerous	Mildly helpful
6	Mildly dangerous	Mildly helpful
7	Mildly dangerous	Mildly helpful
8	Dangerous	Helpful
9	Dangerous	Helpful
10	Dangerous	Helpful
Jack	Very dangerous	Very helpful
Queen	Very dangerous	Very helpful
King	Deadly	Life saving
Ace	Deadly	Life saving

EXAMPLE

For example, the PCs arrive in a small village looking for a part to repair their HUMVEE. I draw a card to see if the village has such a part and get a King of Diamonds. The village does have the part. However, since I drew a face card on a yes or no (binary) question, the yes has consequences. I decide that while the village has the part, they won't sell it or trade it. Instead, they want the PCs to solve a problem they have. Just like that, the PCs are drawn into someone else's problem to solve their own. This problem could be a side trek or inform many sessions to come. Once I find a plot thread and decide to stick with it, it begins to fill in the gaps in the random generation system.

NPC MOTIVES

To determine the motives of an NPC in an encounter you create, or to flesh out a pre-made encounter, you can use the oracle. Draw two cards. The highest is the NPC's primary motivation. The lower card is their secondary motivation. Face cards and aces have special meanings listed in the table to the right. Any face card or ace result indicates a strong personality. Keep this in mind when you want a recurring NPC. It's the outliers that stand out.

PLOT POINTS

Plot points help you weave a narrative from the somewhat nebulous chaos of hexcrawling. Since you are both player and Referee, it's hard to tell yourself a story without surprises. What plot points do is serve as markers for encounters that are possibly connected. These need not be the only encounters connected, but they give you something to note.

Any time you draw two or more cards with the same card value for an encounter, no matter what the draws were for, you have a plot point. Mark on your play sheet that you've drawn a pair and, later, when you draw another pair, attempt to connect the two disparate encounters in your mind.

For example, let's suppose you encountered a derelict vehicle a couple hexes back. You drew a pair for that encounter. Now, in a new hex, you encounter a group of soldiers. You also drew a pair for them. These things are connected. The soldiers might have had to ditch the vehicle. They might be looking for someone or something in it. That's up to you. Connect the plot points until a constellation of story emerges.

The suits drawn determine the motives and the numbers on the cards determine how much the motive drives the NPC. Weak drive is 2–4, moderate drive is 5–7, and strong drive is 8–10. As mentioned, aces and face cards have special results. The two motives collectively make up the basic motives of the NPC. Feel free to use the Further Elements table on the next page to further flesh out the character.

EXAMPLE

I encounter an NPC on the road. I draw a King of Diamonds and a 10 of Clubs. The NPC has a face card, so they are potentially important in my game. The King of Diamonds indicates a selfish person. Many are in the year 2000. The 10 is also high. Being clubs, it indicates violence. I have a selfish and violent person on my hands.

Wanting a bit more information, I draw on the Further Elements table and get Decisive and Politician. This person is probably in charge of a town. But, if so, why are they on the road by themselves? I decide they were deposed by the town they led and want to regain their position or find another, similar position. I have a fairly good idea of who this person is by drawing four cards. I also know they might appear again in my campaign. We have the start of a plot thread here.

SETTLEMENTS

Settlements are particularly important encounters. These can be camps, farms, small towns, or even cities. Any populated area has its share of problems. The world grinds people down, and they must band together or break. Invariably, when your group comes upon such a place, said place needs something. Put simply, they have a problem. They also have a general attitude toward the world and/or outsiders.

Draw two cards to determine the general nature of a settlement. The first is the settlement's problem, the second its attitude. Together, they form a picture. See the table on the next page.

SETTLEMENT LEADERS

Leaders are important to their settlements. Because the law and order of yesterday is gone, towns, cities, and even small camps tend to reflect the character of the leader. Pull two cards for the leader as you would any other NPC. This is the leader's nature and gives you insight into how they run the settlement.

NPC MOTIVATION

CARD VALUE	CLUBS/VIOLENCE	SPADES/POWER	DIAMONDS/WEALTH	HEARTS/FELLOWSHIP
2–4	Weak	Weak	Weak	Weak
5–7	Moderate	Moderate	Moderate	Moderate
8–10	Strong	Strong	Strong	Strong
Jack	Murderous	Arrogant	Coward	Wise
Queen	Stubborn	Ruthless	Lustful	Loving
King	Brutal	Deceitful	Selfish	Honorable
Ace	War Leader	Megalomaniac	Generous	Just

EXAMPLE

Drawing a King of Hearts and then a King of Spades we see that this settlement has lost its leader. It's also made of visionaries. Perhaps the leader was religious, and the flock now needs guidance? Perhaps it was a political vision, one of fairness and harmony, and that leader was kidnapped? It's up to me. Also, note that I drew a pair – this is a plot point. This settlement ties to some other encounter down the road.

SETTLEMENT PROBLEM & ATTITUDE

CARD	PROBLEM	ATTITUDE
2	Divided	Friendly
3	Under siege	Curious
4	Gangs	Open to contact
5	Unclean water	Wary of outsiders
6	Food shortage	Neutral
7	Disease	Neutral
8	Feud	Neutral
9	Refugees	Frightened
10	Flooding	Defensive
Jack	Missing people	Traumatized
Queen	Espionage	Bold
King	Absent leader	Visionaries
Ace	Tyrannical leader	Hostile

FURTHER ELEMENTS

If the previous draws still leave you needing more information, you can use the table below for descriptors, traits, people, and things to help

THE LIVING WORLD

Look for places to connect encounters, themes, etc. Your world isn't just one encounter after another. You'll meet factions again, find old friends, lose them, and see the world react to your actions just as you, inevitably, must react to it. While there is no Referee as such, there remains the sense that the world of the year 2000 cuts hard and very acutely. Don't go easy on yourself. happens, don't hesitate to re-use it elsewhere on the map. Just rename the place, make any other changes as needed, and place it in a new location.

you fill in the details. Draw as many cards as you want in whichever categories you feel apply. There are no wrong answers. If something doesn't fit, don't use it. However, if it doesn't fit give it a little thought and see if maybe you can make it apply in some different way.

A blooming refugee makes little sense on first glance. But what if the refugee is planting flowers or blooming with hope? Abandoned, tall, food seems an odd combination, but what if it's a lone grain silo? Now, we have something unusual to work with.

FURTHER ELEMENTS

CARD	DESCRIPTORS	TRAITS	PEOPLE	THINGS
2	Burned	Tall	Deserter	Gas
3	Broken	Short	Marauder	Ammo
4	Enervated	Hearty	Tired Soldier	Pet
5	Blooming	Attractive	Zealot	IED
6	Decayed	Trembling	Police	Weapon
7	Wounded	Decisive	Survivor	Medical supplies
8	New	Malnourished	Gang member	Food
9	Repaired	Ragged	Prisoner	Photo
10	Abandoned	Hopeful	Merchant	Intel
Jack	Lost	Genius	Politician	CD
Queen	Stripped	Grinning	Kid	Periodical
King	Lovely	Bleeding	Primitive	Old ID
Ace	Shot-up	Sick	Traitor	Money

APPENDIX II:

CONVERSION RULES

Using the tables and rules in this appendix, you can easily convert PCs, NPCs, weapons and vehicles from the 1st and 2nd editions of *Twilight: 2000* to the 4th edition. You can also use these guidelines to create 4th edition stats for any vehicles and weapons in the world.

NPCS AND TASKS

The most important thing first – if you want to play the old modules for the 1st edition and 2nd edition with the 4th edition rule set, you only need these two elements:

NPCS & TASKS

The old editions use four classes of NPC: Novice, Experienced, Veteran and Elite. Convert them as follows:

- ★ **NOVICE:** Attributes C, skill levels D, CUF D
- ★ **EXPERIENCED:** Attributes C, skill levels C, CUF C
- ★ **VETERAN:** Attributes B, skill levels C, CUF B
- ★ **ELITE:** Attributes B, skill level B, CUF A
- ★ Add specialties that befit their job description.

1st edition has the following skill Levels: Easy, Average and Difficult. Convert them as follows:

- ★ **EASY (ESY):** Modifier +2
- ★ **AVERAGE (AVG):** Unchanged
- ★ **DIFFICULT (DIF):** Modifier –2

PLAYER CHARACTERS

Converting player characters is more involved, and you might be better served simply recreating characters using the 4th edition rules. However, should you want to convert existing PCs from 1st edition to 4th, you can use the following guidelines.

1ST EDITION ATTRIBUTES

Modify 1st edition attributes as follows, then convert to 4th edition using the table above to the right.

STRENGTH (STR): Add Fitness, Constitution and Stature together and divide the result by 3, rounding fractions up.

AGILITY (AGL): Use the Agility rating from 1st edition.

INTELLIGENCE (INT): Add Intelligence and Education together and divide the result by 2, rounding fractions up.

EMPATHY (EMP): Since 1st edition has no empathy attribute, this will be based on the existing skills. For each of the following skills the character possesses, add 3 points and then convert:

- ★ Disguise, Equestrian, Instruction, Interrogation, Language, Medical

1ST ED. ATTRIBUTE CONVERSION

1ST EDITION	4TH EDITION
1–7	D
8–10	C
11–13	B
14+	A

1ST EDITION SKILLS

Skills in 1st edition are converted to skills and specialties in 4th edition. Use the highest skill level a character has in an area covered by a 4th edition skill, and then convert using the table below. Then, add the 4th edition specialty that compares to the 1st edition skill.

1ST ED. SKILL CONVERSION

1ST EDITION	4TH EDITION
01–59	D
60–82	C
83+	B

The following list contains all the 1st edition skills, followed by the corresponding 4th edition skill and the fitting specialty.

AIRCRAFT MECHANIC: **TECH** (Mechanic)
BODY COMBAT: **CLOSE COMBAT** (Brawler)
BIOLOGY: **SURVIVAL** (Forager)
COMBAT ENGINEER: **TECH** (Combat Engineer)
CHEMISTRY: **TECH** (Chemist)
COMPUTER: **TECH** (Computers)
COMBAT RIFLEMAN: **RANGED COMBAT** (Rifleman)
CIVIL ENGINEER: **STAMINA** (Builder)
DISGUISE: **RECON**, Infiltrator)
ELECTRONICS: **TECH** (Electrician)
EQUESTRIAN: **MOBILITY** (Rider)
FORWARD OBSERVER: **RECON** (Forward Observer)
FORAGE: **SURVIVAL** (Forager)
FORGERY: **TECH** (Communications)
FARMING: **SURVIVAL** (Farmer)
FISHING: **SURVIVAL** (Fisher)
GEOLOGY: **TECH** (Scientist)
GUNSMITH: **TECH** (Gunsmith)
HUNTING BOW: **RANGED COMBAT** (Archer)

HEAVY WEAPONS: HEAVY WEAPONS (Launcher Crew)
INDIRECT FIRE: HEAVY WEAPONS (Redleg)
INSTRUCTION: PERSUASION (Teacher)
INTERROGATION: PERSUASION (Interrogator)
JET PILOT: DRIVING (Pilot)
LIGHT AIRCRAFT PILOT: DRIVING (Pilot)
LARGE CALIBRE GUN: HEAVY WEAPONS (Vehicle Gunner)
LANGUAGE: PERSUASION (Linguist)
LOCKPICK: TECH (Locksmith)
MELEE COMBAT: CLOSE COMBAT (Melee)
MOTORCYCLE: DRIVING (Biker)
MECHANIC: TECH (Mechanic)
MEDICAL: MEDICAL AID (Combat Medic)
METEOROLOGY: TECH (Scientist)
MINING ENGINEER: STAMINA (Builder)
METALLURGY: TECH (Blacksmith)
MOUNTAINEERING: MOBILITY (Mountaineer)
NUCLEAR WARHEAD: TECH (Scientist)
PARACHUTE: MOBILITY (Paratrooper)
PISTOL: RANGED COMBAT (Sidearms)
RECON: RECON (Infiltrator)
ROTARY WING PILOT: DRIVING (Pilot)
SMALL BOAT HANDLING: DRIVING (Boatman)
SCUBA DIVING: MOBILITY (Diver)
SCROUNGING: SURVIVAL (Scrounger)
SWIMMING: MOBILITY (Diver)
THROWN WEAPON: MOBILITY (Pitcher)

EXAMPLE

A 1st edition character has the **TECH** skills of Gunsmith 65, Chemist 30 and Computer 10. Gunsmith is the highest of those Tech skills, so in 4th edition the character will have a skill level of C in **TECH** and the specializations Chemist, Computers, and Gunsmith.

2ND EDITION ATTRIBUTES

Modify 2nd edition attributes as follows, then convert to 4th edition using the table below.

STRENGTH (STR): Add Strength and Fitness and divide the result by 2, rounding fractions up.

AGILITY (AGL): Use the Agility rating from 2nd edition.

INTELLIGENCE (INT): Add Intelligence and Education together and divide the result by 2, rounding fractions up.

EMPATHY (EMP): Use the Charisma rating from 2nd edition.

2ND ED. ATTRIBUTE CONVERSION

2ND EDITION	4TH EDITION
1–3	D
4–5	C
6–8	B
9+	A

2ND EDITION SKILLS

Skills in 2nd edition are converted to skills and specialties in 4th edition. Use the highest skill level a character has in an area covered by a 4th edition skill, and then convert using the table below. Then, add the 4th edition specialty that compares to the specific 2nd edition skill.

2ND ED. SKILL CONVERSION

2ND EDITION	4TH EDITION
1–5	D
6–8	C
9–11	B
12+	A

The following list contains all the 2nd edition skills, followed by the corresponding 4th edition skill and the fitting specialty.

ACROBATICS: MOBILITY (any **MOBILITY** specialty of your choice)
AIRCRAFT MECHANIC: TECH (Mechanic)
ARCHERY: RANGED COMBAT (Archer)
ARMED MARTIAL ARTS: CLOSE COMBAT (Melee)
AUTOGUN: HEAVY WEAPONS (Vehicle Gunner)
BIOLOGY: SURVIVAL (Forager)
CHEMISTRY: TECH (Chemist)
CLIMBING: MOBILITY (Mountaineer)
COMBAT ENGINEER: TECH (Combat Engineer)
COMPUTER: TECH (Computers)
CONSTRUCTION: STAMINA (Builder)
DISGUISE: RECON (Infiltrator)
ELECTRONICS: TECH (Electrician)
EXCAVATION: See Construction
FARMING: SURVIVAL (Farmer)
FORGERY: RECON (Infiltrator)
FORWARD OBSERVER: RECON (Forward Observer)
GEOLOGY: TECH (Scientist)
GRENADE LAUNCHER: HEAVY WEAPONS (Launcher Crew)
GROUND VEHICLE: DRIVING (Racer)
GUNSMITH: TECH (Gunsmith)
HEAVY ARTILLERY: HEAVY WEAPONS (Redleg)
HEAVY GUN: HEAVY WEAPONS (Vehicle Gunner)
HOVERCRAFT: DRIVING (Boatman)
INSTRUCTION: PERSUASION (Teacher)
INTERROGATION: PERSUASION (Interrogator)
INTRUSION: RECON (Infiltrator)
LANGUAGE: PERSUASION (Linguist)
LEADERSHIP: COMMAND (Frontline Leader)
MACHINIST: TECH (Mechanic)
MECHANIC: TECH (Mechanic)
MEDICAL: MEDICAL AID (Combat Medic, Field Surgeon or General Practitioner)

METALLURGY: TECH (Scientist)
METEOROLOGY: TECH (Scientist)
NAVIGATION: SURVIVAL (Navigator)
OBSERVATION: RECON (Scout)
PARACHUTE: MOBILITY (Paratrooper)
PERSUASION: PERSUASION (Psy Ops)
PILOT: DRIVING (Pilot)
RIDING: MOBILITY (Rider)
SCROUNGING: SURVIVAL (Scrounger)
SCUBA: MOBILITY (Diver)
SMALL ARMS: RANGED COMBAT (Rifleman, Sidearms or Sniper)
SMALL WATERCRAFT: DRIVING (Boatman)
SNOW SKIING: MOBILITY (any **MOBILITY** specialty)
STEALTH: RECON (Infiltrator)
SURVIVAL: SURVIVAL (any **SURVIVAL** specialty)
SWIMMING: MOBILITY (Diver)
TAC MISSILE: HEAVY WEAPONS (Launcher Crew)
THROWN WEAPON: MOBILITY (Pitcher)
TRACKING: RECON (Scout)
UNARMED MARTIAL ARTS: CLOSE COMBAT (Martial Arts)
WARHEAD: TECH (Improvised Munitions)

WEAPONS

The easiest way to create stats for a weapon not included in the 4th edition core set is to use the stats of a similar weapon and make the obvious modifications, such as magazine size. Should you require more detailed conversion rules, use the following guidelines.

REL: Always starts at 5, unless the weapon is known to be unreliable, in which 4 or even 3 is appropriate.

ROF: Stays the same.

DAM: Depends on the ammunition used – see the table below. Note the modifier for HE rounds.

CRIT: Depends on the ammunition used – see the table below. Note the modifier for HE rounds.

RANGE: Divide the 1st/2nd edition range by 10, rounding fractions up.

MAG: For 1st edition, multiply Mag by 3. For 2nd edition, Mag stays the same.

ARMOR: Depends on the ammunition used – see the table below. Note the modifier for HEAT and APFSDS rounds.

BLAST: Depends on the ammunition used – see the table below. Note the modifier for mortars and howitzers.

WEIGHT: Divide the weapon weight by 3 (rounded down) to get the 4th edition weight. If the weight is smaller than 1 use the nearest value to ¼ or ½.

PRICE: Typically 33% higher than 1st/2nd edition.

AMMUNITION

Using this table, you can easily set the base damage, crit rating, armor modifier, and blast rating for small arms not included in any previous edition of the game.

AMMO	DAMAGE	CRIT	ARMOR	BLAST
.22LR, .32 ACP, 5.45x18	1	4	+2	–
.380 ACP, .38, 9x18	1	3	+2	–
9x19 Parabellum	1	2	+1	–
.45 ACP	2	3	+1	–
.44 Magnum	2	2	+1	–
5.56x45, 7.62x39	2	3	0	–
7.62 x 51, .30	3	4	0	–
.460 Weatherby	3	3	0	–
.50 BMG 12.7	4	4	0	–
14.5 x 114	4	3	0	–
20–29 mm	5	3	0	D (HE only)
30–75 mm	6	3	0	C (HE only)
76–99 mm	7	2	0	C (HE and HEAT only)
91–109 mm	8	2	0	B (HE and HEAT only)
110–119 mm	9	2	0	B (HE and HEAT only)
120–124 mm	10	1	0	B (HE and HEAT only)
125+ mm	11	1	0	B (HE and HEAT only)
HE rounds	–1	+2	+1	Varies
HEAT rounds	–	–	–1	Varies
APFSDS rounds	–	–	–1	–
Mortar/Howitzer	–	–	–	+1

RATE OF FIRE

Using this table, you can convert rates of fire for firearms not included in the weapon lists. Note that weapons with very high recoil may have their RoF reduced by 1, to a minimum of 1.

CYCLIC RATE OF FIRE	ROF
Single-action	1
Semi-automatic	2
3-round burst	3
Up to 400 rpm	3
401–600 rpm	4
601–800 rpm	5
> 800 rpm	6

VEHICLES

To convert vehicles from previous editions of the game, use the following guidelines.

REL: Always starts at 5, unless the vehicle is known to be unreliable.

COMBAT SPEED: To translate a 2nd edition vehicle to 4th edition, divide the 2nd edition Combat Movement values by 7, rounding fractions down.

TRAVEL SPEED: To translate a 2nd edition vehicle to 4th edition, divide the 2nd edition Combat Movement values by 14, rounding fractions down.

ARMOR LEVELS: See the table to the right. Use the nearest armor level from 1st or 2nd edition to convert to 4th

edition. Since 4th edition uses only front, side and rear armor values, you can either use the hull (HF, HS, HR) or turret (TF, TS, TR) values or add the faces (HF+TF) and divide the result by 2.

FUEL CAP: Remains unchanged.

FUEL CONS: To get fuel consumption per 10 km hex, divide 2nd edition fuel consumption by 27.5, rounding fractions down.

CREW: Remains unchanged.

CARGO: Divide by 3 to get the cargo capacity in encumbrance units.

PRICE: Typically 50% higher than 1st/2nd edition.

VEHICLE ARMOR CONVERSION

Using this table, you can easily convert armor levels for vehicles in previous editions, or set armor levels for other vehicles.

ARMOR LEVEL	1ST ED.	2ND ED.	STEEL EQUIVALENT	VEHICLE EXAMPLE
0	0	0	0	Bicycle
1	1	0	1 mm	Car/Truck
2	6	1	5 mm	Armor Plates
3	12	2	10 mm	Armored Car
4	19	3	15 mm	APC
5	25	4	20 mm	MICV
6	38	6	30 mm	Airborne Tank
7	62	10	50 mm	Light Tank
8	125	20	100 mm	Medium Tank
9	188	30	150 mm	Heavy Tank
10	250	40	200 mm	Early MBT
11	500	80	400 mm	Average MBT
12	750	120	600 mm	Top MBT



APPENDIX III:

DESIGNER'S NOTES

It started, like so many other Free League projects, as an idea born out of a personal gaming passion. Several of us had very fond memories of the first and second editions of *Twilight: 2000* from the '80s and '90s, and the game was a source of inspiration for our recent award-winning open-world survival RPGs *Mutant: Year Zero* and *Forbidden Lands*.

The idea of playing *Twilight: 2000* again was an itch that needed to be scratched, and some years ago we started up a 1st edition campaign. Instead of Poland, we set the campaign in our native Sweden – also a country very much caught in the middle of the Cold War, and deeply affected by it. Most of us in the design team spent at least a year of our youth as draftees in the Swedish military, training to resist a foreign invasion from the big bear in the east.

None of us had played *Twilight: 2000* for years, and we were all surprised by how fun and fresh it still felt. Yet, as is our habit, we couldn't resist tinkering with the system – how could we keep the core of this amazing gameplay and the sense of authenticity, but give it a faster and perhaps more modern ruleset, even further reinforcing the theme of gritty survival and its sandbox playstyle.

Those thoughts became the seed to this 4th edition of *Twilight: 2000*, and led us to reach out to Marc Miller of GDW. It turned out that he was already in talks about a new edition of the game with Angus Abranson of Amargosa Press. We knew Angus, talked it over with him, and decided to design the new game as a joint venture. Marc agreed to our pitch for the game, and the rest is, as they say, history.

Months and years of hard work later, this game has evolved far beyond our initial ideas, but the core concepts remain. And that's wise to keep in mind when reading and playing this edition – even though we have certainly played and enjoyed the 2nd edition of *Twilight: 2000* and offshoots like *Merc: 2000*, this edition is less focused on detailed military simulation and more on the grim survival gameplay and sparse style of the 1st edition.

Of course, military simulation is part of the DNA of *Twilight: 2000*. It's an integral element of this edition as well, and we have had invaluable help on all aspects of the game design from our experienced military advisors. Yet, we have focused more on capturing the overall gritty feel and sense of authenticity than every single minute detail. As an example, we designed suppression rules to encourage fire-and-movement tactics on the battlefield, but stayed away from very detailed rules for armor penetration and vehicle component damage.

Another area where we, out of necessity, made our game different from its predecessors was the backstory. Of course, the year 2000 is now history, not future. Early on, we decided to keep the year 2000 and let the setting be alternate history – we felt that gave us much more creative freedom than picking a new future date. Near future settings tend to age very quickly. In addition, keeping the original year allowed us to retain the Cold War atmosphere that we think is at the core of the *Twilight: 2000* experience.

When writing the new alternate backstory for the game, the goal was a short and concise timeline with a distinct Cold War feel, that had a clear point of diversion from actual history, and would lead to a situation in Northern Europe in the year 2000 well suited to the gameplay we wanted (and close to what the 1st edition depicted). We did not aim to write a detailed timeline with the highest possible level of realism (whatever that might be) covering the entire globe. That was simply not the design goal.

However, after having released the Alpha PDF document to our Kickstarter backers, we quickly realized that the backstory timeline was a hot topic among parts of the community, and we received lots of feedback on it. While staying true to our design goal, we have made a number of changes to the timeline based on insightful feedback. We have also moved the timeline from the Player's Manual to the Referee's Manual, so that you as a Referee can modify the timeline after your own taste without contradicting anything in the Player's Manual.

Designing a new edition for a beloved game with a passionate community is great fun but not without its challenges. It's simply not possible to design a game that will make everyone happy in every aspect, and even trying to please everyone would just result in a bland, bad game that nobody really wants. That said, we have spent many hours reading, considering, and implementing the feedback from backers on the Alpha PDF, and your input has truly improved the game in many significant ways. Thank you!

We truly feel that we have delivered our vision of *Twilight: 2000*, and that this edition will bring in many new players to this amazing game line. At the same time, we hope that fans of previous editions will feel that this installment does right by the franchise, and that we all can make the *Twilight: 2000* community even bigger and stronger, together. The game in your hands is just the beginning – a range of supplements for this 4th edition of *Twilight: 2000* are planned to be published in the years to come.

But, for now – it's time for you to look alive, gear up, and get the hell out of Kalisz.

You're on your own now.

FREE LEAGUE, MARCH 2021

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