

# The Free City of Krakow

Series Module

# TWILIGHT: 2000™



Game Designers' Workshop

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# The Free City of Krakow

A *Twilight: 2000 Series™* Module

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## The Free City of Krakow

*For weeks we'd been on the road, travelling at night mostly, and hiding by day. We'd heard a lot about Krakow, you see, and were hearing more and more as we got closer. Remember the old stories of El Dorado that used to lure the Spanish conquistadors on in the Americas? Krakow was like that for us. Maybe it wasn't a city of gold, but it was a place where, rumor said, you could have anything, buy anything, but the best thing they had was peace.*

*You see, Krakow was a free city.*

*It was back in the fall of 1999 when Krakow declared itself a sovereign state. I don't know how they expected to get away with it, but they did, I guess, because the local garrison stayed on as the city's defense. They made the city tough enough that no one left in southern Poland cared to take them on.*

*We met some merchants on the road south of Radomsko who told us that the garrison now did nothing but keep the peace. The war wasn't allowed in Krakow. We'd be able to trade for food, for ammo, for some other things we hadn't seen in a long time. Peace? Hell, to us, after Kalisz and a month of nothing but running and hiding and fighting, a bit of peace and quiet was exactly what we needed.*

*Well, it sounded like a good idea at the time.*

### INTRODUCTION

*The Free City of Krakow* is a module for use with GDW's post-World War III role-playing game *Twilight: 2000*. The main plot deals with the recovery and disposal of important, secret plans by the players. However, the module is more than this single adventure. The information given in this module will allow the referee to create a complete *Twilight: 2000* campaign set in the city of Krakow and/or the surrounding area. Referees are encouraged to use this module as a jumping-off point for adventures and campaigns of their own.

This booklet includes the following material:

This introductory chapter.

Details of Operation Reset, and the secrets it has uncovered. The search for a buyer for these secrets is one way to get the characters into Krakow and set them up for the many potential adventures there.

Maps of the city of Krakow and vicinity, a plan of Wawel Castle on the banks of the Wisla, and a plan of the military camp at Kopiec Kosciuszki west of the city.

Descriptions of the important citizens of Krakow, and a number of interesting and/or dangerous people the characters may run into.

Details and descriptions of several organizations and groups which the characters may encounter. These organizations, both hostile and friendly, can be adapted by the referee for use in other adventures.

Descriptions of villages and possible encounters in the Krakow area. Even if your characters choose not to go to Krakow, this chapter can provide the basis for numerous adventuring sessions.

Rules for incorporating helicopters into *Twilight: 2000* play. Several helicopters are described in detail, including a Soviet transport helicopter (the MI-17) which may play a major part in the characters' adventures in Krakow.

### REFEREE'S NOTES

This game module is designed to be used by the referee. Narrative sections describing scenes from the point of view of the characters are provided to add additional color and detail to the referee's narrative as he describes the situation to the players. These narrative sections may be read to or by the players, but all other sections in this booklet are reserved for use by the referee only. Narrative sections are set apart in italics for easy recognition.

The map on the center pages is intended to be removed by the referee and shown to the players. To do this, carefully pry up the ends of the center staples with a tool such as a screwdriver, remove the map (and the tables on its reverse), and bend the ends of the staples down again. The text will now read properly.

### DESIGN NOTES

*The Free City of Krakow* was designed to introduce an element of mystery and intrigue into a *Twilight: 2000* campaign. The situation in Krakow is similar to that in Lisbon or Casablanca during WWII, outwardly neutral and at peace, but—behind the facade—labyrinths of plots and counterplots, of cabals, clandestine meetings and secret plans, as shadowy figures work under cover to achieve their goals. This module presents the referee with enough characters and possible situations to assemble as involved a plot as he desires.

The excitement can come from wild firefights with mysterious and powerful enemies, or from intrigue with shadowy forces striving for mastery of the priceless Reset papers...or any blend of the two desired. The exact mix of action and intrigue is up to the referee. Survival of the characters is up to the players themselves.

*Miec szczescie!* (Good Luck)

*William H. Keith, Jr.*

**PLAYERS SHOULD NOT READ ANY FURTHER IN THIS BOOKLET IN ORDER TO PRESERVE THE ELEMENT OF SURPRISE.**



## Adventure Plots

The following background is assumed for the adventuring group. This material may be altered by the referee in order to incorporate it into an on-going *Twilight: 2000* campaign.

The players are survivors of the US Fifth Division (Mechanized), which was destroyed by two Soviet armies during the Spring of 2000 near the Polish city of Kalisz. A group of between three and eight player characters is recommended, though more or fewer may play, and the unit may be made larger by including several non-player characters (NPCs).

This group has been wandering roughly south for the past month, hoping to rejoin friendly forces. In that time, the characters have fought several actions with scattered Soviet and Polish forces in the region, as well as marauder bands seeking to kill them for their stores of food, ammo, and weapons. Recently, during their travels, they heard rumors about the free city of Krakow in southern Poland, where a strong local garrison (actually the Polish 8th Motorized Division) enforces a tense local peace.

Krakow will be a place where the unit can buy food and ammunition, where it can rest, and where it can seek information about friendly units and the location of friendly lines. Other US or NATO units may have gathered there, and the city will be an ideal place to plan future moves.

The adventure proper begins with the discovery of an ambushed US unit in a field somewhere north of Krakow.

### THE KILLING GROUND

*We found them strung along the main road north of Krakow. It had been a small unit, maybe twenty-five, thirty men, three deuce-and-a-halves and a couple of Hum-Vees. Someone had been awfully thorough. Helmets, jackets, boots, and (of course) all of their equipment, weapons, and ammo were long gone. Somebody even took the trouble to gather up the spent shell casings. There must have been quite a few of those, because the trucks looked like swiss cheese. It must have been quite*

*a firefight, and it couldn't have lasted long. They'd been ambushed, caught in the open by heavy automatic fire from at least three different spots among the woods thirty meters from the road.*

*They didn't have a chance. Five had been captured. We found them in an untidy pile off by the woods where they'd been herded together and machinegunned.*

*One truck had burned; the others had been shot to bits and then stripped of everything useful: tires, engine parts, canvas tops, they even drained the crankcase oil. It was like a plague of locusts had hit, leaving the bare-bone skeletons and a sick-sweet death stench. Whoever had knocked off that convoy had gone over the place with a fine-toothed comb.*

*We were getting ready to move on when we heard the moan from deeper in the woods.*

**Referee's Notes:** The player characters' unit has come upon the scene of a recent ambush. It is obvious that the attackers achieved complete surprise, and most of the defenders were gunned down where they stood.

Even a cursory examination will show that everything useful has been taken from the vehicles and the bodies lying by the road. All weapons, ammunition and supplies have been taken. Alcohol has been siphoned from the wrecked vehicles, and spare fuel and water have been taken. The engines have been stripped of plugs, gaskets, even copper wire, and the tires, tools, fittings, chains and cables are gone. Even the truck's canvas tops have been removed. The soldier's bodies have been stripped of coats, boots, helmets, and other useful gear, and personal effects such as rings and watches are also missing.

The field is littered with debris from the looting, mostly torn articles of clothing, broken truck parts and equipment, empty boxes and a few discarded shell casings missed by the scavengers. Footlockers stuffed with papers have been dragged from the trucks, opened, and rummaged through in a ruthless search for valuables.

There is no trace of the attackers, though marks can be found at several points within the woods to show where a large force had set up machineguns to sweep the road in a crossfire.

While the characters are examining the wreckage, the moaning of a wounded man is heard in the woods. After a short search, they find a US army lieutenant, badly wounded, lying where he had dragged himself after being hit during the attack. He is conscious, but has lost a great deal of blood and is extremely weak. Any character with medical experience will know that he is dying.

### THE LIEUTENANT

"Schaeffer, Frederick L...Lieutenant," the man manages to say. "Mission...mission accomplished... almost. Operation...R-Reset. Got that? Reset. Got to get them through..."

The Lieutenant's story will come out in bits and pieces. He frequently lapses into delirium, but he will be better able to speak as he is made more comfortable, and especially if a character with MED skill is able to treat him for shock (stop his bleeding, keep him warm and his feet elevated, and give him IV fluids, if any are available) and pain (administer pain reliever, if available).

His unit is, or rather was, a B team of the US 20th Special Forces Group. At first, all that the characters will be able to understand is that Schaeffer's unit was carrying something of vital importance, that their unit immediate destination was Krakow, and that they were ambushed by marauders with the aid of a traitor.

"It was that damned Cutler," Schaeffer says. "Sergeant Cutler. He...he led us...right into a trap. He was with the Captain in the lead Hum-Vee, and they didn't fire on him. He was with them when they rounded up the prisoners. Like he was in charge. He was with them when they marched us over to the woods..."

Schaeffer had been among those captured by the marauders, who he says numbered between 50 and 100. The prisoners had been led to the edge of the woods, herded together, then machinegunned. Schaeffer had been hit, but managed to crawl into the underbrush, his escape concealed by the fall of his comrades. He'd lain hidden in the underbrush while his friends were massacred, stayed hidden while the vehicles were stripped and the bodies looted. He'd lain there all night, his wounds draining him, but he'd seen the characters' arrival and managed to get their attention.

"Listen to me," he says with a desperate, burning intensity. "This is Operation Reset. Got it? Reset. We were carrying vital plans. Blueprints. Films. All the way from Lodz. They're all there...I don't think they got them. Can't let them get lost. DIA needs that stuff...bad...real bad..."

When asked what the convoy was carrying, or what Reset is, Schaeffer manages a weak grin. "Damnedest things you ever saw. Crazy...Y'know. Used to have one when I was a kid...got it for Christmas...one year. They sure don't make'em like that anymore!" He begins to laugh, then lapses into a coughing fit which leaves him weaker and bleeding from his nose and mouth. It subsides, and he continues. "Listen, you've got to get the papers. They got the...the things...the prototypes...but I don't think they got the papers. That's what's important...the papers! Raiders didn't know...about the papers. Everybody'll want 'em...DIA...CIA...KGB even. Got to get them...get them to...they'll pay..."

Schaeffer dies, leaving the characters more confused than ever. There are many papers lying in the field where the wind has blown them. Apparently they were scattered by the marauders who broke open footlockers and cartons filled with

them in search for loot. Identifying the papers as records, personnel forms and requisitions from the University of Lodz is ESY:LNG (Polish).

A search will reveal one footlocker which is different. It is still aboard one of the trucks, opened and rummaged through, but the contents have not blown all over the field. These papers include what are obviously electrical wiring diagrams, hundreds of them, in sheaf upon sheaf, all carefully labelled and annotated (in Polish), together with several loose-leaf folders crammed with hand-written notes. Characters who read Polish will be able to determine only that the notes are highly technical, and that they describe modular components for an extremely complex piece of electrical equipment (DIF:LNG). The papers include a bound volume of blueprints, again of electrical wiring diagrams and circuitry, and several exposed rolls of 35mm film. A leather Nikon camera case remains in the truck, but the camera has been taken.

The characters should be able to guess that these are the papers Schaeffer was talking about. It will be difficult to know what they are, exactly. Characters may attempt to figure out what the wiring is supposed to do. If the characters do not read Polish, this is DIF:(ELC and CMP). If they read Polish, it becomes AVG. If successful, they will recognize some of the wiring diagrams as part of a logic circuit. The drawings seem to describe a complex, hard-wired circuit which might be a part of a computer system. Outstanding success will show that the drawings definitely are designs for some type of computer circuitry. Any character will know that there very few working computers left by the year 2000. The silicon chips which are their central components were nearly all damaged by the EMP (electromagnetic pulse) of the first nuclear detonations of 1997 and 1998.

If the Reset papers have something to do with computer research, perhaps with making computers operational once again, they could be very valuable indeed.

### OPERATION RESET

The following information will not be immediately known to the characters, but may be uncovered by them during the course of the adventure. It is described here for the referee's use in answering questions put to Lieutenant Schaeffer before he dies. Remember that the Lieutenant will be incoherent part of the time, and his training will prevent him from telling very much about either the mission itself or its objectives. Most of the story will have to be pieced together by the characters themselves during the adventure.

Lieutenant Frederick Schaeffer was the second in command of a Special Forces B Team with a very special mission. The final offensive in Poland was launched by the 3rd German Army and the US 11th Corps in the spring of 2000, an attack which was expected to clear the Baltic coast as far as the mouth of the Wisla river of enemy forces. Under cover of this offensive, the Special Forces B Team code-named Strike Zulu had moved off toward the city of Lodz on a mission of its own behind enemy lines. Its movement was masked by the fury of 5th Division's attack.

Their goal was the University of Lodz. The Defense Intelligence Agency had learned of a young Polish computer expert, Dr. Piotr Czerwinski, working at the University on a device which could revolutionize the post-war world.

Among the casualties of the war were hundreds of thousands of microcomputers, the machines responsible for running



countless business and government agencies. The heart—or rather the brain—of any microcomputer is its CPU or Central Processing Unit, a silicon chip which controls and directs the computer's operation. The CPU and the chips called RAM and ROM (which hold the computer's memory) are the essence of the computer itself. Many of the computer chips throughout the world were destroyed by the EMPs of nuclear strike and counterstrike in 1997 and 1998. Many more were destroyed in the rioting and destruction that followed in the large cities of the world. By the spring of 2000, few working computers can be found.

Dr. Czerwinski had developed what the DIA called the MCCS, governmentese for Modular Computer Chip Surrogate. This was a hard-wired unit, itself the size of a typical desk-top computer, which could be mechanically wired or rewired to duplicate any of several pre-war computer chips. When it was plugged into a computer, the MCCS duplicated the action of that chip.

With the MCCS, computers could be made operational again. Computer directed communication systems could be re-established, inventories or rationed supplies maintained, whole populations counted and kept track of for taxation, requisition, food distribution, and conscription. For governments or individuals who could dominate and manipulate the flow of information made possible by working computers, this meant power.

The DIA had decided that Dr. Czerwinski's invention had to be secured for the West, especially when it was discovered that both the Soviet KGB and the DIA's American rivals at the CIA had learned of Czerwinski's work and were searching for him. The DIA mission chief stationed in Krakow had tracked the Polish scientist down in Lodz, where he was working out of a school basement workshop. The operation was code-named *Reset*, and Strike Zulu was hurriedly organized to coincide with the big offensive. In some circles, the offensive was considered to be a diversion for Operation Reset.

Unfortunately, no one planned for the possibility of a military disaster. The German army had come apart, first under counterattacks by Polish army units, then under the threat to their homeland by encircling Soviet armies. The US 11th Corps

was smashed by Soviet armies brought in from Byelorussia. The US 5th Division was crushed by the Soviet 4th Guards and the 22nd Soviet army near Kalisz, almost a hundred kilometers short of Lodz, the disaster which stranded the characters in central Poland a month ago. Strike Zulu had reached Lodz, and while the 5th fought through that night of fire and blood, they had stormed the University, found Dr. Czerwinski, and captured his notes and the prototype. Dr. Czerwinski was killed in the firefight as local Polish forces rallied, but the special forces troops had stuffed his papers, blueprints, and rolls of film with pictures of his equipment into a small wooden trunk, loaded this and the prototype into one of their trucks, together with papers taken from the University's offices as a diversion, and headed south out of the city.

Their plan had called for linking up with the advancing 5th Division at dawn two days later. That dawn found them dodging Soviet patrols amid the burning wreckage of the 5th's vehicles. After encountering powerful Soviet armored forces to the west (part of the 4th Guards pursuing tail-and-tatters of the 5th), they decided to turn south, hoping eventually to work their way west toward friendly lines.

A month later, they were still trying. They lost four men in Lodz, a vehicle and four more men dodging Soviet tanks south of Kalisz.

They met Sergeant Cutler near Czestochowa. He was, he claimed, a survivor of the 5th who had been cut off during the battle and who had made it through to Krakow, where he'd made some friends. Cutler described Krakow as a near-paradise, a free city protected by the Polish 8th Motorized Division. There were Russians there, sure (there were Russians everywhere these days)...and Americans too. But there was no war within the city limits. Anyone was welcome there, he said, as long as they came paying their own way and not as refugees. Cutler promised to lead them to Krakow, where he could set them up with "some guys I know who'll take care of you."

It sounded good. The B team's CO, Major Billings, had decided that the best plan would be to find refuge in Krakow. There, they might be able to find the DIA operatives and turn over the Pole's damnable papers. There, too, they could learn what had happened to the front, and make their plans for working their way back to their own lines, wherever those were.

Cutler had led them as he had promised, had even gone on ahead at one point to arrange for medical services for the team's wounded, then returned bringing some medicine and an invitation to Wawel Castle where someone called The Boss held court.

The ambush outside the city the next morning came as a complete surprise.

## THE DECISION

The party is some distance outside of Krakow. Everything worth salvaging from the wrecked convoy has already been taken, but the characters do have the footlocker with its papers and diagrams.

Krakow is by now well-known as a place where anything can be bought or sold, and is the logical place to exchange the papers for gold, supplies, equipment, or whatever else the group needs. They need only find a buyer.

There are several possibilities. Operation Reset was a DIA mission, and the Defense Intelligence Agency, which certainly has operatives in Krakow, may pay to have that mission completed successfully. There is also the matter of loyalty; if the player characters feel they are still in the service of the US army, and

not freelance mercenaries, they will consider it their duty to turn the Reset papers over to the DIA.

The CIA (Central Intelligence Agency) is a rival of the DIA, serving the civilian government of the United States. They, too, are likely to have agents in Krakow, and may pay very well for the plans. The civilian government has been hampered in the States by the military's control of most communications, and working computers would give them a great advantage in America's political civil war.

The KGB has agents everywhere, and will do, pay, or promise anything to get the Reset documents. Dealing with the KGB presents certain hazards, but freelance mercenaries may feel they will be able to get the best deal from the Soviets, or even plan to use the Reset material as bait for a double-cross.

In the course of the adventure, other interested parties will make themselves known, for the Reset documents will provide any power structure which possesses them with powers unique in the world of 2000 AD. Whatever the characters decide to do, the free city of Krakow will be the only place they can logically go to unload the contents of the footlocker.

### ADVENTURE PLOTS FOR THE FREE CITY OF KRAKOW

Krakow has been declared a free city. As in Lisbon or Casablanca during WWII, the war has been banished, and individuals from both sides are free to come and go as they please...so long as they do not bring the war to Krakow's streets. Both Soviet and American soldiers (the latter cut off from their own units) can be found in Krakow, and here too are deserters from every army in Europe. With the laws against combat enforced by the sizable local forces, this isolated island of peace has survived...so far.

Nevertheless, the war has intruded on Krakow. Agents of both sides carry on a silent and usually unseen struggle waged with methods as old as war itself: bribery, threats, theft, misinformation, terror, kidnapping, and murder. The Soviet KGB and the American DIA are the principal combatants, though there are numerous other players as well.

Recently, the stakes were raised. Word is out that secret and highly important papers—code-named Reset—may have entered the city, and the intelligence organizations of both sides have geared up to retrieve them at any cost. At stake: working computers, and the power that they bring to restore civilization.

### PLOTTING THE ADVENTURE

The information in this module is designed to allow the referee to create his own adventure scenario for *Twilight: 2000*. Only a few of the many plot elements described can be incorporated into one scenario. The others can be used in later scenarios which may be set in Krakow or changed to fit in someplace else.

The adventure's plotline will consist of several different plot elements worked together and carried through to a logical conclusion. The referee may choose freely from anything offered in this module, mixing elements to his personal satisfaction.

A referee may decide to keep Reset in reserve for a later place and time. He may decide to put Reset in the hands of NPCs, and involve the player-characters in some other aspect of the situation. A referee may choose to dispense with the Reset plot entirely, and use some of the other situations in Krakow.

The remainder of this chapter deals with possible plot elements in Krakow. The referee will not be able to incorporate all these elements into a single adventure; indeed, he is not expected to.

What we provide in *Free City of Krakow* is the city itself...as a background for whatever action you may desire to play out there. Krakow and its environs are filled with adventure possibilities. Some of these are detailed in this module. Others will suggest themselves upon a little study.

These plot elements are arranged in general categories. A stranger casually met in a bar might be KGB, DIA, or something else. The initial situation is described, then further developed in a series of (usually) mutually exclusive paragraphs. These paragraphs do not cover all possible developments. They are intended to serve as guidelines for the referee's imagination.

### THE FRIENDLY STRANGER

The characters are sitting in the Na Zdrowie bar when a man in a mixture of civilian clothing and faded military fatigues sits down next to them. In English, he introduces himself, offers to buy them a drink, and remarks on their being new in town. The characters feel comfortable with him and willing to talk. He is the first friendly character they've met since they were stopped at the gates by the ORMO.

A. The stranger introduces himself as Henryk Hallecki, and he is the owner and manager of Na Zdrowie. He lived many years in Chicago, he says, and returned to his native Poland when he retired. He bought the Na Zdrowie in a state-sponsored free-enterprise program and had been doing well enough until the war began. Now, life is hard...but he always has time to stop and chat, especially with Americans.

If the characters raise the subject of contacting either the DIA or the CIA or mention papers they must get into friendly hands, Hallecki will glance around the room, then speak with a lowered voice. "Don't talk about it here. But yes, it's possible I can help you. Tomorrow...2 PM...be at the Florianska Gate. Someone will meet you. But tell no one you heard it here, okay?"

The characters will be followed from the nightclub. Detecting this is AVG:RCN.

B. The stranger is Sgt. Randolph Cutler, though he may (at the referee's discretion) use the name "Sgt. Roger Collins." He has noticed the characters are strangers in town and offers to show them around, since "We Americans have to stick together." He was with the 5th at Kalisz, he says, but was cut



off from his unit and eventually found himself in Krakow.

If the characters confide in Cutler, he will say he knows someone who will help them and offer to help them. He will arrange for a meeting the next evening after dark. Cutler will tell the characters to go to a park in Kleparz, on Warszawskie Street, not far from the Florianska Gate.

The meeting will be a trap, an ambush by the Najezdzie Warszawskie. Their goal will be to overpower the characters rather than kill them, so they can be made to reveal the location of any secret caches of supplies they may have...as well as the location of the Reset papers, if the characters were careless enough to talk about them to Cutler.

If the players refuse to meet Cutler, for whatever reason, he will follow them. Again, for them to detect this is AVG:RCN. Cutler will try to learn where the characters are staying, and look for an opportunity for the Najezdzie to attack them.

C. The stranger is Tadeusz Stefanowicz, and he professes curiosity in any strangers he sees in Krakow. He will try to get the characters to talk about themselves. If they discuss secrets or papers, he will seem uninterested but does know of someone who might be willing to buy them, depending on what they are.

He will suggest they bring the papers to an address on Grodzka Street near Sw. Piotra (St. Peter's Church) in Srodmiestcie, where someone will be willing to look at them and offer a price. He is unwilling to say who the buyer is or who he represents.

If the characters are not talkative, he will provoke a brawl with them which several people in the bar will join in. Under cover of the scuffle, two tall, muscular strangers will attempt to kidnap one of the characters (referee's choice).

Stefanowicz is a Pole working for the KGB. His goal is to capture one or all of the characters for interrogation, either by arranging a trap at the Grodzka Street apartment (which is across the street from KGB HQ) or by carrying one off during the brawl.

Depending on the situation, Stefanowicz may also simply follow the characters, reporting movements to Malekov.

D. The stranger introduces himself as *Sierżant* Adam Wiepolski, of the Warta (see page 34). He explains Marian Dmowski's problem (see page 22). He wants the characters to perform a double rescue. He has approached them because they are obviously strangers and unknown to local Warta or KGB personnel, and because they are Americans, and sympathetic, he is sure, to the desperate plea of imprisoned lovers such as he and Marian.

He will pay them well (by current standards) if they can arrange to get Pyotr Dmowski out of his apartment on Solskiego Street at the same time Wiepolski gets Marian out of the Wawel, then get both groups out of the city. (The first two operations must be simultaneous so that one does not alert the KGB or Warta to the other.)

The characters' reward, whatever it is, must also be smuggled out of the Wawel. Wiepolski has little of value himself, but he can arrange to help the characters to hit the Warta armory, warehouses, the treasury, fuel dump, whatever...at the same time as everything else, possibly to create a diversion.

The referee can also use Wiepolski to pass on one further bit of information of help to the players. If they have been unable to locate DIA or CIA personnel in Krakow any other way, Wiepolski can give them information as part of their payment: a password, "Kosciuszko," and a place, Na Zdrowie, where they can be put in touch with the DIA. Wiepolski also has contacts with an anti-Soviet resistance group outside Krakow. He will give them a code word and a meeting place should they ever

need to find the partisans.

### LOOSE LIPS

The characters decide the only way to sell their merchandise is to advertise. They have been speaking with a number of chance-met people in Krakow, letting them know that the characters have something to sell—secrets of some kind—and asking for leads on parties who might be interested.

A. The characters find themselves being followed down an empty street, and, moments later, a number of NPCs will close in. They are armed with pistols and automatic weapons and will call on the group to surrender. They will fire if the order is refused, but they will try to take at least one of the characters alive. If they can capture one prisoner in a firefight, they will retreat with him, even if the other characters still live.

The attackers are KGB thugs. They will question their prisoner under increasingly severe means until they learn where the Reset papers have been hidden.

B. Same as A, but the attackers are marauders, members of the notorious Najezdzie. They plan to sell their prisoner and information on the Reset papers to the KGB. A variant of this plot would have the Najezdzie hired by the KGB in the first place to carry out the attack and the kidnapping.

C. As soon as any one of the characters is alone, a stranger will appear and draw a skorpion machine pistol on him, ordering him to come along quietly. He will be taken to an alley where two more men meet them, then will be escorted to the apartment near Sw. Piotra. The strangers are KGB hirelings. If, when, and how the other characters find out about their comrade has been taken, and how successful they are in a rescue attempt, depends on subsequent events.

D. As the characters are proceeding down a deserted street, they become aware of a number of NPCs closing on them from ahead. Moments later, they realize more NPCs are closing from behind. The characters find themselves between two hostile forces, both wanting the information the characters have, each ordering the characters to come with them.

One of the groups is KGB led, the other led by the DIA. The referee should determine which is which, but leave it to the characters to figure which is which (perhaps by the types of weapons used).

The battle will be short and sharp. ORMO will appear to investigate the gunfire within minutes. The characters will have to decide which group they want to join and work their way to them under fire...or else conclude they want no part of either group and run for it.

E. They are met in a bar by a man who introduces himself with the words "DIA. What the hell do you idiots think you're doing?"

He represents the DIA (or at least he says he does), and he is furious because the characters have been spreading talk all over the city about their secret papers. He tells them the Soviets are very interested in their find, and are almost certainly on their trail. Looking around the room, he will explain that it is dangerous to talk, and that he doesn't want to be seen with them, but they should go out to Grzegorzki Station and find Gustav, who...

At that moment the characters will hear the "plop" of a silenced automatic, and their contact will fall to the floor, dead. They will get a glimpse of the man who shot him slipping out the door, and then will find themselves surrounded by civilians and soldiers who think they killed the man.

The characters, once they have extricated themselves from



that small misunderstanding, will have to locate the abandoned railway station and make their way there, pursued, no doubt, by KGB thugs. "Gustav" is Gustav Cryankowicz, the DIA's local number two operative.

### LOOKING FOR WORK

The characters decide that they must find work in order to stay in Krakow, and that they will take their time in finding the right people to talk to about the Reset papers. Some of them may be able to take on short-term jobs based on their skills, but their experience as a combat unit will make them eligible for a number of offers exploiting their military training. Even in war-free Krakow, experienced mercenaries are in great demand.

**A.** An ORMO lieutenant takes the characters to meet Major Wladislaw Kobiecki at the guard headquarters in the Czartoryski Palace. Kobiecki offers them a dangerous job for which, he says, they will be paid well.

The *Dowodca* has become a liability to the image and power of General Bohusz-Szyszko. The Prefect of Police wants to eliminate him but cannot have the ORMO involved in any way because of *Dowodca* popularity.

They will be equipped with plenty of ammo and new weapons if they need them. ORMO officers will help the group slip into the Wawel and provide them with schedules and post lists of the Warta, if they will stage a marauder-style attack on Jozef Kutrzeba's residence and see to it that he is killed in the firefight. Bohusz-Szyszko will step in and assume full power, using the opportunity to launch "reprisal" strikes against several nearby refugee camps which are suspected of harboring marauder bands.

Kobiecki will see to it that the characters are slipped past the gates and out of the city with their reward. If they prefer, his officers will help them find a place to stay in the city, with the promise of future mercenary jobs, if they wish.

**B.** As in A, but with an unpleasant twist added by the referee at his discretion. After the raid, the characters are captured. Bohusz-Szyszko intends to use them as scapegoats to quiet public unrest after Kutrzeba's death. If the characters have anticipated this possibility and made their plans accordingly (perhaps by stationing accomplices unknown to the ORMO to rescue them), they will have the opportunity of trying them out.

**C.** As in A, but the job is to help the ORMO locate a nest of marauders hidden somewhere in the outskirts of Krakow. The marauder band, the *Najezdzie Warszawskie*, is believed to be hiding in a railroad station, using civilian refugees as cover.

The characters are asked to scout the two railroad stations, the *Dworzec Główny* in *Warszawskie* and the *Grzegorzki* just outside of *Kazimierz*. They must find signs that marauders are using either or both of these buildings as a base (including suspicious groups of people, hidden guns or ammo, or unusual traffic in and out of the building). They may accomplish their mission in any way they plan; possibilities include an armed raid, disguising themselves as refugees, or disguising themselves as marauders (neither of these last will be a great challenge) and trying to join up.

ORMO troops can be stationed nearby (depending on the plan arranged with Kobiecki) and ordered to attack on a pre-arranged signal or in the event of gunfire. Since the *Grzegorzki* Station is the headquarters for the DIA, investigating this possibility first can lead to an unexpected meeting with Colonel Stark and military intelligence.

**D.** As above, but Kobiecki, guided by his KGB bosses, is

actually trying to destroy the DIA presence in Krakow. He has information which suggests that the *Grzegorzki* Station is Krakow's DIA headquarters, and hires the characters to investigate the building. Kobiecki does not want to involve the ORMO directly in the attack and is trying to arrange things so that it will appear DIA Headquarters was destroyed by a marauder band. Depending upon the character's response — for example, whether or not they actually plan to contact the DIA with their information on Reset—this scenario could lead to either combat or a meeting with the people they have been trying to find.

**E.** The characters are contacted by Sgt. Cutler, probably under another name. (If they question people at regular meeting paces such as *Na Zdrowie*, they may learn his real name and put that together with what Lt. Schaeffer told them at the beginning of the adventure.) He claims to represent a band of civilian refugees living in the outskirts of Krakow. According to him, refugees are starving and in need of help, but the military dictatorship in Krakow will not help them and will not let them into the city. The refugees have elected a leadership which is plotting revolution. They want to overthrow the city's military government and open the city to everyone.

Cutler informs the characters that a mass demonstration is scheduled for several nights hence outside the *Florińska* Gate. He wants to hire the characters to stage a raid on the Wawel, timed to coincide with the demonstration. Key guards will have been bribed. The characters are to slip past him and try to kill Bohusz-Szyszko, then escape after causing as much mayhem as possible. Likely targets will include the alcohol fuel stored along the castle's east wall, or the helicopter and fuel stored by the southwest wall. Another possibility is the treasury and munitions stored under the cathedral. Part of the character's promised reward might be loot from the catacombs.

The marauder group's true intentions are to cripple the ORMO and open the city to pillaging and looting, while incidentally derailing long-set government plans to clean out the marauders in Krakow's suburbs. They may or may not plan to honor any deals made with freelance military groups such as the characters.

The referee and characters may wish to play this version straight, but alternative twists can be introduced by having the characters go to the ORMO with what they know and arranging a double-cross to catch *Najezdzie* agents in the city. If the players do not think of this angle, an ORMO officer might contact them after their interview with Cutler and offer to let the characters help the government rather than being caught in the ambush the government is planning.

### THEY FOUND US

Finding the agents of a secret intelligence Network in a strange city can be difficult and frustrating. It does not take into account the fact that those same agents may be searching for YOU. Shortly after the characters enter Krakow, they may become aware that someone is following them (DIF:RCN). Eventually, contact will be made...either by cornering one of the people following the party, or by having a stranger come up and start talking to them.

**A.** The stranger identifies himself as "Andre." He says he represents "people who are interested in what you have." He will not identify his bosses, nor will he say how he learned that the characters have the Reset papers; but he will offer the characters gold or supplies in exchange for the papers they've

found. He will ask to see the papers in order to verify their authenticity.

If the characters attempt to follow Andre, they will discover he is accompanied by a pair of large, husky "bodyguard" types. Any attempt to interfere with him will bring in a group of armed thugs and precipitate a fight (1D10 x 3 determines the number, they are armed the same as stragglers).

Andre is a local Pole working for the KGB under Malekov. His offer to buy the papers is quite genuine, but if given the opportunity he will certainly arrange an ambush which would win the papers for his masters for free.

**B.** As above, but "Andre" is a KGB agent from Lublin representing the intelligence unit which has come to Krakow especially to capture the Reset papers. He will insist he be shown the papers for evaluation. He is being followed at a distance by the KGB-employed force of thugs described in A, who will surround and attack the characters when Andre gives a prearranged signal.

It is possible that an attempt by this second KGB group will initiate a struggle between the Krakow KGB under Malekov and the newcomers from Lublin. This situation could easily be aggravated by the characters themselves claiming that promises had been made to other KGB units, once they discover a power struggle is going on. The Lublin KGB unit could be persuaded that Malekov has gone freelance and is no longer operating in the interests of the Soviet government.

**C.** The stranger is Sgt. Cutler, operating under another name. His contacts have passed word to him that the characters have papers they are trying to sell, and he has put that together with rumors that the KGB is desperately searching for papers carried by a convoy that was ambushed outside the city by marauders.

He will offer to meet the characters in some private place to exchange gold, arms, or other goods for the papers. There will be an ambush by the Najezdzie waiting there.

**D.** The stranger is a piano player at Na Zdrowie and says his name is "Max." He tells the characters that someone wants to talk to them at the club and will arrange a meeting there. "Someone" turns out to be a singer and dancer currently working at Na Zdrowie, under the stage name of Tanya. Her real name—though she probably won't reveal it to the characters—is Ivanna Weitz.

Tanya tells the characters she is an agent for Shabak, an Israeli intelligence organization. Her contacts with the DIA have warned her that newcomers to Krakow might have the Reset papers with them. She has surmised that they might have them and offered to buy them. She will not be able to offer the characters as much in the way of rewards as the KGB, but she is a distinctly more pleasant person to work with. She may also, if circumstances permit, offer the characters further employment, in Israeli service. If the characters refuse to sell her the papers, she will offer to pay for the opportunity of photographing the papers (the characters may watch during the process, to guard their investment). Israel has long relied on technology to hold her enemies at bay. The darkness has been closing in on her country since the general collapse of civilization, and a working computer system would go a long way towards restoring the old balance.

It may be difficult for the characters to prove to themselves that Tanya is indeed Shabak and not KGB, though an attempted assassination of Tanya or the characters by KGB heavies might help convince them. She will impress the characters as an open and honest sort despite her choice of occupation, and



she will not attempt to double-cross them.

**E.** As in D, but Max will be gunned down from an alley as he leads the characters to their meeting with Tanya. Eventually, Tanya will re-establish contact with the characters, but their rendezvous will be complicated by the fact that they don't know who Max's boss was. In the meantime, they will find out that a number of Krakow's KGB thugs are after them and what they have. The KGB had been shadowing Tanya, suspecting that she was an enemy agent, and had deduced what her goal was when Max contacted the characters. This scenario will lead the characters into a confrontation with the KGB. Tanya will be able to enlist the help of the DIA...or possibly of the Warta since she is on intimate terms with Kutrzeba...in order to rescue the characters from a tight spot.

#### ENDING THE ADVENTURE

The actual amount of any reward or payment the characters receive for a task is deliberately left vague. In the world of *Twilight: 2000*, value is a relative thing. To one group of players, food might be a great treasure, to others a tank of fuel or ammunition might be valued above all else. Others might prefer a set of electronics tools, 15 units of assorted antibiotics, some new engine parts, three dozen mortar rounds, or even citizenship papers in Krakow.

Several of the suggested plot elements provide for the continued presence of the players in Krakow or its vicinity. The players should find Krakow an interesting and rewarding place.



## The City and its Environs

*When we finally got to Krakow, we sat on the road north of town and just looked for a while. The mountains to the south were just visible through the river mist, and the Wisla wound through the city like I imagine the Danube does through Vienna. It was beautiful.*

Krakow was a beautiful city before the war. Built on the banks of the river Wisla in southern Poland at the foot of the Carpathian Mountains, it was long renowned for its magnificent art and architecture, and was the site of one of Europe's oldest centers of learning, the University of Krakow. In 1990, this former capital and residence of kings had a population of 500,000.

By 2000, the war has not savaged Krakow as it has other cities. Though the eastern suburb of Nowa Huta and its steel foundries were devastated by tactical air strikes, in Krakow itself there were no nuclear strikes, no major battles, or bombings, and the armies which passed by were too hurried to stop for loot.

*A farmer we talked to said it was better to take the roads into town. It seems the city mines the countryside to keep out the less welcome elements of society. We got onto the Katowice Road, and kept on truckin'.*

*We got to what used to be the suburbs about noon. They looked like those old films they had on the tube about bombed-out cities in WWII. Piles of rubble were everywhere. Now and then we saw small groups of people rummaging through the ruins. They were a scraggly-looking bunch of rag-pickers...the kind you used to see in those "help the poor" ads on television before the war.*

Nevertheless, much of the city had been lost. Krakow suffered far more from the general collapse of civilization than from battle. Plagues decimated the populace. Numerous buildings are burnt-out shells, reminders of the riots which struck soon after the plagues and famine began. Many empty buildings have been destroyed, and the rubble used to build the walls which now enclose the old city. War, starvation, and disease have reduced Krakow's population to less than 80,000.

*Now and then we passed a standing building, but most of them had either been reduced to rubble, or seemed in pretty bad shape. Sometimes we'd go for blocks and not see a living thing.*

*After a while, though, we'd see more and more buildings that looked like somebody still lived in them. The doors were intact, the windows had good stout shutters, sometimes the upper story windows still had glass in them.*

As a result, many parts of the city have been all but abandoned. Most of the city's inhabitants live inside or near the old city district called Srodmiemie. This area north of Wawel Castle was once enclosed within medieval walls and moats, but the walls were (mostly) torn down in the 19th century and replaced by the 4 kilometer long park called the Planty. The walls have been rebuilt (after a fashion) during the past year, mostly with rubble from surrounding districts, and Krakow has once again the look and flavor of a medieval walled city.

The neighboring districts of Swiat and Stradom have not been entirely given up. Buildings in the outlying districts such as Czarna Wies, Piasek, Kleparz, and the regions on the south bank of the Wisla stand largely empty, some in ruins. Scavengers, thugs, and marauders live in many of these areas, and they are not safe to travel in, especially at night.

The Polish 8th Motorized Rifle Division originally served as the city garrison. When Krakow declared itself a free city in October of 1999, the 8th division remained as the city's defense.

*We ran into our first city checkpoint after about fifteen minutes. They told us we couldn't get into the city without "proper papers." Jones talked with them for a while, and gave them a couple of willie peter grenades in exchange for the "proper papers" and the low-down on where to go and who to see.*

The city is outwardly ruled by the *Rada* (the city council), an elected body with, theoretically, control over city troops, and by the *Dowodca* (leader) Kutrzeba. In fact, the former Division commander, Major General Zygmunt Bohusz-Szysko is now the city's Police Prefect and commander of the ORMO, with total responsibility for the city defenses.

There is a third leader in the city as well, an extremely wealthy individual who prefers to pull political strings from the shadows.

He is known as *Guz* ("Boss"), and he controls much of the black market, *Dowodca* Kutrzeba, and the entire Council through his wealth and connections. He is protected by his own guards, and has his own intelligence network.

Some of Krakow's food comes from what were once the Park Jordana and the Blonia Krakowskie, and the fields and areas to the west. The farms are worked by *robotniki* under the guns of the ORMO. People who want to become citizens of Krakow can earn the right by working in the farm collectives or other city jobs under what are virtually slave labor conditions. The duration of this indenture was originally a year, but the *Rada* is considering increasing it as more and more refugees show up.

Despite its farming efforts, Krakow must import more food than it produces to survive. Krakow's industries include the manufacture of bicycles, alcohol, mortars, mortar bombs, reloaded ammunition, drugs, and farming tools, which the city exports in exchange for food. Merchant convoys are frequently encountered along the roads to and from Krakow, usually protected by armed civilians and (occasionally) by ORMO. A number of boats and barges operate on the Wisla as well (most of these are crudely built, and drift with the current, but a few pre-war river craft survive).

The Krakow city map identifies important locations throughout

the city and is followed by descriptions of each in some detail. A more detailed plan of Wawel Castle is shown on a separate map.

**MAP 1 THE CITY DISTRICTS**

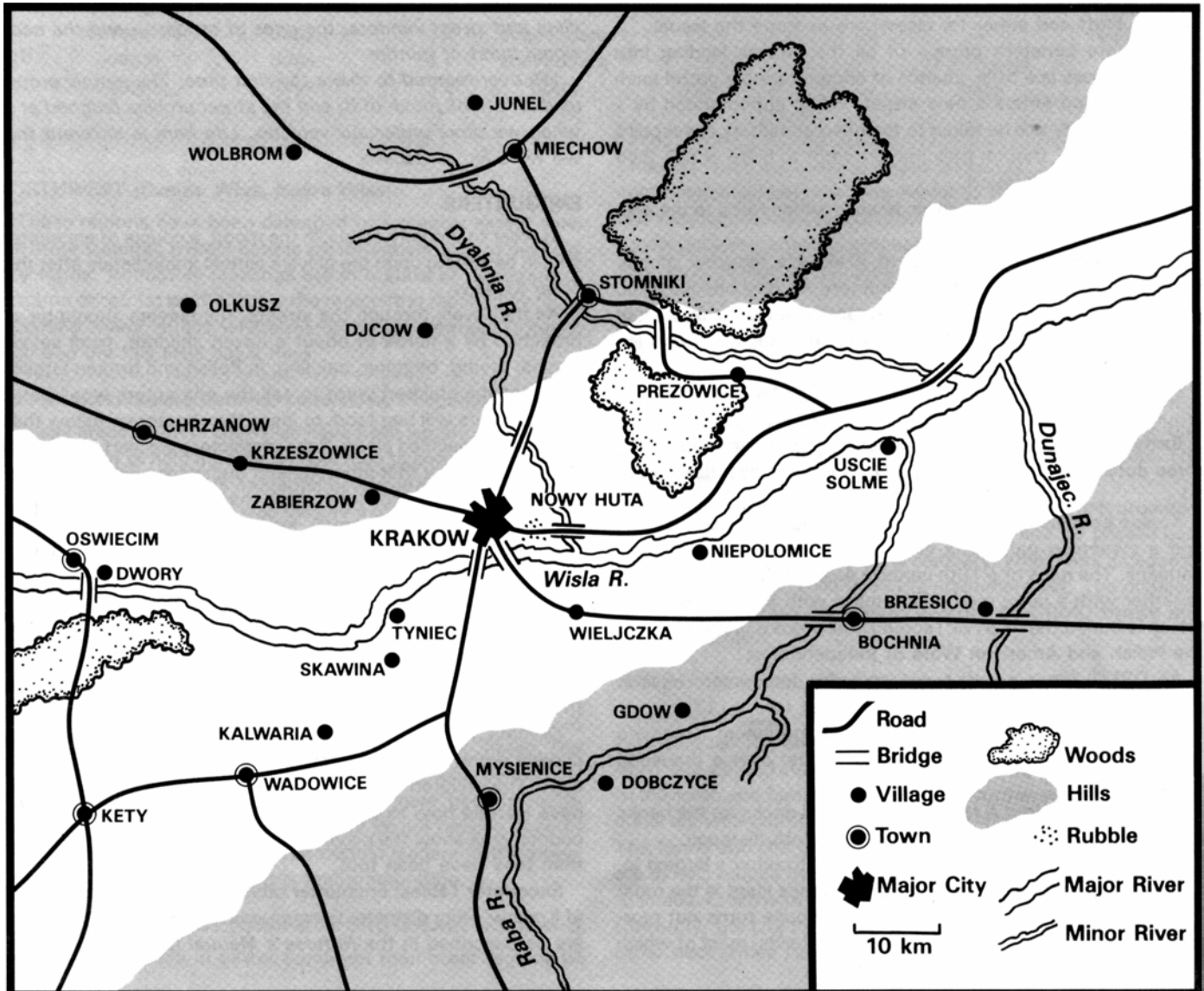
The map on the center pages shows the area covered by the pre-war city of Krakow. The party will probably approach from the north or northwest, and may make use of any of the roads indicated.

It should be remembered that the city is surrounded by extensive minefields and by areas set with electronic sensing devices. These are marked by a barrier fence of a few strands of wire. There are warning signs posted at intervals along this fence, in several languages). Characters attempting to sneak into the city by travelling through the countryside rather than along the roads will almost certainly be intercepted by patrols of the city's ORMO.

**THE CITY DISTRICTS (see pull-out pages)**

- A Perimeter Post
- B Battalion Command Post
- C Checkpoint
- D Checkpoint (MG)

**Krakow and Its Environs**



E	Dworzec Glowny Station
F	Grzegorzki Station
G	Wojo's Main Factory
H	Distillery
I	Warehouses
J	Farming Area
K	Kopiec Kosciuszki

**Military Checkpoints:** These are manned according to the section entitled ORMO (see p. 28).

The guards will stop any individual or party approaching the city. Their orders are to turn away obvious refugees and wanderers without means of support, to admit others after taking their names and asking their business. All approved visitors will be told to report to the *Rada* (City Council) at the Town Hall, and that they must get proper papers there in order to stay in Krakow. They will be issued a temporary pass to allow them to go to the Town Hall without being detained en route.

If no common language is found between the party and the guards, the party will be escorted to the Town Hall by troops detailed by the NCO.

There is a 40% chance that the guards will try to hustle the party for gold, food, weapons, or ammo, by refusing to admit them without "proper papers." The characters may try bargaining or bribery to strike a good deal, or the party may call the guard's bluff and either try elsewhere or force the issue.

There are constant patrols of all the streets leading into Krakow. There is a 50% chance of encountering a patrol each time the group enters a new street. When apprehended by a patrol, the party will be taken to the nearest military checkpoint for questioning, though they may attempt to bribe or talk their way out of the situation.

Gunfire will bring a very large, heavily armed force to the area within a few minutes.

**Pillbox/Tank:** These are part of Krakow's network of city defenses. They are identical to ordinary military checkpoints, but in addition there will be a dug-in tank situated for maximum effect. These are more fully described in the section entitled ORMO, beginning on p. 28.

**Perimeter Post:** Part of a network of defensive positions around the city. These are fully described on p. 31.

**Battalion Command Post:** Headquarters for operations of the three duty battalions of the ORMO. These are described on p. 31.

**Kopiec Kosciuszki:** This hill gives a splendid view of the city, and a sweeping panorama of the Wisla valley and the Carpathians. The ruins of a 19th century Austrian fortress are here, together with a large memorial mound with a small chapel in which is buried the heart of Tadeusz Kosciuszko, a hero of both the Polish and American Wars of Independence.

An ORMO force is kept here, ready for deployment against marauders or other threats from the west (see p. 17).

**Dworzec Glowny Station:** A railway station in Krakow's Warszawskie District, now occupied by just over a thousand refugees.

**Grzegorzki Station:** A railway station and docks on the banks of the Wisla, now abandoned and fallen into disrepair.

**Wojciechowicz Munitions Plant:** One of Krakow's largest industries is munitions, and the Wojciechowicz plant is the most important of them. This converted warehouse turns out mortars, mortar rounds, explosives, and shell reloads, most of which

are exported to other cities. The surrounding city blocks are largely uninhabited, for obvious reasons.

**Distillery:** The largest of a number of alcohol distilleries in Krakow. Many workers are employed here producing fuel (mainly methanol) which is stored in a warehouse down on the waterfront. These areas are always under heavy guard.

**Food Warehouses:** Several warehouses taken over by the city government and used to store food for distribution to Krakow's citizens. These centers are always under heavy guard.

**City Districts:** The districts of the outer city are not entirely abandoned, and numerous families live in the crumbling buildings of Nowy, Piasek, and other areas.

## THE CITY

*As we approached the new city walls, we noticed that the faint haze we thought was river mist was actually wood smoke from thousands of fires. As we got closer, the smells became more noticeable also. Wood smoke, as I said, along with a sweetish smell of decay...of something long dead...of garbage long neglected. Even the rubble smelled of mold and dampness.*

*The place was never quiet. There were the yelps and barks of the seemingly ever-present dogs, the grunts and squeals of pigs here and there in pens, or being herded someplace by a pack of grimy swineherds. From what seemed to be shops came the din of metalworking, shouted arguments, and lower-volume bargaining. From the streets came the ritualized chants of peddlers and street vendors, the cries of children...and the occasional burst of gunfire.*

*We over-reacted to those the first time. The people around us didn't think much of it, and the street urchins laughed at us when we dove under our vehicles. Life here is different than we were led to believe.*

## ENCOUNTERS

In order to properly establish the mood, a couple of encounters should be sprung upon the players almost immediately after they enter Krakow.

As they walk through the streets, the players should be approached by a horde of about a dozen children, from several angles, crying, begging, cajoling, in Polish and broken English. Some of the children want to sell the characters small handicrafts, others will beg food, or insist the characters follow them to some unspecified place. If the characters are alert (AVG:INT), they will discover that other, quieter urchins are using the louder ones as cover to sneak up and rob the characters. These thieving children will go for small, easily concealed items that can be removed without notice, such as grenades, magazines from ammo pouches, pistols from exposed holsters, and so on. Given an opportunity, however, they will swipe anything they can carry off, like unattended machineguns, jerrycans of fuel, or boxes of rations. If the referee wishes, an older child could be allowed to start a vehicle and drive it off, resulting in a desperate chase through the streets.

Contact with these children need not be inflicted upon the players more than once or twice before they learn to be more alert. The children will still be around, but the characters will have learned how to deal with them. The purpose of this encounter is to show the players that things in Krakow are tougher than they have been told.

**Encounter Tables:** Encounter tables are given below for each of Krakow's city districts. Encounter results not explained below are as described in the *Referee's Manual* (pp. 12-16).

## Encounter Charts

### NORTHWEST

Die	Day	Night
2	robotniki	gangs
3	robotniki	thugs
4	ORMO	thugs
5	refugees	thugs
6	—	—
7	—	—
8	refugees	—
9	scavengers	—
10	scavengers	dogs
11	scavengers	dogs
12	dogs	dogs

### NORTHEAST

Die	Day	Night
2	refugee	—
3	refugee	marauder
4	ORMO	thugs
5	—	gang
6	—	gang
7	—	—
8	—	—
9	—	—
10	scavengers	gang
11	scavengers	dogs
12	dogs	dogs

### OUTSIDE THE CITY WALLS

Die	Day	Night
2	ORMO	thugs
3	ORMO	thugs
4	ORMO	—
5	robotniki	—
6	robotniki	—
7	—	—
8	—	—
9	—	vigilantes
10	refugees	vigilantes
11	refugees	dogs
12	dogs	dogs

### SOUTH

Die	Day	Night
2	refugees	marauders
3	refugees	gang
4	—	gang
5	—	gang
6	—	thugs
7	—	—
8	—	—
9	scavengers	—
10	scavengers	dogs
11	dogs	dogs
12	dogs	dogs

### NORTH, EAST, SOUTHEAST

Die	Day	Night
2	—	marauder
3	refugees	gang
4	robotniki	gang
5	robotniki	gang
6	ORMO	thugs
7	—	—
8	—	—
9	—	—
10	scavengers	—
11	scavengers	dogs
12	dogs	dogs

### WEST

Die	Day	Night
2	refugees	thugs
3	refugees	thugs
4	robotniki	—
5	robotniki	—
6	ORMO	—
7	ORMO	—
8	—	—
9	—	vigilantes
10	—	vigilantes
11	scavengers	dogs
12	dogs	dogs

### NORTHWEST (Czarna Wies, Nowa Wies)

These regions have been damaged to a greater extent than the other suburbs. ORMO patrols are infrequent except near the city farms. Almost all buildings are in a state of moderate to extreme decay (at best). This is the region first reached by most incoming *zbiegi*, and is where many of them remain. Crime is high and life has little value here.

### SOUTH (Zakrzówek, Debniki, Ludwinów, Podgorze)

These areas south of the Wisła have been largely abandoned, it being easier to hold the four bridges than to control these large areas. They were largely industrial or low-rent housing before the war (during WWII, this was the city's ghetto). Military checkpoints are maintained at each bridge, day and night, and the bridges are set with devices designed to be command detonated in the case of an attack in force. The few inhabitants are mostly engaged in scavenging the remaining buildings for scrap such as copper wire, which can be traded in the city for food.

### NORTHEAST (Warsawskie)

The Central Station for Krakow's railroad network is located in the Warszawskie district, to the north of Lubicz Street. The trains no longer run, but there is a very large refugee population living in the station. These *zbiegi* have become quite desperate, for they have no papers, and do not receive government food. There are rumors that certain leaders of the *zbiegi* are secretly gathering weapons and ammunition.

### NORTH (Kleparz), EAST (Wesola), & SOUTHEAST (Kazimierz)

These regions are in better condition than other regions of

Krakow. There are more occupied buildings, and relatively less crime, especially as one gets closer to the city walls. Kleparz and Wesola are popular with scavengers because of the railroad tracks (which are largely stripped by this time, but can still provide small scraps of valuable metal).

### OUTSIDE THE CITY WALLS (Swiat, Nowy, Piasek, Stradom)

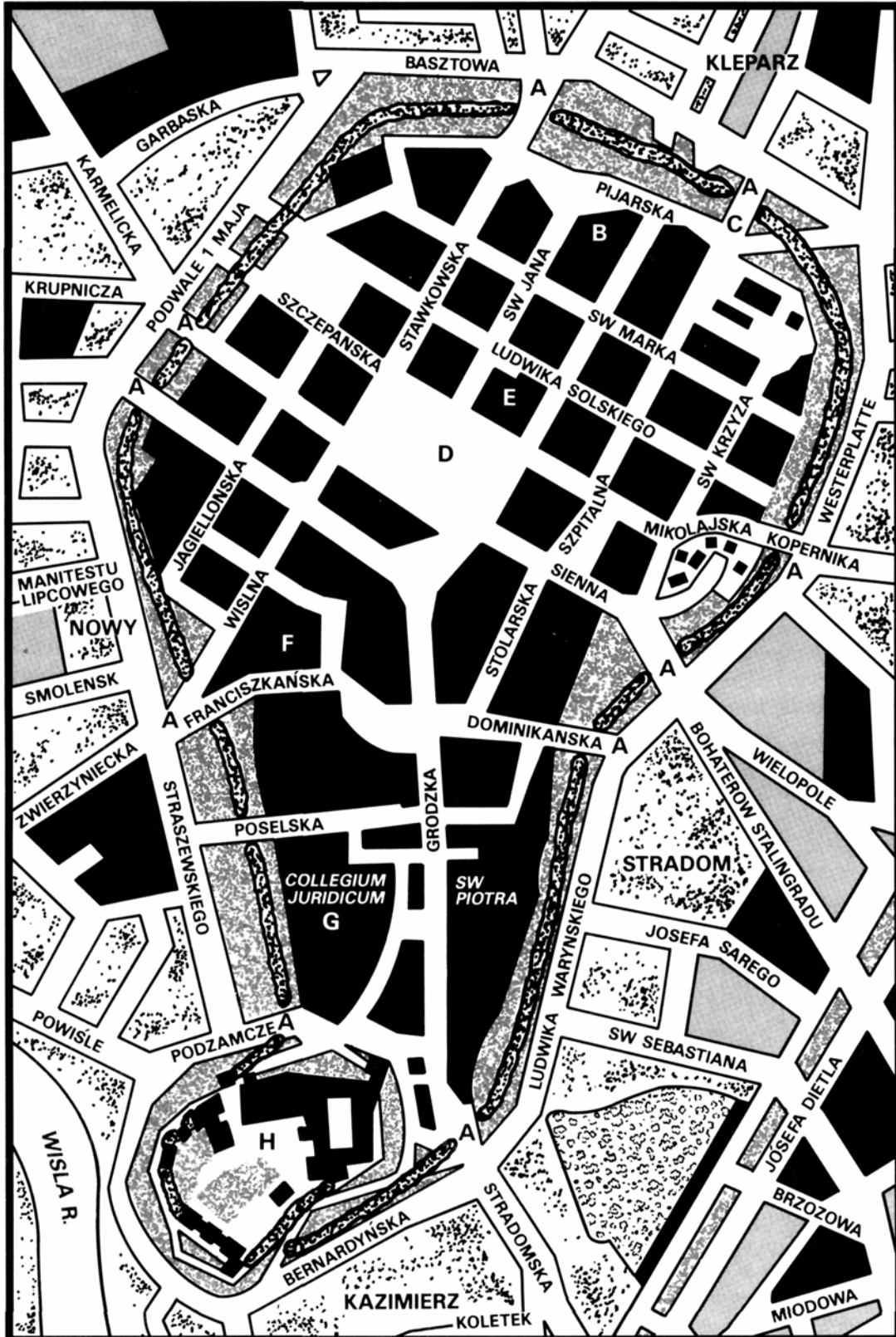
A large warehouse in the Nowy District close to the city walls has been taken over for the storage of food from the western farm areas. The warehouse lies between Manifestu Lipsowego and Smolensk Streets, near one of the gates. Food distribution is carried out here twice a week to those with ration chits. The building is always heavily guarded by the ORMO.

There is a large distillery located in Stradom which produces methanol and ethanol for the city's forces and for private use. The city government owns the distillery, which has a capacity equal to four large stills from the equipment list. The distillery and the warehouse are always guarded by ORMO troops and private guards.

### WEST (Zwierzyniec, Polwsie Zwierznieckie)

Most of the city's farms are located west of the city in these two suburbs. The former gardens of the Blonia Krakowskie have been dug up and turned into fields, as have the Park Jordana to the north and former industrial areas further west. These farm areas are well-patrolled and guarded by numerous checkpoints. The farms and the food stockpiles in Nowy and in the Wawel are to help reduce the city's dependence on imported food, and to enable Krakow to withstand a prolonged siege, if necessary. Currently, the city maintains a two months supply of food and other necessities for everyone who holds citizenship papers.

Map 2: The Old City



## NOTES TO ENCOUNTERS

**Scavengers:** Small parties of people searching unoccupied buildings for salvagable material, which they exchange for food. 4 recruits, 2 experienced NPCs. Armed with 1 spear, 4 knives, 4 clubs.

**Robotniki:** Indentured workers, earning citizenship in Krakow. See the entry on p. 39. Size of the group encountered is up to the referee. In the case of a riot or insurrection, they are armed with knives and improvised melee weapons (such as clubs and home-made spears).

**ORMO:** Krakow's defense force. See the entry on p. 34. Size of the encounter is up to the referee.

**Thugs:** A small group intent on waylaying and robbing the characters. Thugs usually ambush their victims, but often create a diversion in order to separate their intended victims from their vehicles. Thugs will run away if outnumbered. 1 veteran, 1 experienced NPC, 3 recruits. Armed with 1 pistol, 1 sporting rifle, one shotgun, and 3 clubs.

**Gang:** See the entry on p. 40. 1 veteran, 2 experienced NPCs, 2 recruits. Armed with 2 pistols, 2 shotguns, and 1 sporting rifle.

**Vigilantes:** A party of citizens guarding a specific area (usually a block or two) to keep criminals away. These are usually found in areas containing craftsmen and shops. They will urge strangers to go somewhere else. 1 veteran, 2 experienced NPCs, 2 recruits, armed with 2 pistols, 2 shotguns, and 1 SMG.

## MAP 2 THE OLD CITY

The Old City is called Srodmiescie, and stretches about 2 km north from the Wawel. In the nineteenth century, the city's walls and moats were filled in during an urban renewal project which created a 4-kilometer long garden park called the Planty. During the past 18-months, this park has been dug up and a new wall erected by refugee labor, using rubble stripped from surrounding buildings. At the north end of the Srodmiescie, parts of the old wall are intact, including St. Florian's Gate, which stands over 30 meters tall, and the barbican, a massive medieval wall 10 meters tall in places.

The new wall averages 4 meters in height and is little more than a crude barricade of stacked blocks of stone, bricks and sandbags topped by barbed wire and a board walkway. Several streets into the old town have been blocked off, and fortified gates have been constructed at the others.

The main gates are closed at sunset and opened at sunrise. Smaller side-gates permit only pedestrians to come and go at all hours, hindered by ID and papers checks.

### MAP 2 Key

- A Military Checkpoints
- B Guard HQ
- C Florianska Gate
- D Ratusz and Market Square
- E Na Zdrowie
- F Nasz Towarzysz
- G Collegium Juridicum
- H Wawel Castle

**Military Checkpoints:** As on Map 1, these mark guardposts at each of the gates to the Old City.

**Guard HQ:** This was once the Czartorysk Museum, but it is now the HQ for the ORMO on guard both along the wall and in the city districts.

**Florianska Gate:** Also called St Florian's Gate, this is the main gate into the Old City. The gate tower is 35 meters tall and massively built.

**Ratusz (Town Hall) and Rynek Glowny (market place):** Formerly the covered market place, a gothic stone building over 100 meters long, the *Ratusz* was taken over by the government as the meeting hall for the *Rada*. Here, on the ground floor, the *Rada* (the city council) interviews newcomers to the city, issues papers, and tries legal cases. The building faces out onto the *Rynek Glowny*, where most of the city's open commerce still takes place. The square is lined with shops, open-air booths, and market stalls, where almost anything can be bought or bartered.

**Na Zdrowie:** A bar/restaurant/nightclub run by Henryk Hallecki. The restaurant and nightclub is a dimly lit room devoted to candle light and "atmosphere." The bar is slightly better lit, but the many booths and tables facilitate private conversations. Entertainment in the nightclub consists of piano playing, singers indulging in nostalgic pre-war love songs and occasional exotic dancing. It is especially popular with Krakow's well-to-do civilians and ORMO officers. The name is a traditional toast.

**Nasz Towarzysz:** A bar and restaurant, especially popular with members of the Warta and with enlisted members of the ORMO (since it is less expensive than Na Zdrowie). Dimly lit and often crowded, it is a good place to make contact with people. The name means "Our Comrade."

**Collegium Juridicum:** A former legal college, now closed and boarded up.

**Wawel Castle:** A large castle on a hill overlooking Srodmiescie.

**Note:** Encounters within the Srodmiescie will nearly always be with civilians or military patrols. These encounters should be arranged as necessary by the referee, and no table is necessary for them.

## MAP 3 THE WAWEL

The limestone hill dominating the Old City and the entire valley from the banks of the Wisla river has been the site of various fortresses and basilicas for at least eleven centuries. In the latter half of the 20th century, the interior of Wawel Castle had been restored as a museum, but after the war broke out the Wawel was taken over by elements of the Polish 8th Motorized Rifle Division. Dowodca Jozef Kutrzeba has established the fortress as his personal stronghold and the headquarters of his personal guard, the Warta. It is also the command center for Police Prefect Bohusz-Szyszkko, the actual commander of the city by virtue of his control of the military.

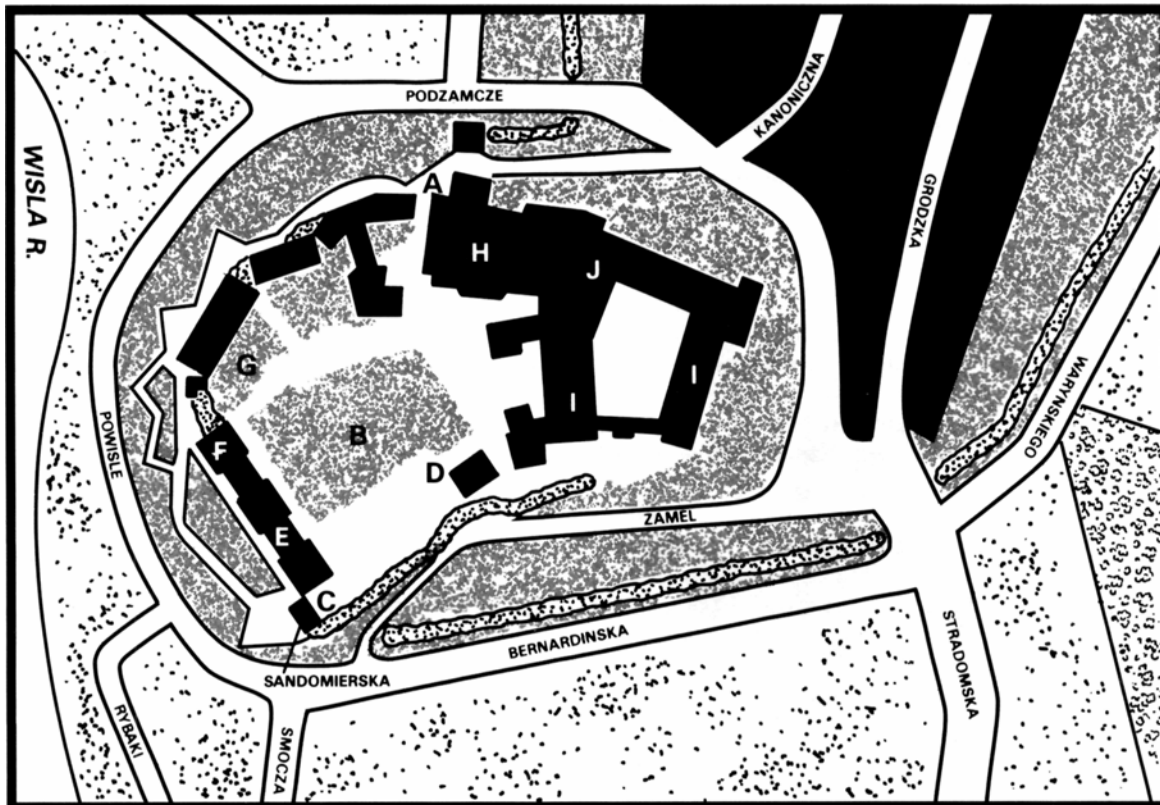
### MAP 3 Key

- A Main Entrance
- B Castle Courtyard
- C Fuel Dump
- D Helicopter Hanger
- E Residential Areas
- F Kutrzeba residence and offices
- G Bohusz-Szyszkko's residence and offices
- H Wawel Cathedral
- I Other Chapels
- J Treasury

**Main Entrance:** This is always manned by ORMO sentries and equipped with effective anti-vehicle obstacles. It is the only entrance to the Wawel, although rumors of secret passages and



### Map 3: The Wawel



tunnels abound. It is possible that one of these might exist, perhaps dug in medieval times and long forgotten, or perhaps recently built by Bohusz-Szyszko or Kutrzeba as an alternate escape route in case of catastrophe.

**Castle Courtyard:** Once park-like, this open area surrounded by three-story galleries has been turned into a military camp, filled with vehicles, equipment, and storage sheds.

**Fuel Dump:** Drums of ethanol and methanol are stored in a guarded fuel dump in the south corner of the courtyard, by the Sandomierska Tower. The dump is surrounded by barbed wire and always patrolled by ORMO troops. A machinegun and spotlight are located by the Sandomierska Tower.

**Helicopter Hanger:** Krakow has a single helicopter, an Mi-17 acquired when Krakow became an open city. It is stored in a jerry-built hanger in the courtyard. A small quantity of avgas is stored in a heavily guarded military tank truck usually parked nearby. The helicopter's engines are fired up at infrequent intervals for maintenance, but it is never flown.

**Residential Areas:** Most of the former residential areas of the royal palace have been turned into quarters and barracks for Kutrzeba's guard, or storage areas for stockpiles of food, ammunition and equipment. Several rooms have been taken over for the hospital.

**Kutrzeba's Residence and Offices:** One wing of the old palace residence serves as quarters and work space for the apparent ruler of Krakow, *Dowodca* Kutrzeba.

**Bohusz-Szyszko's Residence and Offices:** Another wing of the old palace serves as residence and offices for the Police Prefect of the city, the man who actually controls the military.

**Wawel Cathedral:** The cathedral has been left untouched because of popular sentiment for the structure. There are guards

stationed inside and in the Sigismund Belfry, where the *Dzwon Zygmunta* (Sigmund's Great Bell, 8 meters in circumference) is still rung in times of great peril or joy.

**Other Chapels:** The entire northeast corner of the castle complex was rebuilt into several chapels adjoining the cathedral in times past. These areas, too, have not been confiscated by the military, but guards do patrol the passages, the walls, and the towers.

**Treasury:** A winding staircase from the cathedral sacristy leads down to the treasury where many of Poland's national treasures are still kept. These treasures have been appropriated "for safe keeping" by Kutrzeba and Bohusz-Szyszko, a source of some recurring friction between the city's military government and the people. Kutrzeba would like to use the gold, but melting it down would cause a rebellion among the citizens. Both Warta and ORMO troops guard the staircase and approaches.

Also under the cathedral are the crypts where fourteen of Poland's legendary kings are buried with their wives and children, together with a number of Polish military heroes. Large reserves of food, arms, ammunition, and equipment are now also stored among the crypts.

The Wawel is a military fortress, and all encounters here will be with military personnel and guards. No encounter table is provided.

#### MAP 4 KOPIEC KOSCIUSZKI

##### MAP 4 Key

- A Guard Tower
- B Mortar Battery dugouts
- C Barracks, 8th Recon Bn
- D Barracks, 84th Tank Bn, 8th Arty Bde, & 4/81 st eng.

- E HQ Building
- F Motor Pool, 84th Tank Bn
- G Motor Pool, 8th Arty Bde
- H Motor Pool, 8th Recon Bn
- I Motor Pool, 81st Engineer Bn
- J Parade ground and Kosciuszko Chapel
- K Zwierzyniec

**Guard Tower:** An observation post taking advantage of the excellent view offered by the Kopiec.

**Mortar Battery Dugouts:** Fortified mortar positions.

**Barracks:** Quarters for personnel of the units indicated.

**HQ Building:** Administrative center for units assigned here.

**Motor Pools:** These buildings house the vehicles, repair facilities, and spares storage of the units indicated.

**Parade Ground and Kosciuszko Chapel:** Morning inspections are held here.

**Zwierzyniec:** The most densely inhabited areas of this suburb of Krakow.

**ELECTRICITY**

Electric power is a luxury in Krakow. Most of the large electrical power generating systems were damaged by the initial stages of the war and have not been repaired. Oil is impossible to get for those few that remain operational. Krakow is fortunate to have an alternate plant operational, producing a few hundred kilowatts. It is powered by an archaic steam-boiler, salvaged from an early 20th century coal-burning power plant near Krakow.

Electricity is vital to the operation of the machine tools that provide Krakow with trade goods. It is strictly rationed by the Rada, most going to the few industries in Krakow and to the

hospital. The ORMO's engineers and a few individual citizens (mostly wealthy merchants) have small generators, but these are expensive to operate and maintain. The plant and its facilities are heavily guarded.

**THE HOSPITAL**

Most of Krakow's medical supplies and remaining medical personnel are concentrated in one of the residence wings of the Wawel. Along with much of the surviving medical and biochemical instructors and the science equipment from the University of Krakow, these form Krakow's new hospital. While not very sophisticated by the standards of late-20th century medicine, the hospital is one of Krakow's greatest treasures. Its experts are capable of manufacturing, in small lots and at great expense, primitive antibiotics (liquid form + , - , and ±), vaccines, and antitoxins. It is rumored to be the only source of anti-rabies vaccine in Eastern Europe (the 14-day DE vaccine series referred to in the Referee's Manual, p. 20).

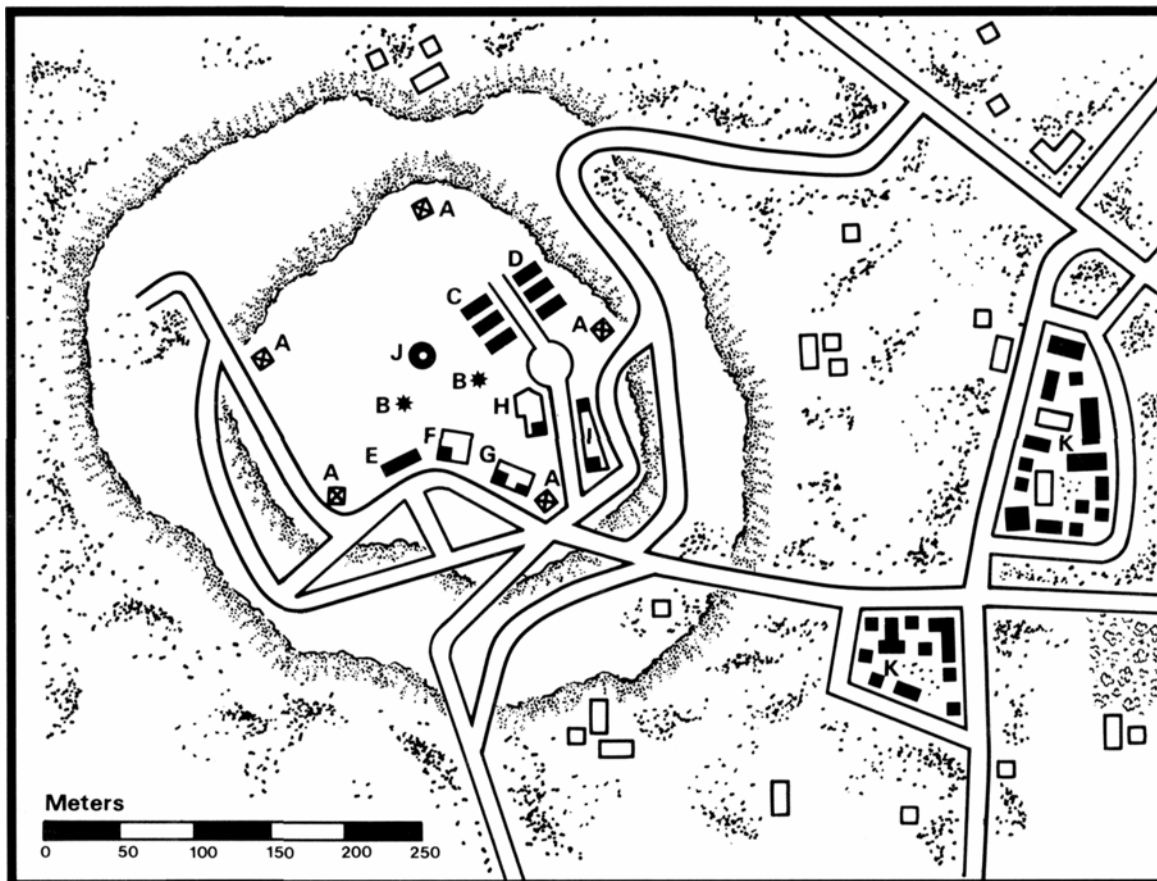
It is rumored that the chemists of the hospital are capable of producing poisonous gases as well.

**LODGING IN KRAKOW**

When the characters arrive in Krakow, one of the first things that will occur to them is the question of shelter. There are basically two forms of shelter in Krakow, occupied buildings and abandoned buildings.

**Occupied:** An occupied building contains human inhabitants, who may be willing to give shelter in return for payment. The cost will vary depending upon the condition of the building and the services, if any, provided by the landlord. Two or three dollars in barter will buy a night's sleeping space in a leaky, unheated flophouse. A deluxe private room with a bed (and clean

**Map 4: Kopiec Kosciuszki**



linen), stove, and wash basin might cost forty dollars a day. Not all occupied buildings will take in strangers, however.

Finding poor lodging is ESY:INT, average lodging AVG:INT, and good lodging DIF:INT.

**Abandoned:** Abandoned buildings can be used simply by occupying them. They may be found anywhere Map 1 indicates "Abandoned." The referee should determine the condition of the building and any work necessary to make it habitable if desired, but there is no shortage of abandoned buildings. Inspection of a building before occupancy (AVG:CVE) will reveal any existing structural problems to the characters. Referees may wish to throw additional problems at their players, such as dog packs in the building, or an undiscovered structural flaw, but such complications are optional.

### THE ECONOMICS OF KRAKOW

Krakow, since it cannot raise enough to support itself, must trade for food and raw materials. The area around Krakow was an agricultural district before the war, and although damaged by the war, production has not been completely destroyed.

Krakow is also a place where practically anything can be bought—if you have the price. The free-wheeling nature of the city has made it a natural market for rare items, such as hard to find medical supplies or scarce weapons, and spare parts for many common items of equipment.

**Imports:** Much of Krakow's imports come in by merchant convoy, along the roads. Many of the communities upriver from Krakow send their bulk produce downriver by crude barges. These are unloaded on the new city docks (on the north bank of the Wisla, northwest of the Wawel). Most of the barges are broken up for sale as firewood, and the merchants then either hire mules to transport goods back upriver or rent one of the motor-driven craft still operating.

The merchants of Krakow will buy food, luxury goods (such as medical supplies or coffee), and raw materials for the city's factories. They will also buy spare parts for just about anything.

**Availability:** Availability should be determined by the referee, using the equipment availability chart.

**Shopping:** Shopping consists of spending time determining the availability and price of one or more desired goods. A character who spends a four-hour period shopping can establish whether or not a number of goods in a specific category are available and, if so, how much they cost. Exactly what is in a category is left up to the referee. Small arms ammunition would be a category, for instance, as would large caliber rounds, medical supplies, and vehicle parts. The referee should place a reasonable limit on the number of items per category priced per period. Shopping is easy work for the purposes of fatigue.

Determining availability of goods is done at the end of the period. The chance that an item is available is listed on the equipment availability table in the referee's charts of the basic game. The referee should roll once per item sought to determine availability.

If the result is success, the item is available, but at three times its equipment list price (if rare), twice its equipment list price (if scarce), or its normal equipment list price (if common or very common). If the roll results in outstanding success (10% or less than the required success roll), the item is available for its equipment list price (if scarce or rare) or half of its equipment list price (if common or very common).

If the result is failure, the item is not available, and a character may not seek it again for one week.

For example, a character shops for small arms ammunition. He wants to buy 9mm P, 5.56 N, and 12 Gauge. He must make three availability rolls at the end of the four-hour period spent shopping. If the first is success, the second outstanding success and the last failure, he may buy 9mm P at \$675 per case, 5.56 N at \$100 per case. No 12 gauge ammunition is on the market this week.

The referee should place a reasonable limit on the number of items available, taking into account price and scarcity.

**Selling:** Players attempting to sell items will receive about half of the prices indicated above. It takes the same amount of time to find a buyer for an item as it does to buy an item (see above).

**Note:** Because Krakow manufactures methanol in large quantities from agricultural wastes, the price per liter of methanol is \$.50. Ethanol is not manufactured in large amounts because it requires edible material. Ethanol bought in Krakow costs \$8 per liter.

**Currencies:** Gold in various forms is used, but the most common currency in use in Krakow is the ration chit, sometimes called a soup-kitchen coupon or meal-ticket.

Ration chits are printed by the *Rada* and can be redeemed for meals at public "soup-kitchens" throughout the city, or for bulk food from the city warehouses. A ration chit entitles the bearer to a day's worth of food.

The ORMO and all city workers (excluding *robotniki*, who are fed in the fields) are paid in ration chits. Factory owners buy them from the *Rada* with their goods and use them to buy raw materials from scavengers and to pay their own workers.

Shortly after Krakow proclaimed its free city status, the *Rada* confiscated all printing presses and supplies (not difficult, since printing was tightly controlled even before the war). At about the same time, a large supply of banknote quality paper was discovered in a railroad car, and this is used to print the ration chits. As a result, the chits are very difficult to counterfeit locally. To prevent hoarding, the chits are dated, and the pattern changed occasionally.

For the purposes of barter, a ration chit is considered to be worth \$3.

**Scavenging:** Many of the *zbiegi* in and around Krakow eke out a bare living by selling things they have salvaged from the rubble of ruined buildings (such as steel reinforcing rods or copper wire). It is doubtful that the characters will be in a position where they have to earn a living as scavengers, however, so the details of this aspect of Krakow are left up to the referee.

**Exports:** To describe all that is manufactured in Krakow would take too much space, but a general discussion is possible. The word factory should not be interpreted in its current sense. In the world of the year 2000, a factory can be a single craftsman in an upstairs room.

Krakow produces mortars, explosives, reloaded ammunition (usually in exchange for empty cartridge cases), simple tools such as axes or shovels, bicycles, wagons and carts, leather goods and clothing, and alcohol fuels. The hospital produces small quantities of primitive antibiotics (liquid form +, -, and ±) and other medical supplies (surgical ether, sterile dressings, etc.).

**Services:** Krakow's craftsmen also operate like old-time tinkers. For a price, they can rebuild just about any item of equipment but the most complex (even to the extent of fabricating some of the parts).

## Who's Who in Krakow

The following is a list of important non-player characters. The referee should feel free to choose from among them those NPCs necessary for the adventure he is creating. These characters may be adapted for use in other *Twilight: 2000* adventures.

### DOWODCA JOSEF KUTRZEBA

He arrived in Krakow during the summer of 1999 and claims to have been a *Pulkownik* (colonel) separated from his unit. All that is known for sure is that he took command of a handful of ORMO and (probably) marauders and molded them into an efficient force which he skillfully deployed in a single, pitched battle against the marauder bands which were terrorizing Krakow at the time.

The battle made him a hero, although it did not end Krakow's difficulties with the marauders. When the decision was made to declare Krakow a free city, Kutrzeba seems to have already been in effective control of the city's civilian government and ORMO, and was an important figure in the creation of Krakow's war-free zone. Although the city's Police Prefecture and actual military commander outranks him, his popular support was deemed vital to the control of the city, and he was installed as the visible leader of the city government in a military move legitimized by a popular vote.

Kutrzeba is not entirely stable. He envisions himself as a marshal in the best traditions of Polish military heroes and leaders, receiving visitors in the elegant splendor of the Wawel's restored palace, and is given to wearing extravagant and bemedaled semi-military uniforms. On formal occasions he sits on a throne in the palace, with *Szczerbiec*—a jagged, 14th century coronation sword of Polish kings from the Wawel's treasury—across his lap.

Josef Kutrzeba is a slight, nervous figure, given to sudden and unpredictable swings of mood and emotion. He is, nonetheless, loved by his troops, who call him *Dowodca* (leader) and, affectionately, *Jozefmaly* (little Joseph).

**Meeting Kutrzeba:** If the player characters meet Kutrzeba formally, he will strike them as arrogant, restless, dynamic, and possibly a little mad. The general dreams of restoring to Krakow the independence which was theirs between 1815 and 1846, when the city was an autonomous republic.

At that time, Poland was divided between Austria, Russia and Germany, and the occupying powers guaranteed Krakow's independent status. After Polish insurrections erupted in Galicia, Austria crushed the fledgling republic. Kutrzeba dreams of fighting off all invaders, East and West, and establishing a new republic, and to that end he has been hiring mercenaries and organizing his defenses. Unfortunately, Krakow's political position in 2000 is considerably more precarious than it was in 1846, for its independence depends upon the exhaustion and preoccupation of the surrounding armies. Many observers feel that it can only be a matter of time before someone, probably the Soviets, comes to settle matters in Krakow, for reasons of



prestige if nothing else.

In the meantime, Kutrzeba is extremely popular with his personal troops, and with the majority of Krakow's citizens as well, for it has been his policies which have guaranteed enough to eat and reasonable safety for the city.

**Referee's Notes:** Kutrzeba may take an interest in the player characters for one of several reasons. He is actively hiring freelance troops to help him fight opposition forces in Krakow, notably the KGB and various bandit groups. He would pay the group well in gold or supplies to carry out guerrilla-style raids on these enemies, to gather intelligence, or to assemble key figures. There are also rumors of a coup plot among some of the Warta officers. The characters might be hired to serve as personal bodyguards for Kutrzeba within the Wawel, on the assumption that they, as outsiders, are unlikely to be plants by his local enemies.

Kutrzeba himself is important in this adventure only as a possible source of employment. He knows nothing about operation Reset or the attack on Strike Zulu, and cares less. However, the events he may trigger (such as a popular uprising or Soviet Intervention) and a number of people close to him could have a direct impact on the party and their mission.

### GENERAL DIWIZJI ZYGMUNT BOHUSZ-SZYSZKO

*General Diwizji* (Division General, or Lieutenant General) Zygmunt Bohusz-Szyszko formerly held the rank of *General Brygadi* (Major General) but has assumed the rank and responsibilities of division commander since the sudden death of his commanding officer last fall. Bohusz-Szyszko now holds the title of Police Prefect, and is the man responsible for creating the city's ORMO, built upon cadres of the Polish 8th Motorized Rifle Division. He is ruthless, hard-driving, and dedicated to the survival of his own people.



Lately, he has become somewhat concerned at the excesses and mental instability of *Dowodca* Kutrzeba. Bohusz-Szyszko has decided that if the *Dowodca* becomes a liability to him and to his command, he will have to be eliminated.

**Meeting Bohusz-Szyszko:** The characters will probably have little opportunity of meeting the Police Prefect, since he remains in his offices surrounded by guards almost all the time. Various plots the characters become involved in during their stay in Krakow could cause their paths to cross with those of the city's military governor, especially if they are captured.

The Prefect could, through his own subordinates, hire the characters for some clandestine plan of his own. One very likely possibility would be to hire the characters to assassinate *Dowodca* Kutrzeba.

**Referee's Notes:** Bohusz-Szyszko is completely ruthless in both manner and method. If he hires the characters to assassinate the *Dowodca*, he will arrange to have the characters apprehended and publicly tried and shot for the murder of a beloved public hero. This move would eliminate Kutrzeba, who has become something of an embarrassment to the General, and would also shift the blame for the murder of the popular leader to

outsiders unconnected with Krakow's military.

### MAJOR WLADISLAW KOBIECKI

Major Kobiecki is one of Bohusz-Szyszko's senior officers and staff advisors, former commander of a Battalion of the 8th Division. He is the officer in charge of Krakow's security, with responsibility for patrols, outposts, checkpoints, and the wall defenses. Bohusz-Szyszko trusts Kobiecki implicitly, and there are rumors that the Major is the General's heir apparent.

Kobiecki is also secretly in the pay of the KGB and is working toward a coup which will oust Bohusz-Szyszko and establish a secret Soviet military supply depot in a city which he controls. He has not moved as yet, because he knows the General has the support of certain wealthy, influential powers in Krakow, and he realizes he must win the confidence of those powers before he makes his move.

**Meeting Kobiecki:** The player characters may first meet Major Kobiecki if they are picked up and interrogated when they approach Krakow. They may also see him with Kutrzeba, and may be assigned to his command should they be hired as bodyguards or assassins.

**Referee's Notes:** Kobiecki is extremely dangerous. Anything he learns from the party will be passed on through his contacts to the KGB. He has been told, in fact, to be on alert for any hint of Operation Reset, or further news of the ambush of the American unit outside the city, or strangers asking questions about US military operations. He knows nothing about the operation's true character, but he will be quick to inform his superiors of any clue he comes across, including, for instance, the news that members of the American party found the ambushed Strike Zulu column. The KGB arrived at the site after the Reset papers had been removed, and will want to question anyone who even passed by the ambush site.

Kobiecki is a loyal puppet. He cannot be bribed, because he believes the KGB would surely kill him if he betrayed them.

### HENRYK RAPACKI

Henryk Rapacki is a merchant with an office and small warehouse on Poselska Street. He organizes many of the convoys which carry Krakowan goods to other cities and provides many of the wagons for the city's convoys to and from the farms, in return for a percentage of the goods. He also runs one of the city's largest bicycle factories, and is the city's largest dealer in salvaged weaponry and spare parts. Rapacki and *Guz Stanislaw* are the chief competitors in the arms market in Krakow, but the situation has not yet resulted in large-scale violence.



Rapacki is quite wealthy, in terms of the year 2000, and is respected by the city's businessmen and leaders. He treats his craftsmen very well, but has been criticized by some for virtual slave labor conditions of his other workers, particularly the *robotniki* working for citizenship.

**Meeting Rapacki:** The player characters will encounter Rapacki if they have any business with the city's merchant convoys. He will speak with them if they hire on as guards, or if they pay to travel with a convoy to another city. Rapacki is shrewd and calculating, and will charge all the market will bear in his business dealings. He can be bought, but the problem is that he rarely stays bought.

**Referee's Notes:** Rapacki is a possible source of employment or mobility for the players. Also, one of his employees is one of the higher ranking KGB agents in Krakow, and Rapacki might be the one to bring the characters together with him (unconsciously, of course).

### PIOTYR RUTOWSKI

Rutowski is actually Mikhail Presniakov, Soviet KGB. He works for Rapacki as a bookkeeper and secretary, and is also one of the local KGB's more active field agents.

He arrived in Krakow only recently. He has been assigned to the city by the KGB Regional Bureau in Lublin in order to track down and recover the Reset papers.

**Meeting Rutowski:** The player characters will meet Rutowski if they have any business dealings with Rapacki's company or convoys, for he will be in on any meetings they have with Rapacki himself. Also, he will himself seek out the player characters should they be careless in discussing their find north of Krakow. He knows about Operation Reset, and knows Strike Zulu was ambushed and the papers taken. He personally led a KGB team to the ambush site to search for the papers, arriving an hour after the adventurers left.

**Referee's Notes:** Rutowski/Presniakov is one of the KGB's more efficient agents—intelligent, perceptive, and a deadly killer. Once the party begins talking about their find—perhaps as they begin looking for a buyer—word will get back to Rutowski; he is head of a large network of paid informers who do not realize they are working for the KGB. He will first approach the party with an offer to buy the papers and may demonstrate his knowledge of the situation by telling the party more about the papers than they themselves realize at the time. He will not identify himself as KGB, of course, but will tell the players that he represents "an interested party."

Should he discover where the papers are being kept (if, for instance, the characters are careless enough to tell someone where they are!), he will not hesitate to kill the characters and take the papers.

### LIEUTENANT ALEKSANDER PASZKIEWICZ

Actually Boris Ivanovich Timasheff, Soviet KGB. Paszkiewicz' second in command in Kutrzeba's personal guard, the *Warta*, with the rank of *prucznik*, or lieutenant. He is a local KGB field



agent, reporting to Malekov of KGB HQ in Krakow.

**Meeting Paszkiewicz:** The characters might meet Paszkiewicz by chance should they tangle with or work with the Warta. They might also meet him through Major Kobiecki, who would call Paszkiewicz in on an interrogation which produced leads to the Reset papers. He is the principal KGB agent within the Krakow Military structure.

**Referee's Notes:** Paszkiewicz is Kobiecki's control, the man Kobiecki reports to and the man he receives his instructions and money from. He has many other informers and observers in his pay, a few of them among the officers and men of the ORMO. Paszkiewicz/Timasheff is competent, dangerous, and very alert to any word or sign of Reset.



### MAJOR ANATOLI MALEKOV

Malekov is Rutowski's and Paszkiewicz' superior, head of the KGB operations in Krakow. He was assistant station chief for the KGB in Krakow just before the war began, and stayed on to keep the Soviets informed of events in southern Poland. He has an intelligence network which includes perhaps 4 or 5 operatives such as Paszkiewicz/Timasheff, and through them, controls several paid informers, contacts, and freelance agents such as Major Kobiecki. Most KGB "agents" in the area are hired thugs who enjoy the money and the prestige of association with the KGB.



KGB headquarters is a basement complex of the Collegium Juridicum on Grodzka Street. The college itself has been abandoned, and access to the basement level has been sealed off except for several secret and inconspicuously guarded passages. Malekov is usually there, in the central operations room, evaluating reports and issuing orders to his field agents through runners or by radio.

Recently, several new KGB agents, headed by Rutowski/Presniakov, arrived from HQ Lublin. There is a certain amount of rivalry between the two groups, but far more cooperation than between, say the CIA and DIA. Malekov resents the intrusion into his domain by outsiders but understands the need to recover the Reset papers as quickly and as secretly as possible.

**Meeting Malekov:** The player characters will meet Malekov *only* if they are captured by the KGB, in which case he is likely to carry out the interrogation himself, or if they storm and capture KGB headquarters.

**Referee's Notes:** The referee should use Malekov as a shadowy, behind-the-scenes power, an antagonist sensed by the players, but not (if they are lucky) met face-to-face. Malekov personifies the KGB apparatus in Krakow and is the brain behind

agents such as Paszkiewicz and informers like Kobiecki. In negotiations with players, he will offer almost any sum to buy the papers but will almost certainly double-cross them at the first opportunity. Malekov's first priority is to get the Reset papers. His second is to leave behind no clues as to where they have gone, and that means killing the player characters and anyone else who has seen them.

### MARIAN DMOWSKI

Dmowski is Kutrzeba's mistress, a quiet, pretty, nervous looking woman who lives in the General's residence and appears with him at formal occasions and audiences.

**Meeting Dmowski:** Marian Dmowski may contact the player characters, probably through S/erzant (sergeant) Adam Wiepolski, one of her personal guard who is fiercely loyal to her. She is in an unfortunate position. She loathes Kutrzeba and is convinced he is mad. He keeps her prisoner within the Wawel, uses her as a politically useful ornament, and beats her to keep her in line. She would flee, with Wiepolski's willing assistance, but several months ago she was contacted by Lieutenant Paszkiewicz, who threatened her through her father. Pyotr Dmowski is a merchant who lives above his shop on Solskiego Street. He would be killed, Paszkiewicz said, unless Marian stayed where she was and passed information to him through another of her guards, *Kapral* (corporal) Edward Komarnicki. To keep her father alive (and to strike back at Kutrzeba) she learns what she can of the General's plans and passes them on to the KGB.



She may try to secretly contact the player characters to solicit their help. She will pay them handsomely if they will help her escape Krakow with Sgt. Wiepolski and rescue her father at the same time.

**Referee's Notes:** This plot need not involve the Reset papers. The party will have to arrange for transport, such as a merchant's wagon or a stolen vehicle, to get the three fugitives out of the city; they may also have to help get the sergeant and Marian out of the Wawel itself, possibly by smuggling them out in a truck or armored car. They will also provide a military backup, should the escape be discovered either by the Warta or by the KGB.

Helping Marian will provide the party with additional funds for their own operations and may also involve them with Krakow's KGB. If they are successful in their rescue of Marian, her father and Wiepolski, they will have three good friends whom they could well encounter again in a later adventure. All three are anti-Soviet and will join one of the numerous Polish resistance groups in the country.

### HENRYK HALLECKI

Hallecki is the proprietor of a popular restaurant/bar in Krakow, the Na Zdrowie at the corner of Florianska and Ludwika Streets. The Na Zdrowie includes a restaurant (serving hard-to-get, black market items at outlandish prices), a bar (which serves almost anything for a price), and entertainment (usually cheap singers, dancers, and piano players). It is poorly lit, usually crowded and

a popular meeting place for Krakow's wealthier citizens, a rag-tag last scrap of Poland's former night life. By unspoken popular tradition, Na Zdrowie is also the place to get and trade news.

Hallecki has been an established figure in Krakow's Old City since long before the war. He was originally a Polish-American, Hank Halleck, who moved to Poland from Chicago when he retired and bought the bar as part of the state-supported private enterprise system, and started his own business.

**Meeting Hallecki:** The characters will meet Hallecki if they visit Na Zdrowie, where he will be tending bar or simply wandering among the tables talking to his clientele. He enjoys people and likes chatting with them.

They might also meet Hallecki as a result of their inquiries into contacting DIA agents. A number of people in Krakow know that Hallecki—while not an agent himself—probably knows every spy in the city. Inquiries about DIA agents may lead them directly to Hallecki.

**Referee's Notes:** Though not on their payroll, Hallecki knows local DIA operatives and helps them from time to time. He will be able to get the player characters in touch with them. He has worked with the DIA in the past, mostly by letting his establishment be used as a clearing house for agents and information.

Unfortunately, the KGB has long been suspicious of Hallecki because of his background. He has survived by being very obvious (surely no American agent would publicize he was from America!) and very careful. KGB operatives are always in his place, however, keeping tabs on who goes in and out. Hallecki can usually spot these watchers, though occasionally the Soviets slip an unknown in; he is careful not to antagonize them or call attention to them, preferring instead to keep an eye on the enemy and be careful what is said within their hearing.

If Hallecki knows KGB agents are watching any meeting between himself and people looking for the DIA, he will whisper to them to be at St. Francis' Gate at a certain time the next day, where someone (not Hallecki) will contact them. He will have a number of people check up on the characters; he is suspicious of KGB set-ups and traps. After their meeting with him the players may become aware that they are being followed.

### GUSTAV CRYANKOWICZ

Cryankowicz is the name given by this tall and ruggedly-built character who works as a general laborer, builder, and handyman about the city. He is actually an agent for the DIA.

**Meeting Cryankowicz:** Cryankowicz (he will give his "real" name as John Smith) is the chief DIA agent in Krakow. He will shadow the characters, then meet with them after they make contact through Hallecki or whoever. Depending on the circumstances, Cryankowicz may contact the characters by kidnapping them one at a time, or by overpowering them in a group, knocking them out. He will then interrogate them in a secluded building. He has contacts which allow him to gather a small army of toughs, which he will use to capture people he wishes to question without compromising his cover.

**Referee's Notes:** Cryankowicz/Smith is very careful and does



not take chances with anyone who might be a KGB plant. He does not himself know the full details of Reset but knew of its existence, and will pass information he receives on the subject to his boss, Colonel Richard Stark.

### COLONEL RICHARD STARK

Stark is the DIA director of operations in southern Poland. His headquarters is in the ruined Grzegorzki railway station on the Wisla in Kazimierz district. He frequently operates in Srodmiescie in a variety of guises, with a variety of forged, purchased, or stolen ID papers. He commands three other DIA agents, including Cryankowicz, plus a small army of paid informers and observers. A radio hidden in the train station allows periodic contact with US forces to the west.

He keeps a small speedboat fueled and ready under the tangled wood of a smashed dock on the river by the station, an escape route in case enemy forces discover his hideout.

**Meeting Stark:** The party will only meet Stark if they try to find the DIA through Hallecki and Cryankowicz, or if they tell so many people about Reset that it is logical the news would reach him (and they are lucky enough that the news doesn't reach the KGB first).

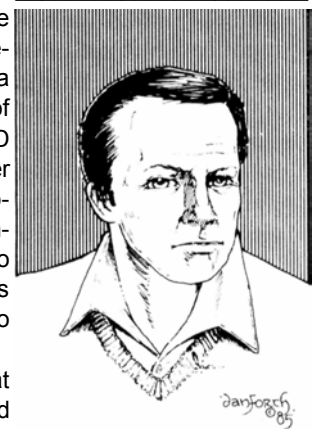
**Referee's Notes:** If the characters can deliver the Reset papers into Stark's hands, they will have accomplished their mission. Stark will not be inclined to reward the characters for that which he considers to be their duty as American soldiers. If the characters insist on a reward, he will pay (within reason—his budget is limited) but he will not let the characters take DIA generosity for granted, and he will try to order them to turn the material over as part of their patriotic duty.

If the characters have demonstrated bravery, cunning, and resourcefulness in the adventure, he will offer them the chance to work as freelance agents on future DIA jobs in the Krakow region. Again, he will not offer them much in the way of reward and will try to play on their sense of duty and fighting for the right (his limited budget again). Another possibility is that he will offer to subsidize the characters, giving them fuel, arms, and supplies, together with a hit list of promising Soviet targets in Poland and the suggestion that they go make a nuisance of themselves.

### TANYA

Tanya is the professional name of a singer and exotic dancer who frequently appears as entertainment at Na Zdrowie. She has also been seen in the company of many of the rich and important people of Krakow, including Kutrzeba. She is a dark-haired, sultry beauty who may take an interest in at least one of the player characters.

**Meeting Tanya:** The characters may see her at Na Zdrowie, where she makes her living as a performer. After her act, she will approach the characters, ask for them to buy her a drink, and possibly take an interest in one of the group. She will use the relationship to try to gain information about them (as she does with all strangers in Krakow).



**Regular Tank Platoon:**

2 elite, 6 veteran, 4 experienced 4  
AKM, 12 Makarov

**Militia Tank Platoon:**

1 veteran, 2 experienced, 5 novices  
8 Makarov

**Tank Maintenance Platoon:**

2 veteran, 5 experienced, 5 novices  
unarmed

**Regular Rifle Company HQ:**

2 elite, 1 experienced, 2 novices 2  
AKR, 1 Makarov, 2 AK-74

**Militia Rifle Company HQ:**

1 elite, 1 veteran, 3 novices  
2 AKM, 1 Makarov, 2 Mauser

**Recon Company HQ:**

2 elite, 2 veterans  
2 AKR, 2 AK-74, 1 Makarov

**Armored Recon Company HQ:**

3 elite, 2 veteran, 2 experienced  
4 AKR, 4 Makarov (1 OT-65, 1 BMP-C)

**Regular Mortar Battery HQ:**

2 elite, 1 experienced, 1 5 novices  
2 AKR, 1 Makarov

**Militia Mortar Battery HQ:**

1 elite, 1 veteran, 16 novices  
2 AKM, 1 Makarov

**Antitank Gun Battery HQ:**

1 veteran, 1 experienced, 6 novices  
1 AKM, 7 Makarov

**Multiple Rocket Launcher Battery HQ:**

1 veteran, 1 experienced, 18 novices  
4 AKM, 16 Makarov

**Antitank Missile Battery HQ:**

1 veteran, 1 experienced, 2 novices  
1 AKM, 3 Makarov

**Field Gun Battery HQ:**

1 veteran, 1 experienced, 1 8 novices  
4 AKM, 16 Makarov

**Regular Rifle Battalion HQ:**

2 elite, 1 veteran, 2 experienced, 9 novices  
2 AK-74, 6 Makarov

**Militia Rifle Battalion HQ:**

1 elite, 2 veteran, 2 experienced, 9 novices  
2 AKM, 6 Makarov

**Recon Battalion HQ:**

2 elite, 6 veteran, 6 experienced, 4 novices 6  
AKM, 4 AK-74, 4 Makarov (2 UAZ-469, 1 ¾-  
ton radio truck, 2 motorcycles, 1 ¼-ton  
ambulance)

**Artillery Battalion HQ:**

2 elite, 3 veteran, 4 experienced, 3 novices  
3 AKM, 10 Makarov

**Tank Battalion HQ:**

1 elite, 1 veteran, 2 experienced, 1 novice  
2 AKR, 5 Makarov

**ORMO ORGANIZATION**

<i>Unit:</i>	<i>Personnel:</i>
HQ, Krakow ORMO	78
82nd Tank Battalion	85
84th Rifle Battalion	350
221st Rifle Battalion	350
222nd Rifle Battalion	350
223rd Rifle Battalion	350
231st Rifle Battalion	350
232nd Rifle Battalion	350
233rd Rifle Battalion	350
241st Rifle Battalion	350
242nd Rifle Battalion	350
243rd Rifle Battalion	350
8th Artillery Brigade HQ	8
81st (Artillery) Battalion	120
83rd (Mortar) Battalion	232
8th (MRL) Battalion	80
18th (Antitank) Battalion	88
8th Recon Battalion	271
81st Engineer Battalion	1,200
8th Signal Battalion	400
8th Supply & Transport Battalion	726
8th Maintenance Battalion	117
<b>TOTAL:</b>	<b>6,905</b>







**MAP KEY**

	WOODS
	RUBBLE
	INHABITED (Occupied)
	UNINHABITED (Abandoned)
	FARMLAND
	MINES
	OLD CITY WALL & SURROUNDING PARK
	HILL

## The Free City of Krakow

# ORMO TO&E

### Regular Rifle Squad:

1 elite, 2 veteran, 2 experienced, 2 novices  
1 AKR, 1 RPK-74, 5 AK-74

### Militia Rifle Squad:

1 veteran, 1 experienced, 5 novices  
3 AKM, 2 Mauser, 2 DB Shotgun

### Regular Grenade Launcher Squad:

1 veteran, 1 experienced  
2 AK-74, 1 AGS-17

### Militia Grenade Launcher Squad:

1 experienced, 1 novice  
1 AKM, 1 Makarov, 1 RPG-16

### Regular Antitank Squad:

1 elite, 1 veteran, 1 experienced  
2 AK-74, 1 Makarov, 1 AT-4

### Militia Antitank Squad:

1 experienced, 2 novices  
1 AKM, 2 Makarov, 2 RPG-16

### Regular Machinegun Squad:

1 elite, 2 veteran, 2 experienced, 2 novices  
1 AKR, 4 AK-74, 2 Makarov, 2 PK

### Militia Machinegun Squad:

1 veteran, 2 experienced, 4 novices  
3 AK-74, 4 Makarov, 2 RPK-74

### Regular Mortar Squad:

1 veteran, 1 experienced, 3 novices  
1 AK-74, 4 Makarov, 1 Vasilek 82mm mortar

### Militia Mortar Squad:

1 experienced, 4 novices  
1 AKM, 4 Makarov, 1 120mm mortar

### Recon Squad:

2 elite, 4 veteran, 2 experienced  
4 AKM, 2 RPK-74, 2 AK-74

### Recon Machinegun Squad:

3 elite, 2 veteran, 2 experienced, 1 novice  
4 AKM, 2 AK-74, 2 Makarov, 2 PK

### Recon Antitank Squad:

2 elite, 2 veteran, 4 experienced  
3 AKM, 2 AK-74, 3 Makarov, 1 AT-4, 2 RPG-16

### Recon Supply Squad:

1 veteran, 1 experienced, 2 novices  
1 AKM, 1 AK-74, 2 Makarov

### Recon APC Squad:

2 elite, 2 veteran, 2 experienced  
2 AKM, 6 Makarov (2 OT-64)

### Recon Signal Squad:

1 veteran, 1 experienced, 2 novices  
1 AKR, 1 AK-74, 2 Makarov

### Regular Rifle Platoon HQ:

1 elite, 1 veteran, 2 novices  
1 AKR, 1 SVD, 2 AK-74

### Militia Rifle Platoon HQ:

1 veteran, 1 experienced, 2 novices  
1 AKM, 1 SVD, 2 Mausers

### Recon Platoon HQ:

2 elite, 2v  
2 AKM, 2 AK-74, 1 Makarov

### Recon Scout Car Platoon:

2 elite, 4 veteran, 2 experienced  
2 AKM, 8 Makarov (2 OT-65)

### Recon Maintenance Platoon:

1 elite, 2 veteran, 9 experienced, 8 novices  
3 AKR, 6 AKMR, 1 1 Makarovs

### Recon Motorized Supply Platoon:

2 veteran, 2 experienced, 4 novices  
4 AKMR, 4 Makarov (4 trucks)

### Regular Weapons Platoon HQ:

1 elite, 2 novices  
1 AKR, 2 AK-74

### Militia Weapons Platoon HQ:

1 veteran, 2 novices  
1 AKM, 2 Mauser

### Regular Mortar Platoon HQ:

1 experienced  
1 AKR

### Militia Mortar Platoon HQ:

1 veteran  
1 AKM

### Antitank Gun Platoon:

1 veteran, 1 experienced, 4 novices  
2 AKM, 4 Makarov, 1 Rapira-3

### Multiple Rocket Launcher Platoon:

1 veteran, 2 experienced, 4 novices  
3 AKM, 3 Makarov, 1 BM-27

### Antitank Missile Platoon:

1 veteran, 1 experienced, 2 novices  
1 AKM, 3 Makarov, 1 AT-5

### Field Gun Platoon:

1 veteran, 1 experienced, 6 novices  
2 AKM, 6 Makarov, 1 D-30

**Referee's Notes:** Tanya is a real surprise. Her real name is Ivanna Weitz and she is a member of Shabak, the Israeli intelligence organization. Shabak has heard rumors of Operation Reset and has assigned Tanya (who was in the area finishing up another assignment) to track down those rumors.

She will negotiate with the characters for the papers and offer them a reasonable price. If she finds she is in competition with the DIA, she will offer to pay for the opportunity to photograph the papers before they are turned over to Stark ("If he gets them, I don't mind...and he won't complain much if he finds out I have copies"). She can be trusted not to double-cross the characters after they conclude a deal, but she will steal the papers beforehand if given the chance.

Tanya has long been dodging the KGB in Krakow, who suspect she is a foreign agent. They have been watching her carefully, hoping she will one day lead them to other agents. They are unwilling to have her killed, since she may prove useful to them eventually.

If the characters demonstrate exceptional heroism and cunning during the adventure, she may offer them the chance to work with her against the KGB.

Her companion, Max Endelman, is a minor character who serves as a back-up gun on Tanya's missions. He is a German whom Tanya met and hired about a year ago, and has worked with her ever since. He is a fair piano player and works at Na Zdrowie as her accompanist.

### SERGEANT RANDOLPH CUTLER

Sgt. Cutler claims to have been cut off from his unit with the US 5th Division at Kalisz and seems to be one more of a large number of people of various armies now living in Krakow. He is an open, friendly sort, who will attempt to help or join the characters in whatever they are planning.

**Meeting Cutler:** The characters are most likely to meet Cutler in a bar in Krakow; he frequents Na Zdrowie. If they are looking for someone who knows the town or who knows people in the town, he will advance himself as guide or contact.

If the players are planning a mission of some sort involving travel, especially at night, Cutler might be recommended as a guide who speaks English and knows the city well.

**Referee's Notes:** Cutler is the man who led Strike Zulu into ambush outside the city. He is actually a deserter from the US Army who has been living in the area for almost a year and has joined with one of the largest and most powerful of the Najezd-zcie Warszawskie, marauders who terrorize the region north and northeast of Krakow.



The referee should introduce Cutler's name into the narrative casually, allowing the characters to draw their own conclusions if they remember the name of the traitor given by the dying Lt. Schaeffer at the beginning of the adventure. It should be up to the characters to figure out who the man is and that his intentions may be other than honorable. The referee may prefer that he give a false name so that the characters won't immediately know who he is. If he uses a name other than Cutler, the characters might become suspicious of this man who is so eager to please; questioning people who know the man might reveal his real name and give the characters the link with Strike Zulu's ambush.

Cutler's motive in meeting or joining the characters (indeed, in meeting any group new to Krakow) is to size them up for attack by the marauders. It is also possible that Malekov and the KGB will use Cutler and his marauders to eliminate the characters (after buying but before paying for the Reset papers), arranging for the characters and Cutler to meet.

The referee should bear in mind the possibility that real veterans of the 5th Division might be able to detect flaws in Cutler's story, and become suspicious.

### STANISLAW

This man, known only as Stanislaw, or "*Guz*" (boss), may be the most powerful man in Krakow. Little is known of his origins or background. He controls the city's black market in liquor, food, medical and other drugs, as well as running gambling and prostitution rings. He does a thriving business in arms and ammunition. *Guz* Stanislaw and Henryk Rapacki are the chief competitors in the arms market in Krakow, but the situation has not yet resulted in large scale violence. The *Guz* doesn't want to waste his manpower in fighting when he can achieve domination by other means. Besides, *Guz* realizes that he doesn't need to monopolize Krakow's underworld, only dominate it.

**Meeting Stanislaw:** As the saying goes, *no one* gets in to see the Boss. He might, however, seek out the characters through his henchman Kckoszynski if they threaten Stanislaw's empire with too many questions or unwanted curiosity.

**Referee's Notes:** *Guz* Stanislaw is the secret backer of Kutrzeba's regime, having arranged to put him in power as a puppet through his manipulations of the City Council. He saw the coming of military control of the city, and arranged things so that Kutrzeba would share in that power. Though primarily a figurehead, Kutrzeba is able to shield many of Stanislaw's activities from the Police Prefect. Through his contacts (both KGB and DIA), he has heard about Reset and, while not actively seeking them, would be willing to steal or buy the papers if he knew who had them. He is one possible market for the papers the characters may consider, for he is quite literally able to buy or sell anything. He will offer a reasonable price in gold or goods but cannot be trusted not to double-cross the bargainers if given the chance.

*Guz* occupies a private fortress called the *Zamek* (castle), a



fortified townhouse on Poselska Street inside the city walls and in the shadows of the Wawel. He is rumored to have a vast store of gold, drugs, food, luxury goods, guns, and ammo hidden in the *Zamek*, but reliable information is nonexistent.

The referee should keep the *Guz* a shadowy, mysterious figure who prefers to manipulate from the background.

### WIESLAW KOKOSZYNSKI

Kokoszynski, known to streetwise Krakowians as "Koko," is the visible right arm of the shadowy figure known as *Guz*. Most encounters with *Guz* will be through this man. He has a small army of thugs (twenty or so) at his disposal, and pays unnumbered informers through which he manages the city's black market operations.

**Meeting Kokoszynski:** He will be the enforcer who comes to call if the characters intrude on Stanislaw's businesses, or if they attract unwanted attention by their questions or activities.

If the characters let it be known generally that they are trying to sell the Reset papers (or secret papers of any kind), Koko will contact them and arrange a meeting with the *Guz*.

**Referee's Notes:** Kokoszynski is an extension of Stanislaw. He is strong, arrogant, and not especially bright, but will never betray his master. He knows what would happen if he did.

### JULIUSZ WOJCIECHOWICZ

Wojciechowicz is owner and manager of one of Krakow's largest and most important industries, a manufacturing plant for mortars, mortar bombs and explosives of all sorts (including powder and primers for reloading cartridges), located on Podgorska street in Kazimierz, right on the banks of the Wisla. Mortars are fairly easy to make, and much of Krakow's export goods include Wojciechowicz mortars and shells, and ammunition made from his components, traded to other communities for use by their local defenses. Wojciechowicz even does a thriving business with various military units.

Wojo (as he is called) is quite wealthy and employs a large work force in his factory (which, like all of Krakow's industry these days, is salvaged from the remains of pre-war factories). He employs a number of civilians as guards to protect his business from marauders; his mortar factory outside the city walls is a veritable fortress. His explosives plants (small, dispersed buildings well away from habitation) don't need much in the way of protection. Their tendency to blow up at random intervals is an adequate deterrent!

**Meeting Wojciechowicz:** The characters might meet Wojciechowicz should they require mortars or explosives. They might also run afoul of his guards if they wander through Kazimierz late at night, and surely will if they decide to raid his factories. This action will certainly result in a hard-fought firefight, and possibly in a spectacular explosion.

Alternatively, they might find employment with Wojo, on the recommendation of others, possibly as guards or as special security either for the plant or for a convoy carrying its finished products to another city.



Finally, one of Wojo's employees, his plant manager, is with the CIA. Characters seeking the CIA might encounter the arms maker along the way.

**Referee's Notes:** Juliusz Wojciechowicz is a good source for explosives and mortars for the characters should they need large quantities of either. He can also turn out limited amounts of other chemical products as well, such as nitric acid. Wojo is a market for raw materials used in the manufacture of his products. Wojo is also a possible employer for characters with chemistry, gunsmith, metallurgy, and mechanic skills, over and above characters hired as guards and security personnel.

Referee's should note that the characters might consider a fire in one of the explosives plants a satisfactory diversion for activity elsewhere...this is not so. Wojo's explosive plants (but not his central factory) blow up occasionally. No one is surprised by an explosion in the environs of the explosives factories (such factories were the earliest examples of automation for this reason). This has added a new term to Krakow's slang: wojo. Used as a noun, it means an explosion, especially an unexpected one. Used as a verb, it means to blow up.

### ALEXANDER KOSIKOWSKI

His real name is Walter Donovan, and he is a field agent for the CIA. Kosikowski/Donovan is plant manager for Wojo.

**Meeting Kosikowski:** The characters may be led to Kosikowski through their inquiries at Na Zdrowie or other places. It is possible that he will seek out the characters, since the CIA has learned of Operation Reset and is searching for the Reset papers.

**Referee's Notes:** Kosikowski is the only full-fledged CIA agent in Krakow, but he employs a network of three to five people who gather information for him. He also has a radio hidden in the attic of the Krakowska street flat where he lives and keeps in contact with the CIA's European operations.

Like the KGB, he is competing with the DIA to secure the Reset papers. Unlike the KGB, he is not likely to have the characters shot out of hand, but will steal the Reset papers if presented with an opportunity (his resources are not unlimited).

Like the DIA, the CIA will offer the characters further jobs if they get the papers into CIA hands. Such jobs might include contacting defecting Soviet units and guiding them out of Poland, subverting a local government, or interfering with or spying on KGB or DIA activities. Also like the DIA, Kosikowski will appeal to the characters' patriotism.

### SPECIAL NOTE: CIA/DIA RELATIONS

The referee should bear in mind that relations between the CIA and the DIA are very poor, and both agencies will try to thwart plans of the other. Although there have been nasty bits of business in the past, there is currently a shakey peace between them. Relations between the two American agencies in Poland is that of rival business firms rather than blood enemies (despite the wishes of the home governments). Both agencies have a common enemy in the KGB, and Americans are Americans, after all.





## Organizations

The following is a list of important organizations or groups the characters may encounter during their stay in Krakow.

### THE NAJEZDZCIE WARSAWSKIE

The Najezdzcie Warszawskie (raiders of Warsaw) is the marauder group of Sergeant Cutler, the band which ambushed Strike team Zulu. It is a band of about 40 individuals, most of them formerly of the Soviet 9th Tank Division. They were one of a large number of marauder bands from that division living off the area between Krakow, Przemysl and Lublin, but have recently elected to find a hide-out closer to Krakow, in the hope of engineering the fall of that particularly ripe plum, or at least of living off Krakow's rich merchant convoys.

In the guise of refugees, they have moved into the Warszawskie District in the northwest quarter of the city and now use as their headquarters the lower level of Dworzec Główny railway station. Since the main floor of the station is occupied by genuine refugees, the band has an effective cover which lets them operate practically under the noses of Krakow's authorities.

They specialize in setting up their targets for ambushes. On several occasions (but not too often, or someone will catch on) members of the band have signed on as guards for a merchant convoy, then opened fire on the other guards just as the rest ambushed the column. One of their number, Sgt. Cutler, has lured several American groups into ambush by posing as a soldier cut off from his unit.

**Meeting the Najezdzcie Warszawskie:** Members of the band circulate more or less freely through Krakow, and may be encountered at almost any time or place posing as civilian workers or refugees. The characters may stumble across the entire band at the Warszawskie district railway station or have the band meet them while they are in a convoy which is being attacked.

One possible scenario might involve the marauders planning to plunge the city of Krakow into anarchy by assassinating

Kutrzeba, Bohusz-Szysko, and several other senior officers, starting a riot, and blowing up a military fuel dump, all in order to facilitate a raid on the city storehouses...and perhaps the treasury as well. In this event, the characters might be approached by Sgt. Cutler or other members of the band and offered a very large reward to carry out part of the attack, such as the assassination of Krakow's senior leaders.

**Referee's Notes:** The referee should decide under what circumstances the Najezdzcie Warszawskie are encountered. Although most of the men are Russian, there are Poles, Germans, and Americans in the band as well (witness Sgt. Cutler).

The Najezdzcie Warszawskie destroyed and looted Strike Zulu. They took everything but the trunk of apparently worthless papers and blueprints. Most of the equipment was issued to members of the group. The weapons and ammunition were put into one of the group's caches. The Reset prototype was also put into a cache, awaiting resale in Krakow as electronics parts.

Krakow's ORMO knows about this band though not where their base is located and has been trying to run them down for some months. The KGB knows about them as well and is not above using them for its own purposes. Several of the band's members are on Malekov's payroll.

A secondary plot-line not directly related to the Reset papers could find the characters being hired by the authorities to track down and destroy this most dangerous of marauding gangs which threatens the city. Krakow's City Council will pay a handsome reward of gold or supplies to men who will help destroy this scourge.

**Leaders:** Anton Zhrebchevsky and Vladimir Pavichevich, both Russian ex-sergeants of the 9th TD, and Adam Zmiski, formerly a Polish infantryman. They hold the marauder group together by what might euphemistically be called "strength of personality."

**Numbers:** When the referee has decided that the characters have encountered the Najezdzcie Warszawskie, he should determine their size (per page 13 of the Referee's Manual) by rolling 1D10 x 5, but set a maximum of 40. If the group is 20 men or less, it is a detachment, if more than 20, it is the main body.

**Where Found:** Anywhere outside of Srodmiescie, especially Kleparz, Warszawskie, and Wesola. Individual members might be found anywhere in or outside of the city. A meeting with the entire band could be the encounter result of "Mrdr" anywhere within 50 km of Krakow. Their headquarters is in the lower level of Warszawskie's train station.

**Weapons:** This group has been raiding for some time and has collected a fair amount of arms, ammo, and equipment. Per the encounter statistics table, each group of five is armed with 1 automatic rifle (RPK-74), 3 assault rifles (AK-74s) and a SMG (AKR). For heavy weapons, they have available 2 RPG-16s, and 1 PK machinegun (allocate 1 per 10). A 120mm mortar is available as well, but is used only for major raids.

Their vehicles include 2½-ton trucks carrying medium stills, 1 UAZ 469 and 1 BMP-C (the reason they are so dangerous). The BMP is used only on major raids.

If the Najezdzie Warszawskie are encountered outside of Krakow and its suburbs, they will have one or more of their vehicles with them, one vehicle per ten marauders present.

Their main weapons cache is in a sealed-off baggage room in the railway station, accessible only through a hole in the wall of an office next door, hidden by an empty bookcase. The contents of the caches follow.

#### Main Cache

##### Weapons:

120mm mortar	1
SVD sniper's rifle	1
9mm Makarov Pistols	4
.45 auto pistols	2
9mm parabellum pistols	2
G11s	2
M-16s	3
.30-.30	5
double-barrel shotgun	4
.380 automatic pistol	1
crossbow	1

##### Ammunition:

120mm HE	12
120mm WP	2
120mm ILLUM	2
9mm M	100 shots
9mm P	40 shots
5.45 B	560 shots
7.62 L belted	330 shots
7.62 L loose	16 shots
.30-.30	48 shots
12 gauge	107 shots
4.7mm caseless	4 shots
.38 special	2 shots
.380 automatic	3 shots
.45 automatic	4 shots
5.56 N	30 shots
bolts	78

##### Other:

assorted knives, axes, and other melee weapons	
dynamite	12 sticks
antitank grenades	3
food, wild	350 kgs
food, domestic	150 kgs

There are three other arms caches out in the countryside surrounding the city. The referee should decide where they are located. These caches are carefully concealed to avoid detection and are sometimes booby-trapped.

#### Country Cache #1

##### Vehicles:

BMP-C	1
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##### Weapons:

7.62mm Tokarev Pistols	2
.30-.30	1
double-barrel shotgun	1

##### Ammunition:

30mm API	66
30mm HE	33
30mm HE grenades	10
AT-5	1
9mm M	6 shots
7.62 T	12 shots
5.45 B	840 shots
7.62 L belted	264 shots
.30-.30	12 shots
12 gauge	10 shots

##### Other:

fragmentation grenades	6
food, wild	240 kgs
food, domestic	80 kgs

In addition, this cache contains a 1000-liter fuel trailer (minus wheels, so it's only the tank portion) filled with methanol.

#### Country Cache #2

##### Ammunition:

120mm HE	8
120mm ILLUM	1
9mm P	15 shots
7.62 T	9 shots
5.45 B	560 shots
7.62 L belted	330 shots
7.62 L loose	8 shots
.30-.30	12 shots
12 gauge	72 shots
.380 automatic	3 shots
bolts	12

##### Other:

antitank grenade	1
methanol, jerrycans	6
food, wild	120 kgs
food, domestic	180 kgs

#### Country Cache #3

##### Weapons:

7.62 Tokarev Pistol	1
9mm Makarov Pistol	1
.45 auto Pistol	1
.30-.30	1
double-barrel shotgun	1
crossbow	2
longbow	1



**Ammunition:**

120mm HE	2
9mm T	12 shots
9mm P	15 shots
5.45 B.45	280 shots
7.62 L belted	66 shots
7.62 L loose	6 shots
.30-.30	2 shots
12 gauge	5 shots
.380 automatic bolts	3 shots
	18

**Other:**

dynamite	8 sticks
antitank grenade	1
fragmentation grenades	4
methanol, jerrycans	8
food, wild	75 kgs

This cache contains the following items, recently looted from Strike Force Zulu:

**Weapons:**

.45 auto pistols	3
M-16s	15
M-16s with M-203 GL	4
M-249 SAW	2
M-60	1
Frag Grenades	20

**Ammunition:**

.45 automatic	9 shots
7.62 N belted	3 belts
5.56 N	570 shots
5.56 N belted	6 belts
40 mm HE	16
40 mm HEDP	8

**Other:**

Miscellaneous clothing, vehicle parts and equipment.

food, MRE 24 kgs

In addition, this cache also contains the Reset prototype, which is intact, but will soon be dismantled and offered for sale as electronics parts in Krakow. The marauders are unaware of its value and have neglected to inform the KGB of their possession of it.

**RADA**

The *Rzadzenie Miejski* (town government), or *Rada*, meets in the *Ratusz* (town hall) which is on the ground floor of the Old Market Place in Srodmiescie. It consists of fifteen members, eight of whom are required by city law for an official quorum. Their primary responsibility is judicial, trying cases brought before them. Citizens have the right to bring grievances before the *Rada*, though the waiting list is quite long. Occasionally the city's military will bring a criminal before the *Rada* if they desire the publicity and legality of a trial.

The *Rada* also reviews requests for citizenship and issues ID papers. People applying for city citizenship must show that they are capable of work—usually by demonstrating knowledge of some useful skill such as mechanics, distilling, or gunsmithing. Papers can be bought almost openly from the military without the need for review, however, and this is now a relatively minor duty.

The *Rada* is under the leadership of *Dowodca* Kutrzeba, who is not considered a member of the body. Kutrzeba holds his place by courtesy of the *Rada's* unanimous vote, though that vote was largely cosmetic. At least two of Kutrzeba's personal guards (*Warta*) are present at every *Rada* session.

**Meeting the Rada:** The characters may meet the *Rada* if members of the ORMO take them there when they enter the city. This can be avoided, and the necessary papers obtained, through bribes. On the other hand, if the characters *want* to see the *Rada*, they will find interminable delays in doing so...unless they ease the way with bribes.

**Referee's Notes:** There is little reason to meet with the members of the city government, since they neither set nor execute official policy in Krakow. They may prove to be a dead end for characters attempting to initiate some official action. They will not be interested in Operation Reset, though discussing the papers with them will allow the information to get back to the KGB and to Stanislaw.

**Leaders:** Kutrzeba is the nominal leader of the *Rada* and is theoretically elected by them for a 7-year term. In fact, he has little to do with the *Rada's* day-to-day business.

Leczek Osrtrowski is the senior *Rada* member. Andrej Szostek, Wasyl Wojtyla, and Casimir Brzezek are others. All are susceptible to bribes, but it is questionable how much good bribing them would do.

**Numbers:** 2D6 + 3 may be found in the *Ratusz* at any given time during the day. Their total number is 1 5. If more than 10 are present, a meeting is taking place.

**Where Found:** The *Ratusz* is on the ground floor of the Old Market by the square near the center of Srodmiescie. The council members sit on three sides of a long table set in the middle of the floor, where they are approached by petitioners.

**Weapons:** Some of the *Rada's* members may carry pistols (9mm Makarovs are most common, but any type of pistol may be found, with eastern bloc weapons predominating). During meetings, there are always at least 2 *Warta* armed with AK-74s standing at either end of the table, more in periods of tension or unrest.



## WARTA

The Warta is the personal guard of *Dowodca* Kutrzeba. They began as armed civilians and military deserters gathered under Kutrzeba a year ago to repel marauder attacks on the city and establish order. Most were absorbed when the Polish 8th MRD became the cadre for the ORMO, but through an agreement between Kutrzeba and General Bohusz-Szyszko, a special guard of 50 men was retained by Kutrzeba as personal bodyguard and for ceremonial purposes.

The Warta is loyal to Kutrzeba, though some disaffected or bribable individuals might be found. Kutrzeba himself is watched by Lt. Paszkiewicz, an agent of the KGB.

**Meeting the Warta:** Warta sentries are found in and around Kutrzeba's residence, within the Wawel grounds, at the town hall, and almost anywhere within Srodmiestcie on their own business. They are also employed as messengers, and may, dressed as civilians, also be employed to gather information at bars or other public meeting places. There are always 6 Warta with Kutrzeba himself.

Off-duty Wartas can often be found at Na Zdrowie and other bars and nightclubs in town.

**Referee's Notes:** At any given time, one platoon is on duty, one is on stand-by in the palace (available with full equipment in 5 minutes), and one platoon is off-duty.

**Leaders:** Captain Adam Ciszewski is the senior Warta officer, with an office in the Wawel palace. His second-in-command is Lt. Aleksander Paszkiewicz—actually B. I. Timasheff, KGB.

**Numbers:** The Warta consists of a 5-man headquarters and three 15-man platoons. The headquarters consists of the Warta captain, his lieutenant, and two clerks and a messenger. Each platoon contains a sergeant (a veteran), two 6-man rifle squads (2 experienced and 4 novices) and a 2-man light MG section (1 experienced and 1 novice).

**Where Found:** Of the platoon on duty, the LMG section is assigned the helicopter, one squad is with Kutrzeba, and the remainder are distributed about the city at various sentry posts or special assignments, including guarding Marian Dmowski.

**Weapons:** Each rifle squad is equipped with AK-74s. All officers have pistols, largely 9mm Makarovs. All sergeants have AKR SMGs. Each LMG section has one RPK-74 and one AKR SMG. For special missions, other weapons such as RPG-16s, mines, and grenades may be issued from the Wawel's armory.

## ORMO

The city defense force or ORMO was organized and is currently led by General Bohusz-Szyszko, Krakow's Police Prefect.

The ORMO has the responsibility for keeping the several marauder bands in the surrounding area at bay, and for keeping the peace in Krakow.

The ORMO wields the real political power in the city, since the General's decisions are the only ones which can be backed up by military authority. The force answers only to Bohusz-Szyszko, never to Kutrzeba or the city council.

**Meeting the ORMO:** This is not hard to do. They guard every main road into the city, patrol the city streets, guard each gate, and man the inner city walls. They stop and question all strangers, referring those without papers to the council, or providing them with papers (for a price). There are often large numbers of off-duty troops at the various bars and nightclubs throughout the city during evening hours.

**Referee's Notes:** The ORMO includes elite and veteran troops



from the Polish 8th MRD, as well as novice and conscript troops from Krakow's civilian population. The veterans will, for the most part, be NCOs, officers, and the older experienced soldiers; they account for about 1 in four of the city's ORMO.

Bear in mind that the ORMO are relatively well-fed, and bribes of food (except luxuries such as MREs) will not work. They will want gold, or items that can be resold for great value, such as drugs or hard-to-get weapons.

**Leaders:** The commanding officer of the ORMO is Major-General Zygmunt Bohusz-Szyszko. His senior staff officers include Colonel Wladimar Bzduliec, Major Wojciecj Szczepanski, and Major Wladislaw Kobiecki. Kobiecki is secretly planning a mutiny against Bohusz-Szyszko, with the help of local KGB forces.

**Numbers:** The Krakow ORMO has a total strength of 6,900 men and women when fully mobilized. Of these, 1,366 are standing regular armed troops, 3,320 are part-time militia, 606 are military logistical and support troops, and approximately 1,600 are unarmed laborers. About 475 armed militia are active at any given time, giving the Krakow ORMO a normal active combatant force of about 1,850.

While the number of support personnel seems high under the circumstances, in reality many municipal services are provided by units of the ORMO, and its organization is, in effect, a parallel municipal government. While the Rada determines policy in a formal sense, it is the ORMO which actually executes it and, in fact, exerts a powerful influence on shaping that policy.

The Krakow ORMO is organized as follows:

**Infantry:** The basic combat unit of the Krakow ORMO is the rifle company of 100 men. Each rifle company consists of three rifle platoons, a weapons platoon and a small headquarters group. The rifle platoon has 25 men organized in three squads of seven men each and a platoon headquarters of four men (platoon leader, senior NCO, and two runners). The company's weapons platoon consists of one grenade launcher squad of two men, one antitank squad of three men, one machinegun squad of seven men and a platoon headquarters of three men (one NCO/platoon leader and two runners). The company head-

quarters detachment includes the commander and senior NCO, 1 radio operator and two runners.

Rifle companies are grouped in battalions, of which there are a total of ten. Each battalion has three rifle companies and a mortar battery. The mortar battery consists of two platoons, each of two squads. Each squad consists of a five-man mortar crew (with 1 20mm mortar) and each platoon is commanded by an NCO (giving the platoon a total of eleven men).

The battery headquarters detachment includes the commander and the senior NCO, one radio operator, and fifteen unarmed ammo porters. The rifle battalion headquarters includes a total of twenty-one men, consisting of a commander, deputy commander, senior NCO, four signalers, 1 unarmed medic, 2 unarmed clerks, 2 unarmed mess orderlies, 2 runners, and a complete rifle squad for headquarters security. Thus, each battalion has a total of 350 men.

In practice, there are four battalions active at any one time. The 84th, 221st and 241st battalions are the regular standing infantry forces of the city. The other seven battalions are true militia, each serving for one day a week on a rotating basis.

*Tanks:* There are three "Tank Companies" in the Krakow ORMO, together constituting the 82nd Tank Battalion. The 82nd Battalion is purely an administrative headquarters responsible for manning and maintaining the assortment of tanks in Krakow. The battalion has a total of nine platoons (three per company) of which seven are militia and serve one day per week on a rotating basis. The first platoon of the first company is a permanently active regular platoon while the third platoon is an active maintenance unit charged with servicing the vehicles. Each militia platoon consists of eight men. The first platoon of the first company consists of 12 men. The maintenance platoon consists of twelve unarmed mechanics. There are also 5 headquarters personnel, giving the battalion a total strength of 85 men. (There are no company headquarters, the platoons being controlled directly by the battalion headquarters.)

At any given time, there are 20 tankers active (excluding headquarters and maintenance personnel). Fourteen of these are deployed with the 14 immobile tanks dug in at strong-points. (Usually an additional man or two is present in the tank from the infantry guards, with the detailed tanker serving as a gunner). Six men from the regular platoon are usually at or near the battalion motor pool and available to man two of the city's working tanks in the event of a sudden emergency.

In the event of full mobilization, each militia platoon would man two of the dug-in tanks (with four men per tank). The regular platoon and part of the battalion headquarters would man the five operational tanks.

Two of the operational tanks and five of the dug-in tanks are T-80's, while the remainder of the city's tanks are T-72's. All of the dug-in tanks have had their tracks and engines removed, with the engine compartment used for additional ammunition storage and a small addition to crew working space. Rangefinders and radios have also been removed, but underground phone lines have been laid to each tank. The autoloaders have been cannibalized on the tanks, which is why each vehicle at full readiness has a crew of four (1 commander, 1 gunner, one loader and one telephone operator). The five operational tanks are fully functional, thanks to the extensive cannibalization conducted on the others. The motor pool also has a large supply of lubricants and spare parts such as track links. In addition, it has several extra engines, autoloaders and laser rangefinders.

*Artillery:* Most of the heavy ordnance available to the Krakow ORMO is concentrated in the 8th Artillery Brigade, which is a small administrative headquarters controlling a variety of weapons. All weapons are grouped in batteries of similar equipment and batteries are controlled by four battalion headquarters: 8th (multiple rocket launchers), 18th (antitank), 81st (field guns) and 83rd (mortars). Each battalion headquarters consists of fourteen men (commander, deputy commander, senior NCO, senior gunner, gunnery instructor, clerk, senior armorer, assistant armorer, and four signalers), all of whom are regular soldiers on permanent active duty. The battalion headquarters is responsible for crew training and equipment maintenance on a continuing basis and for command and control when mobilized.

There are a total of fourteen artillery batteries of various types, all militia serving one day of duty per week on a rotating basis. Thus, there are usually two batteries on duty on any given day. The fourteen batteries consist of the following:

Three howitzer batteries (81st Battalion), each with 36 men and two 122mm D-30 towed howitzers. (There is an additional D-30 howitzer in storage.)

Three antitank gun batteries (18th Battalion), each with 20 men and two 125mm Rapira-3 towed antitank guns.

One antitank guided missile battery (also part of 18th Battalion) with 16 men and three ground-mounted AT-5 missile launchers (cannibalized from BMP-B infantry fighting vehicles).

Two multiple rocket launcher batteries (8th Battalion), each with 34 men and two truck-mounted BM-21 122mm multiple rocket launchers.

Five mortar batteries (83rd Battalion), each organized identically to the one in a rifle battalion and equipped with four 120mm mortars.

*Recon:* The 8th Recon Battalion forms the cadre of the city's mobile reserve and quick reaction force. The 271 men of the battalion are standing force regulars and provide mobile patrols outside the city, convoy guards, and always have an alert force ready to respond to emergencies. The battalion is stationed on the Kopiec Kosciuszki from which its observation posts cover the entire city and its surrounding countryside. The battalion consists of one armored company, one mounted company, one motorized company and a headquarters company.

The armored company has two scout car platoons with 8 men and two OT-65s each, one motor rifle platoon with 26 men and two OT-64s, a supply platoon with 8 men and four 2½-ton trucks (each with a 1-ton trailer and a medium still), and a headquarters platoon with 7 men, one OT-65 and one BMP-C infantry fighting vehicle. In almost all cases, the men listed are vehicle crews. The motor rifle platoon, however, includes two recon squads of 8 men each and a 4-man platoon headquarters in addition to the 6 men of the vehicle crews. Administratively, the 6 vehicle crewmen form a separate squad within the platoon. Most road convoy work is carried out by either a single OT-64 or OT-65, although occasionally an entire platoon will be deployed.

The mounted company consists of three cavalry platoons and a headquarters platoon. Each cavalry platoon numbers twenty men in two squads of eight men each and a four-man headquarters. The company's headquarters platoon includes a four-man command group, a four-man supply section with pack mules, an eight-man machinegun squad and an eight-man anti-tank squad. The company has a total of eighty-four men, eighty-four horses (plus seventeen remounts) and sixteen pack mules. Squad and platoon-sized elements of the mounted company con-

duct many of the patrols in the area around the city, and operate on foot nearly as often as they do mounted.

The motorized company is organized and equipped the same as the mounted company except that vehicles are substituted for horses. Each platoon is carried in a single 2½-ton truck. The company command group rides in a UAZ-469 command car, the supply section operates two 2½-ton trucks (with trailers and stills), and the machinegun and antitank squads are carried together in a single 2½-ton truck. Like the mounted company, the motorized company conducts numerous foot patrols in the area of the city. Convoy escorts are often augmented with one of the motorized platoons of the company. In addition, there is always at least one platoon on alert status to respond to emergencies.

The headquarters company consists of a 4-man command group with 2 UAZ-469 command cars, a 6-man signal section with 1¾-ton radio truck and two dispatch motorcycles, an 8-man supply platoon with four 2½-ton trucks, a medical section with two unarmed medics, an unarmed 6-man mess section, and a 20-man maintenance platoon.

**Engineers:** The 81st Engineer Battalion is the controlling headquarters for all military and civil engineering work done in and around Krakow. The battalion headquarters consists of 16 men (commander, deputy commander, senior NCO, two signalers, five orderlies, four clerks, two drivers) and controls four companies.

The First (Mine Warfare) Company is in charge of laying, clearing, and maintaining the minefields that surround the city. It has a cadre of twelve regular engineer officers and men and at present 350 civilian *robotniki* (technically counted as militia reservists, although they are subject to full-time duty when and if required and over 100 are usually working at any given time). Actual strength of the company fluctuates as accidents happen fairly frequently.

The Second (Technical Engineering) Company contains a cadre of eleven regular engineering officers and men and 150 unarmed militia workers. The militia in the second company are much better off than most laborers, as nearly half of them are tradesmen or specialists of one sort or another. The technical company is responsible for virtually all skilled engineering and

construction work in the city, as it contains many of the surviving carpenters, electricians, plumbers, bricklayers, etc.

The Third (Construction) Company is the largest of the four with a cadre of forty regular officers and men (including one full rifle platoon as guards) and 550 *robotniki*. These are usually divided into work gangs of from 20 to 100 and are employed in unskilled work such as rubble clearance or harvesting. Rations are limited, quarters are inadequate and medical care nonexistent. Consequently, there is constant attrition in the work gangs, but never a lack of new recruits from the starving refugees that wander to Krakow.

The Fourth (Machinery) Company is in charge of operating and maintaining the heavy engineering equipment available to the city. The company has 68 regular engineers and its equipment inventory includes five bulldozers, two large graders, eight 5-ton dump trucks, six compressors (for jackhammers and riveters), two electrical generators (for the operation of arc welders and power tools) and a large crane and shovel.

**Signals:** The 8th Signal battalion operates all communications within Krakow, both civilian and military. It consists of a cadre of 40 regular officers and men and an additional 360 switchboard operators, linesmen, radio technicians and laborers.

**Supply:** The 8th Supply and Transport Battalion controls the collection and distribution of most consumable supplies in the city. It consists of 176 regular officers and men and 550 additional drivers, laborers and militia infantry. The battalion has gradually taken over refuse collection (but only within Srod-miescie), alcohol distillation, food collection storage and distribution and raw material salvage. The battalion includes fourteen platoons of militia infantry who provide guard detachments for the city's food warehouses and alcohol storage facilities.

**Repair and Maintenance:** The 8th Maintenance Battalion provides overall maintenance support for the various vehicles and weapons of the ORMO as well as working on salvaging additional vehicles, fabricating parts in their machine shop, and training additional mechanics. The battalion numbers 117 regular officers and men, but often is able to call on additional work parties, particularly from the labor company and technical company of the 8th Engineer Battalion.

**Where Found:** The following details the duty stations of the Krakow ORMO:

**The Outer City:** Three battalions are on duty at all times to provide perimeter defense. The 84th Battalion is responsible for the western approaches to the city and also oversees the farms centered around the old Park Jordana and Blonia Krakowskie. Its area of responsibility is the area between Podchokazych Street on the north and Aleksandra Puszkina in the south, and encompasses Nowa Wies, Czarna Wies and Polwsie Zwierzynieckie. The 221st Battalion is responsible for the northern and eastern approaches to the city, its area of responsibility extending from the right flank of the 84th Battalion all the way around to Lubicz street (which turns into the road to Nowa Huta). Its territory encompasses the old districts of Piasek, Kleparz and Warszawskie. The third perimeter battalion is the active militia battalion for the day and is responsible for guarding the southern approaches to the city, most of which are covered by the Wisla River. Its area of responsibility is the waterfront and the perimeter territory adjoining it up to the flanks of the other two battalions. From six in the morning to six at night each battalion has its headquarters detachment, two rifle companies and one mortar company on duty. From six at night to six in the morning there is only one rifle company on duty.



Each battalion area is covered by a network of defense posts, interior checkpoints and roving patrols. Each battalion has three perimeter posts, one command post and eight checkpoints.

Each perimeter post (coded A on Map 1) consists of an entrenched tank, an elevated guard tower, and several bunkers connected by light earthworks (trenches and sandbagged passages). This entire complex is surrounded by barbed wire and other obstacles. Each perimeter post of the two regular battalions also has an entrenched Rapira-3 antitank gun, although this is manned only when the garrison is fully mobilized. During the day, each perimeter post is manned by the headquarters detachment of a company (two rifle companies and one mortar battery are on duty during the day) along with two squads of infantry and a tank crewman. Usually one or more infantrymen will man the tank under the direction of the tank crewman, one or two men will be on watch in the guard tower, and one or two men under an NCO will man a guardhouse/checkpoint immediately outside the compound. One rifle squad will be at rest but available for action on short notice. At night, each perimeter post is manned by a rifle platoon headquarters detachment and one rifle squad.

The battalion command post (coded B on map 1) is considerably larger, although built along similar lines. Like the perimeter posts, it contains bunkers, a dug-in tank and a guard tower. However, the bunkers and barricades surround an inner compound with a number of sandbagged gun pits. Each command post has gun pits for one howitzer battery (2 D-30's) and two mortar batteries (a total of 8 mortars). The howitzers and one of the mortar batteries are usually unmanned, and the guns are covered to protect them from the elements. The remaining mortars are those of the battalion's mortar battery. During the day the post is manned by the battalion headquarters detachment, both mortar platoons of the battalion, two rifle squads, two antitank squads and two grenade launcher squads. At night it is manned by the headquarters detachment of the duty company, one antitank squad, one grenade launcher squad and four rifle squads.

Each checkpoint is a small improvised open bunker, usually covered with wood, corrugated tin or canvas to provide protection from the elements. During the day each is manned by a platoon headquarters and one squad. Six in each battalion are, coded C on map 1, are manned by a rifle platoon HQ and a rifle squad; the other two, coded D on map 1, are manned by a weapons platoon HQ and a machinegun squad. At night the checkpoints are not manned.

The remaining five rifle squads on duty in each battalion area during the day are usually deployed as roving patrols throughout the city.

*Srodmiescie:* The area inside the city walls proper is the responsibility of the 241st Battalion. Like the perimeter battalions, the 241st maintains the battalion HQ, two rifle companies and the mortar battery on duty during the day and one rifle company on duty at night. The battalion mans a total of ten checkpoints at the gates into the old city. One rifle company is responsible for the northern and eastern gates while the other is responsible for the western and southern gates. In the northwest sector, the rifle company headquarters and two rifle squads man the checkpoint at Saint Florian's Gate. There is also a tank dug in at this position with a broad field of fire to the north up the road to Warsaw. The checkpoint at the other northern gate is manned by the weapons platoon headquarters and a machinegun squad, while the three eastern gates are each

manned by a rifle platoon headquarters and a rifle squad. The company headquarters of the southern company is based at a dugout and guard tower at the foot of Wawel Castle. There is a dug-in tank here whose turret can cover either of the two southern gates. One gate is manned by a weapons platoon headquarters and a machinegun section while the other is manned by personnel from the company headquarters and a rifle squad. There is an additional rifle squad on duty at the company headquarters bunker. Each of the three western gates are manned by a rifle platoon headquarters and a rifle squad.

The battalion headquarters and the mortar company are deployed along the north wall just west of Saint Florian's Gate at the guard headquarters compound. Six of the remaining nine rifle squads on duty are usually divided between wall patrols and foot patrols in the old city proper.

The tremendous value of the food, equipment, and supplies stored inside the Wawel make it imperative that it be heavily guarded at all times. In addition to the Warta troops assigned there, the last three rifle platoons of the ORMO's 241st Battalion provide security for the helicopter, the fuel dumps, and castle courtyard. These last have no fixed station or schedule.

*Kopiec Kosciuszki:* The Kopiec Kosciuszki overlooks the entire city and is the anchor for the defenses of the western approaches. Its permanent garrison consists of the 8th Recon Battalion (271 men), the headquarters elements of the 8th Artillery Brigade and its subordinate battalion headquarters (64 men), the headquarters, maintenance and quick reaction elements of the 84th Tank Battalion (23 men) and the 4th (Machinery) Company of the 81st Engineers (68 men) for a total of 426. The 1 20mm mortars of two militia batteries (a total of eight tubes) are permanently dug-in within the perimeter, but are usually not manned. The multiple rocket launchers and antitank guided missile launchers of the artillery brigade, along with spare weapons and parts, are in the artillery motor pool.

At all times there are usually two men on duty at each guard tower as observers and gate traffic controllers. These guards are drawn from a single platoon of the 8th Recon Battalion. The bulk of the platoon is on duty at the headquarters building, with the platoon leader serving as duty officer. There is almost always at least one additional recon platoon training or on call on the Kopiec, as well as the tank battalion's alert force and most of the armored recon company. Depending on how many patrols are out in the countryside, there may be more recon troops present. While not as strong in manpower as most other sectors of the defensive belt, the troops of the recon battalion are alert and experienced soldiers, the best in the garrison.

#### KGB

This is the *Komitet Gosudarstvennoi Bezopasnost'i*, the infamous Soviet state security and espionage organization.

The local KGB may seem to be almost everywhere in the city, but this is not quite true. The KGB apparatus has remained largely intact since the beginning of the war, but is actually rather small. Most "agents" in the city are in fact thugs hired by Malekov and others. Many other hirelings don't even know (or care) who they work for.

There are several additional agents in the city who have come on the trail of Reset. Headed by Piotyr Rutowski/Mikhail Presniakov and taking their orders from Polish KGB headquarters in Lublin, they have learned of the DIA operation and are determined to recover the papers and send them to the Soviet Union.

Before Reset, the local KGB was working on a plot to kill

Bohusz-Szyszko and replace him with Major Kobiecki. Krakow would then become a Soviet munitions and staging depot without the necessity of attacking it, an operation which would cost an estimated 2 or 3 divisions.

Implementation of this plan is proceeding, but has been slowed by the need to track down information on Reset. This is the second major KGB operation now underway and has been reinforced by a team of 3 agents who have recently arrived from Lublin. KGB headquarters is certain that the papers would have been brought to Krakow, the nearest place where they would have any value to the finders at all.

**Meeting the KGB:** This is not at all difficult. Characters trying to contact the KGB need only spread word that they are looking for them, and sooner or later they will be contacted. The KGB will seek out the characters themselves if the characters make any references to secret papers, blueprints, Operation Reset, computer plans, or anything similar.

Characters taken to KGB headquarters in Krakow, the basement of the Collegium Juridicum, will not be allowed to leave alive (an escape from this grim fortress might make a challenging adventure in its own right). Outsiders are brought here only for intensive interrogation, not for casual business meetings or recruitment.

**Referee's Notes:** Both factions of the KGB in Krakow use the Collegium as HQ, for this structure houses their shortwave radio, as well as most of their arms, ammo, equipment and supplies. There is considerable tension and personal animosity between Malekov, the local KGB chief, and Presniakov, the special agent from Lublin. This rivalry could turn into an open break, particularly if Malekov decides he could use Reset for himself.

**Leaders:** Malekov and B.I. Timasheff for the Krakow KGB, Mikhail Presniakov for the team from Lublin HQ.

**Numbers:** Total KGB assets in Krakow are 4 for the local force, plus perhaps 5-10 hired knee-busters, free-lance thugs and paid informers. The Reset force from Lublin has added 3 regular agents to existing assets.

**Where Found:** Anywhere. The local force has placed agents such as Kobiecki in places where it can control the military when Bohusz-Szyszko is killed. Lt Paszkiewicz/Timasheff was placed in his position in Kutrzeba's Warta before Krakow declared itself an open city. Since then, though still in the Warta, Timasheff has been working to penetrate the higher ranks of the ORMO, primarily by buying people like Kobiecki. Their hired agents and informers are civilians and military personnel who might literally be anyone, anywhere in the city.

**Weapons:** Almost anything is available for use by KGB agents if there is need. The KGB employs a wide variety of both Warsaw Pact and NATO weapons, as well as special, uncommon weapons such as the Skorpioń machine pistol. They have a small but well-stocked armory in their HQ building, and arms caches throughout the city (mostly sporting firearms) which they have been readying for a possible "spontaneous" public insurrection to cover Bohusz-Szyszko's assassination.

## DIA

The US Defense Intelligence Agency (DIA) is the military US government's intelligence gathering and covert operations organization. Reset was a DIA venture inspired by reports of the computer research being carried out at the University of Lodz.

As the instigators of Reset, the DIA will take a great interest in the Reset papers and will be willing to buy them from the

characters.

**Meeting the DIA:** This is not as easy as meeting the KGB, but still possible. Subtle inquiries, especially at the Na Zdrowie, may lead to contacts with the DIA.

DIA HQ in Krakow is in the ruined Grzegorzki railway station on the banks of the Wisla east of Krakow's central area. The characters may be taken here after they have been carefully checked out. The station is little more than a (relatively) safe meeting spot, where the DIA keeps its radio and armory hidden.

**Referee's Notes:** As stated previously, the DIA will consider returning the Reset papers to be the characters' duty and will not be immediately willing to reward them. If the characters have shown skill, bravery and cunning in their struggle to get the papers to the DIA, they might be offered an alternative...extensive resupply and re-equipping at the hands of the DIA, plus receipt of a "hit list" of Soviet and Polish military targets throughout Poland. The characters would be turned loose on these targets with the orders to "make lots of trouble." They would also be given locations and recognition codes for contacting other DIA operatives in Poland at later times, for additional orders and targets.

If the characters insist, however, the DIA will reward them for recovering the papers with a reasonable sum of gold, supplies, and/or arms and ammo.

**Leaders:** Colonel Richard Stark (probably a pseudonym) is the DIA chief in Krakow.

**Numbers:** There are four DIA agents in Krakow, including Stark and his number one agent, Gustav Cryankowicz. There are perhaps twenty paid informers reporting to these four, and a number of others, such as Henryk Hallecki, who are western sympathizers willing to help the DIA when possible.

**Where Found:** Almost anywhere in Krakow. A favorite meeting place is the Na Zdrowie nightclub.

**Weapons:** Within limits, almost anything is available for use. There is a small stock of weapons buried under the Grzegorzki station which is used to arm teams of mercenaries or guerrillas, and this includes a variety of Warsaw Pact and Nato arms. The big prize of the lot are six German G11s and 800 shots of 4.7mm caseless ammunition.

## PARTISANS

These are groups of anti-Soviet fighters, opposed to the virtual occupation of some areas of Poland by Soviet forces. After the destruction of the US 5th Division at Kalisz, many American soldiers linked up with partisan bands in southern Poland.

**Referee's Notes:** Partisans will generally be friendly to Western soldiers. Smaller groups may be members of a larger band based in a certain area. At the referee's discretion, the CIA or DIA may have contact with one or more groups of partisans in the area around Krakow.

**Leaders:** Most partisan bands have two or three ex-soldiers who plan their actions and lead them into combat.

**Meeting the Partisans:** Partisans are encountered when an "Armed" result occurs on the encounter table for encounter rolls within 20 kilometers of a partisan location (see *Where Found*, below).

**Numbers:** Treat partisans as if they were marauders for the purpose of numbers.

**Where Found:** Partisans are found almost anywhere in the mountainous regions of south Poland. See Ojcow, p. 36, and Tyniec, p. 37.

**Weapons:** Mostly Polish army weapons, with a large number

of civilian sporting weapons.

## CIA

In the summer of the year 2000, the United States enjoys the attentions of two governments, one military, one civilian. The Central Intelligence Agency is the intelligence arm of the civilian US government.

The CIA knows of Reset, and would gladly buy the papers. Unfortunately, their resources in Poland are rather limited.

The CIA has a single agent in Krakow, Aleksander Kosikowski/Walter Donovan. He, in turn, has hired several people to act as informers and observers.

**Meeting the CIA:** This is difficult, but not impossible. There is usually someone at Na Zdrowie who knows how to get in touch with Kosikowski. Kosikowski himself is a plant manager at Krakow's Wojciechowicz munitions plant, and inquiries there would attract his attention. Also, Kosikowski will be alert for strangers who may have papers or secrets to sell, and might well seek out the characters if they are advertising that they have such.

**Referee's Notes:** The CIA is offered as an alternative US market for the characters to sell Reset to. Kosikowski will be only able to offer about two-thirds what the DIA can afford in gold or supplies. Like the DIA, he might offer to hire the characters as free-lance agents for tasks within Soviet territory requiring daring, skill, and firepower.

**Leaders:** Aleksander Kosikowski/Walter Donovan.

**Numbers:** 1 (Kosikowski) plus 6 informers and others.

**Where Found:** Anywhere in Krakow, although Na Zdrowie and the Wojciechowicz Munitions Works are the best possibilities.

**Weapons:** Kosikowski carries a .45 automatic. He has a small cache of weapons, including several Uzi SMGs and a few Warsaw Pact arms. The people who work for him provide their own weapons, knives and pistols predominating.

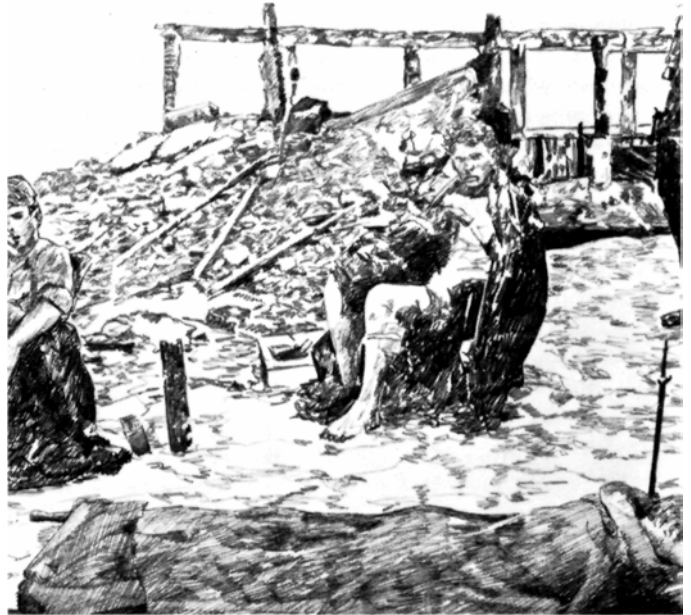
## ZBIEGI

*Zbiegi* can mean "deserters" or "runaways," and also "refugees." It is a somewhat scornful word applied to the thousands of homeless wanderers who have converged on Krakow and been refused entrance to the city. The ORMO has orders to turn away those who cannot demonstrate skills useful to the city or some means of support (like vehicles to sell, for instance). Some serve the city as indentured workers hoping to earn citizenship (*robotniki*). Many more have gathered in impromptu camps on the outskirts of Krakow, from which they scour the environs for food and salvage, and look for work.

Charitable groups within the city may occasionally arrange for the distribution of food among the *zbiegi*, but these efforts are sporadic and rare. The majority of *zbiegi* survive by scavenging. Inevitably, many become thieves when they can no longer support themselves in this fashion. The ORMO long ago stopped trying to drive them off, giving it up as a waste of ammunition and manpower.

**Meeting Zbiegi:** They can be encountered almost anywhere outside the Old City, usually in wandering bands of individuals, sometimes in larger groups organized in more-or-less settled communities of 100 or more.

**Referee's Notes:** *Zbiegi* bands are primarily sources of information for characters, and (occasionally) contact with them may lead to new adventures. *Zbiegi* groups may bear word of approaching armies, of recent battles, and of the location of army camps, convoy encampments, marauder bands, and other



people and items of interest to nomadic foragers.

*Zbiegi* are frequently used as a cover by marauder groups. The community living in the Dworzec Główny station is an example. They also will be a ready source of cannon fodder for would-be revolutionaries or others who have a need to create a riot or military crisis. *Zbiegi* can be readily stirred to action by demagogues who promise food.

**Leaders:** Individual camps often have their own leaders. These individuals will sometimes be marauders exploiting the refugees if the camp is being used as a cover for bandits.

**Numbers:** There are several thousand *zbiegi* in the Krakow area. An exact census is impossible. The numbers of any *zbiegi* encountered on the road are determined per the encounter rules on p. 14 of the Referee's Manual.

**Where Found:** Wandering bands can be found anywhere. They usually stay on the roads, since off-road approaches to the city are heavily mined.

*Zbiegi* encampments include the Stadion Korona, a sports stadium in Podgorze on the south bank of the Wisła; a tent city in Czarna Wies along the Piastowska road, and the Dworzec Główny railway station in Warszawskie.

**Weapons:** Most are armed only with knives. A few carry bows, antiquated rifles or pistols which they use for hunting. Most have traded any modern weapons or ammunition they may have had for food.

In a riot, or when acting as bandits, they will be armed with whatever comes to hand, including improvised spears, clubs, and rocks.

As a rule, any *zbiegi* who is well-armed is probably a marauder in disguise.

## ROBOTNIKI

*Zbiegi* who do not have needed skills (such as distilling, hand crafts, chemistry, masonry, explosives, or bicycle making, to name a few) are offered the opportunity to purchase citizenship by working for one year in the city farms or industries as indentured laborers (*robotniki*).

**Meeting Robotniki:** During the day, they will be found working under guard in fields and factories in or near the city. Since

they are under guard, the characters are unlikely to encounter them unless they become *robotniki* themselves.

**Referee's Notes:** *Robotniki* offer another chance for the referee to introduce a riot or minor revolution into the game. *Robotniki*, whose lot is little better than slavery, may rise against their guards and attempt to storm the city gates or at least hold guards and vehicles for ransom. It is also possible that refugees or escaped workers will approach the characters and ask them for help; a possibility is that they want certain relatives freed from *robotniki* status, offering information in return.

**Leaders:** *Robotniki* have no leaders as such, though informal leaders no doubt appear from time to time to plot revolt. The work camps are reshuffled periodically to prevent leaders of this sort from gaining power.

**Numbers:** The number of *robotniki* in the city averages 2000. The number encountered at any one time depends on the situation; hundreds may be working in the field or factory where the characters meet them. One seldom encounters a lone *robotnik*.

**Where Found:** *Robotniki* live in work camps, converted warehouses in Swiat and Nowy just outside the city's walls. In the early morning they are marched or trucked to the fields and factories west of the city and returned to their barracks late in the evening. They are usually under guard.

**Weapons:** Except for knives, indentured laborers are unarmed. In riots or insurrections, they will have improvised spears, clubs, rocks, and so on. They may also have acquired stolen weapons from guards or ambushed strangers.

#### NEIGHBORHOOD GANGS

Certain of the areas outside of Srodmiescie are informally ruled by gangs. Some of these were originally criminal bands existing in Krakow before the war, others are bands of refugees which laid claim to a particular area as a "turf" to be scavenged. In the last year or so, however, as Krakow has begun to fill up, most have gone into "protection" rackets. Some gangs operate small "flophouses" for transient citizens of Krakow. Other gangs serve as a source of "muscle" for various groups, including the KGB, DIA, and *Guz Stanislaw's* organization.

**Referee's Notes:** Under this arrangement, a gang will extort valuables (usually food or salvage) rather than scavenge for them itself, threatening violence to those who do not comply. In return, the gangs protect their territory from other gangs, marauders, and bandits. It is relatively safe to enter their neighborhoods during the day, but any strangers caught on their turf after dark are considered free game.

Most of the gangs themselves pay protection to *Guz Stanislaw*. In return for this, Stanislaw has arranged for the *Rada* and ORMO to turn a blind eye to the actions of the gangs so long as they do not interfere with any of the city's vital operations. Stanislaw himself has much more lucrative ventures to concern himself with than small scale protection rackets.

**Leaders:** Each gang has a leader and one or two assistants. Many times these positions are contested by fights.

**Numbers:** Sizes of the individual gangs vary. Consult p. 15.

**Where Found:** The gangs are strongest south of the Wisla, but also exist in the areas of *Warsawskie*, *Kleparz*, *Wesola*, and *Kazimierz* in lesser strength.

**Weapons:** Gangs are armed with a variety of weapons. See p. 15.

**RZEZNIKI Z ROPCZYCE** The *Rzezniki z Ropczyce*, or "RR," is a large and dangerous

marauder group. The name, bestowed on them by civilians in the area, means "Butchers of Ropczyce," after a village 125 km east of Krakow which they burned after slaughtering the inhabitants. They were formerly members of the Soviet 9th Tank Division, the Soviet unit which mutinied during September of 1999 spawned marauder bands throughout southwestern Poland.

The band which calls itself *Najejdzcie Warszawskie* was formerly a part of RR, but a leadership fight led the *Najejdzcie* to split off and march west to Krakow, while the main body of the RR marched east to Ropczyce.

**Meeting the RR:** The RR is marching west again and has been reported on the road near Bochnia. The characters may encounter this band if they venture east of Krakow, beyond the ruins of *Nowy Huta* or the *Wielczka* salt mines. They will be travelling as an armored convoy which includes a pair of APCs and a Soviet tank and remain on the road most of the time.

**Referee's Notes:** Boris Leonov, the RR's current leader, is seeking the *Najejdzcie Warszawskie*, intending to forcibly reunite the two groups. Two of the *Najejdzca's* leaders, Anton Zhrebchevsky and Vladimir Pavichevich, forced the original split of the unit. Leonov plans to force a showdown and kill them, assimilate their unit, and attack Krakow.

Rumors that the RR is approaching Krakow have already spread through the city. The ORMO has already tangled with them at least once before in a bloody battle over a merchant convoy.

**Leaders:** Former sergeant Boris Leonov is the sole leader of the RR. His second in command is a pole, Ignacy Brzenzcowicz.

**Numbers:** The RR currently number 120 men. Individual advance scouting parties will number 2D10 x 5 men.

**Where Found:** West of Krakow, especially along the road east from *Nowy Huta* and *Wielczka*.

**Weapons:** A mixture of Warsaw Pact, NATO, and civilian arms. Vehicles include 5 trucks, and a battered but serviceable T-72 tank (the tank is primarily a threat, since they have only four HE rounds for its gun).





## Towns in the Krakow Area

The following is a list of other cities, towns and villages in the immediate Krakow area and notes on what might be found there. These might be incorporated into a particular campaign or used as starting points for other *Twilight: 2000* adventures.

### BOCHNIA

A city on the south bank of the Raba River, 40 km southeast of Krakow. Except for the road and rail bridges across the river, the city has not been extensively damaged by the fighting thus far and is one of the sources of food for Krakow.

Enterprising townspeople have created an important source of revenue for the town. The bridges were destroyed by an air raid early in the war and never rebuilt. The townspeople have rigged cables across the Raba and salvaged an abandoned barge, creating a ferry which is hauled across by the muscle power of the younger locals. The fee for each trip is settled by barter and usually depends on how wealthy the traveler appears to be.

Bochnia had a fair-sized medical facility which survived more or less intact, though its staff has fled. There is now only one doctor in town, and he has hidden a cache of useful and hard-to-get drugs such as morphine (pain-killer, severe) and ampicillin (antibiotic ±) in a cave above the river bank. Rumors of this cache persist, and it and the doctor will certainly be the target of any marauders who approach the town. However, the townspeople protect their doctor and his secret.

An unfortunate note: the RR, the "Butchers of Ropczyce" are approaching Krakow, and Bochnia lies on the road. The town is certain to be savaged when the marauders pass through, for Bochnia is (relatively) prosperous. As rumors have spread of the bandits' approach, many of the inhabitants have fled into the mountains to the south.

### BRZESKO

A village now occupied by marauders. These are an advance guard of the RR and number 1 5. Many of the townspeople fled

into the woods. Others are being held hostage in the village hall where the bandit scouts are waiting the arrival of the main RR force.

### DOBCZYCE

A mountain village largely untouched so far. Some of the refugees from Bochnia and Brzesko have come here. Some of the villagers with those of Gdow, have organized into an ORMO, a militia, armed with a few sporting rifles and some bows.

### GDOW

A quiet village some distance off the main roads in the hills overlooking Bochnia, 1 5 km away. Many of Bochnia's people fled here when the marauders reached Brzesko. Some of the village's 50 inhabitants have formed an ORMO with people from Dobczyce.

### KALWARIA

Kalwaria was burnt to the ground 5 months ago by the Krakow ORMO for harboring a marauder band which had been ambushing convoys. Only ruins remain.

### KRZESZOWICE

The site of a bad harvest and food riots some months ago, this village is now almost abandoned. A few scavengers and farmers still live here.

### MIECHOW

A village at a crossroads on the road to Kielce. A Soviet convoy was caught here and destroyed by a NATO air sortie two years ago. There is a large amount of abandoned Soviet equipment here. The site has been picked over by scavengers, but some usable loot may still remain. Local fear of the fallout from Sosnowiec has served to keep people away.

The remaining local citizens managed to get several of the vehicles running again. One they keep hidden for themselves (a short distance out of town), but others have been sold to Krakow and to other large cities.



### MYSLENICE

Another little mountain village with little happening, though it lies on the main road south from Krakow into the Carpathian Mountains toward Czechoslovakia, and sees a fair amount of mercantile traffic. It has a local ORMO organized under the Prefect of Police, a retired army major.

They hold prisoner in the town hall Major Andrew Filmore, USAF, who parachuted into the field nearby after his F-16 fighter-bomber was critically damaged over Romania. The leaders of the town remain loyal to the Polish state government and are keeping the Major to turn him over to Soviet forces when they enter Myslenice.

A number of townspeople are anti-Soviet and would use news of Filmore's capture to bring Americans into the village and oust the present government, if they knew Americans were in the area.

### NIEPOLOMICE

A quiet village of about 100 people on the south bank of the Wisla 25 km from Krakow. It is ruled by five Soviet army deserters who have moved into the Mayor's house and hold him, his wife, and their two daughters hostage. These men have been here for the past two months, waited on by the entire population, always holding at least one of the women to guarantee the behavior of the rest.

Recently, several of Niepolomice's citizens slipped away and are seeking help in Krakow.

### NOWY HUTA

Nowy Huta (new foundry) was built in 1949, 10 km east of Krakow, near the Huta Lenina metallurgical factories. Before the war, Nowy Huta claimed a population of over 100,000. The steel mills and factories were the target for a tactical air strike in early 1998, and the city was destroyed by three 20 kiloton airburst nuclear devices.

The remains are now a barren tangle of twisted girders and fused brick, with only the metal skeletons of the largest buildings standing. Radiation has dropped in the two years since the city's destruction, but unprotected characters will still pick up 1D6



rads per 4 hours while they are in the central portions of Nowy Huta.

On the south edge of Nowy Huta, close to the Wisla, is a Cistercian abbey dating from the 13th century. Though damaged, it is still standing, and a band of about 15 civilians live there, relying on the fear of radiation to keep them secluded from marauders. They maintain a lookout from a camouflaged tower built on a 15-meter-tall hill above the Wisla called *Wzgorek z Wanda* (Tumulus of Wanda) after a legendary queen who threw herself into the river rather than marry a German prince.

### OJCOW

This was once a national park lying 20 km north of Krakow. A small river, the Pradnik, threads through a small mountain valley which opens into a deep ravine surrounded by deep woods, sheer slopes and the jumbled terrain of heavily eroded Cracovian Jura. The white valley gorges are carved from Jurassic limestone, and among the spires, pinnacles, needles, and other odd rock formations are the openings of several hundred caves.

The forests, the gorges, the rough terrain, and the caves provide ideal hiding places for several small bands which came here seeking shelter. They include small civilian parties fleeing the war, an anti-Soviet partisan group, and probably marauders as well. They coexist by ignoring one another; there is plenty of room so far.

The Stronghold of Ojcow is a ruined castle with a 14th century octagonal tower still standing. This has been appropriated by the partisan band more for reasons of national pride and sentiment than for reasons of military defense. Their arms and supplies are more sensibly cached in several of the small caves in a nearby gorge.

Eight kilometers away from Ojcow, on a heavily forested ridge above the massive and ancient rock spire called the Club of Hercules, is another castle, this one fully intact and occupied, called Pieskowa Skala. Built by Casimir the Great in the 14th century as a part of a vast defense system which included the Stronghold of Ojcow, it was recently restored as a museum. The Pieskowa Skala was reputed to be the finest castle in the Krakow area before the war. After the war began, it was taken over by Franciszek Kowalczyk, the self-styled Baron of Ojcow, as a private retreat and fortress after his wife and family were killed. Kowalczyk was a very wealthy and powerful man before the war. It is rumored that large stores of arms, ammunition, and gold lie hidden behind the fortress walls. Certainly he has stocked it with food and its own generators and alarm systems. He has a small and fiercely loyal staff who guard his walls and tend the packs of guard dogs which roam the castle area day and night.

He has been approached by Ojcow's resistance movement for help, but he refused them. Indeed, he drives off any strangers who approach his walls. He wants only to be left alone by an outside world he is convinced has gone mad. In turn, the Baron Ojcow is known by his neighbors as *Watyly Franz* (Crazy Frank).

### OLKUSZ

Once a fair-sized city, Olkusz was abandoned when fallout from the Katowicz-Sosnowiec nuclear attacks drifted across the area. A few people have moved back into the city and live among the intact but empty buildings, but many are sick and most are starving.

**OSWIECIM**

Though only lightly damaged, Oswiecim has been completely abandoned. Stories and rumors circulate among the peasants of southern Poland that the region is haunted, a place of death, shunned even by animals.

The State Chemical Establishments at Dwory burned earlier in the war, and the cloud of deadly fumes from the destruction has killed or driven off much of the region's original population and accounts for the lack of wildlife in the vicinity. Another reason for the rumors lies in a nearby relic of the past, a monument to humanity's capacity for cruelty to itself. Oswiecim is better known by the German form of its name...Auschwitz.

**PRESZIWICE**

A village of several hundred people which was burned to the ground by marauders four months ago. Nothing remains but blackened rubble.

**SKAWINA**

A village 15 km southwest of Krakow. Many of the townspeople fled to Wieliczka and elsewhere early in the war. Skawina is largely undamaged, though many buildings have fallen into disrepair. Fewer than 100 people remain, surviving by farming and hunting in the wooded hills to the south.

**SLOMNIKI**

This village stands at a road junction 40 km north of Krakow. The site of a marauder ambush of a Krakow merchant convoy three months ago, much of the village is burned out. Only occasional scavengers passing through from time to time can be encountered here.

**TUNEL**

A small but important rail junction 35 km north of Krakow. It was devastated by conventional air strikes and then received a dose of fallout from Sosnowiec. Largely abandoned, it now supports a few score scavengers and refugees.

**TYNIEC**

A hillside on the south bank of the Wisla on which is built the Abbey of St. Benedict, 12 km west of Krakow. The area is a rugged one of huge limestone boulders among the foothills of the Cracovian Jura Mountains.

Both because of its defensibility and because of its national historical significance, Tyniec Hill has become the stronghold for a small band of anti-Soviet partisans.

The number of partisans hiding here varies and can be determined by rolling 2D10 x 5. They have a large supply of Soviet weapons and ammo hidden in a cave—booty from a captured armorer's truck captured several months ago. They hope to create a powerful partisan army, equipping it with the captured arms. They would welcome Americans as comrades-in-arms.

**USCIE SOLNE**

A village on the edge of the Polish oilfields, at the confluence of the Wisla and Raba rivers. Though the wells are no longer producing and the local refineries have been gutted and stripped, it is rumored that there are underground storage tanks north of the village which hold several thousand liters of gasoline, avgas and diesel fuel. These rumors have attracted numerous visitors to the area, mostly marauders and looters. The region is

dangerous for this reason. The rumors are almost certainly false.

**WIELCZKA**

About 12 km south of Krakow are the rock salt mines of Wieliczka. They are quite famous, dating back to the 10th century; before the war, they attracted 300,000 visitors a year.

The mines are a labyrinth of galleries, corridors, and white rooms with gleaming walls of salt crystal. There are over 150 km of underground passageways, and three chapels, including the reknowned St. Anthony Chapel which was carved from a single block of rock salt in 1675.

The arched ceiling of the Crystal Cave (the largest single chamber in the mines) is over 80 meters high, with walls and vaults covered by rock salt garlands. Many rooms contain lakes of extremely concentrated salt water.

The surface village has largely been abandoned and its materials transported below the ground into the mines, where a large number of people now live. Tents and flimsy shanties have been erected in the vaults for some; others (mostly latecomers) sleep on blankets in vast, common barracks. Many of the inhabitants are local civilians and refugees who fled here during the early days of the war. A second wave arrived when the nuclear exchange began. A number of deserters and separated military personnel have gathered here as well. Rather than becoming marauders, these have seen the opportunity for establishing a secure, hidden refuge and joined the subterranean community as its ORMO. For added security, several concealed exits have been constructed, some at a considerable distance from the former village.

Food is a constant problem (as it is almost everywhere). Some is grown locally. Most is imported in merchant caravans, bought from surrounding communities in exchange for salt, firewood, lumber and primitive manufactured goods turned out with what remains of the mine's machine shops.

Because of the food problem, strangers are not welcomed to the underground community, and may be warned away from the mine entrance by rifle shots. Foraging parties may be encountered at some distance from the village, and visitors with food to trade and news of the outside world will be admitted for a short time. People wishing to stay must demonstrate skills useful to the community, primarily farming, mechanical skills, hunting, distilling, and so on.

**WOLBRUM**

Wolbrum was abandoned during a plague (probably typhus) about a year ago and was never reoccupied. Fear of the still radioactive Sosnowiec industrial complex has also helped to keep people away.

**ZABIERZOW**

Located just beyond the ruins of Krakow's airport, Zabierzow is almost solely an outpost of Krakow's defenses. Krakow ORMO are nearly always stationed here. The village has not been hurt by the war and most of its several hundred civilians remain.

**ZEBRZYDOWSKA**

A small village in the mountains so far almost untouched by the war, even though it lies on both a major road and a rail line. It is one of the villages which ships food to Krakow in exchange for manufactured goods, especially tools and reloaded cartridges.



## Helicopters in *Twilight: 2000*

Unlike those of other vehicles, aircraft engines cannot be converted to run on alcohol. There is simply not enough energy in alcohol to get an aircraft airborne. Since they require aviation fuel, aircraft have become increasingly rare and are seldom flown. Aircraft of various types, especially helicopters, have been stored in barns and hangars across Europe, but they are useless without fuel, and many have been stripped for parts useful to other endeavors.

It is possible, however, that *Twilight: 2000* characters might come across both a helicopter and a supply of fuel. Assuming they know how to fly it, it could be of great value in their trek across the war-torn world of 2000 AD.

### KRAKOW'S HELICOPTER

There is a helicopter, intact and in good working condition, in Krakow. It is a Polish army Mi-17 military transport, which was impounded when it landed in the city shortly after the ORMO took over last year. It is kept in the Wawel courtyard under close guard in a specially built hangar. It is never flown, though the mechanics assigned to its service roll it out and turn the engines over once every week or so.

Nearby is a 1000 liter tank trailer which holds most of the city's supply of avgas. A small amount has been left in the helicopter's tanks.

The city's leaders recognize that they have a valuable resource in the helicopter, but aren't sure yet what to do with it. Both Kutrzeba and Bohusz-Szyszko no doubt plan to use it for a fast getaway in the event some catastrophe overwhelms the city. It is, therefore, well-guarded by both ORMO and Warta troops.

### MIL MI-17, HIP

The Mi-17 Hip is a Soviet transport helicopter first introduced in the early 1960s (as the Mi-8T). Though the design is old, it has proven to be a reliable workhorse, and was still in production during the 1980s (as the improved Mi-17...externally

the same as the Mi-8T). Many hundreds have been exported to Soviet allies all over the world.

The Hip's flight deck has accommodations for two pilots and an engineer. The main cabin has 12 removable tip-up seats along each wall, and can thus accommodate up to 24 passengers.

The Hip was designed as a military cargo transport. Loading and unloading is done through the rear clamshell doors (which permit the full width of the cargo area to be utilized in the transport of bulky cargoes such as small vehicles). A winch and pulley arrangement is installed for hauling in non-mobile loads, and ramps for driving vehicles in and out of the hold are also available. Tie-down rings are provided on the deck for securing vehicles and cargo during flight. Only one vehicle may be carried internally (except in the case of motorcycles, bicycles, carts, and wagons), and must weigh less than the maximum internal cargo capacity. Another vehicle may be slung externally, provided total cargo capacity is not exceeded. Referees should note that fuel is considered a part of cargo, and its quantity effects the load that can be carried.

The external cargo sling has an automatic release mechanism controlled from the cockpit and is linked to a stabilization system which compensates for shifts in the center of gravity.

The six circular windows on each side of the hull can be opened for small arms fire, and each has a mounting pintle equivalent to a pact medium tripod (to provide fire-support during assault landings). Otherwise, they are treated as ordinary vehicle firing ports.

The Krakow helicopter is currently fitted with 6 UV-16-57 rocket pods (kept unloaded for safety). A further 2 AT-2-6 missile pods, 32 57mm missiles, and 4 AT-6 missiles are stored in the aircraft hangar in the Wawel courtyard. (This is the aircraft's ready ammunition...more is stockpiled in the catacombs under the Wawel.)

Most of the Hip's fuel is carried in external tanks. The starboard tank holds 680 liters, the port tank 745. An internal tank holds an additional 445 liters. If necessary, one or two 915 liter ferry tanks can be mounted in the cargo compartment, at the expense of cargo. One of these tanks is in the courtyard

hangar, but is not installed. Installing it is ESY:MEC, and takes 15 minutes if one unskilled assistant is available, 30 minutes if no assistance is available.

The Krakow helicopter's other characteristics are as listed on page 42.

### PILOTS

It is possible that none of the player characters has RWP skill. If this is so, and the players still want to make use of the Krakow helicopter, they must locate someone with this skill and persuade them to assist. The following characters are provided to serve as NPC pilots, if necessary.

#### ANTON KRIVDA

Formerly a pilot in *Frontovaya Aviyatsa* (the Soviet Air force), he has piloted Mi-17 Hips and Mi-24 Hinds. He deserted his unit earlier in the year and found his way to Krakow, where he has been employed by the ORMO as chief mechanic of the helicopter crew. He stays in the ORMO barracks area in the Wawel, but spends many off-duty hours at Na Zdrowie or Nasz Towarzysz.

#### ANDRE WALESZEK

Formerly a Polish Army Captain, he was the original pilot of the Hip. He elected to join the ORMO, but is not trusted with his machine and has been on inactive duty for some months. He lives in an apartment in Srodmiescie and works at a bicycle shop in Nowy. It is widely known that he is a pilot, and among the patrons of Nasz Towarzysz, the Krakow helicopter is called "Andre's Machine." Though not particularly disloyal to Krakow's current regime, he would do almost anything to fly again.

#### TOMASZ KOWALSKI

Kutrzeba's personal pilot, just in case he ever needs one. Kowalski was formerly a pilot in the Polish Air Force, flying hinds and now serves as a lieutenant of the Warta, Kutrzeba's guard. He is quartered in the Wawel, near Kutrzeba's residence and is on the Dowodca's staff. He is loyal to Kutrzeba, but might be forced to co-operate at gunpoint.

#### ALEKSANDER WIECZSTIWICZ

This man flew helicopters in the Polish Air Force years ago, but retired before the war began. He now works at a bicycle factory and spends a great deal of his time at Na Zdrowie playing chess with his friends. He has many hours of flight time on the Mi-17 and other helicopters. He is also passionately anti-Soviet; his son was killed sixteen years ago during a period of labor strife in Gdansk. Henryk Hallecki knows his background, and would introduce the players to Wiczstiwicz if they ask him about helicopter pilots. Wiczstiwicz would help the group if he was convinced that stealing the helicopter would help the Polish resistance.

### INTRODUCING THE HELICOPTER

The Hip helicopter will be a tempting target for adventurers. Especially if they must plan a fast escape from the castle.

There are always guards near the helicopter, both ORMO and Warta. Any attempt to take the helicopter must deal with these troops. In addition, there is a 25% chance (1D100 for  $\leq 25$ ) that a mechanic or other NPC will be aboard the aircraft at any given time. This character will carry a pistol. In addition, there are several AKRs, 2 KPV machineguns, and ammo for each

stored aboard.

The characters may consider stealing the helicopter as a way to get Kutrzeba's mistress out of the city, or using it to transport loot, prisoners, or themselves to safety. Stealing the helicopter would also make a splendid diversion. It should be kept in mind, however, that the ORMO does have a number of weapons suitable for antiaircraft fire in the Wawel and about the city (including several shoulder-fired SA-14 missiles in the Wawel's towers), and Bohusz-Szyszkowski would rather see the Hip shot down than successfully stolen.

### HELICOPTER ESCAPE FROM KRAKOW

There is enough fuel already aboard the aircraft to get it clear of the city but not enough to travel more than 8-10 km, or about the distance to Nowy Huta's ruins to the east. If the characters can top off the helicopter's tanks from the trailer nearby, they will have enough to carry them about 500 km.

Since this is the distance from Krakow to Danzig in the north or clear across Czechoslovakia and Hungary almost all the way to Belgrade in the south, the referee may want to limit the ground they are able to cover after their escape. This can be done by introducing battle damage or mechanical failure early in the flight, or by limiting the amount of fuel available in the Wawel's trailer. Of course, nothing need be done if the referee is prepared to allow the characters fly that far.

### FLYING HELICOPTERS

A specific skill—rotary wing pilot—is required to fly a helicopter. A character with RWP skill will be qualified to fly one or more different types of helicopters and may, with some difficulty, fly helicopters he has not been trained on.

A character with a low RWP skill level (10 to 19) will only be qualified on one helicopter of his choice. A character with an RWP skill of 20 or more will be qualified on two helicopters of his choice; a character with an RWP skill of 40 or more on three helicopters; 50 or more on four helicopters, 60 or more on five helicopters and 70 or more on six helicopters. A character may become qualified on a helicopter during the course of play by conducting ten successful take-offs and landings and having twenty hours of flight time (as pilot) in the helicopter.

Taking off or landing a helicopter on which a character is qualified is ESY:RWP. Taking off or landing a helicopter on which the character is not qualified but in which the controls are labeled in a language which the character speaks LNG( $\geq 40$ ) is AVG:RWP. Taking off or landing a helicopter on which the character is not qualified and in which the controls are labeled in a language the character does not speak is DIF:RWP.

For example, an American pilot experienced with OH-58s will be able to pilot a US UH-60 after taking only a few minutes to familiarize himself with the controls (AVG:RWP). The same pilot trying to fly a Soviet Mi-27 would find the task harder (DIF:RWP).

When taking off, these rolls will simulate the character's struggle to figure out the controls and get the helicopter airborne. A catastrophic failure at this point suggests a loss of control and a crash. When landing, failure indicates a rough landing and damage to the undercarriage, while a catastrophic failure again indicates a crash. Difficulty level is increased by one if attempting to take off or land in high winds, rough weather or a constricted landing area (such as a small clearing in a woods or the courtyard of a building).

Once airborne, skill rolls are made once per hour of flight to

avoid a mishap. All flight rolls are ESY:RWP, regardless of whether or not the pilot is qualified on that particular helicopter. Failure of the skill roll will result in the pilot believing that the helicopter is experiencing a mechanical breakdown (due to either instrument readings or flight characteristics which he cannot correctly interpret). He will attempt an immediate landing. Catastrophic failure results in loss of control of the helicopter and a crash.

### TRAVEL MOVEMENT

Like other vehicles, helicopters have a listed fuel capacity. They may *not* use any fuel but avgas. The listings for travel movement and fuel consumption are for one hour of travel, not a four-hour period.

### COMBAT MOVEMENT

Combat movement is listed in meters per combat round, the same as for other vehicles. However, helicopters have two additional listings which relate to combat movement: maneuverability and acceleration. Maneuverability is the speed cost of a 45° turn. This is not speed which is lost by conducting such a turn, but rather is a reduction in the actual allowable top speed of the helicopter that combat round. For example, a Soviet Mi-17 has a normal combat speed of 340 and a maneuverability rating of 70. If the Mi-17 wished to make a 45° turn, it would have to reduce its speed to 270 (340-70). If it wished to make a 90° turn, it would have to reduce its speed to 200. A helicopter's acceleration rating is the amount it can increase or decrease its speed each combat round. The Mi-17, for example, has an acceleration rating of 70. On the combat round it takes off it can fly 70 meters. On the next combat round it can fly 140 meters. On the next round it can fly 210 meters, and so on until it reaches its top speed. By the same token, if it was flying at its full speed of 340 meters per combat round, the slowest it could move in the next combat round would be 270 meters. Note that this means that it is impossible for an Mi-17 travelling at full speed to conduct a 90° turn in the following combat round.

### MAINTENANCE

Like other vehicles, helicopters require regular maintenance and are subject to breakdowns. Preventative maintenance and repairs on helicopters are performed the same way as for other vehicles, except that ACM is used as an asset instead of MEC. Rolls for breakdowns are made once per hour (not period) of flight.

### PYLONS

Helicopters carry most of their weapons on pylons. The game differentiates three types of pylons: rocket pylons, light missile pylons and heavy missile pylons. Each pylon may have one (and only one) pod mounted on it. Rocket pylons may have only rocket pods; missile pylons may have either rocket pods or missile pods. Prices and weights listed for the various pods are for empty pods; ammunition must be purchased and carried in addition to the pod itself (counting against total load as well).

### ENCOUNTER RANGE

A helicopter is first visible at a range of 1D100 x 600 meters, unless it is flying NOE (Nap of the Earth...flying within a few feet of the ground). The effects of NOE flight are explained below.

### FIRING AT HELICOPTERS

Fire at helicopters is conducted in the same way as fire at most other vehicles. Any weapon can fire at a helicopter. A helicopter flying NOE is assumed to be partially obscured (see the *Target Obscured* rule on page 21 of the *Play Manual*). The referee should use his judgment as to whether other factors come into play for firing at helicopters.

**RF:** Only antiaircraft weapons systems (M-988 and ZSU-30-6) may use their RF against aircraft. No other RF applies.

**Antiaircraft Missiles:** Antiaircraft missiles are heat seekers and thus follow a different firing procedure than most weapons. Missiles may only be fired after aiming. Aiming a missile is a task (ESY:HW), failure of which indicates that the missile guidance sensor has not locked onto the target. A gunner may attempt a lock-on once per combat round. Once the missile locks on and is fired, the base hit number is 10 plus the IR signature of the target aircraft. If firing at greater than half range of the missile, the base hit number is halved. However, the base hit number of a heat-seeking missile is not halved due to the target moving 30 or more meters in the previous combat round.

**Armor:** Helicopter rotor blades, if armored, are armored from all aspects. Other parts of a helicopter are armored only if fired at from below. Weapons, pylons and rangefinders are all considered to be outside the armor and thus may be damaged even if a shot does not penetrate the armor.

### NAP OF THE EARTH FLIGHT

When flying NOE, the helicopter is flying at very low altitude, essentially at ground level. It is able to take advantage of folds in the terrain and so on, and is more difficult to spot. A helicopter flying NOE is visible at the same range as a ground vehicle when encountered. Helicopters flying NOE are considered partially obscured for direct fire purposes.

**Speed:** There are speed restrictions on a helicopter flying NOE. These are expressed by the formula  $Nm = Hm \times RWP/100$ , where  $Nm$  is the maximum NOE speed,  $Hm$  is the helicopter's normal maximum speed, and  $RWP$  is the rotary wing pilot skill of the pilot.

### COMPONENT AND PERSONNEL DAMAGE

All helicopters dealt within this module are standard configuration (one rotor, engine amidships, tail boom) and have the same damage location chart. Components and personnel associated with a particular location in the helicopter are listed in random order. The referee should roll once per component or occupant in the damaged fuselage section in any order he wishes.

**Rotor Damage:** If either the main rotor or the anti-torque rotor are damaged, the helicopter is incapable of further controlled flight and descends immediately. The percent damage to the rotor is the percent chance the helicopter will crash. Otherwise it makes a hard (but non-fatal) landing.

**Engine Damage:** If the engine is damaged, the helicopter will lose power, descend and land, but will not crash. This must be done immediately, although the pilot has some control over where the machine lands. This is called an "auto-rotation landing."

**Pylon Damage:** If a pylon is damaged and has a loaded or partially loaded ordnance pod on it, the percent damage to the pylon is the chance that the ammunition in the pod will explode. If a pylon explodes, it does damage to the helicopter as if the remaining contents of the pod had hit the central fuselage.

**Crashes:** When a helicopter crashes, determine additional damage to all components by rolling 1D10 x 10 for each one. Add this to any other damage received before the crash. The Fuel Hits rule on p. 10 of the *Referee's Manual* applies. If the fuel catches fire according to this rule, all components of the helicopter are 100% destroyed in the resulting crash and fire.

Personnel may escape from a crash unharmed by rolling 1D10 for 10. Any equipment carried by a character survives if he does, and is destroyed if he does not survive. Equipment not carried by a character counts as part of the helicopter's cargo, and is damaged accordingly.

**SPECIAL NOTE: ANTITANK MISSILES**

**Hellfire:** The Hellfire missile is a laser-designated missile. It follows the rules for guided antitank missiles on p. 24 of the *Play Manual* except that a laser designator must continue to point at the target until the missile hits. This need not be the designator of the vehicle that fired it. In other words, the missile could be fired from an AH-64 and guided to the target by another helicopter.

**AT-7:** The AT-7 antitank missile is a fire-and-forget missile, like tank breaker, and obeys the same rule (per p. 24 of the *Play Manual*).

**Helicopter Charts**

**TRAVEL MOVEMENT TABLE**

Unit	Move	Fuel	Maint #
Mi-17 H	200	1450/375	26
Mi-27 E	250	1 500/400	32
Mi-28	250	1200/500	32
OH-58	185	275/110	22
UH-60	275	1200/400	24
AH-64	275	900/400	00

**COMBAT MOVEMENT**

Helicopter	ACC/CBM/MNV
Mi-17H	70/340/70
Mi-27E	80/400/80
Mi-28	120/400/20
OH-58	100/260/15
UH-60	90/380/40
AH-64	115/380/20

**LARGE CALIBER GUNS**

Type	Rnd	Rng	Dam	Arm	KDR	Burst
30mm CG	HEAT	500	x 6C	0	2.5	5
ROF: 20						
Mag: 400						

**ANTI-TANK MISSILES**

Type	ROF	Mag	Rng	Dam	Arm	KDR	Burst
Hellfire	1	4	5,000	x60C	—	W	15
AT-6/7	1	2	8,000	x60C	—	10	15

**ROCKET LAUNCHERS**

Type	Rnd	Rng	Dam	Arm	KDR	Burst
2.75"	HEAT	500	x25C	x2	2.5	15
	WP	500	x15C	x10	—	20
ROF: 19						
Mag: 7/19						

Type	RND	Rng	Dam	Arm	Burst
57mm	HEAT	400	x 15C	x2	2.5 15
ROF: 20					
Mag: 16/32					

**ANTI-AIRCRAFT MISSILES**

Type	ROF	Mag	Rng	Dam	Arm	KDR	Burst
Stinger	1	1/2	6000	x10C	x10	—	5
Sidewinder	1	1	18000	x 20C	x 10	2.5	15
SA-14	1	1/2	6000	x10C	x10	—	5

**HELICOPTER HIT LOCATION CHART**

Die	Fro	Rear	Othe
1	FF	RF	FF
2	FF	RF	FF
3	FF	RF	CF
4	FF	CF	CF
5	FF	CF	CF
6	FF	CF	RF
7	FF	CF	RF
8	RB	RB	RB
9	RB	RB	RB
10	RB	RB	RB

**Note:** FF = Front Fuselage, CF = Central Fuselage, RF = Rear Fuselage, RB = Rotor Blades. "Other" column used for all top, bottom, side and oblique shots.

**Notes to Helicopter Damage Location List:** Component and personnel codes are the same as for ground vehicles. The following codes have more specific meaning for helicopters:

*W (Main Weapon):* Installed weapon (automatic cannon or door gun).

*M (Missile Launcher):* Ordnance pylon.

*C (Commander):* Pilot.

*D (Driver):* Co-pilot.

*B (New Code Letter):* Anti-torque rotor.

**DAMAGE LOCATION (for all Helicopters)**

FF: N,W,R,G,C,D

CF: M,S,P,F,E RF:

B,F

**DAMAGE MULTIPLIER TABLE:**

All components the same, with the following additions:

Anti-torque Rotor..... x 5

Rotor Blade..... x 10

**Notes:** *Price:* This includes all weapons listed under *Armament*, but no ammunition or fuel; *Armament:* The weapon or weapons with which the helicopter is normally equipped, included in the vehicle price. Armament also lists the weapons pylons on the helicopter. The following abbreviations are used: RP = rocket pylon, LMP = light missile pylon, HMP = heavy missile pylon. *Ammo:* The number of shots for a given weapon, carried internally. *TrMov:* travel move; *Com Mov:* combat move; *Mnvr:* maneuver cost of a 45° turn; *Acc:* acceleration per combat round; *IR:* infrared signature; *RF:* rangefinder bonus; *Fuel cap:* fuel capacity in liters; *Fuel cons:* fuel consumption rate, in liters of avgas per hour of flight time; *Wt:* the vehicle's gross weight when empty (that is, not including ammo, crew, fuel, passengers, cargo, or pylon loads); *Cargo:* the helicopter's interior cargo capacity; *Load:* the total weight the helicopter can

lift, including cargo, fuel, passengers, external slung cargo, crew, ammunition, and pylon loads. *Mnt*: maintenance number; *Crew*: (number of crew) + (number of passengers); *Armor*: armor protection of the helicopter.

## HELICOPTER CHARACTERISTICS

### Mi-17 Hip H

*Special Features*: None. *Price*: \$600,000 *RF*: + 1 *5 IR*: +40 *Arm*: 6 RP, 2 LMP *TrMov*: 200 *Com Mov*: 340 *Mnvr*: 70 *Acc*: 70 *IR*: +40 *Fuel cap*: 1450 *Fuel cons*: 375 *Wt*: 6.8t *Cargo*: 4000 *Load*: 5200 *Mnt*: 26 *Crew*: 2 + 24 (pilot, copilot/gunner) *Arm*: FF(15), CF(15).

### Mi-27 Hind E

*Special Features*: Thermal vision for pilot and thermal sight for gunner. *Price*: \$750,000 *RF*: +30 *IR*: +40 *Arm*: 4 RP, 2 HMP, 1 23mm(33) *Ammo*: Pod basic loads, 33 x 23mm HE *TrMov*: 250 *Com Mov*: 400 *Mnvr*: 80 *Acc*: 80 *Fuel cap*: 1 500 *Fuel cons*: 400 *Wt*: 6.5t *Cargo*: 2900 *Load*: 5000 *Mnt*: 32 *Crew*: 2 + 8 (pilot, gunner) *Arm*: FF(20), CF(15)

### Mi 28 Havoc

*Special Features*: Thermal vision for pilot and thermal sight for gunner. *Price*: \$1,000,000 *RF*: +40 *IR*: +0 *Armament*: 4 HMP, 1 23mm *Ammo*: Pod basic load, 166 x 23mm HE *TrMov*: 250 *Com Mov*: 400 *Mnvr*: 20 *Acc*: 120 *Fuel cap*: 1200 *Fuel cons*: 500 *Wt*: 3.7t *Cargo*: 200 *Load*: 3800 *Mnt*: 32 *Crew*: 2 (pilot, gunner) *Armor*: FF(25), CF(25), RF(20), RB(25)

### OH 58 Kiowa AHIP

*Special Features*: Thermal vision for pilot and thermal sight for gunner. Laser rangefinder and target designator. Thermal sight mounted on overhead mast so helicopter does not have to expose itself to observe over a crest line or tree line. *Price*: \$120,000 *Armament*: 1 LMP *Ammo*: Pod basic load *RF*: + 30 *IR*: +10 *TrMov*: 185 *Com Mov*: 260 *Mnvr*: 1 5 *Acc*: 100 *Fuel cap*: 275 *Fuel cons*: 110 *Wt*: 0.6t *Cargo*: 450 *Load*: 760 *Mnt*: 22 *Crew*: 2 + 3 (pilot, copilot/gunner) *Armor*: FF(20), CF(15), RF(15), RB(15)

### UH 60 Blackhawk

*Special Features*: none *Price*: \$500,000 *RF*: none *IR*: +20 *Armament*: 2 x M60 doorguns *Ammo*: 363 x 7.62 N (belted) *TrMov*: 275 *Com Mov*: 380 *Mnvr*: 40 *Acc*: 90 *Fuel cap*: 1200 *Fuel cons*: 400 *Wt*: 5t *Cargo*: 2000 *Load*: 4,200 *Mnt*: 24 *Crew*: 2+12 (pilot, copilot) *Armor*: FF(20), CF(15), RF(15), RB(15)

### AH 64 Apache

*Special Features*: Thermal vision for pilot and gunner. Laser rangefinder and target designator. *Price*: \$ 1,000,000 *RF*: + 40 *IR*: +0 *Armament*: 4 HMP, 1 30mm Chain Gun *Ammo*: Pod basic load, 396 x 30mm HEAT *TrMov*: 275 *Com Mov*: 380 *Mnvr*: 20 *Acc*: 115 *Fuel cap*: 900 *Fuel cons*: 400 *Wt*: 4.5t *Cargo*: 200 *Load*: 3,500 *Mnt*: 32 *Crew*: 2 (pilot, gunner) *Armor*: FF(25), CF(25), RF(20), RB(25)

## HELICOPTER ARMAMENT SYSTEMS

**30mm Chain Gun**: A high rate of fire automatic cannon mounted on the AH-64 Apache.

**UV-16-57 Rocket Pod**: Carries sixteen 57mm rockets. Can be attached to any pylon on any Soviet helicopter. *Wt*: 80 kg, *Price*: \$500 (S/C).

**UV-32-57 Rocket Pod**: Carries thirty-two 57mm rockets. Can be attached to any pylon on any Soviet helicopter. *Wt*: 1 50 kg, *Price* \$650 (S/C).

**M158 Rocket Pod**: Carries seven 2.75" rockets. Can be attached to any pylon on any U.S. helicopter. *Wt*: 70 kg, *Price*: \$500 (C/S).

**M200 Rocket Pod**: Carries nineteen 2.75" rockets. Can be attached to any pylon on any U.S. helicopter. *Wt*: 130 kg, *Price*: \$700 (C/S).

**M265 Missile Pod**: Carries two TOW II missiles. Can be attached to any light or heavy missile pylon on any U.S. helicopter. *Wt*: 20 kg, *Price*: \$1400 (S/R).

**M465 Missile Pod**: Carries four TOW II missiles. Can be attached to any heavy missile pylon on any U.S. helicopter. *Wt*: 40 kg, *Price*: \$2200 (S/R).

**M490 Missile Pod**: Carries four Hellfire missiles. Can be attached to any heavy missile pylon on any U.S. helicopter. *Wt*: 40 kg, *Price*: \$2500 (S/R).

**AT-2-6 Missile Pod**: Carries two AT-6 missiles. Can be attached to any light or heavy missile pylon on any Soviet helicopter. *Wt*: 10 kg, *Price*: \$1000 (R/S).

**AT-4-6 Missile Pod**: Carries four AT-6 missiles. Can be attached to any heavy missile pylon on any Soviet helicopter. *Wt*: 20 kg, *Price*: \$1800 (R/S).

**AT-4-7 Missile Pod**: Carries four AT-7 missiles. Can be attached to any heavy missile pylon on any Soviet helicopter. *Wt*: 40 kg, *Price*: \$2800 (R/S).

**Stinger Pod**: Carries two FIM-92B Stinger antiaircraft missiles. Can be attached to any light or heavy missile pylon on any US helicopter. *Wt*: 35 kg, *Price*: \$1000 (S/R).

**Sidewinder Pod**: Carries one AIM-9L Sidewinder antiaircraft missile. Can be attached to any heavy missile pylon on any US helicopter. *Wt*: 10 kg, *Price*: \$1000 (S/R).

**SA-2-14 Missile Pod**: Carries two SA-14 antiaircraft missiles. Can be attached to any heavy missile pylon on any Soviet helicopter. *Wt*: 15 kg, *Price*: \$1500 (R/S).

## Ammunition

### ANTITANK MISSILES

**TOW II**: Fired from either the TOW launcher on the M2 Bradley or the TOW missile pod on a helicopter. A wire-guided missile with a HEAT warhead. *Wt*: 20 kg, *Price*: \$1500 (S/R).

**Hellfire**: Fired from the Hellfire missile pod on an AH-64 helicopter. A laser homing missile with a HEAT warhead. *Wt*: 35 kg, *Price*: \$2000 (S/R).

**AT-6**: Fired from the AT-6 missile pod on an MI-27 helicopter. A radio guided missile with a HEAT warhead. *Wt*: 35 kg, *Price* \$1500 (R/S).

**AT-7**: Fired from the AT-7 missile pod on an Mi-28 helicopter. A fire-and-forget missile with a HEAT warhead. *Wt*: 40 kg, *Price*: \$2000 (R/S).

### ROCKETS

**2.75" (70mm) HEAT**: Fired from rocket pods mounted on any US helicopter. *Wt*: 8 kg, 45 kg per case of 3, *Price*: \$150 each, \$400 per case (C/S).

**57mm HEAT**: Fired from rocket pods mounted on any Soviet

helicopter. *Wt:* 6 kg, 50 kg per case of 4. *Price:* \$100 each, \$350 per case (S/C).

#### ANTIAIRCRAFT MISSILES

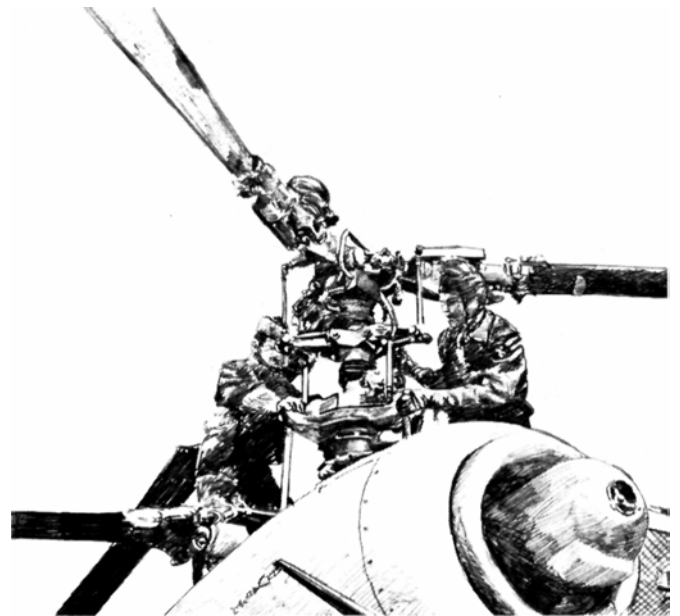
**F1M-92B Stinger:** Fired from missile pods on US helicopters or from disposable gripstock launchers. Heat seeking missile. *Wt:* 10 kg, (1 5 kg including gripstock launcher), 30 kg per case of 2, *Price:* \$800 each, (\$1100 for missile and gripstock launcher), \$1200 per case (S/R).

**AIM 9L Sidewinder:** Fired from missile pod on US helicopters. Heat seeking missile. *Wt:* 90 kg, *Price:* \$1500 each (S/R).

**SA-14:** Fired from missile pods on Soviet helicopters or from disposable gripstock launchers. Heat seeking missile. *Wt:* 10 kg, (1 5 kg including gripstock launcher), 30 kg per case of 2. *Price:* \$800 each, (\$1100 for missile and gripstock launcher), \$1200 per case (R/S).

#### LARGE CALIBER GUN AMMUNITION

**30mm HEAT:** Fired only from the US 30mm Chain Gun of the AH-64 (which may not fire Soviet 30mm API or HE). *Wt:* 25 kg per case of 33 belted. *Price:* \$900 per case (S/R).





## Glossary

- Blonia Krakowskie:** A park, now converted into farmland.
- Bochnia:** A city 40 km southwest of Krakow. **Brzesko:** A village east of Krakow.
- Casimir III the Great:** King of Poland from 1333 to 1370.
- Collegium Juridicum:** Headquarters of the KGB.
- Czartorysk Museum:** Headquarters of the Krakow ORMO.
- Czarna Wies:** A suburb of Krakow.
- Debniki:** A suburb of Krakow.
- Dobczyce:** A village near Gdow.
- Dowodca:** Leader.
- Dworzec Główny Station:** A railroad station on the northeast side of Krakow.
- Dzwon Zygmunta:** Sigmund's Great Bell. Part of Wawel Cathedral, see p. 16.
- General Brygadi:** Major General.
- General Diwizji:** Division General, or lieutenant General.
- Gdow:** A village near Bochnia, see p. 35. **Gdansk:** A port city in northern Poland. **Grzegorzki Station:** A railroad station on the Wisla, east of Krakow. **Guz:** Boss.
- Kalwaria:** A village near Krakow, see p. 35.
- Kapral:** Corporal.
- Katowicz:** A city in southern Poland, destroyed in the war.
- Kazimierz:** A suburb of Krakow.
- KGB or Komitet Gosudarstvennoi Bezopasnost'i:** Committee for State Security, the Soviet espionage and security agency.
- Kleparz:** A suburb of Krakow.
- Kopiec Kosciuszki:** A hill west of town containing a monument to Tadeusz Kosciuszko. It is also the site of a sizable camp of the Krakow ORMO.
- Kosciuszko, Tadeusz:** (1746 to 1817) A hero of both the Polish and American Revolutions.
- Krzyszowice:** A village near Krakow, see p. 35.
- Ludwinow:** A suburb of Krakow
- Miechow:** A village north of Krakow, see p. 35.
- Myslenice:** A village south of Krakow, see p. 36.
- Najejdzcie Warszawskie:** Invaders (or bandits) of Warsaw, a marauder band now infesting the vicinity of Krakow.
- Niepolomice:** A village near Krakow, see p. 36.
- Nowa Huta:** New Foundry, an industrial area near Krakow, destroyed during the war, see p. 36.
- Nowa Wies:** A suburb of Krakow.
- Nowy:** A suburb of Krakow.
- Ojcow:** A national park area about 20 km north of Krakow, see p. 36.
- Olkusz:** A village near the Katowicz-Sosnowiec industrial region.
- Oswiecim:** Polish name of a city in southern Poland, better known as Auschwitz.
- Park Jordana:** An area west of Krakow, now converted to farms.
- Piasek:** A suburb of Krakow.
- Pieskowa Skala:** A castle near Ojcow.
- Planty:** A former park, now containing the new city walls.
- Podgorze:** A suburb of Krakow.
- Polwsie Zwierzynieckie:** A suburb of Krakow.
- Porucznik:** Lieutenant.
- Pradnik River:**
- Preszowice:** A village near Krakow.
- Przemysl:** A city in southeast Poland.
- Pulkownik:** Colonel.
- Raba River:** A tributary of the Wisla.
- Rada:** Short for Rządzenie Krakowskie, the government of Krakow.
- Ratusz:** Town hall.
- Robotniki:** Workers, (especially workers on one of Krakow's farms) attempting to earn citizenship by labor.
- Rynek Główny:** Market place.
- Rządzenie: Government. Thus Rządzenie Krakowskie,** Krakow government and *Rządzenie Miejski*, town government.
- Rzeźniki Ropczycie:** Also called the RR. The "Butchers of Ropczce," a marauder band approaching Krakow from the east. This group was the parent band of the Najejdzcie Warszawskie.
- Sandomierska Tower:** One of the Wawel's towers.
- Shabak:** Shortened version of *Sherut Bitachon Klali* (security service), one of the Israeli intelligence organizations. Originally purely an internal security organization, the Shabak has widened its operations after the war. Shabak is sometimes called by its Hebrew initials, *Shin Bet*.
- Sierżant:** Sergeant.
- Sigismund Belfry:** Part of Wawel Cathedral.
- Skawina:** A village 15 km east of Krakow.
- Ślomniki:** A village 40 km north of Krakow.
- Sosnowiec:**
- Srodmiescie:** Old town, the area of the city inside the medieval walls and therefore also inside the new fortifications.
- Stradom:** A suburb of Krakow.
- Świat:** A suburb of Krakow.
- Szczerbiec:** Coronation sword of Polish Kings.
- Tunel:** A village on a rail junction 35 km north of Krakow.
- Tyniec:** A hill on the Wisla about 12 km west of Krakow.
- Uscie Solne:** A village at the junction of the Wisla and Raba.
- Warszawskie:** A suburb of Krakow.
- Wawel Castle:** A medieval palace on a hill overlooking Krakow.
- Wesola:** A suburb of Krakow.
- Wieliczka:** Site of the Wieliczka salt mines, now an underground community.
- Wisla (Vistula) River:** The major river of Poland.
- Wolbrum:** A town near Sosnowiec.
- Wzgorek z Wanda:** Tumulus of Wanda, a medieval tower overlooking the Wisla near Nowy Huta.
- Zabierzow:** Furthest outpost of Krakow's defenses, near the remains of the Krakow airport. **Zakrzówek:** A suburb of Krakow. **Zbiegi:** Refugees.
- Zebrzydowska:** A small village in the mountains near Krakow.
- Zwierzyniec:** A suburb of Krakow.

# The Free City of Krakow

To the survivors of the US 5th Division, Krakow sounded like a city out of a fairy tale...a castle, an evil king, even a flying carpet. Krakow seemed an island of peace in a war-torn world.

The reality was different...

*The Free City of Krakow* is an adventure module for **Twilight: 2000**. Krakow has been spared the worst of the war's devastation, and has declared itself a free city. The war is banished, and individuals are free to come and go...so long as they leave the war behind.

This module is more than just a single adventure, however; it is a richly detailed setting for dozens of adventures. It contains a detailed description of the city of Krakow and its environs in the year 2000.

Background material includes street maps with points of interest noted, from Wawel Castle to the "Wojo" munitions plant. Over a dozen important non-player characters are described in detail. The Krakow ORMO and the marauder bands in the surrounding countryside are detailed as to manpower, equipment, and deployment. The city's economy and the atmosphere of life there form an important part of the module.

Using this as a backdrop, the module lays out several adventures which can take place in or around Krakow, and suggests more. The main adventure, "Operation Reset," thrusts the characters into the midst of intrigue and treachery, and brings them to the attention of most of the interesting (read: dangerous) citizens of Krakow.

Finally, the module contains rules for incorporating helicopters into **Twilight: 2000**. Krakow's defense forces have an operational Mi-17 Hip (Krakow's "flying carpet"). Complete statistics on this helicopter are given along with those for the Mi-27 Hind E, Mi-20 Havoc, OH-57 Kiowa AHIP, UH-60 Blackhawk, and AH-64 Apache.

*The Free City of Krakow* is an exciting adventure, but it's more than that. It's a gateway to a deeper, richer understanding of the world of **Twilight: 2000**.

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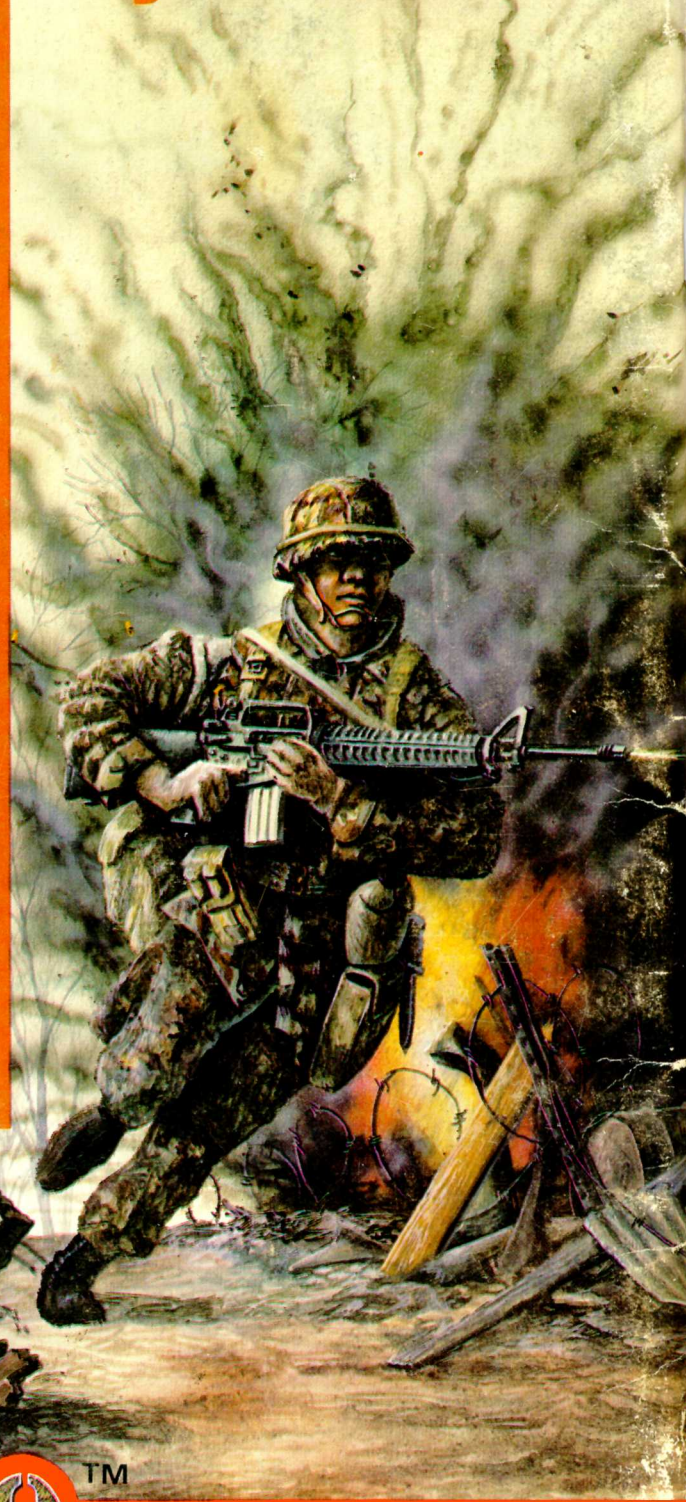
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# Twilight: 2000™

Series Module

**Game Designers' Workshop**

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