

King's Ransom

Series Module

Twilight: 2000™



Game Designers' Workshop

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King's Ransom

Contents

King's Ransom.....	2
Introduction.....	2
Referee's Notes.....	2
The Adventure Plot.....	3
The Story of the Crown Jewels.....	3
Character Backgrounds.....	3
Life Up Front.....	4
Conduct of the Adventure.....	4
Events and Encounters.....	4
NPC Skill/Experience Levels.....	5
Rumors and Intelligence.....	5
Important Persons.....	6
Lt. General Leonid A. Semenchenko.....	6
Major General Konstantin P. Yermolayev.....	6
Major General Alexander A. Vostokov.....	6
Colonel Boris M. Chapayev.....	7
Colonel Fatollah Shahrestani.....	7
Yasmina Shahrestani.....	8
Private Grigori Zarudin.....	8
Major Ilya Dzhurov M.D.....	9
Sirjan Khorrasani.....	9
Lt. Colonel Pete Fanning.....	10
Major Anthony Garth, USA.....	10
Referee's Note.....	11
Chief Warrant Officer Elena Chavez.....	11
Tech Sergeant Michael "Boomer" Donohue, USAF.....	12
Corporal Abdulmajid Hoveily, IPA.....	12
Organizations.....	13
Political Organizations.....	13
Tudeh (Iranian Communist) Party.....	13
The Pasdaran.....	14
Shir Iran (Lions of Persia).....	15
Military Organizations.....	16
The Tudeh Popular Mobilization Army.....	16
Tudeh Special Political Police.....	16
Soviet 74th KGB Motorized Rifle Regiment.....	16
Soviet 19th Motorized Rifle Division.....	17
Soviet 10th Motorized Rifle Division.....	17
Soviet 2nd Company (Radio Relay), 145th Signal Reg... ..	17
Soviet 1st Battalion, 390th Engineer Brigade.....	18
Soviet 451st Helicopter Squadron/45th Heli. Reg.....	18
US 3-187th, 101st Air Assault Division.....	18
US Battery D, 1-6th Artillery/18th FA Brigade.....	18
US Company A, 101st Aviation Battalion/101st AAD... ..	18
US Team Bravo-99/5th Special Forces Group.....	19
US Detachment 14, 619th Combat Security Group.....	19
IPA 43rd Independent Mountain Battalion.....	19
IPA 79th Cavalry Battalion.....	19
156th Provisional Battalion.....	19
Marauders.....	20
Order of Battle.....	20
Iran (Soviet Supported).....	20
Pullout Section.....	21
A Change of Pace.....	29

Referee's Notes.....	29
The Raid.....	29
Something Special.....	31
Special Encounter One.....	31
As Long As We're in the Neighborhood.....	31
Recovering the Treasure.....	32
Kostenko's Map.....	32
Ending the Adventure.....	33
One Final Note.....	34
Further Adventures in the Area.....	36
Southwestern Sector.....	37
Lordegan.....	40
Vanak.....	42
Bozorg.....	43
Nazarabad.....	44
Kosrow Shirin.....	44
Central Sector.....	45
Northern Sector.....	46
Esfahan.....	47
Shareza.....	47
Borujen and Izad Khvast.....	47
Nafch.....	47
Najafabad.....	47
Rumors and Interrogation Results.....	48

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Twilight: 2000 is Game Designers' Workshop's trademark for its role-playing game of survival in a devastated world.

King's Ransom

In the halcyon days of my youth, I dreamed of finding lost treasures. I used to read about them every chance I got. I must have seen Raiders of the Lost Ark and Romancing the Stone about a half dozen times each. I nearly went through the ceiling when they discovered the Titanic. I had visions of myself tramping through jungles and across vast desert wastelands searching for lost cities and their fabulous contents. I later turned my childhood interest into a degree in geography. It was when I was going for my second degree in archaeology that the war broke out.

I found myself in the Persian Gulf with the United States Central Command. There wasn't much time to hunt for treasure, although I did get a chance to visit some dig sites. The military, however, doesn't have an archaeology corps so my time for such scholarly pursuits was virtually nonexistent.

Still, every now and again I'd dream those dreams of finding a lost treasure, and I'd find myself wishing that I had the opportunity to do so. I'd forgotten the old axiom about being careful about what you wish for.

INTRODUCTION

King's Ransom is a game module for use with GDW's World War III role-playing game. **Twilight: 2000.** The story follows the adventures of a group of American soldiers in central Iran in the spring of 2001. The information presented in this module will allow the **Twilight: 2000** referee to create a complete campaign in central Iran lasting many weeks or months. This campaign will take the characters from the Zagros Mountains to the ancient city of Esfahan in central Iran. Details are given for villages, towns, cities, and regions throughout the area.

Numerous separate adventures along the way can be created from the information provided. Referees are welcome to use this information to spin off adventures and campaigns of their own.

This module booklet contains the following material:

This introductory chapter.

Descriptions of towns, villages, regions, forces, and encounters in the general area between Semirom, Shareza, and Esfahan with encounter and rumor tables for each. These descriptions allow the players to choose their own route during the course of the adventure.

A list of several organizations and forces that are active in the region.

A map of the region.

A city map of Esfahan, Iran.

A town map of Julfa, Iran.

A treasure map.

The plans for a signal company compound, a cathedral, and a hotel that can figure prominently in the adventure.

Several alternate subplots and plot twists to the main adventure. The referee can use these as diversions during the course of the campaign, as short independent scenarios, or as starting points for the referee's own scenarios or campaigns.

REFeree'S NOTES

This game module is designed to be used by the referee. Narrative sections describing scenes from the characters' point of view are included to add additional color and detail to the referee's narrative as he or she describes the situation to the players. These narrative sections may be read to the players by

the referee, or they may be read by the players themselves, but all other sections of this booklet are for use by the referee only. Narrative sections are set apart in italics for easy recognition.

Referees who intend to conduct more adventures in central Iran might wish to consider obtaining very detailed maps of the area. The best source for these is the US Government. The two agencies listed below are the best sources:

Defense Mapping Agency Office of Distribution Services
Washington, D.C. 20315-0010

(The Defense Mapping Agency will send you a catalog and a current price list. The maps are excellent and quite reasonably priced.)

The US Army Topographic Command Washington, D. C. 20315

(Ask for an availability and price list for series 1501 and specifically ask for the availability of Sheets NH 39-1 to 16 and NI 39-1 to 16.)

One other word should be said about running adventures in Iran. Although *King's Ransom* has been written in such a way as to be as self-contained as possible, the events described herein rely heavily upon the nature of Iran and the course of the Third World War as it has been fought there. This information is covered in detail in the *RDF Sourcebook*.

Consequently, while it is not strictly necessary for the referee to have a copy of the *RDF Sourcebook* at his or her disposal when running *King's Ransom*, it would be a great help.

**WARNING: IN ORDER TO PRESERVE
THE ELEMENT OF SUSPENSE, PLAYERS
SHOULD READ NO FURTHER IN THIS
BOOKLET. THE MATERIAL WHICH FOLLOWS
IS FOR REFEREE'S EYES ONLY.**

The Adventure Plot

I know it sounds strange, but I've always enjoyed the daily military ritual of polishing boots. True, it's a relatively brainless occupation, but that's why I like it. Polishing boots in the barracks of an evening gives a soldier an opportunity to relax and let the tension ease away before going about more enjoyable personal business. It also provides an environment in which rumors fly.

We were polishing boots, in fact, when Peterson began to talk about the Iranian Crown Jewels.

"Do you know what they are?" he asked.

"Sure," I answered, "They are the official jewels of the old Iranian monarchs, and the legal tender of Iran used to be based upon their value."

"Any fool knows that," he chided, "but do you know what they look like?"

I had to admit that I didn't.

"Well first," he said, "there were three different thrones in Iran. The one which was displayed in Tehran with the Crown Jewels was the Pahlavi coronation throne. It was of solid gold, covered in jewels, and had tassels of tiny strung pearls hanging all over it. Next, there were three crowns in that display; at least four tiaras; a half a dozen swords and scabbards encrusted with jewels, as well as jeweled guns and such; scores of jewel-covered platters, snuff boxes, brushes, waterpipes, and other such imperial household goods; literally bushels of diamonds, emeralds, rubies, turquoises (because they're native to Iran), and other gemstones, both set and unset, cut and uncut; and to top it all off... there's a solid gold world globe and stand, a meter tall, with the oceans done up in emeralds and the continents in rubies and diamonds."

I sat there with my mouth hanging open. If it had been anyone but Peterson, I'd of sworn that they were pulling my leg, but Peterson never does that sort of thing, and what's more, his story was supported by the light of greed which lit his eyes from within.

I closed my mouth and suddenly realized that I had dropped my boot. I'm sure that as I picked it up and went back to polishing, that same light was shining in my eyes as well.

THE STORY OF THE CROWN JEWELS

Through the major part of the 20th century, the Crown Jewels of Iran rested in display cases in a vault in the Markazi Bank in Tehran. The public was allowed to view this treasure at fixed hours during the day. In mid-1996, however, the National Emergency Council (a largely military version of the NATO-allied Iran Nowin Government), faced with the growing threat of violence by several rebel factions, including the pro-Soviet Tudeh guerrilla forces, and fearing that the Soviets might soon strike into northern Iran, abandoned Tehran and moved to Esfahan. They took the Crown Jewels with them.

In early 1997 the Council made another retreat, this time from Esfahan to Shiraz. The Crown Jewels were to follow as soon as a safe location had been prepared for them in Shiraz.

Soon, both the Crown Jewels and the National Emergency Council began to look as if they were in danger of being captured as the Soviets advanced upon Esfahan and also managed to cut Shiraz off from NATO forces further south. In the face of this danger, a desperate mission was launched to move the national treasure from Esfahan to Shiraz before Esfahan fell to

the Soviets.

The unit which was sent to Esfahan arrived there without a problem and loaded up the Crown Jewels. As fate would have it, just as they were preparing to leave, the Soviets attacked the city. The unit attempted to escape through the fighting, but Soviet forces had surrounded the city. The unit had reached the Armenian suburb of Julfa before its commander decided that returning to Shiraz was impossible. One junior NCO, an Armenian, offered a solution. He knew of an old, unused, Armenian Catholic church where the jewels could be hidden.

After choosing a select group of men to hide the jewels, the mission commander sent the majority of the trucks, empty, to try to return to Shiraz with word of what had been done. He and his picked few stashed the treasure in the church, then returned to Esfahan proper to aid in its defense.

As far as anyone knows, no one from the mission survived. The commander and his small group were reported killed in the fighting when Esfahan fell; the group of trucks attempting to return to Shiraz was destroyed by an airstrike.

When the Soviets searched Esfahan and did not find the jewels, they assumed that the National Emergency Council had taken them to Shiraz before the fighting. The National Emergency Council, hearing nothing from the mission to move the treasure, assumed that the Soviets had captured them. Eventually, word began to leak from each side that the Crown Jewels were not there, and rumors began to spread that the jewels were lost.

Enter Major Kostenko and Private Zarudin (see *The Characters*). In early 2000, on a trip to Julfa to their drug-smuggling contacts, the pair was caught in a raid by guerrillas and took shelter in the ruins of an Armenian Catholic church. While searching for a good place to hide, they found the secret rooms in which the Crown Jewels had been stored. After the raid was over, the pair emerged from the church, returned to Esfahan, and secretly began to use some of the smaller jewels to finance their drug smuggling.

At the opening of this adventure, Major Kostenko and Private Zarudin are the only two who know the location of the Iranian Crown Jewels. Other KGB personnel are beginning to grow suspicious about where the two are finding the jewels which they have been trading for drugs.

CHARACTER BACKGROUNDS

The characters in this campaign may be drawn from several sources. Most likely, they will be members of the United States Central Command. Alternatively, they could be locals serving with the Iranian People's Army or the Indigenous Irregular Forces. It is recommended, however, that any locals be non-player characters (NPCs). This prevents the characters from knowing too much about the region.

The formation of a primary group is discussed at length in the *RDF Sourcebook* (pages 30-31). It would be helpful if characters had Demolition (DEM) Skill (page 36, *RDF Sourcebook*). Other useful skills are Mountaineering (MTN), Geology (GEO), and Parachuting (PAR). NPCs can be used to provide the expertise in the first three; parachuting must be learned by each individual. While not absolutely necessary, parachuting will help facilitate the adventure. There is an Allied Forces Parachute School in Saudi Arabia. Completion of the three-week course confers PAR:30 on the character. Characters who already have a skill rating of PAR:30 or better don't receive any additional benefits.

There are several ways of getting the characters into the area.

The most obvious of these is to have them assigned to one of the units stationed at Lordegan. Another way is to have them assigned Temporary Duty (TOY) to one of the units in Lordegan. The group could also have come to Lordegan as part of a group escorting a convoy and have become temporarily stranded there. No matter what path is chosen, the referee and the players should determine a mutually satisfactory means by which the characters arrive in Lordegan, Iran, where the adventure begins.

LIFE UP FRONT

King's Ransom takes place in central Iran, the area shown on the map on page 21. As can be seen, the terrain is primarily mountain range broken by broad valleys. The terrain is further broken up by a network of rivers. Before the war, many of these rivers were seasonal, filling only during the rainy season. As a result of the nuclear exchanges of 1997 and 1998, the weather patterns have changed, and there is more rainfall, making these rivers active all year round. There is some change in the pattern of forestation as well. The mountains also hold high meadows and pasturelands which are home to flocks of sheep and goats.

The central area of Iran has always been fairly populous. Unlike the Iranian plateau, the central mountain area remains relatively cool and quite dry. Before the war, it was popular as a summer vacation spot throughout the Islamic world. The city of Esfahan drew thousands of the faithful to visit its shrines and mosques. In addition, the Lur, Qashqai, and Bakhtiari tribes used the high pastures as summer grazing grounds for their flocks.

Also before the war, the region contained many industrial sites. A number of public works projects were undertaken in the late 1980's and early 1990's. Roads were improved and widened, and many bridges were built or rebuilt as the situation warranted.

During the campaigns of '97 and '98, the area suffered heavily. Soviet, American, and Iranian forces seesawed back and forth, and road junctions, industrial sites, and bridges were destroyed in the fighting. The broad valleys were the scene of tank battles that rivaled those in Central Europe and Northern China in intensity and (on occasion) numbers. Several towns and cities were hit by tactical nuclear strikes in an effort to knock out transportation and communications networks. What battle didn't destroy, plague and famine did.



Now the war is different; it has become a "soldier's war." Small groups of infantry and horse cavalry (referred to as "equine mobile" by some) conduct long-range patrols and penetration raids. There are numerous small outposts and forward bases scattered throughout the area. Although vehicles are still used, they tend to be restricted in their travel to what's left of the road network or the valleys. This can make them sitting ducks for the aircraft and attack helicopters which Iran's oil resources have kept in operation. Major operations (battalion-size and above) are rare because the poor state of the road network tends to rule out mobile strikes and makes logistics even more of a nightmare than usual.

The characters begin play in Lordegan, Iran, about 150 kilometers south-southwest of Esfahan (on the *RDF Sourcebook* map, this is 75 mm down from Esfahan, on a straight line between Esfahan and Behbahan—at the easternmost tip of the mountain road's eastern swing). Lordegan is a major forward base in the area.

CONDUCT OF THE ADVENTURE

Like other **Twilight: 2000** modules, *King's Ransom* is played as a continuing narrative that unfolds through the interactions of the referee and the players. Clues and rumors guide the players toward fulfillment of their goal, without *forcing* them to follow any one course of action. Other material in the *King's Ransom* module booklet is designed to help the referee create and develop situations during the course of play.

Throughout the adventure, the referee will use the master map in the pullout section of the book in order to determine how far the characters travel and what encounter tables to use. For convenience, each general area where the characters might travel is outlined and described in a separate chapter.

The referee should give a general briefing to the players regarding each of these areas. It should include such items as the location of major enemy units and their operating areas as well as the location of friendly forces and their operating areas. The referee need not detail every village and town in this briefing. Many details should be left vague so that the players can have the pleasure of finding out for themselves just how "friendly" that town or village really is. At the beginning of the adventure, the players should also be allowed one roll on the rumor table for Area I. This roll represents the scuttlebutt that can be found floating around any military installation.

EVENTS AND ENCOUNTERS

General Encounter Tables: During this adventure, the characters will encounter various NPCs or find themselves caught up in semi-random events such as storms, rockslides, or bandit attacks. Each area has a general encounter table specific to that area. Unless otherwise directed, the referee should roll on the area's general encounter table once each four-hour period while the characters are travelling in that area, and once each day while the characters are at rest. The events, and how they will affect the characters, are described in the encounter description section following each table.

Some encounters are standard and will always be the same. These are:

Animal: The characters encounter animals. Determine the results of this kind of encounter as follows: Roll 2D6 for type of animal, a result of >3 is Boar; 4-5 is Hyena; 6-8 is Grazer; 9-10 is Game; 11 is Fowl, and 12 is Bear.

Boar: The characteristics of boars are per the animal data

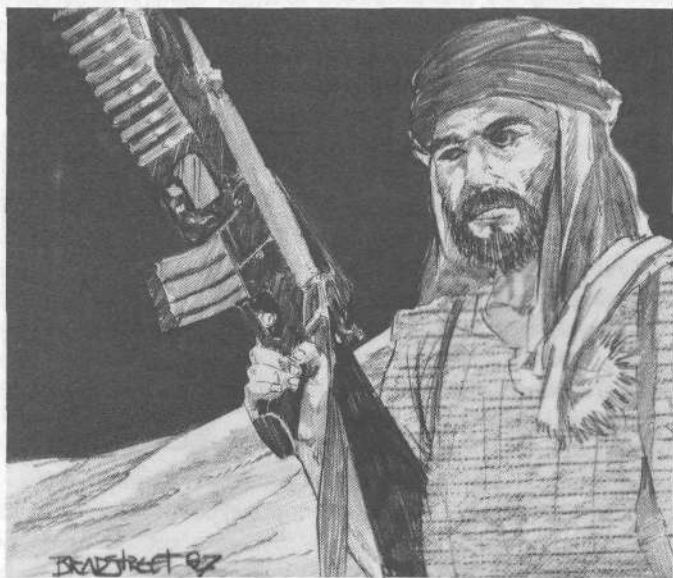


chart of the **Twilight: 2000** referee's charts.

Hyena: The hyena is similar to a large wild dog (it is a member of the canine family). The only differences in the characteristics are as follows: **Appearing:** 2D6 **Attack:** 40%.

Bear: The characteristics of a bear are per the animal data chart of the **Twilight: 2000** referee's charts. Additionally, increase the Attack to 60% if in the springtime. On a 2D6 roll of > 5 the bear is female with one or two cubs. If this is the case, increase the Attack to 70%. If the characters come between the mother bear and her offspring, she will attack automatically.

Others: The characteristics of grazers, game, and fowl are per the animal data chart of the **Twilight: 2000** referee's charts.

The variety of wildlife in the area is amazing. Rather than try to detail all the varieties, it is recommended instead that any prospective referee consult a good encyclopedia for more details to add to his or her descriptions.

Characters can also hunt for food, regardless of encounter rolls, by using their RCN skill per page 13 of the **Twilight: 2000 Referee's Manual**.

Danger: A special event which the referee should tailor to the circumstances of the encounter. Usually, this will mean an encounter with a particularly hazardous event or dangerous animal. In the Zagros Mountains this could mean a rockslide or possibly a flash flood. There are also animals such as wolves, wildcats, and, very rarely, tigers. Another danger is that of becoming disoriented and lost in the mountains. This can be avoided by having the point man make an AVG: (MTN + RCN)/2 roll.

Abandoned Vehicle: The characters come across an abandoned vehicle. On a 1D10 roll of 1-8 it is a ground vehicle; on a result of 9 or 10 it is an aircraft. This roll should be made by the referee. The vehicle will be inoperable, but characters with SCR skill may be able to salvage small parts which can be used by the party.

Local Encounter Tables: Towns, villages, cities, and certain geographical features have their own local encounter tables. These supersede the area's general encounter table, but apply only to that particular location. Unless otherwise directed, only one roll is made on each local encounter table when the characters first approach that town or site. While the characters are there, no rolls are made on the general encounter table.

NPC SKILL/EXPERIENCE LEVELS

It is strongly recommended that the referee allocate experience levels among any NPCs which are encountered according to the following percentages.

Type	Elite	Veteran	Exper.	Novice
Soviet Army	10%	20%	40%	30%
KGB Troops	—	20%	40%	40%
Soviet Elite	20%	40%	40%	—
Marauders	—	10%	40%	50%
Troops	—	30%	30%	40%
Civilians	—	10%	30%	60%
Refugees	—	—	20%	80%

RUMORS AND INTELLIGENCE

During the course of the adventure, the characters may pick up numerous rumors or pieces of information as the result of encounters with non-player characters. This can take many forms: conversations with the locals, observations and investigations, or the ever popular prisoner interrogation. Some information may be mandated by particular events or encounters; other information will be acquired through chance by periodic rolls on the rumor table given for a particular area. The referee is responsible for passing these rumors on to the characters as part of the continuing narrative.

Some rumors or pieces of intelligence will be true; others will be false or exaggerated. The truth or falsehood of a few of the rumors is left to the referee to decide, basing that decision upon personal preference and the situation at the time that the characters encounter the rumor.

Rumors are very important in *King's Ransom*, as they give the characters some idea of what is going on (well... sometimes), present options as to courses of activity to follow, and provide some clues to achieving whatever goals the characters might set for themselves. A good idea is to have the characters go out on patrol a couple of times before commencing the primary mission described in *A Change of Pace*. This gives them a chance to pick up some rumors and information and to incorporate them into their plans for the future. The referee can also feed the characters selected bits of data through the medium of rumors.

Important Persons

The following is a list of persons important to the area of central Iran in which *King's Ransom* takes place. For a more complete listing of important persons in Iran as a whole, please see the *RDF Sourcebook*.

LT. GENERAL LEONID A. SEMENCHENKO

Although lacking the academic brilliance of Colonel General Suryakin (*RDF Sourcebook*, page 22), General Semenchenko is still a tough, competent soldier. A graduate of both the Kharkov Guards Higher Tank Command School and the Malinkovsky Tank Academy, Semenchenko was an average student in the classroom. In the field, however, he proved to be a tough, resourceful commander. He served two tours of duty in Afghanistan where his personal courage became something of a legend among his troops.

In 1998, General Semenchenko assumed command of the Soviet 45th Army. Within a few months, he'd taken a tired, almost dispirited, group of men and turned them back into soldiers. Semenchenko organized several successful anti-partisan operations. He has confidence in his troops and their ability to defeat the Americans and their Iranian allies.

Referee's Note: In private, General Semenchenko is growing increasingly restless. It has been almost two years since the last major offensive was launched. Semenchenko would like another go at the Americans and their Iranian allies. He is aware of Major General Yermolayev's brutal manner and Major General Vostokov's reputation as a womanizer (both of which see below), and while he personally dislikes each of them, he is hesitant about replacing either man as long as their jobs are being done and there are no likely prospects to fill their positions.

General Semenchenko is a *Veteran* NPC. In addition to Russian (100%), he speaks English (10%).

NPC Motivation Results: *Club 10:* A high level of violence. In this case, it manifests itself as a strong desire to come to grips with the enemy. *Spade 2:* A very low-level desire for power. Since General Semenchenko is an Army commander, this aspect of his personality is well satisfied, although he likes to boast about the exploits and abilities of "his" troops.

MAJOR GENERAL KONSTANTIN P. YERMOLAYEV

Originally from Kursk, Konstantin Yermolayev's childhood was a nightmare of beatings at the hands of his drunken father. The army provided a means for escape from his home life. While a cadet at the Omsk Higher Combined Arms Command School, he was the terror of his junior classmates. His reputation in Afghanistan was that of a strict disciplinarian with his own troops and an absolute terror with the Afghans.

In 1996, Yermolayev was the Deputy Division Commander of the 10th Motorized Rifle Division. When the Division Commander was killed in August of 1997, Yermolayev assumed command of the 10th MRD. It was his abilities as both a tactician and as a disciplinarian that kept the division from

disintegrating. He was promoted to Major General in January of 1998.

Referee's Note: Over the past three years, General Yermolayev has become more and more brutal in his outlook. The harsh discipline that was originally a means of holding his command together has now become an end unto itself. General Yermolayev is a bitter man who with increasing frequency vents his frustration on his troops under the guise of discipline.

General Yermolayev speaks only Russian (100%) and is considered a *Veteran* NPC.

NPC Motivation Results: *Club*

King: Brutality, as reflected in General Yermolayev's harsh treatment of his troops. *Spade 5:* Mid-level desire for power.

General Yermolayev is a Soviet divisional commander who controls the lives and destinies of several thousand people. This not only satisfies his lust for power, it also provides him with a means to give vent to his frustrations and to pass it off as military discipline.

MAJOR GENERAL ALEXANDER A. VOSTOKOV

Major General Vostokov's nickname is "The Paratrooper." He earned this nickname not because of any special training, but rather from having to make several jumps out of second-story bedroom windows in order to escape when husbands and fathers returned home unexpectedly. Although he possesses an admirable intellect, Vostokov preferred to "charm" his way through the service academies. While successful in doing so, he also rubbed a great many of his classmates the wrong way.

With such an attitude toward life, it is only natural that he would eventually offend someone in authority. After one "jump" from the home of a moderately important Communist Party official, Vostokov found himself out of his comfy Moscow apartment and on his way to the Far East. There, he became the Deputy Chief of Staff of the 61st Guards Tank Army. By becoming a bit more discreet in his private life, Vostokov was able to avoid making any more powerful enemies, and he proved to be a competent administrator and organizer. During the breakout from Shenyang in 1996, Vostokov kept the 61st Guards Tank Army's supply system operational under the most chaotic of conditions.

When General Suryakin took command of the Transcaucasus Front, Vostokov was promoted to Major General and was made Suryakin's Chief of Staff. In 1997, Vostokov took command of the 19th Motorized Rifle Division at the request of General Suryakin. He has been serving in that capacity ever since.

Referee's Note: Major General Vostokov is a man who tends to create a mixture of both admirers and fervent enemies. In



particular, he is intensely disliked by General Yermolayev, who regards him as a frivolous playboy. In return, Vostokov dislikes Yermolayev for using his authority as a vent for what Vostokov considers to be "sadism."

General Vostokov is a *Veteran NPC* who speaks Farsi (10%) and English (10%) in addition to his native Russian (100%).

NPC Motivation Results: *Diamond Queen:* Lustful. General Vostokov is a chronic womanizer. Although he has become more discreet of late, Vostokov has lost none of his zest, as is evidenced by the fact that his personal staff consists almost entirely of women. *Spade 5:* Mid-level desire for power, as manifested in General Vostokov's preference for the "traditional, submissive" type of woman. With aggressive women, unless they're extremely attractive, Vostokov tends to be verbally cruel.

COLONEL BORIS M. CHAPAYEV

Boris Chapayev was a junior officer in the Border Guards Directorate at KGB Headquarters in Moscow. He provided some special assistance to an up-and-coming young Border Guards officer. Major Nikita Kurdakhov. The two men developed a friendship. In 1990, Chapayev was assisting Kurdakhov in training Tudeh guerrillas. It was here that he met Fatollah Shahrestani and his wife Yasmina for the first time.

In 1996, Chapayev was given command of the 274th Border Guards Mobile Group. He proved to be a competent commander with an aggressive streak that General Kurdakhov approved of. When the Mobile Groups were converted into Motor Rifle Regiments in December of 2000, Boris Chapayev was promoted to full Colonel as a reward for his loyalty.

Unfortunately for Chapayev, his personal life is nowhere near as successful as his professional one. His wife left him just before his assignment to the Transcaucasus Border District. This left a large void in Chapayev's life. When he was assigned to Esfahan in the summer of 2000, he again crossed paths with Fatollah Shahrestani and his wife, Yasmina. It did not take long for him to fall victim to Yasmina's charms. The resulting affair could prove dangerous, if not downright fatal.

Referee's Note: Unbeknownst to him, Colonel Chapayev is living on borrowed time. Yasmina's husband, Colonel Fatollah Shahrestani, knows of their affair and is planning to kill the two of them at the earliest opportunity.

Another individual who is aware of Chapayev's affair is Major Ilya Dzhurov of the GRU. He is exploiting the situation for his own ends.

Colonel Chapayev speaks English (50%), French (40%), and Farsi (20%), in addition to his native Russian (100%). He is considered a *Veteran NPC*.

NPC Motivation Results: *Diamond Queen:* Lust. In Chapayev's case this manifests itself in an obsession with Yasmina Shahrestani, the wife of Colonel Fatollah Shahrestani. He continues to see her even though he knows it may ultimately destroy his career and probably himself in the process. *Club 6:* Mid-level violence. Chapayev is an aggressive commander in the field. He prefers being a man of action to "being a clerk."



COLONEL FATOLLAH SHAHRESTANI

Fatollah Shahrestani didn't start out his military career with the intention of becoming an officer in a Marxist revolutionary army. He was conscripted into the Iranian Army in 1983. While serving in the war against Iraq, Shahrestani became sickened by the seemingly senseless slaughter dictated by the Islamic Fundamentalist government. During the Karbala Offensive in 1987, Shahrestani and several of his men deserted.

In Iraq, Shahrestani was recruited by the KGB to serve as cadre for the newly resurgent Iranian Tudeh Party. At a training camp in South Yemen, he met and eventually married a young revolutionary named Yasmina Asfia. It was here that he first met Boris Chapayev, and the two became friends.

During the Iranian Civil War in the early 1990's, Captain Fatollah Shahrestani and his wife led one of the most effective guerrilla bands in northwestern Iran. Captain Shahrestani had become convinced that the only hope for the future of Iran lay in its becoming a totally secular state. A true communist, he views religion as a corrupting influence in the affairs of the nation.

Shahrestani has proved to be a very popular and capable leader—so much so, in fact, that the Revolutionary Committee in Tehran began to worry that he might eventually prove to be a threat to their own power. In 1999, Shahrestani was given a promotion to the rank of colonel, and he was given the command of the 5th Rifle Brigade in Esfahan. Shahrestani spends most of his time seeing to the welfare of his troops and the civilian populace.

Referee's Note: Colonel Fatollah Shahrestani is a genuine revolutionary hero and, like so many others before him, is not trusted by his own government. He, in turn, feels that the current Tudeh government is nothing more than a gang of lackeys who stay in power by kowtowing to the Russians (especially the KGB). He had planned to bide his time until the Russians eventually withdrew, and then he would come forward and assert himself.

When Colonel Shahrestani found out about his wife's affair with Colonel Chapayev, this changed matters considerably. He considered Chapayev a friend even if he was a member of the KGB. Now, he has only one goal in mind: to avenge his honor by killing his wife and her lover. The only thing that has prevented him from doing so yet is his concern for his troops and the welfare of the Iranian civilians in his area. He is waiting for the right moment to settle accounts with Colonel Chapayev and with his faithless wife.

Colonel Shahrestani is a *Veteran NPC* who speaks Russian (40%) in addition to his native Farsi (100%).

NPC Motivation Results: *Club Jack:* Murderer. Colonel Shahrestani is planning to murder his wife and her lover, Colonel Chapayev. *Heart 7:* Fellowship, as shown in his devotion to his troops and his concern for the welfare of the Iranian people. It is this sense of fellowship that has acted as a check on his desire for vengeance so far.



YASMINA SHAHRESTANI

Yasmina Asfia Shahrestani is a product of the Shah's attempt to modernize Iran. Her father was a professor of Economics at Tehran University. Yasmina attended Tehran University and spent two years in America at the University of South Florida. While in America, she became involved in radical politics.

When she returned to Iran in the early 1980's, Yasmina found herself in a world she no longer recognized. She felt stifled by the Islamic government's traditionalist view of the role of women. Somehow, she managed to avoid trouble despite her radical (to the Islamic government) beliefs. During this time, Yasmina served as her father's personal secretary, a job which kept her occupied and allowed her father to keep an eye on her.

Her world began falling apart in 1987. First her brother was killed in the Iran-Iraq War. When her father began to question the wisdom of such a long war, a mob comprised mostly of Pasdaran militia men stormed the house and killed Yasmina's parents. Yasmina was visiting relatives in Tabriz at the time. Realizing that she was now truly alone in an increasingly hostile world, she slipped over the border into Turkey.

Once in Turkey, Yasmina gave thought to the possibility of joining the Iran Nowin movement. However, after reading some of their literature, she came to the conclusion that they were only marginally better than the Islamic fundamentalists when it came to women's rights. As to the Iranian Monarchist Movement, Yasmina viewed them as a group of ineffectual dreamers. Unable to find a better choice, she joined the resurgent Tudeh, although she never really considered herself a Marxist.

Yasmina met her future husband, Fatollah Shahrestani, at a training camp in South Yemen. Their mutual interests and respect soon blossomed into love and marriage. She also became friends with Boris Chapayev, who impressed her as being relatively enlightened for a KGB man.

Yasmina served as the political officer for her husband's Tudeh guerrilla band. But she did more than just push propaganda, she also demonstrated both a talent for guerrilla warfare and bravery under fire. Later, when the Tudeh Party established the People's Democratic Republic of Iran, Yasmina and her husband found themselves shunted off to Esfahan by a government that no longer felt it could trust them.

Referee's Note: Yasmina Shahrestani is a lonely woman whose bitterness grows with each passing day. The revolutionary government she fought for so long to establish has, to her mind, become nothing but puppets of the Russians. The husband she once loved and admired has become increasingly preoccupied with his own problems. In Boris Chapayev, she has found someone whose loneliness is as great as her own and who reminds her of the old days before her dreams had died.

In addition to her native Farsi (100%), Yasmina also speaks Russian (40%) and English (40%). She is considered to be a *Veteran NPC*.

NPC Motivation Results: *Spade 5:* A moderate desire for power. In Yasmina's case, this manifests itself as a desire to



be "her own woman" and to once again be part of the revolution which she helped to bring to power. *Heart 8:* A moderate level of fellowship, reflected in her longing for the old days when her life seemed to mean much more. Boris Chapayev is the physical representation of those days.

PRIVATE GRIGORI ZARUDIN

Grigori Zarudin would seem to be one of the least likely persons to wear a KGB uniform. He is the son of a Georgian shepherd who supplemented his income with smuggling and black marketeering. Early on, Young Grigori learned the value of a ruble and how to play the time-honored game of "Let's Make a Deal." This expertise, however, did not prevent Grigori's father and two older brothers from being conscripted and sent to the Far Eastern Front.

As the sheepherding business and the smuggling went on, but without his father's help, Grigori soon found himself in trouble with the local police. To make matters worse, the local KGB Border Guards commandant was taking an unhealthy interest in the family business. It looked like Grigori was headed for a penal battalion in Siberia.

Fate stepped in in the form of a clerk at the local KGB headquarters. He'd inadvertently put Grigori's name on a list of prime candidates for induction into the Border Guards, rather than on a list of suspects to be arrested. Much to his surprise, Grigori Zarudin found himself a new member of a KGB Border Guard Unit.

It didn't take long for Zarudin to figure out the system. Within a few weeks after completing his training, Grigori was assigned as a driver for Major Pavel Kostenko. It was a relatively easy job; the only drawback was that every now and then the Major would get drunk and beat on him. When Major Kostenko was transferred to Iran in the summer of 1999, he took Zarudin with him.

Zarudin found duty in Iran to be radically different from the life he'd had around Kirovabad. The biggest change was that people had a tendency to shoot at you, especially if you were in a KGB uniform. Grigori Zarudin was beginning to realize just how badly he wanted out of the war. However, he couldn't head north back to the Transcaucasuses: it was too far, and his chances of being picked up by a KGB or Army Field Police unit were pretty good.

Zarudin's best chance was to head south towards the American lines. This idea appealed to him, as his image of America and Americans came almost exclusively from reading black market copies of *Penthouse* and *Playboy*. Zarudin figured that the Americans knew how to live well, but he needed something that would be of value to them—something that he could trade.

Once again, Zarudin's luck came to his rescue. During a guerrilla raid in October of 2000, Zarudin and Major Kostenko were forced to take cover in the ruins of an Armenian Catholic church in Julfa, a suburb of Esfahan. It was there that they discovered the cache of jewels. To Major Kostenko the jewels were an excellent means of financing his drug smuggling operation. To



Grigori Zarudin the jewels are a ticket to freedom.

Referee's Note: Grigori Zarudin is a born entrepreneur. He has an uncanny talent for being able to make the best of almost any situation. He is extremely quick to learn how best to turn things to his advantage. Once he is committed to a deal, however, he will do his best to keep up his end of the bargain.

Private Zarudin's one real problem is that his attitude toward Americans has developed from reading "soft" pornography. His English vocabulary has suffered somewhat from that source as well. Added to his desperation to fit in with the players, this makes for some trouble. What this means is that Grigori Zarudin seldom says anything in English which is repeatable in polite company. When playing this NPC, the referee need not be explicitly vulgar; a simple "Most of what Grigori said to you was unrepeatable, but the gist of his message was, 'That's *some* firearm!'" will do.

Grigori tries so hard to act like an American, and fails so miserably, that the result is often laughable. At other times it is downright irritating. For example, when with a group of Americans, Zarudin will not hesitate to proposition nearly every woman he meets in the crudest of terms. He will make himself a real pest to any female members of the players' group, will offend any female NPCs, and will even proposition Moslem women whom the group might encounter. This last will often result in anger, and possibly violence, toward the group as a whole by Moslem men. If the referee plays the part of Zarudin as is intended, it should not be unusual for the group to be chased out of many villages as they work their way across the land.

Grigori Zarudin speaks Russian (50%), Farsi (20%), and English (20%) in addition to his native Georgian (100%). He is considered to be a *Regular* NPC.

NPC Motivation Results: *Diamond 5:* A mid-level desire for wealth. In Grigori's case, it shows itself as a desire for the "good life" that he imagines the American soldiers live. It also shows in his ability to drive a hard bargain. *Heart 3:* Low-level fellowship. Grigori is basically friendly and can be quite charming, especially when bargaining. In a deal he can keep up a stream of jokes and jovial patter while robbing the other fellow blind.

MAJOR ILYA DZHUROV M.D.

Ilya Dzhurov likes to promote his image as "a simple country doctor." His background, however, belies this. Dzhurov was born in Rostov in 1965. His father was chief resident surgeon in one of the local hospitals. During the Chernobyl crisis in 1986, Ilya's father worked tirelessly with Western medical specialists to help care for the victims of the disaster, Ilya, a fourth year pre-med student at the time, helped his father and the rest of the team. His efforts secured him a posting to the Kirov Military Medical Academy in Leningrad.

From there, his military and medical career went smoothly. His down-to-earth bedside manner and his knowledge of medicine made him a popular physician—the common soldiers respected him, and his fellow



officers found him to be an amiable companion. By 1996, he'd become the chief medical officer of the 19th Motorized Rifle Division.

In combat, Ilya proved to be as good a soldier as he was a doctor. His coolness under fire became legendary. When the division was posted to Esfahan in 1999, Ilya became head of the field hospital there, a position he has held ever since.

There is, however, a dark side to Ilya Dzhurov. During his time at the Kirov Academy, he was approached by the GRU (Soviet Military Intelligence) who asked him to become one of their agents, Ilya saw this as a means of furthering his own career and so agreed to it. Since that time, he has used his position as a doctor to gather information for the GRU. On at least two occasions, he has performed assassinations for them ("patient died in surgery"), Ilya enjoys his double life and the feeling of power it gives him.

In addition to his native Russian (100%), Ilya also speaks Latin (80%), Farsi (30%), and English (40%). He is considered to be a *Veteran* NPC except for the following skills: MED: 80 BIO: 70, and CHM: 70.

Referee's Note: Dzhurov is the head of the GRU in the Esfahan area. He deals through intermediaries and blind message drops so that the majority of his agents do not know who he really is. He uses his position as a doctor as means of gathering information to pass on to his superior, Colonel Mikhail Kusnetzov, in Tehran.

Dzhurov has made a special effort to befriend Colonel Chapayev. That effort has since paid off. Recently, Chapayev told Dzhurov of his involvement with Yasmina Shahrestani, which information Dzhurov has filed away until such time as can be of use.

If the players encounter Major Dzhurov, he will put on his good doctor act. He will even offer to treat their wounded, claiming that "The Hippocratic Oath transcends all other oaths." In reality, however, he will just be buying time until he can either summon help or figure out a way to escape from them. If he were somehow to find out about the Iranian Crown Jewels, he would stop at nothing to get them.

NPC Motivation Results: *Spade Queen:* Ruthless. Dzhurov lets nothing, including his oath as a doctor, stand in the way of his goals. *Spade 9:* A high-level desire for power, as shown by Dzhurov's manipulation of the people around him.

SIRJAN KHORRASANI

Sirjan Khorrasani is better known by his code name of El Babr (The Tiger). He is the leader of the local Pasdaran guerrilla cell in Esfahan.

Born in Esfahan in 1970, by 1984 Sirjan Khorrasani was one of the "Young Martyrs" who charged Iraqi tanks armed with a land mine and youthful Islamic zeal. He survived the encounter minus his right eye and a great deal of his zeal; still, he firmly believed in the Islamic Revolution. After recovering from the attack, Khorrasani was invalided out of active service and returned to his native Esfahan.

While Sirjan went to the University of Tehran in 1988, college



life didn't seem to hold much interest for him. He returned to Esfahan in 1990 and joined his father and brothers in their carpet business. During the Iranian Civil War, Sirjan helped to organize refugee centers and distribute supplies and medicine. He was supported in this effort by his brothers and his father.

The Soviet invasion of Iran in December of 1996 acted as a catalyst for Sirjan's latent patriotism. He went to see an old comrade. Major Javad Hedayati, formerly of the Pasdaran, now a member of the Iranian National Security Force. Hedayati recruited Sirjan for *Operation Shadow*. Sirjan would stay behind when the National Council moved to Shiraz. He would appear to go along with the Tudeh leaders and their Russian masters, while all along heading up the local Pasdaran cell. Sirjan accepted the assignment, although he knew it would be a difficult and thankless task.

For the past four years, Sirjan Khorrasani has been one of the most successful guerrilla leaders in central Iran. He has outwitted the KGB, the GRU, and the Tudeh Special Political Police. To the people of Esfahan, he is a smiling, affable merchant who preaches the doctrine of "Let's make the best of this situation." In reality, however, Sirjan Khorrasani is a guerrilla leader who has all of the cunning and ruthlessness of his namesake, the tiger.

Referee's Note: Sirjan's cover is excellent. He has even had his own men attack his house and place of business to promote his image as a collaborator. Only his father, his brothers, and Javad Hedayati know his real purpose.

Sirjan's organization can be of great help to the players only if they go to Esfahan on an official mission. Should this be the case, Sirjan will assist them through intermediaries. If they go there on their own, Sirjan will be interested in their activities, but will not assist them. In any circumstance, he will not reveal his identity.

In addition to his native Farsi (100%), Sirjan also speaks Russian (20%) and English (10%). He is a *Veteran NPC*.

NPC Motivation Results: *Heart Queen:* Love. In Sirjan's case, this is a deep love of his country and his religion. This love is so deep that he is willing to continue in a dangerous, thankless job. *Club 3:* Low-level violence. Sirjan is neither afraid of violence nor afraid to use it if the situation warrants.

LT. COLONEL PETE FANNING, USA

Upon his graduation from the University of Georgia in 1990, Pete Fanning decided to make the military his career. Pete's father wasn't too happy with this decision, as he had hoped his son would join him in their Atlanta-based investment firm. He felt that Pete's interest in the military was just a passing fancy.

Pete's interest in the military was more than temporary, however. He was awarded the Bronze Star during *Operation West Line* in the Philippines in 1992, and by 1995 he was a captain in command of a rifle company in the 101st Air Assault Division.

When the 101st began preparations for overseas deployment in 1996, Pete was faced with a difficult choice. His father had

used his influence to get Pete reassigned to the Pentagon. It was a tempting offer, but Pete turned it down. In March of 1997, Pete took his last look at American soil and boarded the plane for Saudi Arabia.

In May, Pete's company was in the first assault wave that took Bushehr. It was during this battle that Pete won the Silver Star and his promotion to major. For the next two years, he served as executive officer of his battalion. Then, in December of 1999, Pete was promoted to Lieutenant Colonel and given command of the 3rd Battalion, 187th Infantry Regiment of the 101st Air Assault Division's Third Brigade. It was quite an accomplishment for a man who'd just turned 31.

When the decision to occupy Lordegan was made in the fall of 2000, the assignment was given to Pete Fanning and his battalion of hardened veterans. They began deploying in late September and by the middle of October were ready to winter over in the city. During that winter, Pete worked with Major Tony Garth and his Special Forces detachment on a variety of military and civic action programs.

If Pete Fanning has a weakness, it's in his fondness for small luxuries. He carries around with him a samovar that he "liberated" from the Soviet 105th Guards Airborne Divisional headquarters. He also collects Persian carpets and other small items with which to decorate his office and personal quarters. It should be noted that he does pay for them, either by barter or gold. His troops look upon this quirk with tolerance, figuring that the "old man" is entitled to a few little luxuries as a reminder of a home and lifestyle that now seem an eternity away.

In addition to his native English (100%), Pete Fanning also speaks Farsi (40%), Russian (30%), and Arabic (10%). He is considered a *Veteran NPC*.

Referee's Note: Pete Fanning could be considered typical of the kind of field grade officers who now command the battalions in Third Army's divisions. Young in years, yet experienced by four years of hard campaigning. Fanning has resigned himself to the fact that the 101st is his home.

Although Pete enjoys his luxuries, he cannot be bribed. If the players approach him with the idea of going to Esfahan to retrieve the Crown Jewels, he will not be very receptive unless it's an official mission, in which case he will cooperate fully. His main concern, however, is the defense of Lordegan. He knows it's only a matter of time until the Soviets move on him, and he's doing all he can to prepare himself and his troops for the assault he feels is coming.

NPC Motivation: *Diamond 2:* A very low-level desire for wealth which manifests itself in Fanning's penchant for small luxuries. *Club 3:* A low level of violence. Like many others in his position, Pete Fanning is no stranger to violence. When the chips are down, Pete can come through.

MAJOR ANTHONY GARTH, USA

The son of a black auto worker from Detroit, Michigan, Tony Garth was an All-American football player in college. In 1992, when he completed his education, Tony was drafted by the Chicago Bears. To many people's surprise, he chose a military career instead.

Tony completed his Special Forces training in 1994 and was assigned to the 5th Special Forces Group at Fort Bragg. He wasn't at Fort Bragg for very long when he was reassigned to the American Military Mission in Saudi Arabia. In December of 1996, Garth was given command of an A-Team assigned to the



Zagros Mountains of Iran. In August of 1997, with the Soviet counter-offensive in full swing, Garth's A-Team was cut off by the advancing Soviet forces. This was nothing new to Garth as he'd been trained to operate behind enemy lines without benefit of support. What it did do for Garth was to bring him even closer to the people with whom he was working. To Tony Garth, their struggle became his struggle.

In 1998, when contact was reestablished with Garth's team, Tony was transferred to Special Operation Command headquarters. He didn't do well behind a desk; his heart was in the mountains with the guerrillas he'd trained and led. He kept requesting transfer back to the field, but it wasn't until spring of 1999 that Tony got his wish. This time he resolved to stay out of touch as much as possible for fear of being given another desk assignment.

Tony didn't waste any time getting back into action. In the spring of 1999, he personally led a recon mission which penetrated as far north as Tehran. Here, disaster struck: his team's cover was blown, and Tony was captured by the Soviets.

Life in the POW camps was hell for Tony. He was singled out for special attention not only because he was a Green Beret, but also because he was black. The interrogation sessions were brutal, but Tony never broke. He held on because he believed that the time would come for an escape.

Tony was freed Christmas Eve of 1999 during *Operation Reindeer*, a massive POW rescue mission staged by the US and its Iranian allies. Tony spent the New Year's season in a military hospital recovering from the brutal treatment. By spring he was once again ready for duty.

Shortly thereafter, Garth was promoted to the rank of Major and given command of a B-Team. He was now responsible for the operations of a half dozen A-Teams in the central Iran area—this suited him just fine. Since that time, he and his troops have been waging a relentless war against the Soviet forces in the area—particularly against the KGB.

Major Garth converted to Islam in the fall of 2000. At that time, he also married a local woman. Tony now prefers to live like a native; if the recall order ever came, he would never go home.

Referee's Note: Major Garth is an example of what happens to many Special Forces troops when they spend a lot of time with the locals. There is a marked tendency to go native. Tony did just that; he is now a Moslem, and he and his wife are expecting their first child in a few months. Tony sees himself more as a community leader than as an advisor and administrator. He very rarely wears his uniform, preferring local dress.

Major Garth can be a great help to the players. Because of his connections, he knows a great deal about what goes on in Esfahan and its vicinity. He can put the players in touch with El Babr's guerrilla group, although he doesn't know El Babr's real identity.

Major Tony Garth speaks Farsi (80%), Russian (30%), and Bakhtiari (30%) in addition to his native English (100%). He is considered an *Elite* NPC.

NPC Motivation Results: *Heart* 7: Mid-level fellowship. Tony



Garth feels a strong sense of loyalty and devotion to the local tribesmen that he leads and to the people of his command. *Spade* 5: Mid-level desire for power, which Tony's current position and status more than satisfies.

REFEREE'S NOTE

The following NPCs are provided to help round out the player characters' group. They are all specialists in one or more necessary skills. They are not intended to be used as cannon fodder. If they are used, the referee should determine how and when they join the players' group.

CHIEF WARRANT OFFICER ELENA CHAVEZ

Elena Chavez got her private pilot's license the same day she got her automobile driver's license, on her 16th birthday. Her father, Ruben Chavez, was an airline pilot, and he passed on to Elena his love for flying. By the time she was 18, Elena was an accomplished helicopter pilot as well. After she finished her degree at Arizona State University, she took a job with a local sheriff's department as a helicopter pilot.

Chavez enjoyed the piloting involved in her law-enforcement career, but she grew tired of being referred to as a "flying meter maid," and she also had to contend with racism as well as sexism. Eventually, Elena felt that she had had enough. She enlisted in the army in 1994 at the age of 23.

After completing her basic training, Elena volunteered for jump school. She did well in her classes at Fort-Benning and was then sent to Fort Rucker for familiarization and qualification on US military helicopters. She soon received her rating as a Warrant Officer and was assigned to the 269th Aviation Battalion (Combat) of the 18th Airborne Corps.

Elena went to the Persian Gulf with the rest of her unit in February of 1997. Within a few weeks, she was flying combat missions for the 5th Special Forces Group. On one such mission, her UH-60 was hit by ground fire while coming in for an extraction. With her co-pilot severely wounded, she landed the chopper, picked up the Green Berets, and brought the damaged bird back home. For her actions, she was awarded the Distinguished Flying Cross and made an honorary Green Beret.

Later, Elena was transferred to the 101st Air Assault Division. This gave her a chance at flying a gunship. As a gunship pilot, Elena's record was impressive. In the northern advance towards Esfahan and the subsequent withdrawal to the shores of the Persian Gulf, she was credited with destroying 18 Soviet tanks and six Soviet helicopters, was shot down once, and on several occasions brought back birds so badly damaged that they had to be written off.

But all of this had a price. By January of 1998, Elena was physically and mentally exhausted. After two months of R&R in Saudi Arabia, she was assigned to CENTCOMM Headquarters as a staff pilot. After a year of being a "flying taxi driver," she requested to be returned to combat duty and was reassigned to the 101st Aviation Battalion. Chavez has been there ever since, doing what she loves best—flying.

Elena speaks Farsi (40%), Russian (30%), and Arabic (20%) in addition to her native English (100%) and Spanish (100%). She is considered an *Elite* NPC with the following skills: RWP: 82, LAP: 70, MEP: 40, CRM: 70, HW: 70.

Referee's Note: WO Chavez likes a challenge, and she's willing to take chances that other pilots would find suicidal. Recently, her co-pilot, Barney Stanton, was wounded while on a mission with her. While he is in the hospital, Elena has been

grounded for lack of a co-pilot. She would be willing to go along with the players for a chance to get into the air again.

NPC Motivation Results: *Club 8:* A high level of violence, as reflected in Elena's aggressive tactics while in the air. *Heart 4:* Elena is basically good-natured, if slightly crazy.

TECH SERGEANT MICHAEL "BOOMER" DONOHUE, USAF

As a boy, Mike Donohue liked making explosions. His parents thought that it was a talent he inherited from his great-grandfather, who practiced the art in the streets of Belfast. In high school, Mike's talents resulted in straight A's in Chemistry and the destruction of part of the chemistry lab on two occasions. After his graduation, Mike went to work for a company that specialized in demolishing old buildings.

Unfortunately for Mike, he proved as apt at demolishing opponents in barroom brawls as he did at building demolition. After one fight, which resulted in several local police officers being sent to the hospital, he was given the choice of time in the military or time in the slammer. Donohue opted for the Air Force.

Ironically, Mike became a Combat Security Policeman, specializing in setting and disarming booby traps. The discipline proved good for him; Mike reenlisted after his first four years and began to study nuclear explosives.

Mike and the rest of his team were sent to the Persian Gulf in 1995. Part of his job was to instruct the various local security forces in bomb disarming. He worked with members of the US Army's 7th Special Forces Group on a variety of tasks.

In 1996, Mike was part of a unit of military advisors that was sent to Iran. The unit was stationed at Esfahan, where Mike's main job was to teach guerrillas how to make improvised munitions. Donohue and the rest of his unit were withdrawn to Saudi Arabia when the Russians invaded in December.

Tech Sergeant Donohue got his first taste of ground combat in February of 1997 when a Spetsnaz team attacked the airfield where Mike was stationed. After the smoke cleared, Mike went to work disarming the explosive devices the Russians had left behind. During the Soviet counteroffensive in July of 1997, Donohue took part in the defense of Bushehr, where his skill with "improvised munitions" aided the defenders considerably.

After the situation in Iran stabilized a bit, Tech Sergeant Donohue was sent to Kenya for the next two years as part of the American military mission there. He returned to Iran and June of 2000 as part of the US amphibious force that landed at Chah Bahar. Since then, he has worked as a sort of roving troubleshooter for the CO of the 619th Combat Security Group.

Referee's Note: Although Donohue is an expert in explosives, he has many other talents as well. Mike's only flaw is a streak of antiauthoritarianism which surfaces only when he is dealt with in a rude or cavalier manner. He was twice offered a commission as an officer, and he turned the offer down both times.

Donohue is currently "between assignments" and is pretty much free to do as he chooses. What price Mike will charge for his services will depend on how the players approach him. If it's an official mission, Mike will automatically be available.

Mike Donohue speaks Farsi (45%), Arabic (30%), Swahili (30%), and Gaelic (15%) in addition to his native English (100%). He is considered to be an *Elite* NPC with the following skills: DEM: 80, MEC: 70, CHM: 70, BC: 80.

CORPORAL ABDULMAJID HOVELY, IPA

For much of Abdulmajid's 25 years, he has known nothing but war. He was born in Esfahan in 1976. His father was a shift

supervisor at the massive Arya-Mehr Steelworks outside of Esfahan. By the time Abdulmajid was old enough to serve in the Pasdaran's Holy Martyrs, the war with Iraq was winding down. Despite this, he did receive rudimentary weapons training. The war touched him in a personal way as well: in it, two older brothers, an uncle, and three cousins were killed.

In school, Abdulmajid showed an incredible talent for languages. His scholastic abilities won him a scholarship to the University in Tehran. His family encouraged his studies, and Abdulmajid dreamed one day of being in the Diplomatic Corps.

In 1994, Abdulmajid's studies came to a cruel end. His entire family was killed by Tudeh terrorists. The day after the funeral in Esfahan, Abdulmajid joined the Iranian People's Army, where, because of his talents as a linguist, he was assigned to the Intelligence Branch. He preferred frontline duty and constantly volunteered for dangerous missions, especially if it gave him a chance to kill Tudeh guerrillas. Finally, his superiors had to order him to quit volunteering for such hazardous duty.

When the Soviets invaded Iran in December of 1996, it came as no surprise to Abdulmajid. He fought the Russians with the same fervor and intensity with which he'd fought their Tudeh allies. He was one of the last Iranian soldiers to leave Esfahan for the new capital at Shiraz. He bid a personal farewell to his family and a way of life which he sensed was gone forever.

During the campaigns of 1997, Abdulmajid was assigned to work as a liaison with the American forces. This was a job he enjoyed. He admired the Americans for coming from across the ocean to help defend Iran. Their ways, to Abdulmajid, at times seemed strange, but their willingness to fight the Russians and the Tudeh struck a responsive chord in the young man. He especially liked working with the 5th Special Forces Group.

Abdulmajid volunteered to be part of the liaison team that was going to Lordegan in the fall of 2000. Once there, he quickly reestablished contacts with some of his boyhood friends who were in the resistance movement. Since that time, he has served as a contact point for several guerrilla groups.

Referee's Note: Abdulmajid can be quite an asset to the players' group. In addition to his linguistic talents, Abdulmajid knows Esfahan and its environs like the back of his hand. He also has contacts within El Babr's guerrilla group, although he does not know the identity of El Babr.

There are two things concerning Corporal Hovely which might cause the players some problems, however. The first is that if the group finds the Iranian Crown Jewels, Hovely will be adamant in his insistence that they be turned over to the National Emergency Council. The second problem which might arise is that, if the opportunity presented itself, Corporal Hovely would kill Colonel Shahrestani or any other high ranking Tudeh or Soviet official without any hesitation. Abdulmajid, however, is a good soldier. If the mission was to bring Colonel Shahrestani out alive, he would do his best to insure that the mission was a success. If the mission was to recover the Crown Jewels, Abdulmajid would see that it was accomplished. In any raid on the Soviet staff, Abdulmajid would be one of the first through the door.

In addition to his native Farsi (100%), Abdulmajid speaks English (50%), Bakhtiari (40%), Russian (30%), and Georgian (20%). He is considered a *Veteran* NPC.

NPC Motivation Results: *Club 9:* Abdulmajid Hovely considers himself a holy warrior and is not in the least hesitant to join in the fighting. *Heart 7:* Abdulmajid has a strong sense of loyalty to the group he's with. He is a good man to have with you in a fight and a holy terror if betrayed.



Organizations

This chapter details the political and military organizations active in central Iran.

POLITICAL ORGANIZATIONS

The following is a listing of the various political organizations and factions that are active in the area of central Iran.

TUDEH (IRANIAN COMMUNIST) PARTY

The Tudeh Party was formed in the Second World War during the Russian occupation of Iran. It was originally comprised of young, university-trained intellectuals and disgruntled peasants. The NKVD (forerunner of the KGB) trained and guided the fledgling movement.

The Tudeh Party also took in large numbers of Kurds from northwestern Iran. The Kurds weren't Marxists as much as they were nationalists in search of allies to aid them in establishing an autonomous Kurdish state. Their dream, which seemed to come to fruition in 1946 with the establishment of the Mahabad Republic, was short lived, as the Mahabad Republic was soon divided and reabsorbed into the nations of Iran, Iraq, and Turkey.

The Tudeh Party was outlawed in the 1940's. It went underground and, with the covert aid of the Soviet Union, remained active throughout the 1950's. The Party distributed leaflets, held rallies, and occasionally launched guerrilla attacks against Iran's Imperial Army.

In 1962, the Shah began the "White Revolution" with its agrarian reforms and general liberalizing of Iranian society. This move virtually made the Tudeh Party "rebels without a cause." The full power of the SAVAK (Imperial Secret Police) was turned on them, and by the mid-1970's, the Tudeh Party had been reduced to a small group of fugitives and exiles. Their main remaining weapon was an underground radio station (Radio Free Iran) which they used to broadcast propaganda.

With the downfall of the Shah in the late 1970's, the Tudeh Party reemerged. During those tumultuous times, its members

had taken an active role in the overthrow of the Pahlavi dynasty. They'd expected to have a voice in the new Republic. After all, they'd been advocating the overthrow of the monarchy since World War II. However, when the Islamic Republic of Iran was established in 1980, the members of the Tudeh Party once again found themselves in the role of hunted outcasts. This time, however, they struck back. Their ranks had been swollen by various dissident groups, and the Tudeh Party was on its way to becoming a full-fledged guerrilla movement.

Disaster soon struck the party again, this time in the form of a KGB defector. Among the items he'd given his British hosts was a complete list of the Tudeh Party's leaders and infrastructure. In turn, the British Secret Service (MI-6) had leaked this information to the Islamic Republican government. Almost overnight, the Tudeh Party was broken.

The Iran-Iraq War proved a blessing for the Party. Many citizens were growing tired of the increasingly repressive rule of the Islamic Fundamentalists; the Iranian military was tied down in the war with Iraq. The Tudeh Party allied themselves with another group, the "Blood of the Martyrs Movement." Within a short time, the two groups had merged and were carrying on a war of terrorism against the Islamic government.

When the Iran Nowin Party came to power in the late 1980's, there was talk of amnesty for all dissidents. The Islamic Fundamentalist Party balked at this idea, but it didn't much matter anyway, as by now the Tudeh Party had become convinced that it was an all-or-nothing proposition. Either they ran the whole show, or they would keep right on struggling.

In 1992, the Party began a program of rebuilding and rearming. It formed its own military arm, the Popular Mobilization Army. The Party also established close ties with the Communist parties of Iraq and Syria through which they received arms and money from the Soviet Union. By 1994, it became part of the Mourabitin-al-Islam (Guardians of Islam) movement. Ironically, some of the Party's covert support came from two unlikely sources: the Islamic Fundamentalists and the Shir Iran (Lion of Persia) Monarchists. Both groups saw the Mourabitin/Tudeh movement as a way to disrupt and discredit the Iran Nowin

government.

The movement launched a guerrilla campaign in the summer of 1994 which died out for lack of popular support. The majority of the casualties were among the Mourabitin faction, and the survivors were absorbed into the Tudeh Party.

The Iranian Civil War (1995-96) signaled the resurgence of the Tudeh Party. It controlled large portions of northeastern Iran, and members portrayed the Party as a force for stability. To a large degree, they were right. When the Soviets invaded Iran in December of 1996, Tudeh Popular Mobilization Army units fought alongside of them. They continued to assist the Soviet Transcaucasus Front throughout its campaign in early 1997.

On May 1, 1997, the Tudeh Party at last achieved its goal. The People's Democratic Republic of Iran (PDRI) was proclaimed, and its capital was established at Tehran. Although the new nation was recognized only by the Soviet Union and Syria, for the Tudeh Party it was the culmination of a long sought-after dream.

Organization: The Tudeh Party runs the PDRI through a Central Revolutionary Committee in Tehran. The Central Committee is patterned after the prewar Soviet Politburo. All decisions are made by them, and, if necessary, enforced by either the Popular Mobilization Army or the Special Political Police.

Each major city and town has its own local Revolutionary Council. Theoretically, these councils are subordinate to the Central Committee in Tehran, but, given the poor state of communications, some areas enjoy a surprising degree of local autonomy.

In 1999, there was a shake-up in the Tehran government. Many of the more nationalistic members of the Tudeh Party were either assigned to field commands or arrested and tried before revolutionary tribunals for "counterrevolutionary activities." Those who were either appointed to, or left on, the Central Committee were firmly pro-Soviet. Both the KGB and the GRU maintain heavy influence within the Central Committee.

Leaders: Bashir Ghazali is the Chairman of the Central Revolutionary Committee; General Mahmoud Tadayyon is the commanding general of the Popular Mobilization Army; and General Omar Sirjani is the head of the Special Political Police.

THE PASDARAN

The Pasdaran (Revolutionary Guards) were originally created in the early 1980's by the Islamic Fundamentalist Party as a counterbalance to the Iranian military. Their rank and file were poor and lower middle-class citizens from the rural areas of Iran. During the Iran-Iraq War, Pasdaran soldiers were in the forefront of the fighting. Many of them were boys barely in their teens who had been told that if they died in battle they would be assured a place in Paradise. They went forth eager to fight and die for the cause, and the Iraqi Army obliged them by killing them in the tens of thousands.

As the war dragged on, the Pasdaran began losing support. Too many families had lost husbands and sons, and the end was nowhere in sight. It was this growing disaffection with the Islamic Fundamentalist Party in general, and the Pasdaran in particular, that helped put the Iran Nowin Party back into power.

The Islamic Fundamentalist Party officially adopted the title of Pasdaran (Revolutionary Guards) Party in 1991. This had a twofold purpose. The first was to promote their image as the guardians of the Islamic revolution, and the second was to pay homage to the tens of thousands of "martyrs" who'd died in the Iran-Iraq War.

Although no longer the ruling party, the Pasdaran held a con-

siderable number of seats in the Iranian Parliament (the Majlis). This made the group a political force to be reckoned with. Aside from a few public demonstrations, the Pasdaran did little in the way of flexing its muscles publicly. Members concentrated instead on behind-the-scenes political manipulation, a tactic they'd seen work for the Christian Fundamentalists in America. As a result of this policy, they were able to exert quite some influence on Iranian affairs.

Still, the Pasdaran wanted back into power. Towards this end its leaders began to funnel some covert aid to their longtime enemies, the Tudeh Party. The plan was to encourage the Tudeh insurgency and then step in as the saviors of Iran. This plan came to nought as the Tudeh campaign of 1994 ended in apparent defeat.

Like their Tudeh counterparts, the Pasdaran profited greatly from the Iranian Civil War. The most important gain was in being allowed to rearm the Pasdaran militia units. This gave the Party both military and political power, something it had not had in a while.

Pasdaran members soon established training camps and marshaling areas around Qom, birthplace of their "spiritual father," the Ayatollah Khomeini. The Pasdaran militia moved swiftly and soon had the local Tudeh guerrillas on the run. The Party had restored order and brought a harsh stability to the region.

As the Pasdaran's power grew, so did its demands. Its leaders demanded that the Sharia (Islamic Law) be strictly enforced throughout Iran. They also demanded that an immediate Jihad (Holy War) be declared against the Soviet Union and that the Pasdaran leadership be put in charge of the military. The Iranian government refused all their demands. In protest, several battalions of the Pasdaran militia attempted to storm the Soviet Embassy. The attempt was thwarted by the Iranian Army and National Police, and all Pasdaran militia units were forbidden to come within 15 kilometers of Tehran.

When martial law was declared in late April of 1997, the Pasdaran turned on the Iran Nowin government. Some of the more extremist factions banded together to form the Anti-Satanic Army. They began an immediate march on Tehran that quickly turned into a rampage of violence and looting. The Pasdaran, whose members had counted on being hailed as the saviors of Iran, were now being reviled as a gang of mindless fanatics whose excesses were destroying the country.

The Pasdaran's military power was finally broken by the Soviet invasion. Although Pasdaran brigades severely mauled two Soviet divisions, they were no match for Soviet chemical warfare. As in the Iraq War, Pasdaran soldiers died by the tens of thousands. Their sacrifice was not in vain, however, as they bought the Iranian military valuable time.

Militarily broken and politically discredited, the Pasdaran seemed on the verge of extinction. The NEC, however, offered its members an alternative. Most of the surviving fighters were absorbed into the Iranian People's Army. The better-educated members became part of *Operation Shadow*. They would be left behind in guerrilla groups to harass the Soviets and their Tudeh allies as the NEC fell back toward Shiraz.

The Anti-Satanic Army refused to take part in the operation. Instead, it embarked on its own crusade to purge Iran, and eventually all of the Islamic world, of "decadent and satanic influences."

By the year 2000, the Pasdaran had become the core of the resistance movement in Soviet-occupied Iran. Its members'

strong Islamic faith, coupled with their nationalism, make them formidable guerrillas. What price they will demand in the future for their efforts and sacrifices remains to be seen.

Organization: The current Pasdaran guerrillas have no real centralized command structure. Each city and town under Soviet or Tudeh control has a Pasdaran cell in it. Each cell leader reports, whenever possible, to the Partisan Command of the NEC's National Security Force.

The Pasdaran is also active in the NEC government. Members hold two seats on the council itself. Several Pasdaran leaders also serve on the Qoranic Law Committee.

Leaders: Since there is no central command structure for the Pasdaran guerrillas, each locale has its own leaders. Among the most famous of these are El Babr (The Tiger), leader of the Esfahan cell, and Hadji, leader of the Tehran cell.

In the NEC, the most prominent leader is Abbasalli Rahnema, who is the deputy chairman of the Qoranic Law Committee.

SHIR IRAN (LIONS OF PERSIA)

The Shir Iran Movement began in the early 1980's. Originally it was part of a larger monarchist movement, the Front for the Liberation of Iran (FLI). Most of the members of Shir Iran were former officers of the SAVAK (Imperial Iranian Secret Police). They served mostly as bodyguards for the Pahlavi family and their supporters.

In the late 1980's, their role changed. Shir Iran began undertaking clandestine operations, often inside Iran itself. These missions included extortion, kidnapping, and assassinations, and were carried out with the assistance of various factions of the CIA. The group began branching out into other activities such as currency market speculation, drug dealing, and gun running. Its leaders kept these last pursuits carefully concealed from their CIA paymasters. As to the FLI, its leadership had become appalled at the lawlessness of Shir Iran, but they seemed powerless to curb its actions.

In 1993, Shir Iran's clandestine empire came crashing down around it. During US Senate hearings, it became known that Shir Iran was covertly funnelling money to the Tudeh/Mourabitin guerrillas. This situation caused an immediate cancellation of all CIA funding, and the FLI took this opportunity to completely disavow Shir Iran. The French government arrested several of Shir Iran's leaders for various crimes that ranged from cur-

rency law violations to murder. Almost overnight. Shir Iran members became outcasts as their money and political connections vanished.

A second blow was dealt them by the Iran Nowin government. The Iranian Parliament passed a "Declaration of National Reconciliation" over the strenuous objections of the Pasdaran. Aimed primarily at the monarchist movement, the proclamation in effect granted amnesty for any and all dissidents living outside of Iran, provided they would sign a loyalty oath to the Iran Nowin government. The proclamation specifically excluded former members of SAVAK and the Tudeh Party, as a concession to the Pasdaran. Many members of the FLI, tired of what seemed to be an interminable exile, chose to return to Iran. The young Shah and his family, however, remained in exile in France, although the Shah let it be known that he would be willing to return when conditions seemed right and his presence would not be a disruptive influence on Iran's recovery.

For Shir Iran, this seemed to be the end of the line. Bereft of funds and any sort of legitimacy, many of its members were now being hunted as common criminals by various police and intelligence organizations worldwide. The Shir Iran Movement was on the verge of becoming just another gang of terrorist criminals.

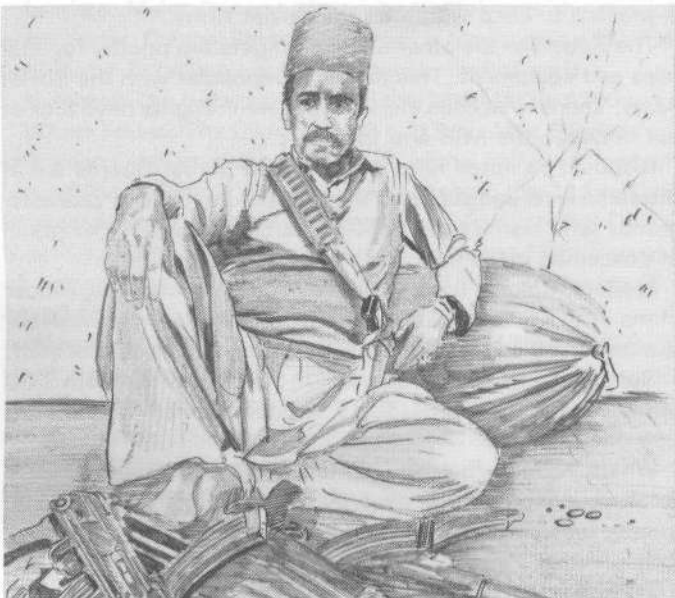
At this darkest moment, a new leader arose who breathed life and purpose back into the movement. Colonel Hossein Kharakhitai, a former SAVAK officer, took charge of Shir Iran. He began by purging the movement of its more overtly criminal elements. He used his old CIA connections to help reestablish covert links within the American intelligence community. Slowly, the Shir Iran Movement began to regain its veneer of respectability.

Kharakhitai then severed all links with the Pahlavi family. He referred to the young Shah as "the grandson of a usurper" and a "petty, decadent princeling who is content to live out his life as a useless ornament." Kharakhitai further claimed that he, Hossein Kharakhitai, was a descendant of the Royal House of Kerman. As such, he had a much better claim to the throne than the young Shah, whom he dismissed as "that Pahlavi upstart."

The Shir Iran Movement rallied around Colonel Kharakhitai. He formed his own military units, the Free Iranian Legions. They began infiltrating back into Iran, and, by the summer of 1996, were among the factions taking part in the bloody and chaotic fighting in northern Iran. When the Russians invaded, Shir Iran and its Free Iranian Legions withdrew southward. Like the NEC, Colonel Kharakhitai believed that as long as his military forces remained intact, his political goals were still achievable.

It wasn't until the summer of 1998 that Shir Iran made its move. Capitalizing on the chaotic conditions following the campaigns of 1997, Shir Iran forces seized power in the city of Tale-Khosravi. Kharakhitai wasted no time in proclaiming himself Amir of the city and independent of any other authority. Several marauder bands allied themselves with him, along with various and sundry groups of deserters and other malcontents.

The Iranian People's Army and Iran's NATO allies responded more decisively than Shir Iran had counted on. On July 4, the First Allied Airborne Task Force descended on the vicinity of Tale-Khosravi. Its highly disciplined paratroopers made short work of the scattered marauder bands. The Iranian Third Armored Division arrived four days later and took the city under siege. Kharakhitai and his troops melted back into the countryside, leaving his hapless allies to face the wrath of the allied military forces.



Since the debacle at Tal-e-Khosravi, the Shir Iran Movement has become quiet, but not inactive. The Free Iranian Legions roam west central Iran conducting their own guerrilla war against the Soviets, the Tudeh, and anybody else they feel is in the way of their leader's path to power.

Organization: The Shir Iran Movement is ruled by one man, Colonel Hossein Kharakhitai. He has a council of advisors composed of the leaders of the various Free Iranian Legions; there is little in the way of a political infrastructure. Colonel Kharakhitai manages to keep abreast of what the NEC is doing through a small but highly efficient espionage network in Shiraz.

Leaders: Colonel Hossein Kharakhitai is the supreme leader of Shir Iran. Lt. Colonel Safi Pahlbod is his chief deputy. James Masadi, a renegade CIA agent, is his chief advisor. Captain Jamid Eskandari runs the intelligence network in Shiraz.

MILITARY ORGANIZATIONS

The following is an annotated list of the various military organizations that are active in the area of central Iran.

THE TUDEH POPULAR MOBILIZATION ARMY (PMA)

The Popular Mobilization Army is the military arm of the People's Democratic Republic of Iran. It was formed around cadres of the Tudeh guerrilla battalions. Although its brigades have yet to take part in any major operations, they represent a potent military force.

Meeting the PMA: The PMA can be encountered whenever the characters come near a garrison or at the referee's discretion, depending upon location and circumstance.

Referee's Notes: The PMA was created partly as a way of getting the popular revolutionary military leaders away from the PDRI capital at Tehran. Many of its soldiers are only in the PMA for the food and the relative security that it represents. As a result, most of the PMA's units are of questionable quality. The exceptions to this are the 5th and 8th Rifle Brigades and the 4th Cavalry Brigade.

The Tudeh government's scheme has gone somewhat awry. The troops in the field, especially those of the 5th and 8th Rifle Brigades, are showing an alarming tendency towards loyalty to their commanders rather than the government in Tehran. Many Soviet soldiers, especially those in KGB units, are beginning to feel a little uneasy about serving alongside local troops whose continued loyalty may be dependent upon the whim of their commanding officer.

Leaders: Units are led by officers who range in quality from totally inept to highly competent. There is no command level in the field higher than brigade.

Numbers: Sizes of the specific units vary. Consult the Order of Battle for details.

Where Found: Consult the Order of Battle for locations occupied by the PMA.

Weapons: Soviet-made small arms (mostly AKMRs) with a few NATO weapons mixed in. AFVs are a mixture of third line Soviet tanks (mainly T-55s) with a few captured NATO tanks (M60A4s and Chieftains). APCs are scarce, with the infantry either walking or riding in trucks. What few exist are usually BTR-70s or OT-64s. The BRDM-3 is the standard armored car. Artillery consists of 82mm and 120mm mortars.

TUDEH SPECIAL POLITICAL POLICE

The Special Political Police units were created at the "suggestion" of the KGB. These units are almost entirely composed

of Kurds from northwestern Iran who are loyal to the Soviets. They have a reputation for brutality as well as loyalty.

Meeting the Special Political Police: The Special Political Police are usually encountered wherever there is a KGB garrison. Their field duty is limited to escorting convoys and assisting the KGB in guarding POW camps.

Referee's Notes: The Special Political Police are one symptom of the divisiveness that is slowly eroding the Soviet position in Iran. When the Tehran government formed the Popular Mobilization Army, the KGB High Command felt that the PMA was too closely linked to the Soviet Army. They wanted their own local forces, so Major General Nikita Kurdakhov, regional head of the KGB, pressured the Tudeh government into creating the Special Political Police as a counterbalance to the PMA.

Of all the pro-Soviet groups in Iran, the Special Political Police are the ones most hated by the populace. The Pasdaran targets them continuously. The PMA avoids them not only for political, but ethnic and religious reasons as well.

Leaders: The leadership of the Political Police can best be described as the worst of a bad lot. The field units are commanded by captains, with the higher ranks being reserved for administrative posts in Tehran.

Numbers: The Special Political Police are organized into companies consisting, on paper, of 100 men. Field strength varies due to desertion and assassination.

Where Found: Wherever there is a KGB garrison, there will be a company of the Special Political Police attached.

Weapons: Mostly Soviet-made small arms. The Special Political Police have no heavy weapons. Their vehicles are generally a collection of Soviet Army and KGB castoffs.

SOVIET 74TH KGB MOTORIZED RIFLE REGIMENT

The 74th KGB MRR was formed in December of 2000 from KGB Border Guards Mobile Group 74 and several KGB Field Police companies.

Meeting the 74th KGB MRR: Units of the 74th can be encountered within the city of Esfahan and within a 20-kilometer radius around it. They also serve as guards around high-security installations (signals compound, airfield, etc).

Referee's Notes: The 74th is part of the KGB's private army in Iran. It operates with complete independence from the army. Ostensibly, the KGB is there to provide security. In reality, it is present to keep watch on the Soviet Army.

The 74th, like the other KGB units, gets top priority for supplies and equipment. This makes it unpopular with the Soviet Army. There have been incidents where firefights have broken out between the KGB and the Army.

It should be noted here that the KGB Border Guards are of the same level and scope as the Soviet Army. Player character groups who dismiss the Border Guards as just another group of policemen could be in for a rude surprise.

Leaders: Colonel Boris Chapayev is the commanding officer of the 74th KGB MRR. Lt. Colonel Andrei Shebunin is the deputy commander and Lt. Colonel Yuri Dalmatov is the chief of staff.

Numbers: There are currently 1100 men in the 74th KGB MRR. They are organized like a standard Soviet Army motorized rifle regiment.

Where Found: The headquarters of the 74th is located in Esfahan, along with the majority of the regiment. About 300 troops, including the regimental scout company, are spread throughout the area.

Weapons: Standard Soviet small arms. Artillery support is pro-



vided by a battery of 120mm mortars and two self-propelled 122mm howitzers. AFVs are T-72s and T-80s; APCs are BTR-70s and BMPs. The unit uses the BRDM-3 armored car.

SOVIET 19TH MOTORIZED RIFLE DIVISION

A Category 3 division from the area around Rostov na Donu (Rostov on the Don), the 19th is considered to be one of the best divisions in the Transcaucasus Front. The division has participated in every major operation in the Iran Campaign, distinguishing itself several times.

Meeting the 19th MRD: Units of the 19th MRD can be encountered any time the player character's group ventures within 15 km of one of the 19th's outposts. They can also be encountered as a long-range patrol or a raiding force.

Referee's Notes: The 19th MRD is every bit as good as its reputation. In 1999, the division received a major influx of new recruits. Since that time, the division commander has made sure that the new recruits have been thoroughly trained and integrated into the division.

The relations between the 19th MRD and the KGB 74th MRR are neutral at best. If it came down to choosing sides, the 19th would side with the Soviet Army.

Leaders: Major General Alexander Vostokov is the division commander. Colonel Sergei Neshumov is his deputy, while Colonel Piotr Zyrayanov is the divisional chief of staff.

Numbers: The current strength of the 19th MRD is 4200 men.

Where Found: The Divisional HQ and Rear Area Services are located in Esfahan, along with the divisional reserve force built around the division's organic tank regiment, the 119th Tank Regiment. Major subordinate commands are located at Daran, Najafabad, and Nafch. These are regimental-sized battle groups of approximately 1000 men each. The 19th's artillery assets have been divided up among the battle groups.

Weapons: Standard Soviet small arms. The 119th Tank Regiment consists of 32 AFVs, mostly T-55s with 6 SU-130 assault guns for long-range fire support. The divisional artillery assets are comprised mainly of 120mm mortars, SAU-122s and SAU-152s. There is also a mixed battery of BM21 and BM14 self-propelled multiple rocket launchers.

SOVIET 10TH MOTORIZED RIFLE DIVISION

This is a Category 3 division from the area around the city

of Kirovakan in Soviet Armenia. Unlike the 19th MRD, the 10th has had a mediocre record. Although the division has participated in every major operation, it has done nothing to distinguish itself.

Meeting the 10th MRD: Units of the 10th MRD can be encountered any time the players venture into the 10th MRD's area of operations. The 10th MRD does not send out long-range patrols. The reason for this can be found in the following referee's notes.

Referee's Notes: The 10th MRD is a division in trouble. There are several reasons for this. First, although the rank and file are predominantly Armenians, most of the officers are ethnic Russians. This not only creates a language barrier, but a cultural one as well. This problem is evident in several other divisions, but not to the same degree as it is in the 10th.

The second reason is that another predominantly Armenian Soviet division, the 77th MRD, mutinied in August of 2000. This has created a feeling of distrust between the Armenian and non-Armenian members of the 10th. The Armenians tend to keep to themselves, further widening the gap between the two factions.

The third and perhaps the most significant reason is the personality of the 10th's commanding officer. Major General Konstantin Yermolayev. As outlined in the chapter on important persons, Yermolayev is a brutal disciplinarian, even by Soviet Army standards. This has led to an increasing rate of desertions even though Soviet Armenia is some 1200 kilometers to the northwest.

If there were to be any serious trouble, the 10th MRD would probably mutiny and disintegrate.

Leaders: Major General Konstantin Yermolayev is the division commander. Colonel Viktor Menshikov is deputy commander while Major Ivan Volkhonsky is the chief of staff.

Numbers: The current strength of the 10th MRD is 4000 men.

Where Found: Divisional HQ and Support Services (Tyl) are located at Abarqu. Major subordinate commands are located at Shahreza, Izad Khvast, and Borujen.

Weapons: Standard Soviet small arms. The division is in the process of being converted to a mountain division. As a result, most of its artillery assets and AFVs have been transferred to other commands. All that remains now are 82mm and 120mm mortars.

SOVIET 2ND COMPANY (RADIO RELAY), 145TH SIGNAL REG.

The 2nd Company of the 145th Signal Regiment is part of the signal support unit of the 45th Army. As such, it is comprised primarily of technicians. The company and its parent regiment have been part of the 45th Army since the Soviet invasion of Iran in 1966.

Encountering the 2nd of the 145th: Aside from raiding their compound, the players should encounter members of the 2-145th only if they go into Esfahan. There is also a 10% chance that any convoy encountered around Esfahan will have elements of the 2-145th with it.

Referee's Notes: One of the unique features of the 2-145th is that it is comprised almost entirely of women. (This is a practice the Soviets have had in operation since WWII.) Most of the women were instructors at various army signal schools before the war.

Leaders: Captain Irina Denikova is the commanding officer of the 2-145th. Lieutenant Natasha Savitskaya commands the signal detachment at the compound outside of Esfahan.

Numbers: Current strength of the 2nd of the 145th is 60 troops.

Where Found: About 20 troops make up the signal detachment outside of Esfahan. The rest of the unit is stationed in Esfahan.

Weapons: Standard Soviet small arms. The company has no heavy weapons. There are no AFVs with the unit.

SOVIET 1ST BATTALION, 390TH ENGINEER BRIGADE

Another support unit of 45th Army, the 1st of the 390th specializes in construction and road repair. It is a unit that has seen a great deal of action.

Encountering the 1-390th: Detachments of the 1-390th can be found throughout the Esfahan area, undertaking a variety of engineering projects. They are generally accompanied by regular Soviet motorized rifle troops as escorts.

Referee's Notes: Although small in numbers, 1-390th is one of the most effective units in the area. Morale is good, and many of the troops are combat veterans.

Leaders: Captain Yevegny A. Derevyanko is the battalion commander. Sr. Lieutenant Andrei M. Tutarinov is his deputy.

Numbers: Current strength of the 1st Battalion, 390th Engineer Brigade is 100 troops. All of these are engineer troops. Any manual labor that needs to be done is usually recruited locally.

Where Found: Battalion headquarters is located in Esfahan. There are various detachments scattered throughout the area.

Weapons: Standard Soviet small arms. Assorted engineering equipment including bulldozers and IMR combat engineer vehicles.

SOVIET 451ST HELICOPTER SQUADRON/45TH HELL REG.

A component unit of the 45th Army's support helicopter regiment, the 451st squadron provides general aviation support for units of the 45th Army. It is a unit that has seen a great deal of combat.

Encountering the 451st: Any encounter table result of aircraft could indicate that the aircraft is a helicopter from the 451st. Members of the 451st can also be encountered in the vicinity of Esfahan, especially the airfield.

Referee's Notes: The 451st has recently been reinforced by the addition of two more Mi-17s and an additional Mi-27, plus an additional 80 personnel.

Leaders: Major Pavel Altukhov is the squadron commander. Captain Mikhail Strakhov is his deputy.

Numbers: The current strength of the 451st is 200 men and 7 helicopters.

Where Found: The squadron is located at the Esfahan airport.

Weapons: Standard Soviet small arms. The 451st has 2 PZL W-3s, 3 Mi-17s, and 2 Mi-27s. There are also a number of light vehicles and cargo carriers used for a variety of duties.

US 3-187TH, 101ST AIR ASSAULT DIVISION

The 3-187th first saw action in the assault on Ganaveh in 1997. Since then the battalion has seen extensive action. Like the other battalions in the 101st, it is chronically understrength. The battalion moved to Lordegan in the fall of 2000 and has established itself there.

Meeting the 3-187th: On any encounter result of soldiers within 20 kilometers of Lordegan, there is a 70-percent chance that it will be a patrol from one of the line companies of the 3-187th.

Referee's Notes: The 3-187th's commanding officer believes that the Russians will try to push him out of Lordegan sometime during the spring or summer of 2001. As a result, he tends to be conservative with the lives of his soldiers.

Leaders: Lt. Colonel Pete Fanning is the 3-187th's commander. Major Brad Ollinger is the Executive Officer (XO) and Captain Mary Deckart is the Battalion Operations Officer (S-3).

Numbers: The current strength of the 3-187th is 400 troops.

Where Found: The battalion Headquarters and Support Company is located in Lordegan. Alpha, Bravo, and Charlie companies are in a rough triangle 5 kilometers around Lordegan.

Weapons: Standard US small arms with some Israeli and Soviet weapons. The Support Company has a platoon of six 120mm mortars. Each rifle company has a section of three 81mm mortars. The battalion has a variety of light vehicles (mostly HMMVWs) with a few fast attack vehicles (FAVs).

US BATTERY D, 1-6TH ARTILLERY/18TH FA BRIGADE

This unit is a support unit from US 18th Airborne Corps. Its mission is to provide heavy fire support for the Lordegan area.

Meeting Battery D: Unless the players decide to visit Firebase Montgomery, the only members of Battery D that the players are likely to encounter are forward observer (FO) teams assigned to the various infantry units.

Referee's Notes: Aside from being highly proficient "cannon poppers," members of Battery D are also very good at ground combat. These skills were learned the hard way.

Leaders: Captain John Clifford is the battery commander and 1st Lt. Rebecca Pierce is the XO.

Numbers: The current strength of Battery D is 90 men.

Where Found: The battery is located at Firebase Montgomery outside of Lordegan.

Weapons: Standard US small arms. The battery is equipped with two towed 155mm howitzers and two towed 105mm howitzers and their prime movers.

US COMPANY A, 101ST AVIATION BATTALION/101ST AAD

A part of the 101st Air Assault Division's support command. Company A provides aviation support for the Lordegan area.

Meeting Company A: Any encounter table result of aircraft could indicate a helicopter from Company A at the referee's discretion. Soldiers from A Company can also be found around the airfield at Lordegan.

Referee's Notes: Company A has been in combat a long time. Most of the pilots are colorful, to say the least. They have had a great deal of combat time both in the air and on the ground.

Most of the pilots do a lot of their own maintenance. They're always on the lookout for spare helicopter parts and are willing to pay for them.

Leaders: Major Anthony Gianelli is the company commander. First Lieutenant Steve Mitchell is the XO while Chief Warrant Officer Doug Spears is the Flight Operations Officer.

Numbers: The strength of Company A stands at 90 men.

Where Found: Company headquarters is located at Lordegan airfield. Individual members of the unit can be encountered in Lordegan. There are also occasional scrounging parties sent out to salvage parts off of downed helicopters.

Weapons: Standard US small arms with some Soviet arms mixed in. The unit has 1 AH-1V King Cobra, 2 BK-117s (which can double as gunships) and 1 Westland 30-300. There are also 2 UH-60 Blackhawks in the unit which have been grounded for lack of spare parts.

US TEAM BRAVO-99/5TH SPECIAL FORCES GROUP

Team Bravo-99 is the controlling headquarters for the six Special Forces A-Teams that operate in the area.

Meeting B-99: The most likely way the players would encounter members of B-99 is to run into a group of guerrillas with Green Beret advisors. This should be at the referee's discretion.

Referee's Note: The A-teams that comprise B-99 are deeply committed to the people of Iran. In many cases, it is nearly impossible to distinguish them from the locals. The Green Berets like it that way.

Leaders: Major Tony Garth is the CO of Bravo-99. Captain Harry Mikulis is the Operations and Intelligence Officer.

Where Found: B-99 is located in Lordegan. Its component A-Teams can be found throughout the area.

Numbers: The current strength of Bravo-99 is 50 men. Each A-Team averages six Green Berets each.

Weapons: A mixture of small arms of the world, NATO and Warsaw Pact weapons predominating.

US DETACHMENT 14, 619TH COMBAT SECURITY GROUP

A US Air Force Combat Security Police unit that was sent to guard the airfield at Lordegan and provide convoy escort for the area.

Meeting Detachment 14: The most likely way the players will encounter Detachment 14 is to hang around the airfield at Lordegan. They could also encounter Detachment 14 escorting a convoy, at the referee's discretion.

Referee's Note: Detachment 14 was formed up mainly from excess Air Force personnel. They were given a rudimentary security police training and sent to Lordegan. When the various Air Force units were called upon to supply troops for the detachment, many unit commanders saw this as a way to get rid of their disciplinary problems. As a result, Detachment 14 can be counted on to do their job, albeit in some unorthodox ways.

Leaders: Captain Ron Matsuda is the commanding officer of Detachment 14. First Lieutenant Wiley Barnes is his deputy while Master Sergeant Carl Edwards is the detachment's senior NCO.

Numbers: The current strength of Detachment 14 is 40 men.

Where Found: The detachment has its own small compound near the Lordegan airfield.

Weapons: Standard US small arms including the Viking SMG. The unit also has two Peacekeeper armored cars and two Com-mando armored cars.

IPA 43RD INDEPENDENT MOUNTAIN BATTALION

The battalion was formed in 1999 for anti-bandit duty in the Zagros Mountains. It has a good reputation as a raiding and scouting force.

Meeting the 43rd: At the referee's discretion, the players may encounter a unit of the 43rd.

Referee's Notes: The 43rd is composed mainly of Lur tribesmen. These sturdy soldiers are used to fighting and living in the mountains. If the players treat them with respect, they will find them to be staunch allies. If treated otherwise, the 43rd could become deadly enemies.

Leaders: Lt. Colonel Hashemi Mahdavi is the battalion commander. Major Ghovan Farzaneh is his deputy.

Numbers: The current strength of the 43rd is 600 men.

Where Found: Battalion headquarters and the main body are located around Semirom. There are detachments which operate



out of Lordegan and Vanak.

Weapons: Small arms are a mixture of US and Soviet with some G-3s and Valmet M-82s. There is a mortar platoon with eight 60mm mortars. The battalion has a few vehicles, but is primarily "foot mobile."

IPA 79TH CAVALRY BATTALION

The 79th Cavalry Battalion was formed in 1998 to provide a mobile strike force for the anti-bandit campaigns. Once the bandits had been suppressed, the cavalry turned its attention to the Russians and their Tudeh allies.

Meeting the 79th: Units of the 79th Cavalry can be encountered as far north as Shareza. They will either be going to or returning from a raid. Such an encounter should be at the referee's discretion.

Referee's Notes: The 79th Cavalry is comprised mainly of Kurds from southwestern Iran. They are fiercely loyal to the Iran Nowin National Emergency Council.

The unit contains women as well as men. While this follows Kurdish custom, it has led to some trouble with other IPA units, especially those that were formed from former Pasdaran militia units.

The one group the 79th Cavalry has a deep hatred for is the Tudeh Special Political Police, since many of them are also Kurds. Troopers of the 79th regard them as the worst kind of traitors. There is no quarter given in battles between the two groups.

Leaders: Lt. Colonel Sajam Hassad is the commander of the 79th Cavalry. Major AM Farnouk is his deputy.

Numbers: Current strength of the 79th Cavalry is 450 troopers.

Where Found: Battalion headquarters and main body are located in the area of Kosrow Shirin. Raiding detachments can be found all over the area.

Weapons: A mix of US and Soviet weapons. The troopers of the 79th also carry sabers. The latter are rarely used, as the 79th operates more as dragoons than as pure cavalry. The unit has no vehicles to speak of, riding instead upon horses and camels.

156TH PROVISIONAL BATTALION

This designation is actually a cover name for the various groups of Pasdaran guerrillas who operate in the area between

Borujen and Nafch. Most of the fighters were originally part of the 56th Pasdaran Brigade. They generally operate with advisors from the 5th Special Forces Groups Team B-99.

Meeting the 156th: Players will encounter units of the 156th whenever they venture into the unit's area of operations. This meeting should be at the referee's discretion.

Referee's Notes: The 156th can be difficult to deal with at times. A lot depends on whether or not they have American advisors with them. There is a 60-percent chance that there will be, in which case the players will have no problems. If there aren't any, then use the NPC motivation procedure.

Recently, units of the 156th have come into contact with a group that calls itself the Iranian Free Legion. This group is apparently a well-armed band of marauders. Encounters between them have been bloody.

Leaders: Each group has its own self-appointed leader. The quality of these leaders varies from group to group.

Numbers: Current strength of the 156th is about 400 men.

Where Found: Units of the 156th can be found between Borujen and Nafch. They have no permanent base.

Weapons: A mixture of weapons, including primitive firearms, crossbows, and hunting bows.

MARAUDERS

There are a number of marauder bands that operate in the region. Among them is a group calling itself the Iranian Free Legion. It claims to be part of Shir Iran, but is actually a group of bandits. There is another band of marauders that is made up primarily of American deserters. They call themselves the "Junkyard Dogs."

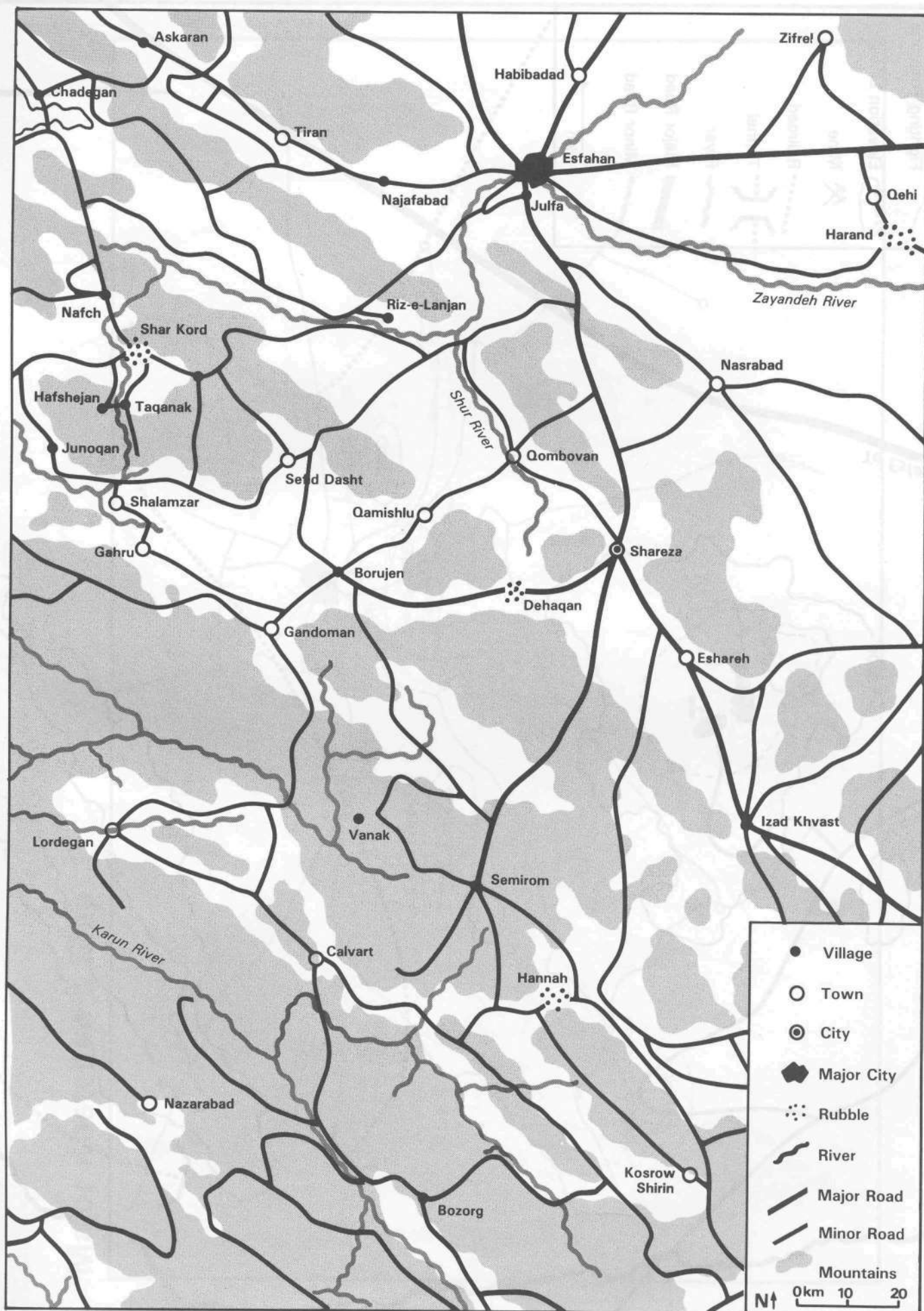
ORDER OF BATTLE

The following order of battle is supplementary to the order of battle in the *RDF Sourcebook*. Readers of that work will note that there are no listings for the People's Democratic Republic of Iran. In *King's Ransom* these units have a great deal of importance, hence the following list.

IRAN (Soviet Supported)

Tudeh Popular Mobilization Army

- Mourabatin Brigade (1200 men, 18 AFBs): Tehran
- 1st Rifle Brigade (900 men, 6 AFBs): Kermanshah
- 3rd Rifle Brigade (1000 men, 9 AFBs): Sirjan
- 5th Rifle Brigade (1200 men, 36 AFBs): Esfahan
- 7th Rifle Brigade (1100 men, 24 AFBs): Zahedan
- 8th Rifle Brigade (1600 men, 40 AFBs): Dezful/Shustar
- 4th Cavalry Brigade (800 cav): Tabriz
- 6th Cavalry Brigade (900 cav): Mahabad
- 1st Baluchi Brigade (700 men): Zahedan
- 2nd Baluchi Brigade (800 men): Iranshahr



MAP KEY

- Perimeter of Fighting Positions (dashed line)
- 7000 Elevation Lines (solid line with '7000' label)
- Mine (mine symbol)
- Railroad (dotted line with cross-ticks)
- Tunnel (dashed line with 'X' symbols)
- River (wavy line)
- Major Road (thick solid line)
- Minor Road (thin solid line)

1 km

To Esfahan →

→ To Esfahan

6000

7000

6000

7000

6000

7000

N

Perimeter of
Fighting Positions

 Mine

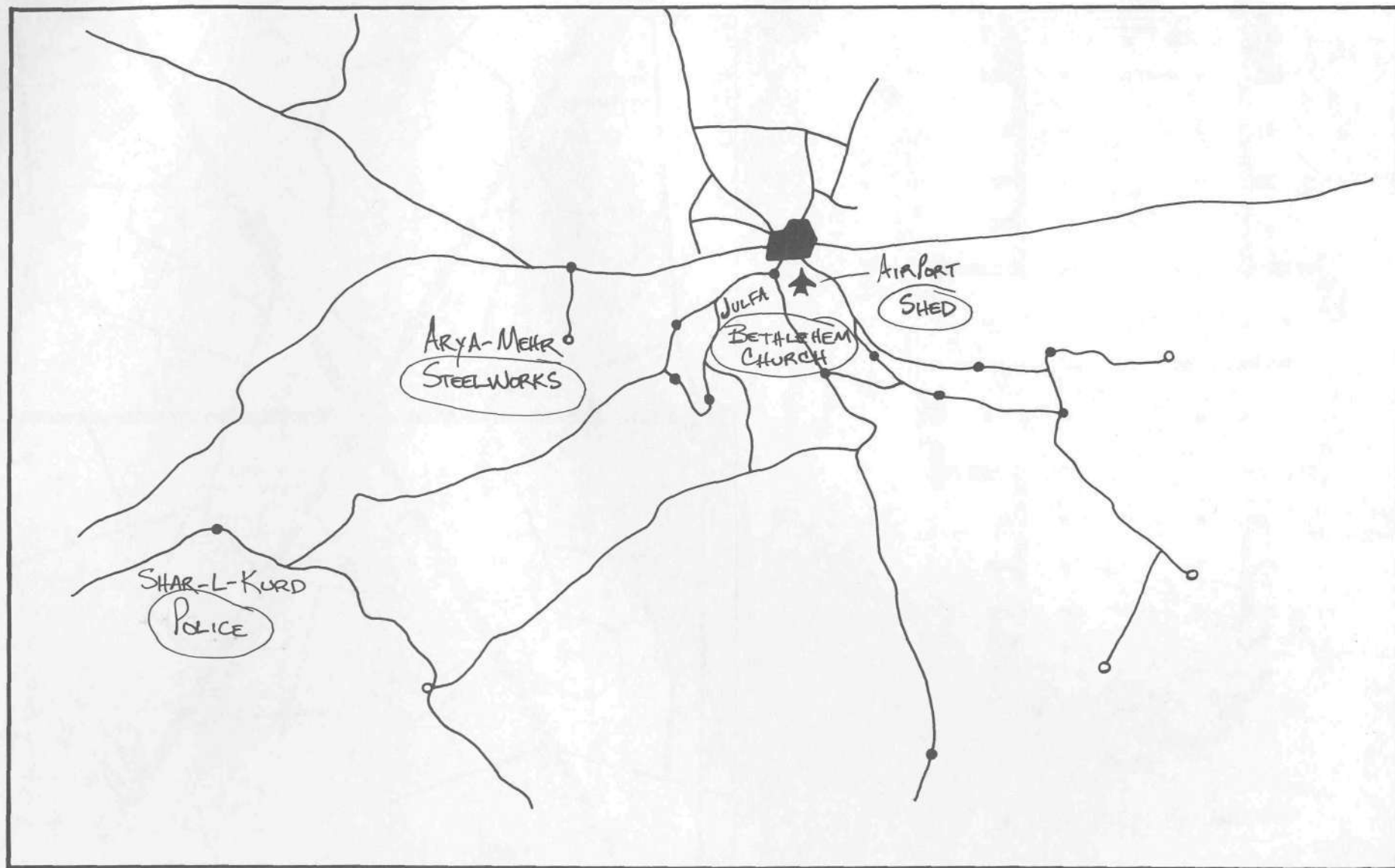
... Tunnel

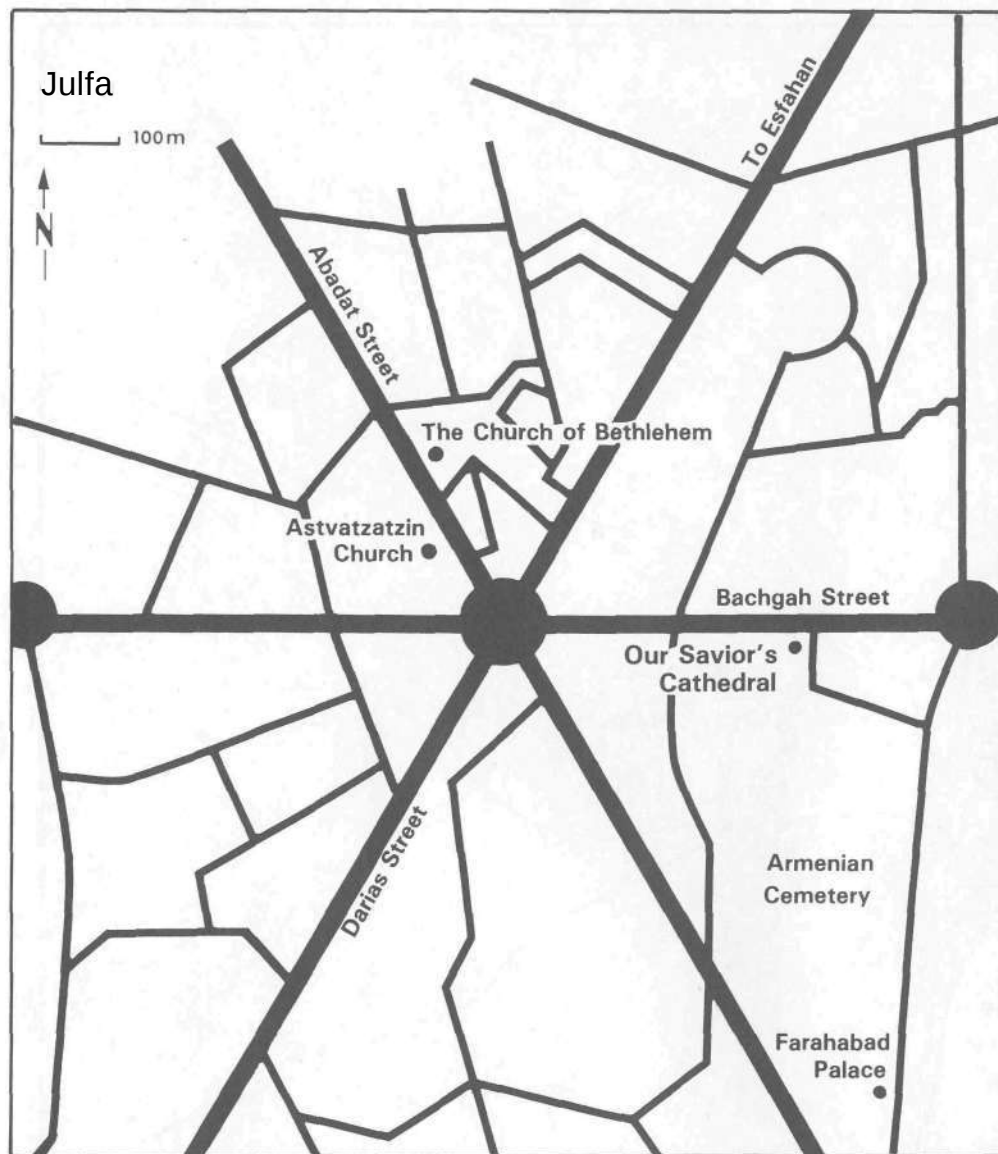
 Major Road

1 km

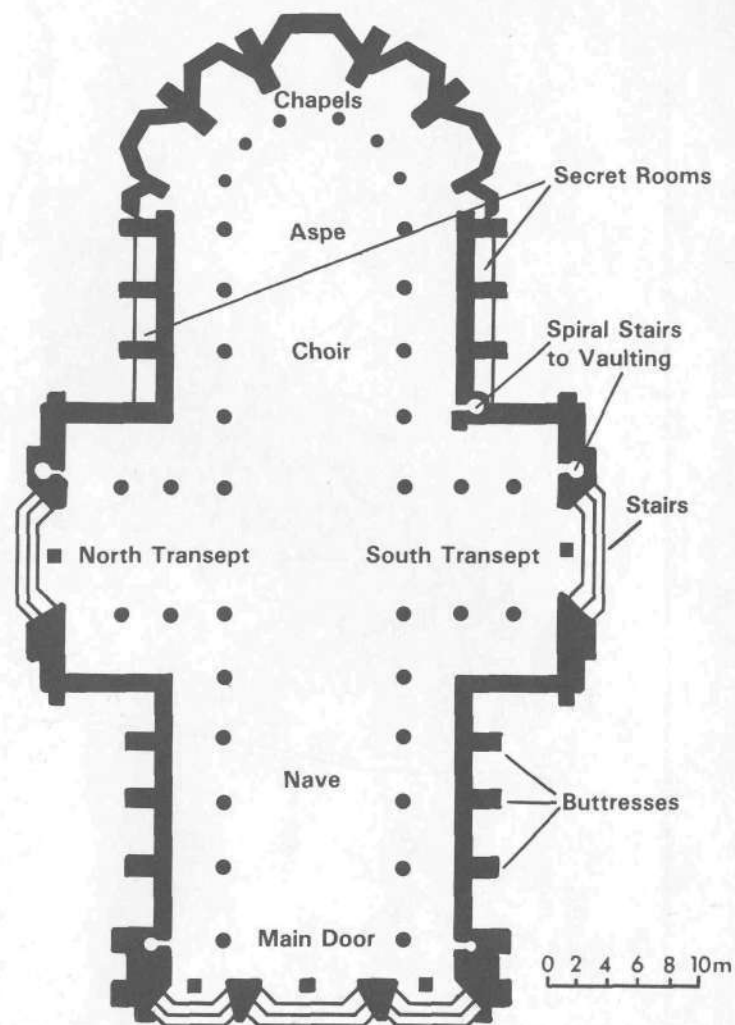


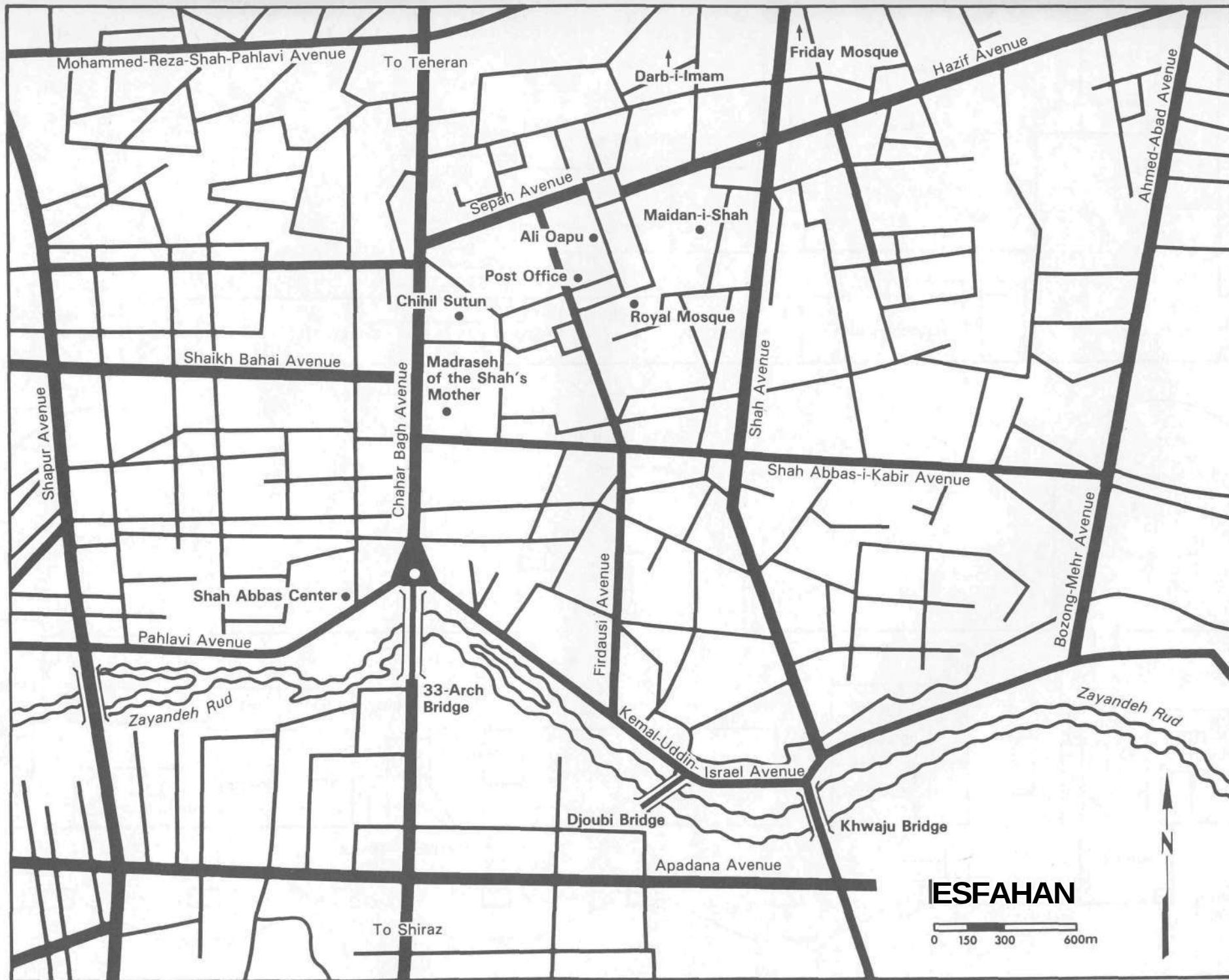
Major Kostenko's Map





The Church of Bethlehem





Mohammed-Reza-Shah-Pahlavi Avenue

To Teheran

Darb-i-Imam

Friday Mosque

Hazif Avenue

Ahmed-Abad Avenue

Sepah Avenue

Maidan-i-Shah

Ali Oapu

Post Office

Chihil Sutun

Royal Mosque

Madraseh
of the Shah's
Mother

Shaikh Bahai Avenue

Shapur Avenue

Chahar Bagh Avenue

Shah Abbas Center

Pahlavi Avenue

Shah Abbas-i-Kabir Avenue

Bozong-Mehr Avenue

Zayandeh Rud

33-Arch
Bridge

Firdausi Avenue

Kemal-Uddin-
Israel Avenue

Zayandeh Rud

Djoubi Bridge

Khwaju Bridge

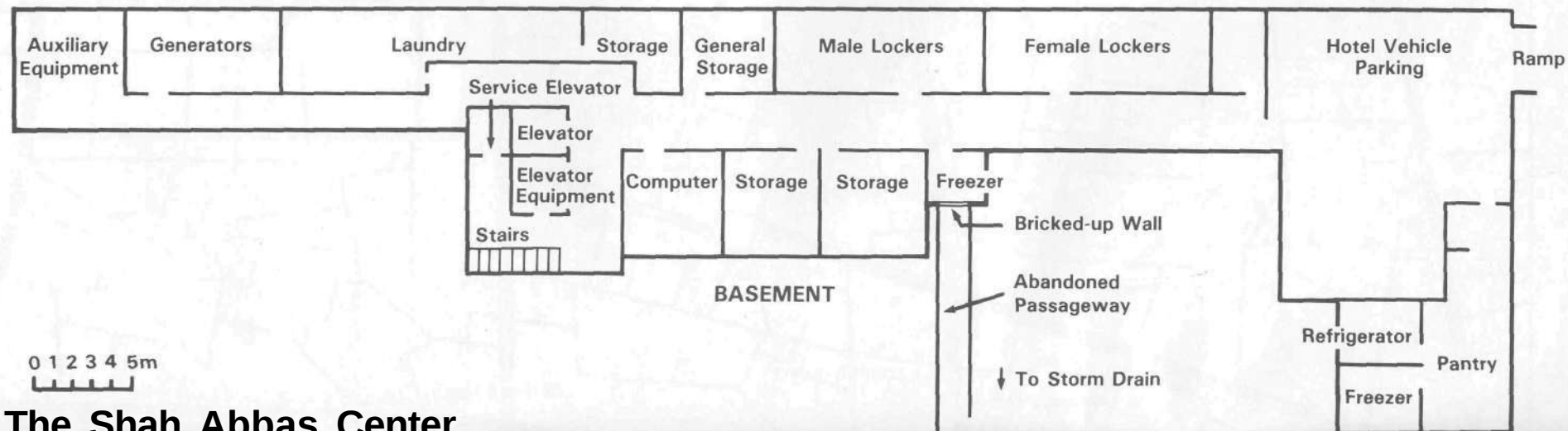
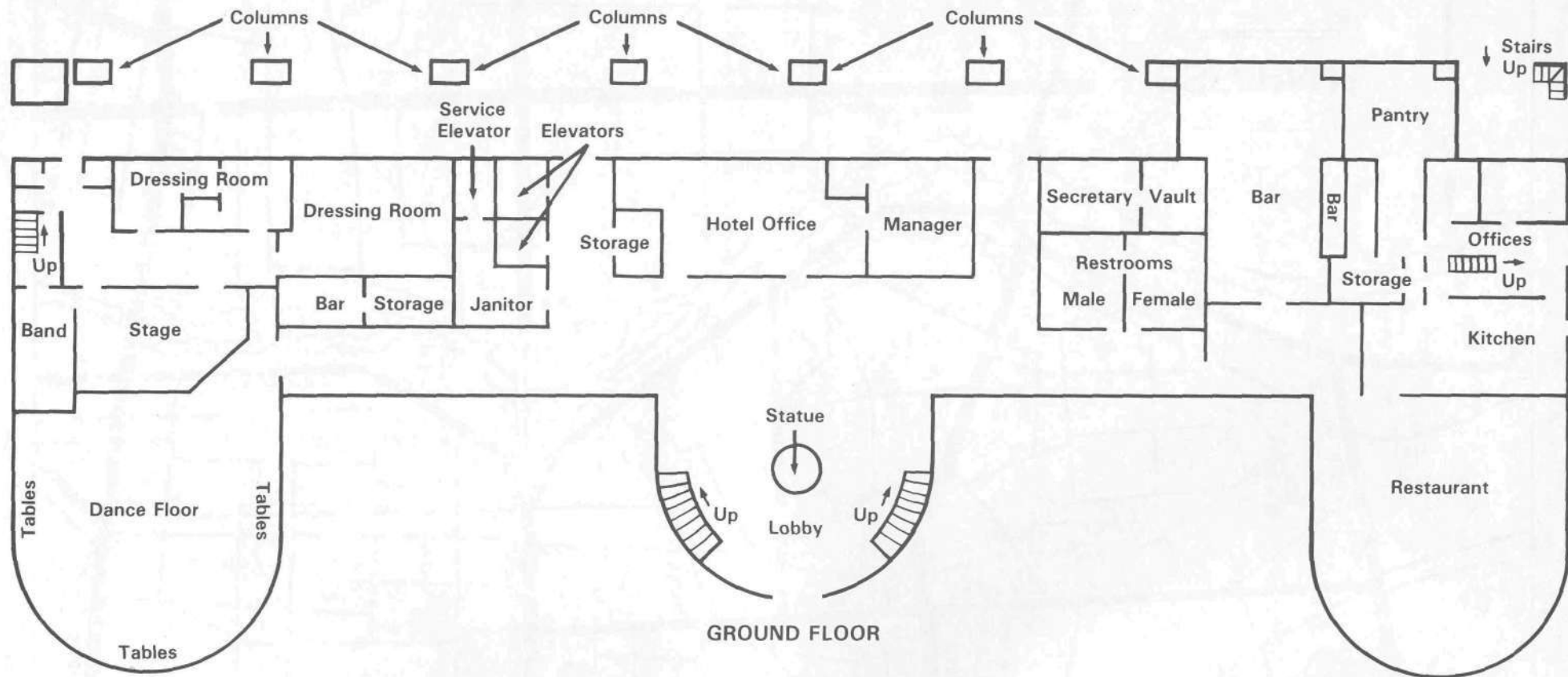
Apadana Avenue

To Shiraz

ESFAHAN

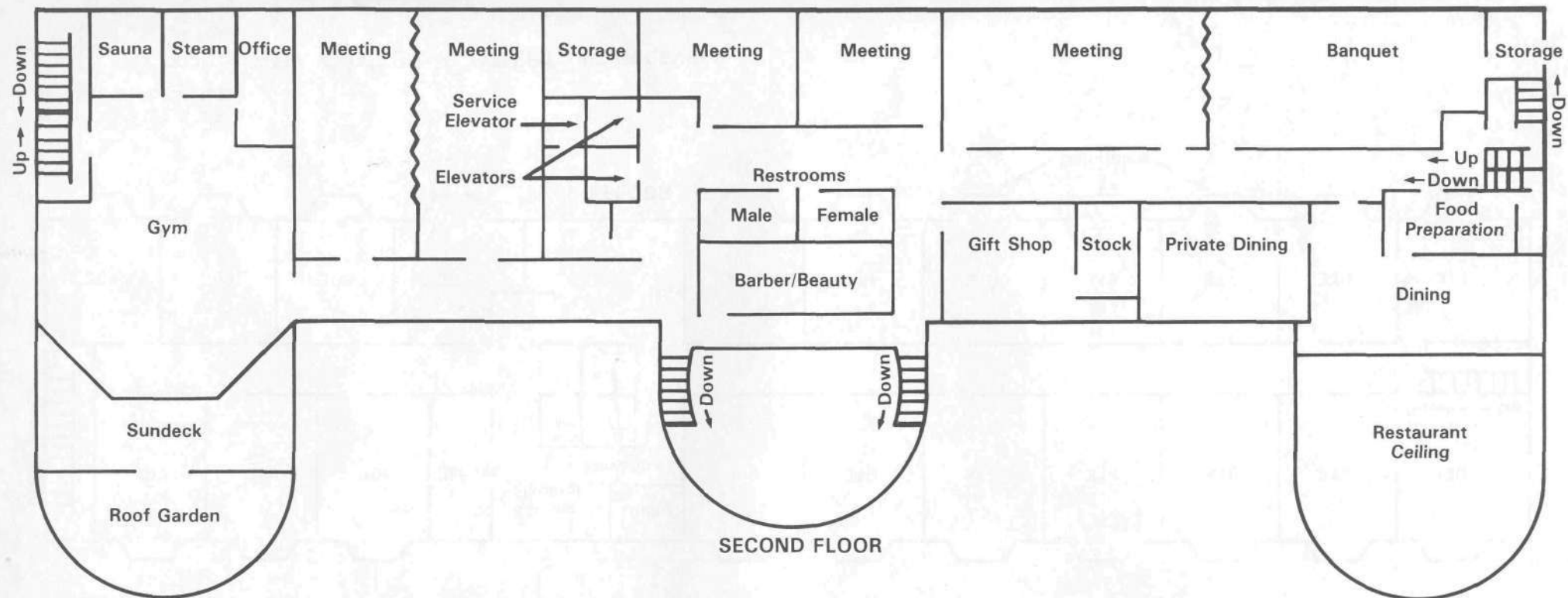
0 150 300 600m





0 1 2 3 4 5m

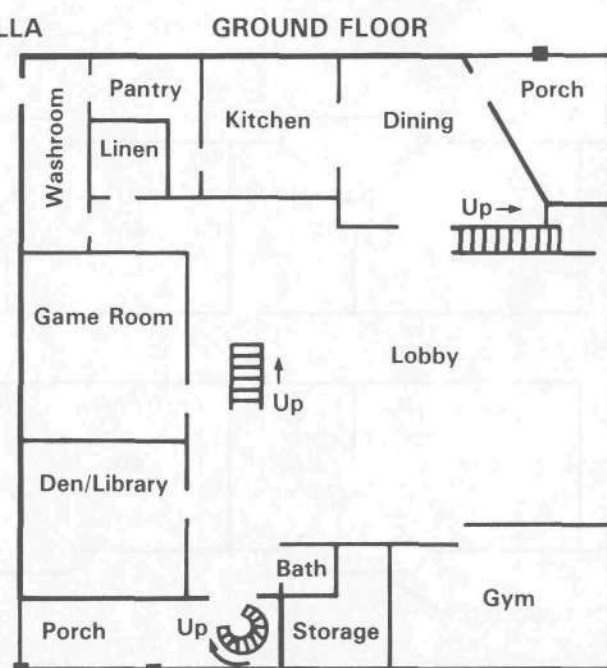
The Shah Abbas Center



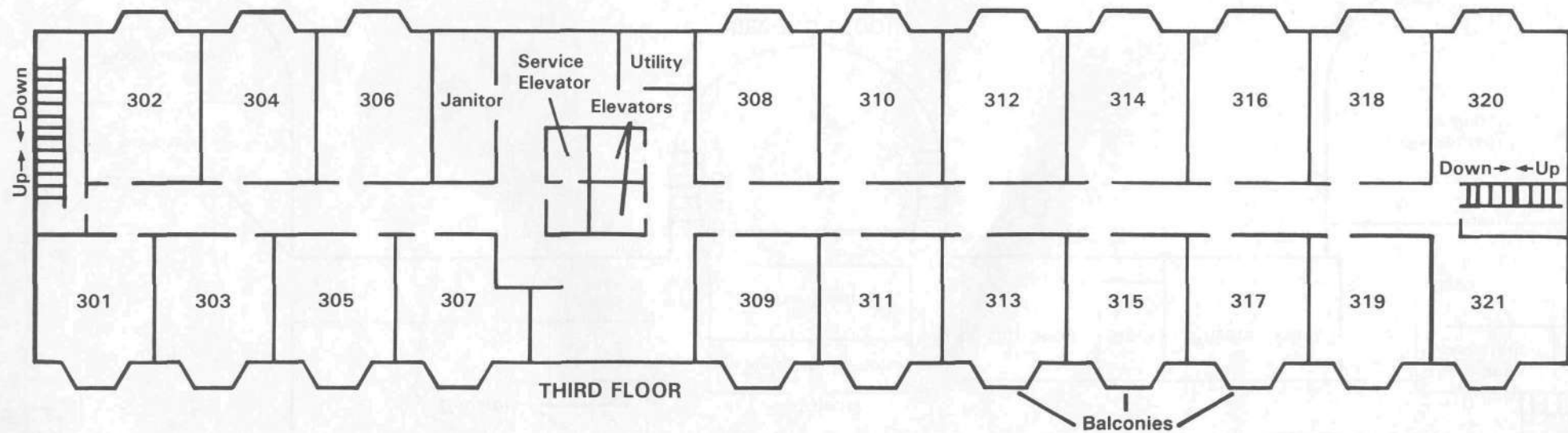
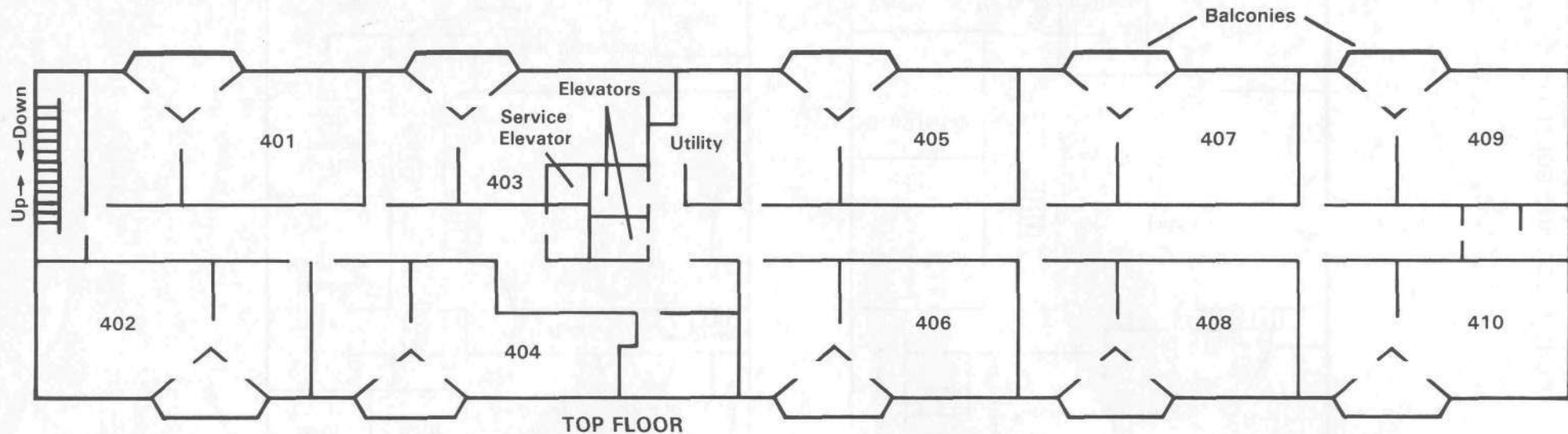
SECOND FLOOR



GUEST VILLA



0 1 2 3 4 5m



0 1 2 3 4 5m

The Shah Abbas Center UPPER LEVELS



A Change of Pace

It had been one of those days. Our outpost had been hit by a Soviet raiding party, and we found ourselves up to our eyeballs in Ivans. We'd highlighted it out of there with what seemed to be the entire 10th Motor Rifle Division in hot pursuit. Things were looking real grim until our Air Force FALO managed to whistle up a helicopter hunter-killer team. The Huey Cobras discouraged the Russians long enough for a couple of UH-60s to come in, extract us, and get us back to base.

At Lordegan, we were debriefed and given a few days on compound security as a sort of stand-down. After cleaning up, several of us made for the recreation center to put in a little party time before the Captain found some other dirty work for us to do. But what the heck, it beats working for a living.

When we hunkered down at our favorite table, I reminded some of the new troops to watch their drinking. I know the Iranians in this neck of the woods are our allies, but they're still Moslems, and the Qoran does forbid drinking. No sense in ticking off the local Imams. They've been pretty tolerant, all things considered.

I recognized some of the faces in there as members of an IN-TEL outfit. It seemed to me that they were some kind of briefing team. I didn't think any more about it and went back to the serious business of drinking and swapping stories.

We were in the middle of listening to one of the new guys telling about the fate of the 5th Infantry Division in Poland. He'd been with them when they got overrun by two Soviet Armies. It didn't sound like a lot of fun, but then Europe in general sounded pretty grim. At least here there was a chain of command and a logistics system that still worked.

As Parsons was telling us about this crazy lady cav troop commander, the CO walked in. He sauntered up to our table and pulled up a chair.

"Drink up children," he said with a grin, "then come with me back to headquarters. I've got a surprise for you that will be a change of pace." He didn't elaborate.

All the way back to HQ, I kept getting this queasy feeling in my stomach. It wasn't from the booze either. The CO was known for his bizarre sense of humor, and God only knew what his idea of a surprise was going to be. I had a feeling that it wasn't going to be a pony or a little red wagon. I didn't like surprises a whole lot when I was a kid, and I liked them even less now."

REFEREE'S NOTES

What follows is a description of the mission which serves as an introduction to the primary adventure in *King's Ransom*. It is broken into separate, titled sections to aid the referee in finding necessary material during play.

The Raid: After a suitable stand-down period from their last mission, the members of the group are summoned to their unit HQ. When they arrive, they will be greeted by their commanding officer who in turn will introduce them to two officers from the 525th Military Intelligence Group, 18th Airborne Corps Support Command.

At this point, the CO will inform the characters that the mission is a raid in the vicinity of Esfahan. It will be made plain that the mission is highly dangerous and, therefore, is on a purely voluntary basis. The CO will then add that successful completion of the mission will entitle the characters to receive at least two weeks R&R time in Saudi Arabia. The CO will then ask for volunteers. The characters should then be given a few minutes to decide amongst themselves whether or not they want to take the mission. If they've heard rumors of some sort of treasure in Esfahan, this may prompt a positive decision.

If the characters decide to decline, simply roll up a few more missions for them on the Mission Chart (Page 31, *RDF Sourcebook*). Work the rumors and encounter tables and throw a few more clues in their direction. Pitch the raid again and ask for volunteers.

The other alternative is to hit them with the line, "You're the only team available that's capable of doing this mission." This

is a bit more Draconian, but after all, unlike the situation in Europe, there is still an organized military in Iran.

No matter which approach is used, the important thing is to get the characters going to Esfahan. Once the characters have accepted the assignment, the briefing will continue. In order to facilitate the adventure, the briefing is given below as per page 31 of the *RDF Sourcebook*.

1. Maps: The character should be given the following maps:

- a. Map of the general area.
- b. Map of the Signal Company Compound.

2. Hostile Forces:

a. Soviet Forces

(1) 74th KGB Motor Rifle Regiment (1100 men, 11 AFVs): Stationed in Esfahan. Used primarily for maintaining civil order. Used also to guard key installations including signal company compound.

(2) 19th Motorized Rifle Division (4000 men, 32 AFVs): Divisional HQ and Rear Area Services are located in Esfahan, along with divisional tank assets. Major subordinate commands are located at Daran, Najafabad, and Shar Kord. The 19th Motorized Rifle Division maintains a high level of patrol activity in its operational area.

(3) 10th Motorized Rifle Division (4000 men, 4 AFVs): Divisional HQ and Rear Area Services are located in Shareza. Major subordinate commands are located at Izad Khvast, Borujen, and Abruq. The 10th Motorized Rifle Division is being converted to mountain division.

(4) 2nd Company (Radio Relay), 145th Signal Regiment (80 men): Located outside of Esfahan. Part of 45th Army Support Troops. Used for radio direction finding as well as other communication duties.

(5) 1st Battalion, 390th Engineer Brigade (100 men): Located in Esfahan. Another 45th Army support unit. Detachments supervise various engineering projects in the area. Unit is reported to have some EOD (Explosive Ordnance Disposal) capabilities.

(6) 451st Helo Squadron, 45th Helicopter Regiment (120 men, 1 Mi-27, 2 PZL W-3s, 1 Mi-17): Located at Esfahan airport. Detached from 45th Helicopter Regiment to provide aviation support in the area.

b. Iran (Soviet Supported)

(1) Popular Mobilization Army, 5th Rifle Brigade (1200 men, 36 ATVs): Headquarters in Esfahan along with support group. Major subordinate commands are located at Riz-e-Lanjan, Nasrabad, and Qomboyen. Considered one of the best of the PMA's field forces due mainly to its commanding officer, Colonel Fatollah Shahrestani.

(2) Political Police Unit 760 (200 men): Stationed in Esfahan. Comprised mainly of Kurds from NW Iran, the Political Police Unit 760 operates with the KGB for "special security duties."

3. Friendly Forces:

a. American Forces

(1) 3-187th Infantry/101st Air Assault Division (400 men): The current US Army unit stationed at Lordegan. The unit maintains a high rate of patrol activity within a 20-km radius of Lordegan.

(2) Battery D, 1-6th Army/18th Field Artillery Brigade (100 men, 2 towed 155mm howitzers, 2 towed 105mm howitzers): Stationed at Firebase Montgomery outside of Lordegan, the unit is a support unit from 18th Airborne Corps. Its mission is to provide heavy fire support for the defense of

Lordegan.

(3) Company A, 101st Aviation Battalion (90 men, 2 BK-117s, 1 AH-1V, 1 Westland 30-300): Stationed at Lordegan airfield, the Company A, 101st Aviation Battalion unit provides aviation support for the area.

(4) Team Bravo-99, 5th Special Forces Group (50 men): Headquartered out of Lordegan, Bravo-99's A-Teams (A-991, 992, 993, 994, 995, and 996) provide advisors for the various indigenous irregular forces in the area.

(5) Detachment 14, 619th Combat Security Group (40 men): USAF combat security police detachment for Lordegan airfield. Also does some convoy escort work.

b. Iran (U.S. Supported)

(1) 43rd Independent Mountain Battalion, Iranian People's Army (600 men): Located in Semirom, the 43rd Independent Mountain Battalion has detachments operating out of Vanak and Lordegan.

(2) 79th Cavalry Battalion, Iranian People's Army (450 cav): Located at Kosrow Shirin, the 79th has raided as far north as Shareza.

(3) 156th Provisional Battalion (400 men): Operates in area between Borujen and Shar Kord. U.S. advisors from 5th Special Forces Group.

(4) Other Irregular Forces: There are several other irregular guerrilla band forces which are operating in the area. They are led and trained by the members of the 5th SF Group. Their location varies.

4. Mission: There is a Soviet signal installation that has been set up approximately 10 km southwest of Esfahan. The installation is a part of the 145th Signal Regiment's installations in the area. There are approximately 40 technicians and operators from the 145th. Compound security is provided by a detachment from the 74th KGB Motor Rifle Regiment, numbering a total of another 40 troops with some heavy weapons, including at least one mortar.

The unit's mission is twofold. First, the objective should be positively identified and the nature of its mission determined. Secondly, if the situation warrants and the opportunity presents itself, the compound is to be assaulted and the equipment destroyed.

5. Tactical Procedures: Insertion: Air assets will be provided for the team's insertion. Helicopter assets are immediately available from A-101st Avn Battalion. Fixed-wing assets can be available within 24 hours. Landing Zones (LZs) and Drop Zones (DZs) will be selected by the mission commander. Approach routes to the objective will be selected by the mission commander.

a. Execution: The final decision on whether or not to assault the signal compound will be completely up to the mission commander. The actual plan for the assault should be drawn up by the mission commander with input from other members of the team.

b. Extraction: The primary means of extraction will be overland. All necessary assets for aerial extraction can be made available to the team. These necessary assets can consist of a rendezvous point where a pickup chopper can extract the team. There is a very high probability that vehicles will be present at the compound. If they are, then these can be used as a means of escape.

6. Administration: Any special equipment (demolition gear, silenced weapons, etc.) should be requested at least 24 hours in advance. Medevac by helicopter will be available only if the

team elects to be extracted by helicopter. A bundle containing 10 days (15 kg) worth of MREs for each member of the team will be included with the initial insertion.

7. Signal Communication: Transmit once a day between 1800 and 2400 hrs on 67.2. Alternate frequency is 71.8.

Preparing for the Mission: The players should be given some real time to plan and prepare for the mission. If possible, the player whose character is the group leader should be given the material in advance of the gaming session. This will give the group a chance to work out a plan in advance. This will save actual gaming time and make the whole session run smoother. It will also lend a feeling of realism to the game. The players should also select their equipment at this time.

SOMETHING SPECIAL

No matter how many jumps I've made, I've never really gotten used to it. There's something about jumping out of an airplane that's both terrifying and exhilarating. Each jump is a whole new experience.

Bandar Khomeyni, Tabriz, Tal-e-Khosrovi. I've made them all. Each one was different. Each one had its own feeling.

Standing by the runway at Lordegan, waiting for that big iron bird to take us north, I got the feeling that this mission was going to be something really special.

SPECIAL ENCOUNTER ONE

Sometime during the adventure, preferably while the mission to Esfahan is taking place, the player characters will encounter Major Pavel Kostenko of the KGB and his driver, Private Grigori Zarudin. The exact circumstances of the encounter should be tailored by the referee to fit into the overall flow of the adventure. For example, considering the fact that regardless of the location at which the group is inserted for the raid on the signal compound, they will have to march some distance to get close enough to spy it out, during this march, the group could encounter Kostenko and Zarudin. Similarly, after the raid on the compound, when the group is returning overland either to Lordegan or to a plane or helicopter rendezvous point, Kostenko and Zarudin could come barreling along.

No matter what the circumstances of the encounter are, the results should be the same; Major Kostenko dead of multiple gunshot wounds to the chest and head and Private Zarudin slightly wounded, but alive and willing to surrender. He will tell the group in broken English that he has "something very valuable for the Americans."

If the players decide they want to spare Grigori's life, he will be more than happy to answer questions. If asked general questions about what has happened to Kostenko, Zarudin will answer that he was driving him to meet a business contact outside of Esfahan in the Armenian suburb of Julfa when, suddenly, KGB agents popped out of the woodwork and surrounded them. When the agents ordered Kostenko and Zarudin to surrender, Kostenko whispered the command to Zarudin to "drive for our lives." Although they managed to escape from the ambush, Kostenko was fatally injured.

If he is asked about the "something very valuable for the Americans," Grigori will go over to Major Kostenko's body, assuming that the group does not stop him, and pull a small pouch out from under the major's tunic. The pouch contains a diamond approximately the size of a pigeon's egg and several smaller gemstones (a couple each of rubies, emeralds, pearls, and turquoises). For the players to determine whether or not

these stones are real (they are), someone must make a roll for a task AVG:GEO.

At this point, it should be evident to the players that the rumors about a cache of the Iranian Crown Jewels being hidden in the vicinity of Esfahan are true. Grigori will tell the players that he knows where there are more of these. In exchange for his life, Grigori will agree to guide the group to where the jewels are hidden. He will not agree to draw them a map or tell them the exact location until he has spoken to higher American authorities and has become convinced that he will not be killed after divulging what he knows. He will, however, be willing to take the group to the jewels, feeling convinced that once they have seen the size of the treasure they will be grateful enough to accept him as a Soviet defector.

If the players have already disposed of Private Zarudin (a rather tasteless act), the jewels can be found by searching Major Kostenko's body (an AVG:SCR task). There is also a set of keys on the major's body (including one key from an American padlock company), as well as a map showing several locations marked with a short notation in English (see the treasure map in the pullout section of this book). (The major used English on the map simply because his English was considerably better than that of most of his Soviet compatriots, and he wanted to make it as difficult as possible for them to read if they found it.) The notations are of spots which the major has marked as possible locations to stash drugs or other items of value.

Private Zarudin does not know of the major's map. If he has not been killed by the players, and if he is shown the map, Grigori will admit that one of the locations on the map is the hiding place of the Crown Jewels, but he will not divulge which one it is for fear that the players will kill him as soon as they decide that they don't need him.

If Grigori Zarudin is killed and the players have not found the jewels and the map because they have not searched the major's body, the referee might want to casually mention the fact that it's somewhat unusual for a major in the KGB to be out and about on his own.

For the record, Major Kostenko was on his way to a local drug smuggler to buy a shipment of heroin. The jewels which he is carrying were to be the payment for the drug.

For encounter purposes, Private Grigori Zarudin is a *Novice* NPC. In addition, there's a 30-percent chance that 1D6 + 3 KGB troops will be pursuing him at the time he encounters the players. The KGB troops will be regular NPC's.

AS LONG AS WE'RE IN THE NEIGHBORHOOD

Now the characters have an interesting decision to make. Should they go ahead and try to find the cache of the Crown Jewels while they are in the area? If they have not already completed their original mission, do they finish it, or do they abort it in favor of getting the jewels? If they *have* attacked the signal compound, do they go for the jewels immediately, taking a chance that Soviet military activity will be stepped up as a result of their raid, or do they return to Lordegan with Zarudin and hope to come back later?

And tied in with each of these considerations is the question as to what the players want out of all of this. Should they attempt to recover the jewels just for themselves, or should they let their superiors know about the treasure, in which case the group will most likely receive official sanction to recover it, but will have to turn the treasure over to the legitimate (as far as NATO is concerned) government of Iran?

RECOVERING THE TREASURE

There are two main considerations which the referee must keep in mind in running an adventure to recover the Crown Jewels. The first is whether the players have actually attacked the signal compound which they were sent to raid in the initial scenario; the second is whether they return to Lordegan before going after the jewels. A third consideration which makes less difference at the outset of the mission to recover the jewels, but matters a great deal at the conclusion, is whether or not the players have informed their superiors as to their intent. Cross-referencing the first two considerations creates four different permutations which are explained as follows (the third consideration is explained within the context of these permutations):

(1) *The group goes immediately after the jewels and has not attacked the signal compound:* In this case, the players will have to proceed on the basis of the information which they received at the beginning of their signal company raid mission. If they have not killed Private Zarudin, and they take him with them, they will have to trust him to lead them through Julfa to the ruined Armenian church. If the referee desires, whenever an encounter with enemy troops comes up, the referee may warn the players ahead of time through the person of Zarudin, as he knows something of troop emplacements in the area. On the other hand, he does not necessarily know all of the emplacements and need not be able to help the players avoid every single encounter.

If the group has killed Grigori Zarudin, they will have to proceed on the basis of the map they find on Major Kostenko.

(2) *The group goes immediately after the jewels and has attacked the signal compound:* In this case, play should proceed as in case number (1), above, except for the fact that beginning with the day after the raid, the referee should roll for an encounter twice per four-hour period. The first roll should be the normal encounter roll; the second is just to see if the group runs across any of the extra security troops which are now out and about on patrol. (Grigori Zarudin will not be aware of the presence of these troops ahead of time and will, therefore, be unable to warn the players.) On a 1D6 roll of 1 or 2, the players encounter a group of soldiers from the 74th KGB Motor Rifle Regiment; on a roll of 3, they encounter a group from the Iranian

Political Police Unit; on any other result, there is no encounter. For details on these troops, see *Hostile Forces* on the mission briefing for *The Raid*, above.

(3) *The group returns to Lordegan before going after the jewels, and they have not attacked the signal compound:* If the group is planning to return to the Esfahan area as an authorized Crown Jewel recovery team, they will receive a briefing similar to the one they received for *The Raid*, above. This briefing will include the following:

1. **Maps:** The players should be given the following maps:
 - a. Map of the general area.
 - b. City map of Esfahan.
 - c. Street map of Julfa.

2. **Hostile Forces:** The same as for *The Raid*, above.

3. **Friendly Forces:** The same as for *The Raid*, above.

4. **Mission:** To find and recover the Iranian Crown Jewels.

As there are not many men to spare, and as a large group of NATO soldiers advancing on Esfahan is likely to precipitate a major conflict, the number of soldiers taken on this raid will not be increased dramatically from the number taken to raid the signal compound. However, the referee may want to let the players take along with them a few extra characters to fill the group out a bit, especially if they request specialists in any particular fields.

5. **Tactical Procedures:** This part of the briefing is identical to that given for *The Raid*, above, with the sole difference being that the raid will be on the ruins of an Armenian church in Julfa instead of a signal compound outside of Esfahan.

6. **Administration:** Identical to the same portion of the briefing for *The Raid*, above.

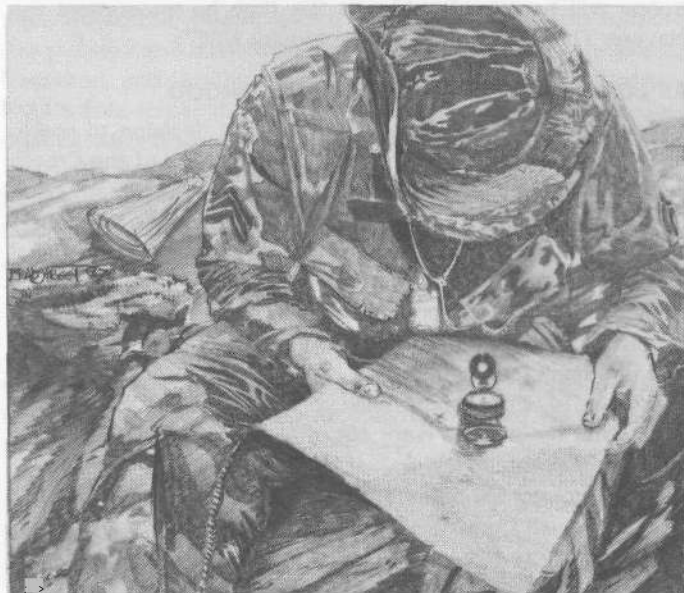
7. **Signal Communication:** Transmit once per day between 2000 and 2400 hours on 63.4. Alternate frequency is 38.0.

(4) *The group returns to Lordegan before going after the jewels, and they have attacked the signal compound:* In this event, the group will receive the same briefing as in case number (3), above, with the addition that they will be informed of the increase in patrolling activity on a line approximately 15 km south of Esfahan by units of the 74th KGB Motor Rifle Regiment and the Iranian Political Police.

KOSTEIMKO'S MAP

In his running out and about the Esfahan area, Major Kostenko has come across a few special spots which have been useful for the purpose of stashing smuggled drugs and the like. Until the time of his death, he was constantly on the lookout for new special locations. The four spots which he commonly used are drawn on a rough road map which he always kept on his person. It is this map which the players find hidden under his clothing upon searching his dead body. These locations are outlined below.

The Shar-I-Kurd Police Station: Sharp players will quickly come to the conclusion that Shar-I-Kurd is actually Shar Kord on the map which they received from their headquarters before leaving Lordegan. They will also notice that the town is represented as rubble. Over the past months, Shar Kord has been bombed repeatedly to prevent it from being used by NATO forces as a forward base, until at the present, very few buildings remain standing—one of them being the town police station. Major Kostenko liked the looks of the police station as a place to stash his loot, but as it is so close to NATO lines, he has rarely kept anything there for very long. Such is the case when and if the players decide to search this location. There are signs that



Kostenko visited the spot within the past few weeks (a few empty packages from Russian military rations lie about the old ashes of a fire in the receiving room), but nothing of any value remains stored here.

The Armenian Church in Julfa: This is the spot to which Private Grigori Zarudin leads the players if they follow him. Much of the suburb of Julfa was destroyed in the fighting for Esfahan, but many buildings remain largely intact, including the main cathedral of the Church of Bethlehem (a diagram of which may be found in the center section of this book).

One of the many interesting things about this church is that, in order to prevent the exterior from disintegrating with age, it was covered over with brickwork many years ago. When this was done, the sides of the apse were widened slightly to create two, small, secret rooms. These secret rooms were originally used to store some of the treasures of the church when anti-Armenian sentiment began to build during the reigns of Shah Suleiman and his successor, Shah Sultan Hosein. It was in these two rooms that the Crown Jewels were hidden by the rescue mission group which the National Emergency Council sent to Esfahan in 1997.

When their group arrives at the spot, the players will find indications that a large group of people has been searching the cathedral within the past few days. There are signs in the rubble that something (or some things) very heavy have been dragged along the floor from the left-side secret room (the door of which is still open) to a set of truck tire tracks in the lawn outside.

For some reason, however, the right-side secret room has not been discovered. If Private Grigori Zarudin is with the group, after taking a quick look around the left-side room, he will immediately cross to the right-side one and open its door. If Zarudin is *not* with the group, it will require an AVG:CBE or CVE roll to discover the unopened room by comparing inside and outside dimensions of the apse and/or visually inspecting the right wall for a secret door.

Once inside the right-side room, the group will discover that it, too, has been cleaned out. An ESY:SCR or INT or EDU roll will reveal a few (2D12) gems nearly buried in a small pile of rubble in one corner, apparently dropped as a container was being removed from the room.

Grigori Zarudin is likely to be a bit nervous at this point. He has led the group through dangerous territory, promising them wealth beyond their dreams, only to bring them to a couple of empty rooms. The players are apt to be a bit irritated with him, and the referee should take this opportunity to role play for all it is worth.

Referee's Note: Unknown to Private Zarudin, fearing his fellow KGB members, Major Kostenko was busy moving the treasure to another location the last few days before his death. He was, however, unable to move the two largest pieces of the collection alone: the Pahlavi Coronation Throne and the golden globe of the world. In his rush, and in frustration at being unable to move the largest pieces, he neglected to reseal the entrance to the left-side room.

Shortly after all of this, the KGB found the cathedral for themselves and carted away the throne and globe. They are, of course, very anxious to find the rest of the treasure as well.

The Esfahan Airport Shed: Although bombed and shelled heavily during the fighting for Esfahan in 1997, the Esfahan Airport has been partially rebuilt—at least enough to provide landing and servicing facilities for the few planes and helicopters

which the Soviets keep in the air of Northern Iran. Bomb and shell damage to the airport has been most heavy in the center, dividing the two less damaged ends from each other. At one end lies the repaired hangars, runways, and administration buildings; the other end holds only abandoned runways and three ramshackle sheds.

As is explained in the previous chapter, one squadron of the Soviets' 45th Helicopter Regiment has been assigned to what remains of the Esfahan airport. If the player group attacked the signal compound southwest of Esfahan (see the introductory mission to this adventure) at any time before coming to the airport, one company of the Tudeh Special Political Police will have been assigned to an around-the-clock patrol of the area around the airport to a distance of 5 km. Although the listed strength of this special police company is 100 men, the referee may decrease its size if he or she desires. (Remember that the Special Political Police suffer from both desertion and assassination.)

When the players inspect the sheds, they will discover that one of them has been locked with an American padlock. The key to this lock is on the key ring which was found on Major Kostenko's body. Inside the shed is a cot, blankets, a kerosene lamp, a few old Russian novels, a case of grenades, a few boxes of ammunition for the major's Makarov pistol, and a crate full of unused plastic thermoses. If the players inspect the thermoses, a DIF:INT roll will bring to their attention that the thermoses are a little heavier than would be expected. If for any reason they disassemble the thermoses (unscrew the bottom in order to take the inner lining out of the outer sleeve), inside, between the lining and the shell of each, they will find a plastic bag containing about a half a kilo of heroin. Total for the crate is right at 10 kilos (20 bags). Also, among the novels, the group will find the major's diary. If they are successful in an AVG:LNG (Russian) roll, they will find that the final two lines say, "The rest of the KGB is wise to me. I must move the jewels."

The Arya-Mehr Steelworks: This plant was first being constructed when the last Shah was removed from power by the revolution of 1978-79. Although soon involved in a war with Iraq, the revolutionary government completed the plant and put it into operation. It remained operable until mid-1997, when, amid the firing of tactical nuclear weapons between Soviet forces and the Americans falling back toward the Persian Gulf, Arya-Mehr suffered a small ground-burst nuclear explosion.

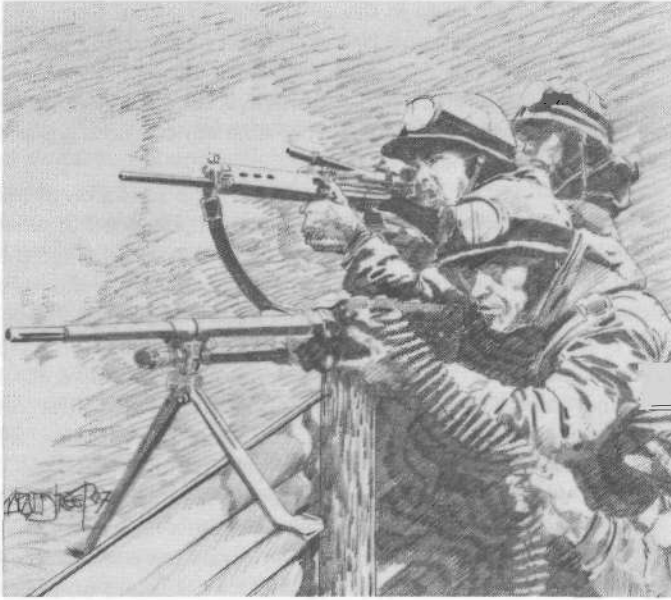
Although not directly hit itself, the steel plant was nearly flattened and was highly irradiated. At the far end of the building, where it was protected slightly from the blast, a portion of one wall, with a door, remains standing. This section of wall supports a piece of the building's roof in such a way as to create a sort of lean-to. It is in here that Major Kostenko has hidden the major portion of the Iranian Crown Jewels (see the church at Julfa for further explanation).

Characters entering the hiding place are exposed to radiation from the steel framework of the building just as if they were standing in an impact crater (see page 17 of the *Referee's Manual* for an explanation).

For a quick description of the Crown Jewels which the players will find in this hiding place, the referee should refer to the narrative section at the opening of Chapter 2 of this book.

ENDING THE ADVENTURE

King's Ransom can be played with various goals. The most obvious goal is the recovery of the crown jewels. If the characters successfully pull this off, they are then faced with



a couple of very interesting problems.

First of all, if the group recovered the jewels without official sanction, they are guilty of looting. Remember that unlike Europe, there is still an organized military and civilian infrastructure in the Persian Gulf region. If caught trying to sell the jewels, the group could find themselves facing criminal charges. Since the jewels are considered an Iranian national treasure, and the characters would therefore be turned over to the Iranian government for trial, the penalties (if the characters are convicted) would be quite severe.

If the group turns the jewels over to the proper authorities, then no action would be taken (although the group would still technically be guilty of looting). It should be possible for the group to be allowed to keep some of the loose gemstones. The group would certainly be considered heroes by the National Emergency Council (it never hurts to have the host government owing you a big favor).

Should the group decide to go ahead and sell part or all of what they've got, rather than turn it over to the authorities, the following is a list of potential buyers.

Intelligence Support Agency (ISA): The American intelligence organization in the Persian Gulf Region (page 14 of the *RDF Sourcebook*). They would be willing to buy the jewels to see that they are returned to the Iran Nowin government.

There is a 10-percent chance that the ISA will double-cross the group. There is a 100-percent chance that the ISA will begin an investigation into the matter. Their main priority will be to recover the jewels. Subsequent events should be determined by the referee.

National Security Force: The national police and intelligence organization of the Iran Nowin National Emergency Council. They will be most anxious to recover the jewels. They will pay only if there is no other way. If the NSF becomes aware that the jewels may possibly have been recovered, they will launch a massive manhunt to find the characters. Subsequent events should be determined by the referee.

Mossad: The Israeli intelligence service would like to obtain the jewels to increase Israeli influence with the Iran Nowin government. The Mossad will try to obtain the jewels without paying, but once a deal is made they will stick with it. There is a 40-percent chance that the Mossad will inform the rest of the Allied Joint Intelligence Task Force (AJITF) before the deal

goes down, and an 80-percent chance of it afterwards.

KGB: The KGB wants the jewels back mainly for the wealth they represent. They also recognize the potential of a few of the larger pieces of the treasure (the Pahlavi coronation throne, certain of the crowns, and the like) to swing the favor of the common people toward the faction which holds them. For this reason, if the KGB held all of these pieces, they would let the word out that the People's Democratic Republic of Iran now held the Crown Jewels. The KGB would, of course, hold the treasure in safekeeping until the nation of Iran was freed from the "tyranny of the imperialistic NATO powers."

One of the KGB's members (Major Kostenko) has been using the jewels to buy drugs (specifically heroin), which he has been selling to the Soviet Army. Other KGB officials have also been involved in drug smuggling (for a perfect example, see General Major Nikita Kurdakhov on page 27 of *The RDF Sourcebook*). The problem has been that these officials have not had the good fortune to find the Iranian Crown Jewels and use them for financing. These officials' only quarrel with Major Kostenko was that he tried to keep all of the action to himself. Therefore, they had to kill him.

The KGB will do literally anything to recover the jewels. Dealing with them is, therefore, extremely dangerous.

GRU: The GRU is another potential buyer for the Crown Jewels. They see them as a means to finance GRU operations. Also, they would be just as interested in obtaining information from the players concerning the KGB's drug smuggling operations. Like the KGB, members of the GRU are extremely dangerous to deal with.

DGSE: This is French military intelligence agency. This group would be very willing to pay for the jewels. Their primary motivation in doing so is that they are sure that if they could obtain the Iranian Crown Jewels and return them to the Iran Nowin government, it would increase French prestige and influence in the area. There is a 30-percent chance that the DGSE will inform the AJITF. If they do, it will be after they obtain the jewels.

Shir Iran (Lions of Persia): Shir Iran is the underground Iranian monarchist movement. This organization would also do anything to get their hands on Iran's national treasure for two reasons. First, the wealth which the treasure represents would ensure that Shir Iran could purchase anything they felt that they needed in order to regain control of the country. Second, by putting the Crown Jewels back into the hands of their candidate for the position of Shah, they believe that they would gain more support among the people as they proclaimed that Allah had returned the Crown to its rightful owner.

Shir Iran would make no payment to the players, although they would promise some. Even if the players return the jewels to the Iran Nowin government, there's a 40-percent chance that an "enforcer squad" from Shir Iran will attempt to kidnap one of the characters with the intention of forcing him or her to tell where the rest of the treasure is. Subsequent events should be determined by the referee.

ONE FINAL NOTE

King's Ransom is primarily what is often called an *open-ended* adventure, as opposed to being a *linear* adventure. This means that instead of detailing a particular course of action for the players to take and laying out specific encounters along their path, a world is described (the world of central Iran) within which they may wander at will. The referee need only be familiar with what groups tend to be where, and, with the help of random

encounter rolls, he or she can run any number of adventures in the area.

A suggestion to the referee is in order at this point. Don't let the adventures *simply* be a matter of rolling for encounters, however. *King's Ransom* is also intended to be a wild and woolly treasure hunt—a race against time to find the Crown Jewels before the KGB does. If your players are getting the stuffing kicked out of them in a particular encounter, have members of the 79th Cavalry Battalion come riding in on camels and bail them out (making a secret die roll to convince the players that this is a legitimate part of the encounter), or have a sudden air strike by members of the 101st AAD. If the players desperately need a vehicle, have a GRU member leave one running in front of the Post Office while he runs in to drop off a letter. If at some point in the adventure the group is at a loss as to what to do next, have an NPC come along, get to talking, and make a suggestion.

Conversely, just as the characters are leaving the cathedral in Julfa or the Arya-Mehr steelworks, the KGB might show up (regardless of encounter rolls) and begin firing upon the players' group. With a little bit of ingenuity, the referee can keep things rolling at just the right pace to maximize both player tension and player enjoyment.

Finally, if the players decide to sell such a large portion of the jewels that the referee is concerned about running further adventures with such well heeled characters, yet the referee does not want to solve the problem by having them killed by one of the more violent agencies listed above, another solution is at hand. That is, on each of their missions, the characters have been instructed to maintain radio contact. If they have done this as they searched for the treasure, either their superiors know just what they are doing, or the players have been telling tall tales. If they have *not* remained in radio contact, their superiors will have grown very worried. Add to this the fact that the KGB has been much more active of late (searching for the Crown Jewels and possibly for the characters), and the referee has a perfect excuse for a rescue mission to meet the characters as they return, confiscate all but a few of the jewels from them, hand them some medals, pat them on the backs, and tell them to get lost. Or, if the referee prefers instead to use pressure from within the group, any NPCs which they have hired are likely to insist that the jewels go to the proper authorities. Whatever the referee's choice, the group should be allowed to keep enough of the treasure to make its members feel that they have accomplished something for themselves.



Further Adventures in the Area

King's Ransom is designed to provide the **Twilight: 2000** referee with material for numerous additional adventures in central Iran. Encounters and problems which arose during the course of the main adventure may well suggest possibilities for other adventures. Some suggested adventure ideas are as follows:

Ducks in a Barrel: The commanding general of the Soviet 45th Army, Lt. General Leonid Semchenko, is coming to Esfahan to meet with the commanding officers of the major military units in the area. They will be discussing General Suryakin's planned offensive and their parts in it. Officials there will include Major General Konstantin Yermolayev, CO of the 10th MRD, Major General Alexander Vostokov, CO of the 19th MRD, Colonel Boris Chapayev, CO of 74th KGB MRR, and Colonel Fatollah Shahrestani, CO of the PMA 5th Rifle Brigade. They and their staffs will be meeting in the Shah Abbas Center in Esfahan.

A successful commando strike while the meeting is in progress would wreak havoc with the command structure of the 45th Army. It's an opportunity to steal valuable maps and papers and indulge in the time-honored sport of shooting at generals.

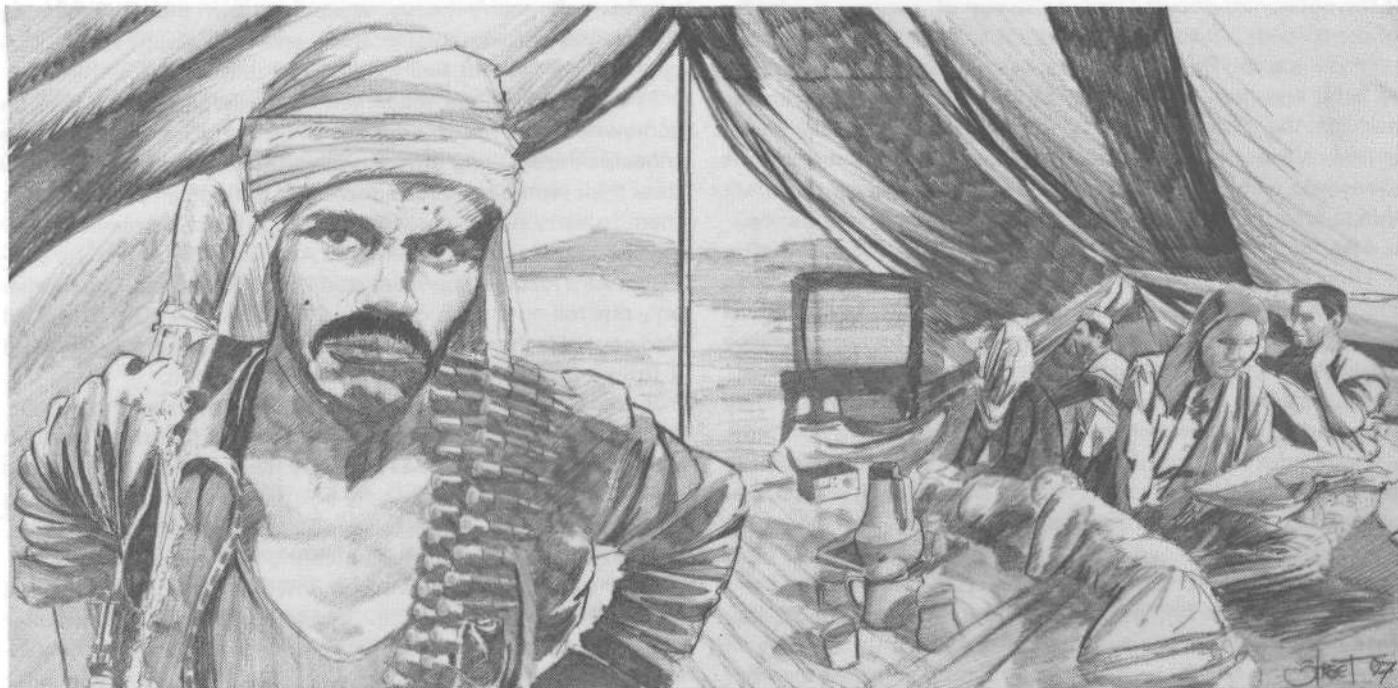
In order to facilitate play of this adventure, the pullout section of this book contains floor plans for the Shah Abbas Center in Esfahan. The referee should note the hidden tunnel running from a storm drain to the hotel's basement. Its existence can be revealed to the players by their superiors or by Pasdaran guerrillas, as the referee desires.

Over the Fence: The commanding officer of the PMA 5th Rifle Brigade, Colonel Shahrestani, has become very disenchanted with the Soviets. He has given some serious thought to changing sides. Since the colonel is very popular with his troops, there's a very good chance that most of his command would come over with him. He is also a hero of the revolution, so his defection would give the Tudeh government in Tehran some serious credibility problems.

Assisting Colonel Shahrestani to defect could be a separate mission for the group. It would provide an interesting change

of pace from regular military missions.

If Colonel Shahrestani is successful in murdering his wife and lover before escaping with the characters, the repercussions will be calamitous for the People's Republic of Iran. The KGB will attempt to disarm the PMA's 5th Rifle Brigade. The Iranians will resist the efforts, and a civil war will soon break out. Depending on how much command and control is left, the 45th Army will attempt to restore order. During the chaos, the characters could be sent back into the area on a variety of missions ranging from recon to sabotage.



Southwestern Sector

This chapter deals with Section 1, the southwestern, NATO-controlled area of the *King's Ransom* map, which is bounded toward the north and east by a line that passes through Lordegan, Vanak, Semirom, Hannah, Kosrow Shirin, and Sedeh. Before the war, herding and farming were the predominant occupations in this area.

This region was the scene of some of the most intense fighting of the war. As a result, the area is severely depopulated. Several towns were bombed or shelled into ruins, and the countryside still bears the scars of the fighting.

The area is beginning to recover now, however. The Bakhtiari, tribesmen native to this region (see page 34 of the *RDF Sourcebook*), are once again moving back with their herds of goats, cattle, and sheep. Towns and villages are becoming repopulated. Also, a few daring and enterprising merchants from the southern coastal cities and Shiraz are beginning to send caravans, with heavily armed escorts, northward to begin trading again.

Geographically, the land consists of high mountains with hills and valleys between them. These hills and valleys are covered with light woods and scrub brush, and transportation is primarily by horse, camel, or foot. Vehicles are confined to the road network, which is in pretty bad shape. Depending upon the time of the year, the rivers can be anywhere from 30 centimeters to three meters deep. At the time of this adventure (spring 2001), the average river depth is two meters.

Referee's Notes: It is only natural that characters from NATO forces know the NATO-controlled portion of central Iran better than they will know the Soviet-controlled area, or the No Man's Land which lies between the two. If the referee is using the *RDF Sourcebook* guidelines for rolling up missions for the players, it will be noted that a good many of these missions occur near or behind friendly lines. The referee might want to make sure that earlier missions are rolled from the regular operations column simply because the players' superiors at Lordegan will want

to both test them out and let them gain a feel for the land before sending them on more dangerous special operations beyond the NATO-controlled area.

For these reasons, material in this chapter on the NATO-controlled area is *much* more extensive than material on the other two areas—particularly the encounters. This will aid the referee in running a rich, fairly long-term campaign in central Iran, in which rumors of treasure to be found behind Soviet lines will slowly come to light.

Towns: Lordegan, Vanak, and Bozorg.

Villages: Nazarabad, Kosrow Shirin, Kalvart Olya, Sedeh.

Ruins: Hannah and Semirom.

RUMORS AND INTERROGATION RESULTS

Page 48 of this book contains extensive listings of rumors and interrogation results for locations in central Iran. Each section (NATO-controlled, No Man's Land, and Soviet-controlled) contains its own chart for rumors encountered in that area. When a particular rumor or interrogation result occurs in an encounter in a particular area, the referee need only turn to page 48 to learn the particulars of that piece of information.

RUMORS & INFORMATION

2D6	Result
2	Rumor A
3	Rumor J
4	Rumor C
5-6	Rumor I
7-8	Rumor S
9	Rumor F
10	Rumor G
11	Rumor N
12	Rumor M

ENCOUNTER TABLE

2D6	Result
2-3	Animal
4	Danger!
5-8	No Encounters
9	Civilian-1
10	Civilian-2
11	Troops-1
12	Marauders

Civilian -1: The characters encounter a group of 2D6 nomadic Bakhtiari tribesmen with their families and herds of sheep. There are 1D6 dependents for each nomad. The tribesmen are armed with a variety of US and Soviet small arms. They are friendly.

If the encounter occurs toward the end of the day, the leader of the nomads, Hashemi, will invite the characters to share the nomads' camp. The characters will be treated to a fine dinner of lamb and rice. If they offer to share their MRE's with the nomads, the tribesmen will accept gladly as long as they do not contain any pork products. If any MRE should contain pork, the tribesmen will return the pork entree but will keep the other things which the MRE pack contains, especially the candy.

After dinner, the men will gather around the campfire after posting sentries. All male characters will be invited to join in the time-honored sport of tale-telling. The nomad women will be left to their own devices, and any female characters will be expected to go with them.

At this point, the players need to make a decision: do they allow female members of the party to be forced away from the talk around the fire, or do they insist that they be treated the same as the male characters? This is not merely a question of women's rights; it is more a question of whether American Army females, who have been fighting alongside their male counterparts in a cohesive unit in which everyone relies upon everyone else in a firefight, should be treated as though they were merely Moslem wives and daughters. Although the players do not know it, Hashemi himself is wondering how to treat female American Army members, and how he will act with other groups in the future depends upon what choice the players make right now.

If the group decides to insist that all of its members be treated alike, Hashemi will confer honorary male status upon the females in order for the tribesmen to understand. If, instead, the group decides to send its female members away, the referee should make them stick with that decision during the remainder of their visit with these tribesmen.

If the group splits, the male members will be sitting around the large campfire, listening to the tribesmen's bull session, while the females retreat to a smaller fire near the tents, where the tribeswomen will gossip while weaving and the like. The tribeswomen will be polite, but reserved, toward these American

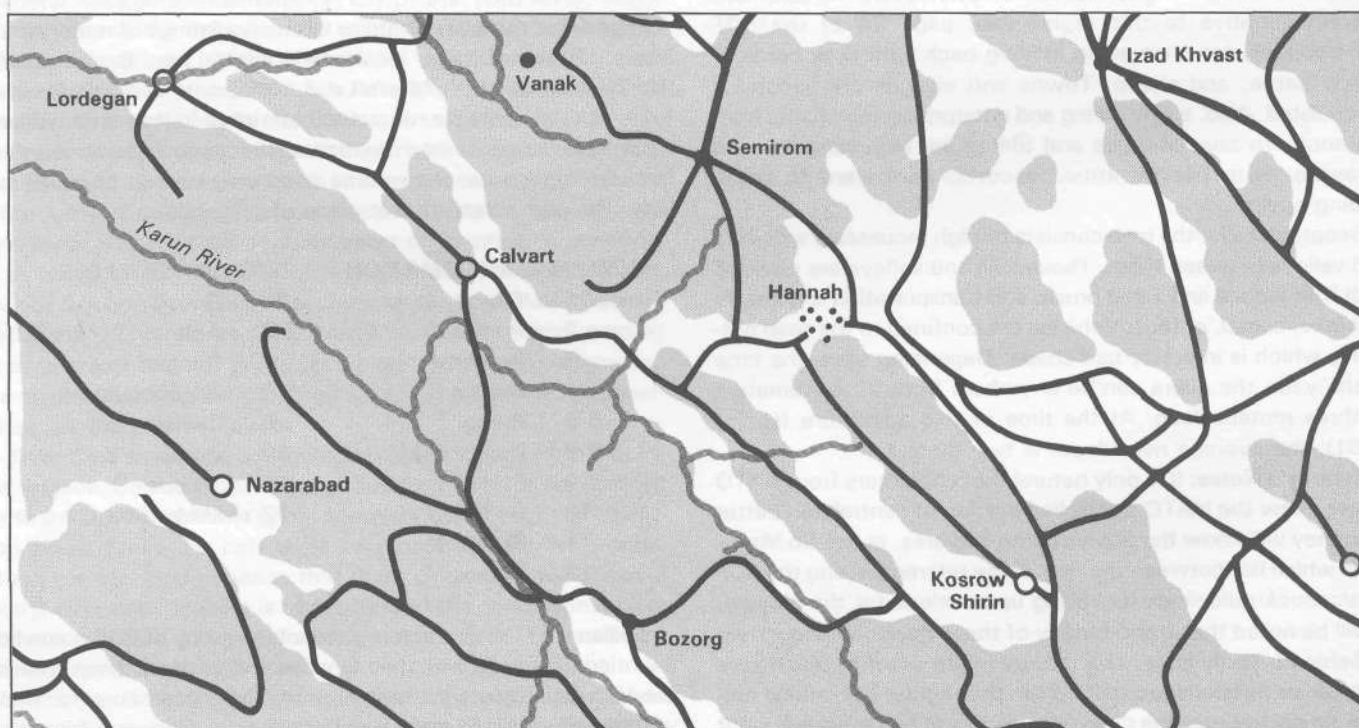
women who carry heavy weaponry, but they talk among themselves with much animation, and, as a result, female party members will get five rolls on the rumor table.

The attitude of the tribesmen at the large fire will also be somewhat reserved toward the male party members, as the tribesmen are having difficulty understanding why Americans treat their women as Moslem women during camp, but expect them to carry heavy weapons and to protect themselves during combat. It seems to them that Americans must be very confused. As a result of this reservation, male characters will receive only one roll on the rumor table. A successful AVG: INT roll will also cause Hashemi himself to tell rumor F, saying that he heard it from a cousin who lives in the Esfahan area.

If, instead, the group has insisted upon remaining together, Hashemi will explain to his fellow tribesmen that the American women are to be treated as honorary men, and the atmosphere around the main fire will be very boisterous. During the laughing and jesting, the group will receive eight rolls on the rumor table, in addition to Hashemi's volunteering of rumors F and N.

After a few hours, all will bed down for the night. Hashemi will assign a rotating watch. Should the characters volunteer to assist in guarding the camp, Hashemi will at first politely inform them that they are his guests, and, as such, they are under his protection. It will not take much, however, to convince him to allow the characters to assist in guarding the camp. After all, these are perilous times, and Hashemi appreciates good fighters. Each character will be assigned a partner, one of the tribesmen. Any female characters who volunteer will either be welcomed if the group stayed together earlier, or, if the group split earlier, they will be politely told that they are needed to guard the women and children in the inner camp. Whether or not the night passes peacefully is up to the referee. In the morning, the two groups will go their separate ways.

Referee's Notes: This encounter is designed to remind the players that they are indeed in a foreign land and are dealing with a culture that is very different from their own. It is also intended to suggest ways of dealing with these differences.



The language problem has been glossed over somewhat on the assumption that the characters and the tribesmen speak enough of each other's language to communicate basic concepts. If the referee so desires, language skill rolls could be made at appropriate times. In this case the language is Farsi. After this encounter is gamed through, any other results of Civilian - 1 on the encounter table are dealt with as follows:

1D6	Result
1	1 D6 Refugees
2	2D6 Refugees
3	1 D6 Hunters
4	2D6 Hunters
5-6	No Encounter

Civilian-2: The characters encounter a merchant caravan consisting of one 2 1/2-ton truck, two 3/4-ton trucks, and four Land Rovers. All vehicles are heavily armed. There is a 12-man National Security Force contingent in three HMMVW's as well. One of the 2 1/2-ton trucks is broken down by the side of the road, and when the characters come upon the scene, there is an argument in progress between the merchant, Reza Ghulami, and the NSF officer as to whether or not the truck should be abandoned. An AVG:INT roll will give the characters the idea that the caravan group should be approached cautiously to avoid a possible Shootout.

Once the characters have made peaceful contact, Reza Ghulami will appeal to them for help in fixing the truck. The NSF officer, Lt. Abdul Rhezeg, will grudgingly give his consent, but will allow only another 30 minutes before he and his men go on. Repairing the truck takes an AVG:MEC roll to get it jury-rigged to proceed to its destination, Lordegan. To effect a permanent repair requires a DIF:MEC roll. Should the characters attempt to fix the truck, they will be in for a surprise. Its cargo consists of 12 young women who are to serve as dancers in a club that Ghulami plans to open in Lordegan. The girls will flirt outrageously with any male characters. Ghulami will explain that he is but a humble entrepreneur and humanitarian who is trying to bring some civilized entertainment to the gallant American soldiers who have come from so far away to help defend his country against the godless Russian dogs. He will continue this spiel ad nauseam either until the truck is repaired or until it becomes obvious that it cannot be.

If the truck is repaired, Ghulami will thank the group profusely and invite them to journey with the caravan to Lordegan. If the truck cannot be repaired, Ghulami will simply shake his head and say that it is the will of Allah. He will then load the girls into several of the other vehicles. If the characters have vehicles, Ghulami will ask them if they could take several of the ladies. "After all," he says, "what gallant American soldiers could allow such fair maidens to endure the rigors of a trip jammed in the back of a truck already loaded with rugs, tables, and other such accoutrements?"

Should it be close to sundown, the caravan will camp for the night. The characters will be most welcome to stay, of course, and Ghulami will promise them some compensation for their time and troubles. Lieutenant Rhezeg will also be glad to have them, especially for their firepower. During the evening, Ghulami will produce a bottle of French cognac and offer it to the characters ("for medicinal purposes"). If the players drink with him, he will grow quite talkative, which will allow 2 rolls on the rumor table. He will also give rumors R and S. Several of the girls will begin

playing musical instruments while the others perform belly dances. All of this commotion will make Lt. Rhezeg somewhat nervous, and after a while he will insist that more quiet forms of entertainment be sought. He will give rumor N as his justification.

(If the characters do not drink with Ghulami, he will press them to do so, giving rumor R in the process of trying to stir up comradely conversation. If the characters still refuse to drink, Ghulami will become insulted, and he and his group of dancers will avoid the characters from that point on.)

Later that night, a band of 2D6 + 6 marauders will attack the caravan. The players' group and the NSF soldiers should be able to drive them off without much trouble, although any characters who have been drinking with Ghulami will be at half their normal skill percentages due to intoxication. During the attack, Ghulami and his drivers will pitch in and help as best they can. Most of the dancers will get in the way or hide under the trucks. Two of them, however, will grab whatever weapons are handy and join in the firefight (count them as Veteran NPC's). These two girls, Layla and Izmira, are explained further in the referee's notes.

Any captured marauders will give result B on an interrogation roll. Whether or not the characters will want to go hunting for any surviving marauders in the dark is up to them, but Lieutenant Rhezeg will do his best to discourage any such mission, saying that the caravan needs all the help it can get. Besides, those who escaped can be better handled by a mission from Lordegan. When all the excitement is over and any prisoners taken care of (one way or another), Ghulami will again become the generous host and grateful businessman. He will offer the characters several more bottles of cognac and a box of cigars. Those characters who drank with him earlier must make a DIF:INT roll in order to refuse.

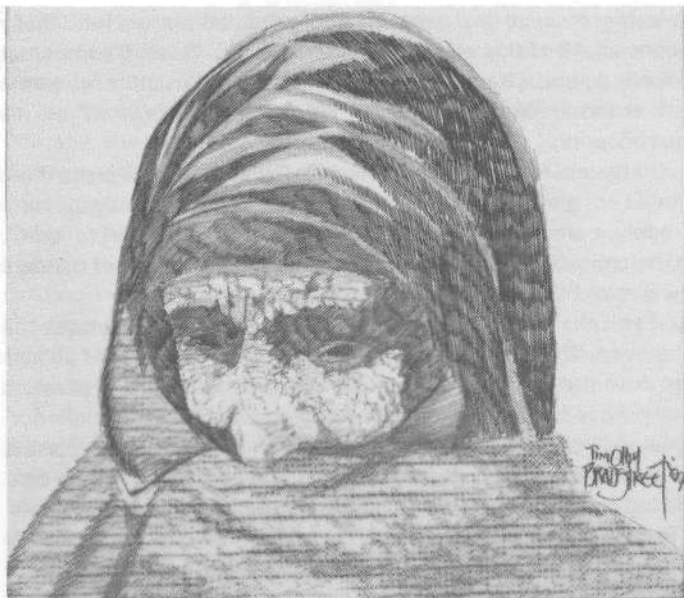
At daybreak, the characters can either continue on their own way or escort the caravan the remainder of the way to Lordegan (with each night bringing more cognac, more rumor rolls, and—on a 5 or 6 on 1D6—more marauders). Whether the players' group remains with the caravan or not, their experience with Ghulami will certainly be memorable.

Referee's Notes: As the players might infer from their behavior during the marauder attacks, there's more to Layla and Izmira than meets the eye. In fact, both of them are agents employed by the Intelligence Support Agency's counterintelligence section. They are on their way to Lordegan to assist the ISA's field agent there in breaking up a suspected GRU spy ring. If the referee so desires, he or she may involve the players in their mission as a means of getting further information about the Iranian Crown Jewels or save such a mission for a future adventure. Once this encounter is completed, the referee should use the subtable in the Civilian-1 encounter.

Troops: When Troops comes up on the encounter table, the referee should roll 1 D6 and consult the following table, or he or she may simply select the encounter that seems appropriate.

(1) 1D6 + 6 American troops on patrol. They are from the 3-187th Infantry, the unit which is currently at Lordegan. Talking with them will produce one roll on the rumor table (GI scuttlebutt).

(2) 1 D6 + 6 American troops and 2D6 + 6 Iranian troops out on an anti-bandit sweep. The Americans are from 1st Battalion, 26th Military Police Brigade, and the Iranians are from the 43rd Mountain Battalion. Talking with them will give one roll on the rumor table plus rumors D and N. The characters will be invited



to join in the sweep. If they decide to do so, then subsequent events are up to the referee.

(3) 3D6 Iranian Kurdish cavalry troopers from the 79th Cavalry Battalion, on camels and horses. They are returning from a raid up north. Talking with them will give one roll on the rumor table as well as giving rumor B. The troopers will also say that the morale of the Soviet 10th Motorized Rifle Division seems extremely low, and many of the soldiers seemed less than enthusiastic about fighting.

(4) 4D6 Pasdaran guerrillas from the 156th Provisional Battalion with two US Special Forces Advisors. They are on their way back from operations in the Shar Kord area. Talking with the guerrillas will give rumors A, I, J, and Q at the referee's discretion. Talking with the two SF advisors will give rumor K.

(5) 1D6 + 2 Russian soldiers. These troops are from the 19th Recon Battalion of the 19th Motorized Rifle Division. Two of them are Elites while the rest are Veterans. They are armed with standard Soviet small arms. They will not initiate hostilities, but will instead shadow the characters for 2D6 four-hour periods. If a firefight does occur, then the Russians will do their best to disengage. If the characters capture any of them, all that the Russians will reveal is interrogation result A. A successful DIF: INT roll will give interrogation result G.

(6) An unseen sniper opens fire on the characters. He will take two shots and then disappear into the scenery. He is considered an Elite and is armed with a Galil Sniper Rifle. Spotting him requires a successful DIF: RCN roll. Who this sniper is, and why he is shooting at the group is left up to the referee's discretion.

Marauders: On an encounter result of Marauders, the referee should roll 1 D6 and consult the following table. If the referee desires, he may pick an encounter from the table rather than rolling for one.

(1) 4D6 Marauders. They are armed with a variety of US and Soviet small arms. The band is generally ragged and hungry-looking. They will attack if they think that they can get surprise. Only 2 of the group are Elites. The rest will either be Veterans or Regulars. They will press home their attacks with a desperate ferocity until they lose one third of their number; then they will break off the attack and run. Interrogating any captured marauders requires a successful AVG: INT roll to get interrogation result E. The interrogator will also get rumors L and O.

(2) The characters see what appears to be two shepherds on

a hillside about 800 meters away. There are several goats around them. A successful DIF: RCN roll will reveal that there are more figures hiding among the rocks and bushes. Should the characters fail their RCN roll, 2D6 marauders will open fire on them with an assortment of small arms. Consider the marauders to be Regulars. The firefight will last until the marauders kill or cripple the characters or they lose 20 percent of their own numbers. If the marauders take 20 percent casualties, they will attempt to disengage. If the characters succeed in their RCN rolls, they may either attempt a counterambush or avoid the situation entirely. If they choose to avoid the situation, the marauders will not pursue. Subsequent events are left up to the referee.

(3-5) The characters encounter a band of marauders as per the basic *Twilight: 2000* tables. The only difference is that the referee should roll a D6 instead of a D10 to determine the number of base units present.

(6) The characters come across what appears to be eight American soldiers, all armed with standard US small arms, robbing a group of refugees. They are extremely brutal in their treatment of the refugees. Should the characters ask, the leader of the group will introduce himself as Staff Sergeant Curt Lannham and claim that he and his troops were merely conducting a routine check of these people to see whether or not they were marauders. A successful AVG: INT roll will indicate that he is lying. Actually, Lannham and his troops are members of the "Junkyard Dogs," a marauder band composed almost entirely of American deserters. Should the characters believe Lannham, he will be content to let them go on about their business. If, however, the characters realize that he is lying, or if they become too inquisitive, Lannham and his gang will open up on them. The referee should remember that the "Junkyard Dogs" are not only marauders, they are also deserters from the US military. To them, being captured is the same as being killed. Subsequent events are up to the referee.

LORDEGAN

Before the war, Lordegan was a sleepy mountain town. Its only distinguishing feature was an airfield built by the old Imperial government for the benefit of several large Western corporations that were working in the area. The majority of the town's population were Bakhtiari tribesmen. In 1994, Lordegan was used as an advance base by the Iranian Army during operations against the Mourabatin/Tudeh guerrillas. The town suffered some damage as a result of guerrilla attacks but remained intact. The airfield facilities were expanded and improved, and a local militia battalion was raised to assist in security duties. Overall, the people of Lordegan were quite ready to defend their town against all comers.

When the Iranian Civil War broke out in the spring of 1996, Pasdaran units from around Esfahan moved in and occupied the town. At first, the people of Lordegan welcomed the Pasdaran as Islamic freedom-fighters and proceeded to go about their business in much the same manner as they always had before. Unfortunately for them, the Pasdaran had other ideas, and it wasn't long before they had worn out their welcome. Before any real violence could erupt, however, most of the Pasdaran units had gone north to join in the Great March on Tehran.

The next military unit to occupy Lordegan was a battalion from the 78th Infantry Brigade, Iranian People's Army. The IPA troops were much better behaved than the Pasdaran, and the populace did what they could to make the soldiers feel welcome. As

Western military and economic aid poured into Iran, Esfahan received a share, mainly to improve the airfield to the point where Iranian Air Force C-130's could use it.

The war came to Lordegan in December of 1996 in the form of an airstrike by the Soviet Transcaucasus Air Army. The SU-24's hit the airfield with runway-cratering bombs and hit the town with a few 250 kg general purpose bombs. Surprisingly, the local defense forces actually managed to down one of the attackers with a couple of Stingers. Repairs to the airfield were accomplished within a few days, and the AA defenses were beefed up.

Throughout most of 1997, the citizens of Lordegan saw many different armies pass through the town. First it was the Iranian People's Army on its way south. Then the Russians came through. Next came the Americans and Iranians pushing the Russians back north. All too soon, however, the Americans and Iranians were forced to retreat south once again. The Russians moved in and occupied Lordegan from September of 1997 until March of 1998.

That winter was particularly brutal. Food was scarce, and the situation was made even worse by the US 82nd Airborne Division's destruction of the main Soviet supply lines. The commander of the Soviet troops in Lordegan tried to see that what little food that was available was distributed as fairly as possible. The Russian troops, especially the KGB detachment, seemed to get the majority of it, however. This resulted in a steady exodus southward by the majority of the surviving population. By the time the Russians withdrew in March of 1998, Lordegan was virtually a ghost town.

The next group to occupy Lordegan was a marauder band. What few citizens were left were either killed outright or driven off by the gang. The marauders' triumph was short-lived, however. In July of 1998, a combined US-IPA task force staged a surprise raid on the town. The fighting was short and brutal, and many of the town's buildings were damaged or destroyed, but the marauders were beaten terribly. Those who survived were scattered into the mountains. Lordegan again became a ghost town.

For the next year the town stood empty, save for the occasional nomad band that used it as a temporary camp. As the front stabilized in Iran, however, Lordegan soon regained importance to the Iranian National Emergency Council. It was decided that the airfield could be made operational again, and the town would serve as a base camp for various guerrilla bands operating against the Soviets and their Tudeh allies. CENT-COMM Headquarters made plans for the reoccupation of Lordegan.

The first phase of these plans was to insert a B-Team from the US 5th Special Forces Group and a detachment from the Iranian People's Army's 1st Commando Brigade. These units began organizing the local resistance forces. As other Iranian units began moving into the area, they began using Lordegan as a staging point. The airfield was repaired well enough to be able to handle helicopter traffic and the occasional Harrier jump-jet.

As had been true in other parts of the area, the return of military personnel meant a measure of stability and security. Many of the refugees who had fled southward now began to return. The market and town bazaar reopened, and the town slowly came back to life. In September of 2000, the 3rd Battalion, 187th Infantry/US 101st Air Assault Division was moved into Lordegan along with several other support units. This was

done as a gesture of support for the Iran Nowin National Emergency Council's reconstruction program. It also gave the Russians something to worry about. In order to maximize Lordegan's usefulness to Iran and her NATO allies, the airport was totally repaired and now serves as an emergency landing strip for US and Iranian war planes returning from raids on the Soviets to the north.

The return of the military also meant the inevitable following of hustlers, would-be bar owners, and other assorted "entrepreneurs" who make their living by serving the personal needs of the soldiers. A detachment of Air Force Combat Security Police and Iranian National Security Force constables ensures that some of the more flagrant offenders are kept in line or run out of town, but there are parts of Lordegan that do get wild and sometimes require drastic measures to quiet things down again.

Today, Lordegan boasts a unique atmosphere. It is a combination of the Middle East and the old American West. There is a fascinating blend of cultures which gives the town a distinctly cosmopolitan outlook even though it is situated on the edge of No Man's Land. The inhabitants say that living on the edge of death makes life that much more enjoyable.

RUMORS & INFORMATION		ENCOUNTER TABLE	
Die	Result	Die	Result
2	Rumor M	2-4	No
3	Rumor J		Encounter
4	Rumor A	5-6	Street
5	Rumor G		Urchins
6-8	Rumor I	7	Soldiers
9	Rumor C	8	Merchants
10	Rumor P	9	Civilians
11	Rumor H	10	Brawl
12	Rumor K	11	Brawl
		12	Air Raid

Street Urchins: The characters encounter a gang of 2D6 + 3 children who ask for candy, money, and the like. Some of the older children in the group will offer their services as guides and errand runners. If the characters refuse these services and don't hand out any goodies, the kids will continue to harass them until chased off by a group of military police. If the characters pass out candy, the kids will become talkative and ask questions. This banter will produce two rolls on the rumor table as they walk with the group. If any of the kids are hired on as guides, the referee should reduce the difficulty of any SCR roll by one level and either increase or decrease the price of any specific item by 1D10%, as many of these kids have arrangements with merchants.

Soldiers: The characters encounter 2D6 American soldiers out on the town. They invite the characters to join them in their carousing. Rumors B, D, H, I, and K will be bandied about. Subsequent events are up to the referee. (Note: This might be a way for the players to encounter one of the specialist NPCs.)

Merchants: The characters encounter a merchant with 1D6 assistants and bodyguards. He will pitch his wares to the characters (the types of goods he is selling is up to the referee). Haggling with the merchant requires a successful DIF: INT roll. Success reduces the price to within 1 D6% of its listed value; a critical success reduces the price by 1D10 + 5%; failure raises the price by 1D10 + 5%; and critical failure raises it by 3D 10%, with the character thinking that he or she is getting a real



bargain. Palavering with the merchant will produce three rolls on the rumor table.

This encounter can be repeated, but the referee should use some common sense and good judgement in deciding what is available in the marketplace. Weapons deals should be handled separately and kept within reason.

Civilians: The characters encounter 1D6 refugees from up north; they are poorly fed and living in an alley. If the characters give them food, the refugees will impart rumor F, rumor K, or one roll on the rumor table, at the referee's discretion. This encounter is repeatable.

Brawl: The characters come upon 3D6 individuals brawling in an alleyway. The referee should determine how serious the fighting is by rolling a D10, with a roll of 1 indicating that it is mostly just for fun and a roll of 0 indicating it is extremely serious (both sides are wielding knives, clubs, chains, and possibly handguns. Other results fall somewhere between these two in seriousness. The characters may choose to ignore the fighting, or wade right in if they so desire. Subsequent events are determined by the referee.

Air Raid: 1 D3 SU-25s hit Lordegan. The referee should follow the procedures laid out in the *Twilight: 2000 Air Module* in *Challenge* 26 and 28. Each of the planes is carrying 2 x 500 kg bombs, 4 x 250 kg bombs, and 2 x UV257 rocket pods, along with its 30mm rotary cannon. The planes' main targets are the airfield, the artillery firebase, and the battalion headquarters, in that order. There is a 20-percent chance that the planes will finish up by making a couple of strafing runs on the city itself. What the players do during the air raid is entirely up to them.

(Note: If the referee does not want to go through the procedures for simulating an airstrike, then treat this result as No Encounter.)

VANAK

Vanak is a small mountain town that the war has both literally and figuratively bypassed. The reason for this is that there are no roads that lead into it; the only access is by trails that most vehicles cannot negotiate. There is no airfield there, either, nor anything of military importance. As a result, the town, with its 1500 inhabitants, managed to avoid the worst of the fighting in 1996-97 and has remained relatively undamaged.

During the plagues and famine of the winter of 1 997-98, the

citizens of Vanak fortified their town and closed it to all outsiders. There were some deaths and some empty stomachs, but, all in all, the town survived. In 1998, the town faced another problem: marauder bands found Vanak to be an ideal target due to its relative isolation. The town's militia was hard pressed to keep them out.

At one point, a marauder band managed to gain control of Vanak. They made life hell for the townspeople, turning Vanak into a virtual slave labor camp. Only the timely arrival of an air-mobile strike force from the Iranian 16th Airborne Division saved the town and its citizens from a murderous enslavement. Many of the town's buildings were damaged in the fighting and several hundred of its citizens were killed or wounded.

By 1999, Vanak had recovered, but it had become painfully obvious to the town council that something had to be done to ensure the town's safety. Most of the inhabitants were in favor of allowing an Iranian military unit to garrison the place, even if it meant the possibility of Soviet airstrikes. The town council agreed.

The Americans offered to send in a Special Forces A-Team to help train the Vanak militia, and this offer was gratefully accepted. By the summer of 1999, the Vanak militia was undergoing daily drills and improving its skills by conducting bandit hunts in the hills surrounding the town. That same summer, a 50-man detachment from the IPA's 43rd Independent Mountain Battalion also took up residence in Vanak. The citizens felt more secure than they had in several years.

Today, Vanak is once again a peaceful mountain town. Unlike Lordegan, Vanak shows very little Western influence. Its Shi'ite Moslem population still hold firmly to their faith and their traditional way of life. Westerners who travel through Vanak are treated with respect; nonetheless, they are still regarded as outsiders.

RUMORS & INFORMATION

Die	Results
2-3	Rumor J
4-6	Rumor G
7	Rumor Q
8-9	Rumor L
10	Rumor M
11-12	Rumor R

ENCOUNTER TABLE

2D6	Results
2-7	No Encounter, roll again next period.
8	Civilian- 1
9	Civilian -2
10	Troops
11	Marauders
12	Aircraft

Civilian- 1: A merchant in the marketplace at Vanak is willing to talk freely with the characters. Roll for three rumors on the rumors and information table (Vanak) with a DM of + 1. The merchant will also give rumor S.

Civilian - 2: A bearded man in tattered robes and a green turban approaches the characters and greets them in Farsi. If any of the characters reply, he will begin a conversation. He introduces himself as Jamid Mansour. Should the characters offer him any food, he will graciously accept.

On a successful AVG:RCN roll, the characters will realize that he is studying them intently as he asks them various questions about their background and their religious beliefs. Jamid is a mullah (holy man), and he is testing the characters' manners and knowledge of Islam. The referee can either role play this encounter out or have each character make an AVG: (INT + EDU)/2 roll. If the outcome goes against the characters, Jamid will simply bid them good day and walk away. If the outcome

is favorable, Jamid will become a little more animated. Roll for two rumors on the rumors and information table (Vanak). He will also give rumor B.

Referee's Notes: Jamid is an interesting case. He wanders the mountains and hills of central Iran as a mullah, believing that Allah has spoken to him and given him a mission. Jamid is completely sincere in this belief, yet is also very tolerant of other people and quick to recognize the good in them. If he should judge the characters as working for good, even if they are not Moslem, he will do what he can to advise them. Therefore, the referee can use this encounter to impart to the players whatever information he or she sees fit to pass on.

Jamid has been wandering these mountains for two years. Before that, he was a fighter pilot with the Iranian People's Air Force.

Troops: The group is approached by 2D6 + 2 men carrying a variety of military small arms. They are wearing the uniform of the Iranian People's Army. One of the soldiers will recognize one of the characters, and the group will be welcomed. The Iranian soldiers are from the 43rd Independent Mountain Battalion. They have just returned from a patrol. If the characters take the time to talk with them, roll twice on the rumors and information table (Vanak). The soldiers will also impart rumor I.

Marauders: If the characters stay the night in Vanak, a band of 3D6 + 3 marauders will attempt a raid on the town's food and medical stores. The marauders will make a feint for the town's food supply, but the real objective is the local infirmary. Any of the characters who make a successful DIP: (INT + RCN1/2 roll will realize that the marauders main objective is the infirmary. Subsequent details of the firefight are left up to the referee.

Regardless of whether or not the marauders are successful in looting the infirmary, there will be 1D6 prisoners taken. If the characters take part in the interrogation, any of these NPC's will give interrogation result A as the result of an ESY: INT task, result E as an AVG: INT task, and result D as a DIF: INT task. After this, treat any further rolls as No Encounter.

Aircraft: The characters notice some commotion in the marketplace in Vanak. Several groups of people are looking up, while others scramble for shelter. The source of the commotion is a pair of aircraft heading south. Identifying the aircraft is a DIF: RCN task. (If the characters have binoculars or an image enhancer, the difficulty level is reduced by one.)

The type of aircraft and their mission is left up to the referee, unless the encounter occurs at night, in which case Vanak is in for an airstrike. The referee should consult the Airstrike section under the Lordegan encounter tables for details. The planes' target will be the compound of the 43rd Mountain Battalion and/or the town itself.

BOZORG

Located in the shadow of Mount Kuh-e Dinar, Bozorg was a mining town before the war. During the campaigns of 1997, the town was the scene of some heavy fighting that destroyed some of the buildings and the mine complex. In January of 1998, Allied forces reoccupied the town and began a rebuilding program. Since then, Bozorg has served as a major supply point for Allied operations in the area, and the town's population has grown as a result of this activity.

Bozorg now contains a thriving "GI Town" and black market that attracts people from all over the region. Saturday night in Bozorg can equal and sometimes surpass Lordegan for the quali-

ty and quantity of its rowdiness.

Not all the citizens approve of this "Westernization"; there is a small, but very vocal, Islamic fundamentalist minority who occasionally get irate enough to take their complaints to the streets. Their usual targets are the prostitutes, merchants, and bar owners who cater to the Americans and the more liberal elements of the Iranian People's Army. Every now and again, however, they'll go after a group of Americans, especially American women, whom they regard as immoral. Immorality in this case is usually defined by whichever mullah happens to be speaking at the time. Rock-and-roll music also sets them off, and the resulting rioting can be quite dangerous. There's nothing like a lynch mob imbued with religious fervor to spice up an otherwise dull Saturday night.

Because of the increase in rainfall, there have been several cases of pneumonia over the past winter. An American medical team, along with some local doctors, kept the contagion contained. The fundamentalists, however, maintain that it is the plague. They've been spreading the rumors around in hopes that it will cause people to stay away. Their efforts have only been partially successful. Unfortunately for the fundamentalists, the lure of wealth has proven to be a stronger motive than fear of the plague.

RUMORS & INFORMATION ENCOUNTER TABLE

Die	Results	Die	Results
2-4	Rumor Q	2-6	No Encounter
5	Rumor S	7	Civilian-1
6-7	Rumor I	8	Civilian-2
8-9	Rumor G	9-10	Troops
10	Rumor P	11	Riot
11	Rumor O	12	Aircraft
12	Rumor A		

Civilian-1: The characters encounter a merchant in the marketplace of Bozorg. The type of goods and their price is up to the referee. During the course of the haggling, the characters will get two rolls on the rumor table.

Civilian - 2: The characters encounter 1D6 + 2 workers walking to work. They appear to be glad to see Americans and are willing to stop and talk for a few minutes. The characters will get a roll on the rumor table and a warning that there is a new mullah in town who seems to dislike westerners.

Troops: The characters encounter 2D6 + 2 soldiers from the local garrison. Talking with them will give two rolls on the Rumor table.

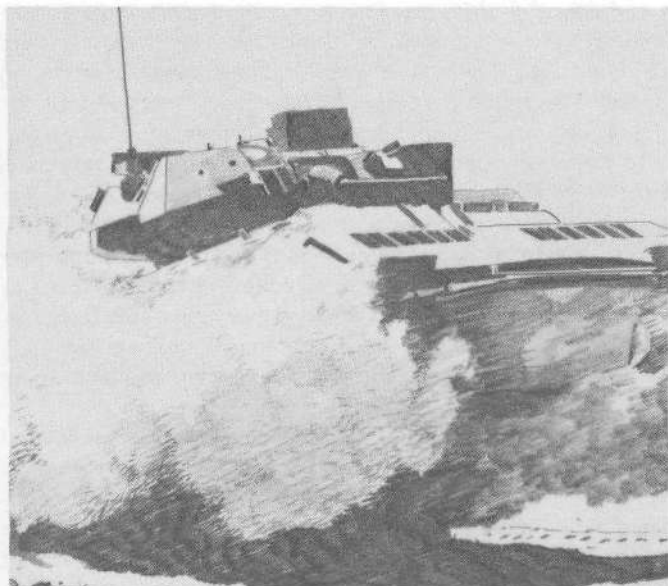
Riot: The characters hear a loud commotion coming from a side street. A minute or so later, a crowd of 4D6 locals erupts from an alleyway shouting slogans and carrying signs. They are mostly armed with makeshift clubs, knives, and rocks.

There is a 50-percent chance that they will attack the characters; otherwise they will head for the nearest bar or merchant's stall. Once they get there, they will attempt to wreck the place and anybody in it. This will continue until the military police arrive, at which time a full-scale, pitched battle will ensue. If the characters are not directly involved, the best course of action for them is to slip down a deserted side street. If they do get involved, then subsequent events are up to the referee.

Aircraft: See same section under Lordegan.

THE SITUATION IN BOZORG

Although the fundamentalists have been a problem in the past.



they have not been as violent as they are now. The agitation grows daily, mainly because of a new mullah named Hassan. The local officials are hesitant to deal harshly with him for fear of turning him into yet another martyr.

Hassan claims that all he wants is for the populace to strictly follow the Sharia. This would include all westerners as well. He is quite fanatic in his beliefs and is prepared to die for them if need be. The referee could use this situation to develop a number of scenarios. For example, the characters could be hired as bodyguards by one of the local merchants, or they could be hired to assassinate Hassan or to guard him. It is suggested that the referee not make Hassan a Soviet spy/agent provocateur. This makes it too easy for the characters to take action against him. Instead, play him just for what he is: a fanatical popular leader, another facet of a different culture.

NAZARABAD

Nazarabad is a small mountain village with a population of 250. Its inhabitants are mostly farmers who farm small plots of land around the village, but there are some herdsmen as well. The village itself hasn't changed much since the war began, except that, due to a recent rash of raids by marauder bands, the populace has grown even more suspicious of strangers. There are no inns or any other facilities for overnight travelers. If the characters strike up a conversation with any of the villagers, allow them one roll on the area rumor table. If they wish to stay the night, one of the locals will point out an abandoned building. That is about the extent of the town's courtesy.

Referee's Notes: Nazarabad is an example of how some small communities cope with catastrophic events. The villagers have simply closed ranks and are going to try to keep it that way for as long as possible. The people of Nazarabad are not bad people; they are simply scared and are trying to protect their village and the way of life that it represents in the only way they know how. There are no encounter tables simply because there is really nothing there for the characters to encounter.

KOSROWSHIRIN

Located halfway between the ruins of Hannah and the village of Sedeh, Kosrow Shirin is more of an armed camp than a village. Its prewar population of 400 has been reduced to less than 50. The village was the scene of some heavy fighting in the cam-

paigns of 1997, and, as a result, it has been partially destroyed. The IPA's 79th Cavalry Battalion is currently stationed in the area of Kosrow Shirin. The battalion headquarters is located in the village itself, while its subordinate commands are encamped in the hills around the village. This gives the village and surrounding area a distinctly Kurdish flavor.

Central Sector

This chapter deals with Section II, the No Man's Land between NATO and Soviet forward lines. It is bounded on the south by a line of NATO-controlled towns and villages: Lordegan, Vanak, Semirom, Hannah, Kosrow Shirin, and Sedeh. On the north, it is bounded by a line of Soviet-controlled ones: Chadegan, Nafch, Borujen, Shareza, and Izad Khvast.

Almost no one actually lives in this area any more. It is not pleasant to try to plant crops or raise flocks in an area which suffers constant incursions by armed NATO or Soviet units on their way to raid their enemy's lines, and which receives none of the protection which towns behind those lines enjoy. The majority of the towns and villages in the area are abandoned; only a few which are protected by their altitude are still occupied, and those by bands of marauders.

Very few encounters in this area will be with peaceful civilians; most will be with groups of armed men, and even that will be rare. What few people are encountered will be tight-lipped, if not outright hostile. As a consequence, the charts for rumors, interrogation results, and encounters are somewhat bare.

- Towns:** Bazbachan.
- Villages:** Hafshejan and Taqanak.
- Ruins:** Gahru, Gandoman, Junoqan, and Shalamzar.

RUMORS AND INTERROGATION RESULTS

Page 48 of this book contains extensive listings of rumors and interrogation results for locations in central Iran. Each section (NATO-controlled, No Man's Land, and Soviet-controlled) contains its own chart for rumors encountered in that area. When a particular rumor or interrogation result occurs in an encounter in a particular area, the referee need only turn to page 48 to learn the particulars of that piece of information.

RUMORS & INFORMATION		ENCOUNTER TABLE	
2D6	Result	2D6	Result
2	Rumor U	2	Refugee
3	Rumor I	3	Troops—1
4	Rumor L	4	Danger!
5-6	Rumor A	5-9	No Encounters
7-8	Rumor S	10	Marauders
9	Rumor F	11	Troops—2
10	Rumor V	12	Animal
11	Rumor Z		
12	Rumor Q		

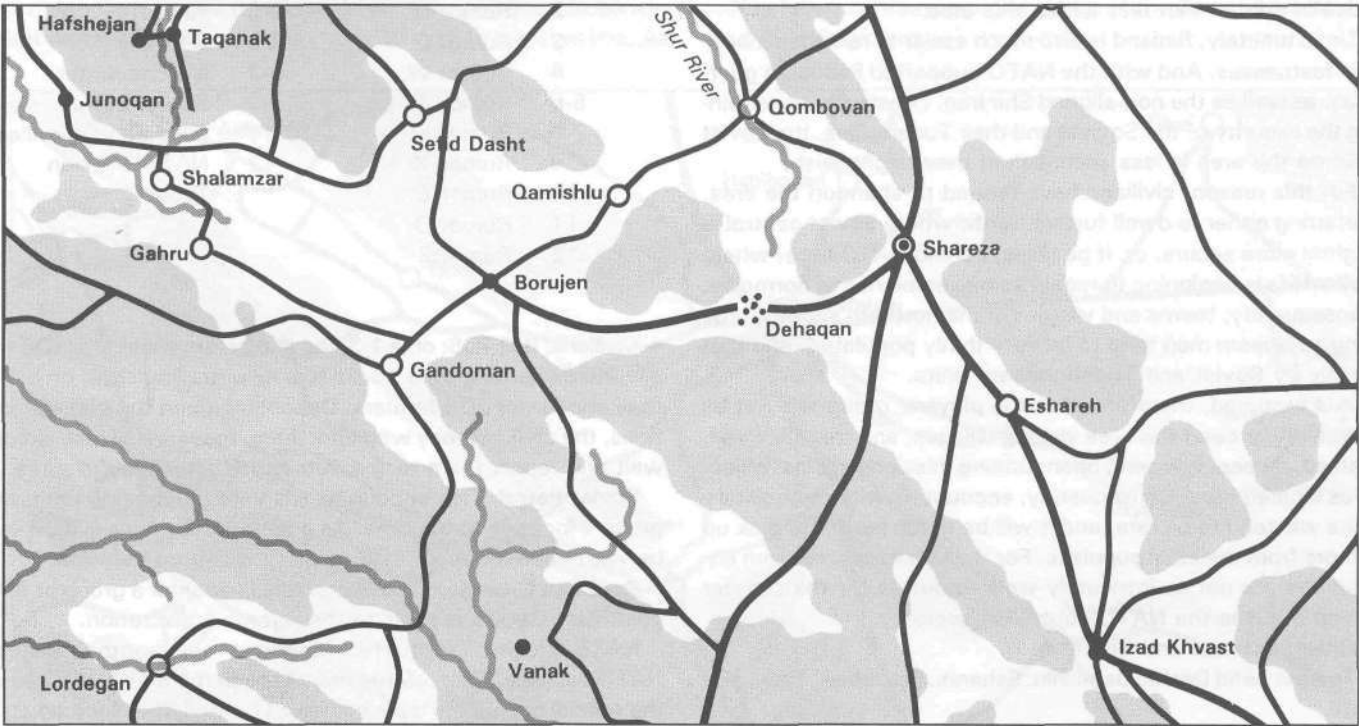
Refugee: The characters encounter a group of 1 D6 villagers who are fleeing the area. It is left to the referee to decide where they are headed and if they can be of any use to the players. These groups of fleeing villagers will most generally tend to be armed only with farm implements. Aiding the fleeing villagers in any way will allow the characters to receive one roll on the rumors table.

Troops- 1: The characters encounter friendly troops out on a mission. Contact yields two rolls on the rumor table, as well as rumor T.

Danger: This encounter includes such things as physical traps, ambushes set by marauder bands or natural hazards, at the referee's discretion.

Marauders: The characters encounter a group of marauders from the Hafshejan-Taqanak area. Roll 1 D6: on a 1-3, they are setting out on a raid and will consider the characters fair game; on a 4-6, they are returning from a raid and will avoid the players' group.

Troops-2: The characters encounter enemy troops setting out to attack one of the NATO advance points. If any are captured and interrogated, the referee should choose what information they will give.





Northern Sector

This chapter deals with Section III, the northern, Soviet-controlled part of the *King's Ransom* map. It is bounded upon the south by a line of towns and villages which includes Chadegan, Nafch, Borujen, Shareza, and Izad Khvast.

The geography of this region is much more gentle than that of the other two. During peaceful times, travel has been easier as the terrain is more kind to vehicles, and roads are more easily kept in good repair. It is for these reasons that the largest cities in central Iran rest within this area.

Unfortunately, flatland is also much easier to raid than mountain fastnesses. And with the NATO-supported Pasdaran guerrillas, as well as the non-aligned Shir Iran, constantly undermining the security of the Soviets and their Tudeh allies, the Soviet hold on the area is less secure than they might wish.

For this reason, civilians have tended to abandon the area, preferring either to dwell further north, where Soviet control is slightly more secure, or, if possible, behind NATO lines, where civilian life is beginning to regain some semblance of normalcy. Consequently, towns and villages in the northern sector of the *King's Ransom* map tend to be very thinly populated, and that mainly by Soviet and Tudeh military units.

It is assumed, therefore, that the players' group will not be wandering around this area visiting villages, and that they will, instead, be concentrating upon running missions against objectives located here. Consequently, encounters with non-military units will tend to be rare, and it will be much harder to pick up rumors from the local populace. For these reasons, random encounters are not as intricately worked out as for the chapter which outlines the NATO-controlled sector.

Cities: Esfahan and Shareza.

Towns: Sefid Dasht, Qamishlu, Eshareh, Nasrabad, Tiran, and Qehi.

Villages: Chadegan, Nafch, Qafarokh, Izad Khvast, Najafabad, Riz-e-Lanjan, and Askaran.

Ruins: Shar Kord and Dehaqan.

RUMORS AND INTERROGATION RESULTS

Page 48 contains listings of rumors and interrogation results for locations in central Iran. Each section (NATO-controlled, No Man's Land, and Soviet-controlled) contains its own chart for rumors in that area. When a particular rumor or interrogation result occurs in a particular area, the referee should turn to page 48 to learn the particulars of that information.

RUMORS & INFORMATION

2D6	Result
2	Rumor M
3	Rumor L
4	Rumor W
5-6	Rumor T
7-8	Rumor K
9	Rumor X
10	Rumor E
11	Rumor O
12	Rumor Z

ENCOUNTER TABLE

2D6	Result
2-3	Animal
4-5	Civilians
6-7	No Encounter
8-9	Soviet Patrol
10-11	Pasdaran Guerrillas
12	NATO Mission Team

Civilians: Roll 1D6: on a 1-3, the characters encounter 1D6 + 2 shepherds herding their flocks to a new grazing spot; on a 4-6 they encounter 2D6 farmers. Depending upon the players' actions, the civilians may welcome them, may run, or may simply wait and report them to the authorities after they're gone.

Soviet Patrol: This encounter will vary, depending upon the group's location at the time. As a general rule, however, it will be with approximately 2D6 soldiers with two vehicles.

Pasdaran Guerrillas: The characters encounter a group of 3D6 guerrillas. Details are left to the referee's discretion.

NATO Mission Team: The characters meet another team of NATO soldiers. (The referee may wish to roll for its mission on the special operations table on page 31 of the *RDF Sourcebook*.) This encounter provides the referee with an opportunity to resupply the players' group, tend to their wounded, help them escape, or whatever else is needed.

ESFAHAN

Esfahan is in trouble. Originally a very large, very populous city, it has been abandoned by most of its citizens. What remains is a population of Soviet and Tudeh military bigwigs and those of the original inhabitants who elected to stay and make their livings by catering to the military groups.

The majority of the city's population tends to be concentrated around the downtown area, with the outer edges of the city inhabited only by security forces. That part of the city which lies south of the Zayandeh River has been totally abandoned and is falling into decay. Signs have been posted that no one is to dwell there, upon pain of imprisonment or death.

The large number of empty buildings makes it fairly easy for the Pasdaran guerrillas in Esfahan to find hiding places for equipment and refugees. To combat this, the Tudeh Special Political Police perform periodic surprise searches of entire blocks of buildings, placing anyone they find into prison camps.

Life is stark in Esfahan, and those who dwell in her center portray the attitude of people living on the edge of an awful precipice. Many Soviet and Tudeh officials spend their money on great luxuries, doubting that they will have occasion to use it in the future, and Esfahan is the spot where the lower-ranking soldiers come for R and R as well. The night life tends to be riotous as a result. It is this spending on entertainments, however, which provides the money to keep the economy of the civilian population of the city alive.

SHAREZA

The city of Shareza is an extremely important location for the Tudeh and Soviet military forces. Protected on two sides by mountains, the city lies at the hub of four major roads. One leads directly to Esfahan, two lead to two other front-line villages (Borujen and Izad Khvast) and beyond, and the fourth leads to Semirom in the NATO-controlled sector. Although these roads are not in their former good condition, they still provide convenient routes of communication from Esfahan to the front line. As

well, Shareza plays an important role in preventing NATO forces from making a direct drive on Esfahan from Semirom.

Because of its importance to the Soviets, Shareza has been transformed into a military garrison. The civilian population was relocated, both for its own protection and to prevent the Pasdaran from setting up a local cell.

As has been noted earlier, a major subordinate command of the Soviet 10th Motorized Rifle Regiment has been located here.

BORUJEN AND IZAD KHVAST

These villages are major forward locations for Soviet and Tudeh forces in central Iran. A few villagers have remained in their ancestral homes, but they are greatly outnumbered by the military.

Both Borujen and Izad Khvast contain major subordinate commands of the Soviet 10th Motorized Rifle Regiment.

NAFCH

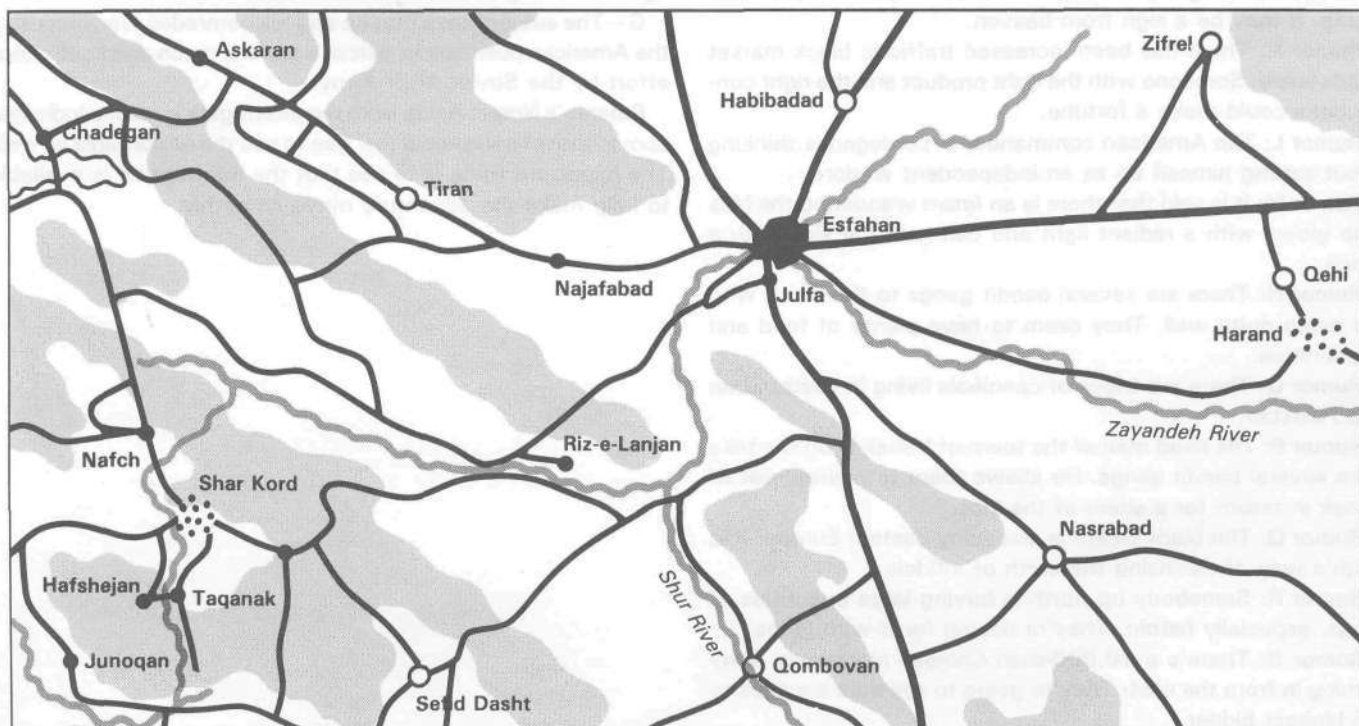
Until recently, the village of Nafch was a relatively stable and peaceful place to live. Its small civilian population found themselves protected from marauders by the proximity of a major force of the Soviet 19th Motorized Rifle Regiment located in Shar Kord. Recently, however, Shar Kord was nearly captured by members of NATO's 156th Provisional Battalion. The Soviets fell back to Nafch and shelled Shar Kord nearly out of existence.

Nafch is now undergoing a period of adjustment as the civilian population tries to adapt to nearly 1000 new neighbors: a Soviet 19th Motorized Rifle Regiment battle group.

NAJAFABAD

Najafabad is the closest thing to a normal Iranian village to be found anywhere near the southern lines within Soviet-occupied Iran. The proximity of a good-sized military force has kept away the smaller bands of marauders, and larger raiding groups find nearby Esfahan itself to be a more tempting target.

Najafabad contains a battle group of the Soviet 19th Motorized Rifle Regiment.



Rumors and Interrogation Results

The following sections outline information which the players will learn from their encounters in *King's Ransom*. It is through these rumors and interrogation results that they will begin to learn, among other things, that the Iranian Crown Jewels are waiting to be found in the north. Not all of these rumors and interrogation results are necessarily true, however. Those which are will be obvious to the referee from his or her knowledge of the rest of this book. The truth of the others may be decided by the referee as he or she sees fit.

RUMORS:

Rumor A: The French and the Russians are trying to make a deal to divide Iran between them.

Rumor B: The commanding general of the Soviet 10th Motorized Rifle Division is ready to declare himself an independent warlord and is looking for soldiers. He's not particular where they come from.

Rumor C: The plague is rampant in Bozorg. People who wish to stay healthy should avoid the place.

Rumor D: There is a band of especially fierce marauders that is operating in these mountains. They seem to have an especially intense hatred of all non-Moslems.

Rumor E: There is a new Shah who is coming to power as soon as he can get an army together.

Rumor F: Relations between the Tudeh and their Russian allies have been getting shakier lately.

Rumor G: There are giant scorpions in the ruins of Hannah. Allah has placed them there to guard a great treasure.

Rumor H: The Russians are preparing for a great offensive that will drive the Americans back into the sea. There are troops pouring in from all over Russia.

Rumor I: The Americans and Iranians are preparing for a great offensive that will drive the Russians out of Iran. They will be helped by contingents of Chinese and Pakistani mercenaries.

Rumor J: Strange lights were seen in the sky for the past few nights. It may be a sign from heaven.

Rumor K: There has been increased traffic in black market goods lately. Someone with the right product and the right connections could make a fortune.

Rumor L: The American commander in Lordegan is thinking about setting himself up as an independent warlord.

Rumor M: It is said that there is an *Imam* wandering the hills who glows with a radiant light and can heal the sick with a touch.

Rumor N: There are several bandit gangs to the north who are doing quite well. They seem to have plenty of food and ammunition.

Rumor O: There are tribes of cannibals living in eastern Iran and Pakistan.

Rumor P: The head man of the town of Vanak is on the take from several bandit gangs. He allows them to operate out of Vanak in return for a share of the loot.

Rumor Q: The Black Death is sweeping Eastern Europe. It is Allah's way of cleansing the earth of infidels.

Rumor R: Somebody up north is buying large quantities of drugs, especially heroin. They're paying for it with gems.

Rumor S: There's a 10,000-man Chinese mercenary army coming in from the east. They're going to sell their services to the highest bidder.

Rumor T: There have been an unusual number of KGB agents combing the vicinity of Esfahan. Word is, they're looking for a stolen nuclear missile.

Rumor U: Millions of rats are swarming the streets of Shareza, and they're chasing people down and eating them alive.

Rumor V: The Russians are skinning prisoners alive at a POW camp just north of Najafabad.

Rumor W: There's an important Russian official coming to Esfahan to present the military leaders there with a plan for sweeping the Americans out of Iran completely. He's bringing an entire tank division with him.

Rumor X: Lions are beginning to reappear in the Zagros mountains, and they're man-eaters!

Rumor Y: Guerrillas have slaughtered the Soviet command staffs at Nafch and Borujen. The Soviets in Esfahan are so worried that they're talking about giving up the war and going home.

Rumor Z: A nuclear submarine being serviced just north of Tehran in the Caspian Sea exploded last month, and all of the rain across northern and central Iran since then has been radioactive.

INTERROGATION RESULTS:

A—Name, rank, and serial number, and not much else.

B—The subject claims that he's not really a marauder. He was forced into it in order to survive. He will be more than happy to lead the players to the main marauder camp in exchange for his life. Subsequent events are up to the referee.

C—The subject claims to be working for the CIA.

D—The subject says that the Russians are paying him and his buddies to scout American positions in the area. He is not a spy, but rather a hired scout. He demands to be treated as a prisoner of war.

E—The subject says that he and his comrades came down here to buy drugs. The Russians, especially the KGB, are paying good money for them.

F—The subject says he and his comrades deserted from the Soviet army when they heard rumors of a planned offensive against Lordegan.

G—The subject says that he and his comrades were scouting the American positions as part of a general recon and intelligence effort by the Soviet 45th Army.

Referee's Notes: Aside from the interrogation results indicated above, the referee should feel free to use the rumor table as well. The important thing is to see that the information is available to help make the adventure move smoothly.

King's Ransom

The Iranian Crown Jewels. For years they rested in the vaults of the Markazi Bank in Tehran, where they backed Iran's legal tender, but when the National Emergency Council governing Iran in mid-1996 abandoned Tehran and retreated to Esfahan, they took the Crown Jewels with them.

In the first half of 1997, the NEC elected to move again, this time from Esfahan to Shiraz. The Iranian Crown Jewels were left behind just long enough for preparations to be made to secure them in Shiraz. Other considerations, such as the fact that even Shiraz became cut off by further Soviet advances, soon occupied the Council's collective mind.

But as Esfahan looked in imminent danger of falling to the Soviets, a desperate mission to move the Crown Jewels was launched. The mission never returned; Esfahan was quickly captured by Soviet forces; and the Crown Jewels were lost in the shuffle. The Soviets assumed that the National Emergency Council had them. The Council believed that they had been captured by the Soviets. But rumors began to circulate that the jewels had simply *disappeared*.

In *King's Ransom*, the players learn that someone has found the Crown Jewels and a desperate race begins to beat the KGB to the jewel's hiding place.

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