



BEAR'S DEN

**Twilight:
2000**

Tim Ryan & Scott G. White



GDW

You and a band of Ukraininan freedom-fighters are all that stand in the way of the schemes of a power-mad dictator.

**RETURN
TO EUROPE**





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'TWILIGHT': 2000



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Credits

Design: Scott G. White and Tim Ryan
Development: Tim Ryan
Art Direction: Shea Ryan
Graphic Design and Production: Steve Bryant
Cover Illustration: Jim Holloway
Interior Illustrations: Tim Bradstreet and Rick Harris
Text Manager: Michelle Sturgeon
Text Processing: Julie Amdor, Julia Martin, David Stephens

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



PO Box 1646, Bloomington, IL 61702-1646 USA.

Bear's Den

I know a lot about trucks and a wee little bit about fightin'. I've been "on loan," as it were, for 20 months now. Spec4, they call me officially, but grease monkey is the name I find meself answerin' to most often. I've been with this elite U.S. strike team since the 5th Division was lost in Poland. Poland seemed far away to be sure, but not as distant as me own homeland.

The States is a big place, but my pining was for the green fields of Ireland. When they told me where I'd be a goin' on this one, why, I shook my head in disgust. They promised me I'd be returnin' home soon, but when I mentioned this to the sergeant, he said, "You're taking the long route. "He said there was someone we had to meet first, someone who could explain why we were here without uttering a word.

Well, the only two kinds of people I know that don't utter words are the drunk and the dead.

In school I paid much more attention to the bonny lasses sittin' next to me than what the teacher was goin' on about. But durin' one lecture in a history class, I remember hearin' of a man whose love for his soldiers, and his quick sword, made him the best of his day. "He was a soldier's soldier, "my teacher said, "a king, and a hero. "

I hear tell that just a handful of years after WWII there was a man born behind the iron curtain. The Chinese called him a disciple of Sun Tzu's art; the Ruskies called him the Red Bear; the sergeant called him the devil on Earth. But I know who he really is—my history teacher taught me all about this one—he's the ghost of Alexander the Great.

I inquired of the sergeant why we were going halfway around the world to play fisticuffs with this fellow, and whether or not he thought it was worth giving up the ghost for. He just looked at me and said, "You've been in the pan for a long time, boy. It's time to get out into the fire. Those Ukrainian boys need us. They need experience. They need an ace in the hole, and we're all they've got."

The sergeant's answers are always smooth like an icy pond, and twice as dangerous.

INTRODUCTION

Bear's Den is a module for use with **Twilight: 2000**, GDW's role-playing game of survival in a devastated world. In this module the player characters will become entangled in a plot by an expatriate Soviet general to gain control over the western portion of the Ukraine.

The Ukrainian Soviet Socialist Republic was once known as the breadbasket of the Soviet Union. Its people were nicknamed "Little Russians." For centuries these people have fought every imaginable adversary. They have been slaves and soldiers, but one word has always driven deep into their hearts: freedom—freedom from tyranny and oppression.

History paints strange pictures of the Ukraine (or as translated, "the frontier"). Two problems stand out greater than any other. The first is the steppes (or "fields") that stretch for thousands of miles. Until the development of modern nuclear arsenals, the lack of natural barriers made this frontier nearly impossible to defend. The second problem is the people's lack of ability to unify. This melting pot has consisted of people from all ideologies: from the ancient Turks and Tartars to the modern Germans and Russians. All have left descendants here. **Bear's**

Den is an attempt to bring their spirits to life.

This module contains the following material.

- Introductory information on the region and its people.
- Guidance for a referee on developing a Ukrainian campaign.
- Biographies for non-player characters who have or can become significant elements of the region.
- Statistics on a Soviet Scud B missile and the MAZ-543B launcher/erector.
- Maps of the Western Ukraine, Transcarpathia, the city of Lvov, and Olesko Castle.
- Organizations in the Western Ukraine (including the CIA, KGB, partisan bands, 13th Soviet Army, 27th Tank Division, and more).
- Geographic descriptions of Lvov and the surrounding towns.
- General descriptions of the Ukraine and possible adventures in the surrounding region.
- Tables of Organization and Equipment for the 13th Soviet Army and the 27th Tank Division.
- A turn-of-the-21st-century caravan that sets the stage for many possible diverse plot variations.

REFEREE'S NOTES

As with all **Twilight: 2000** modules, **Bear's Den** is designed to be used primarily by a referee. Certain narrative sections appear in italic throughout the text—these can be read aloud to the players in order to add realism and to help generate the proper mood. Several maps and play aids are also included in the middle of this module; these may be removed by carefully prying the staples apart, removing the middle pages, and then bending the staples back. All materials in **Bear's Den** may be photocopied for use during play.

If used correctly, **Bear's Den** will open the door to adventures throughout Eastern Europe. There are a number of keys to running this module effectively. The Red Bear must appear bigger than life—like a Patton, a MacArthur, or an Alexander the Great. Be certain to use the rhetoric which will have the most chance of swaying the players' traditional allegiances. War is emotional and terrifying; it has never been a walk in the park. Being a good guy or a bad guy is simply a state of mind.

Before running this module consider reading the following books.

- *The Art of Strategy* (a translation of *Sun Tzu's Art of War*), R.L. Wing.
- *Alexander the Great*, Arthur Weigall.

WARNING!
**Players should not read
 any further in this text
 in order to preserve
 the element of surprise.**



Adventure Overview

I'd always thought that when I finally got into the Soviet Union, it would be on a recon for some massive NATO force. Well, there aren't any of those now, and here I am. We want to go back home and the Paddy wants to jump a boat for Ireland, but Sarge has us heading halfway around the globe to do it. Don't ask me why; I don't get it. He said that the front was west of us. It seemed to me to be all around us. But what do I know? I just drive a truck for a living.

I thought it would look different, smell bad or something, but I didn't even know we were there until Sarge said, "Welcome to the bear's den, lads. This is the Ukraine. Look alive!" He laughed and spat out the piece of burlap he had been chewing on. Nobody else was crazy enough to try making their way through this blizzard.

I can't wait until this caravan gets to Lvov. It's maybe 75 clicks now—that will take an eternity.

Bear's Den is an adventure set in the Soviet Union (Lvov and the surrounding area). General Anton Chelkov, nicknamed the Red Bear, is intelligent, insightful, a brilliant tactician, and a defector from the Soviet Union. The problem he faces is that too much is happening at once.

Chelkov has had a brilliant military career, but that has not blinded him. In late 1999, the general came to the conclusion that he could no longer fight the Soviet Union's wars and set out to carve his own free country out of the wide rolling lands of the Ukraine.

GETTING STARTED

The player characters have found themselves in the Ukraine, heading for the city of Lvov. The players may be survivors of the 5th Mechanized Division and/or soldiers on a mission from CIA or DIA headquarters. Their force will enter the region of one of the greatest Soviet military geniuses of the era—the Red Bear and his 13th Soviet Army. Based on CIA data, or a fluke, they

have entered onto the scene of what will be a major conflict point during the year 2001. (Their goals will most likely include placing the odds in NATO's favor.)

It is recommended that the unit have a minimum of one Ukrainian-speaking character. Lvov is the largest city in the Ukraine to keep Ukrainian as its primary language; Russian is the second language there. Other important skills for the player characters include Skiing, Combat Engineering or Demolitions, and Chemistry or Biology. The players should be allowed to believe Nuclear Warhead is also a good skill to have. Should the group lack these skills, non-player characters can be added at many different points throughout the adventure.

Three major methods of getting the players into the Ukraine exist: Have them hired on as security for the caravan (described in Caravan To Lvov); send them as part of Mission: Apocalypse; or chase them into the region (as explained in Other Avenues). This Adventure Overview clarifies all these options.

BACKGROUND

The general situation is one of chaos throughout much of northeastern Europe. This scenario's timeline will begin in early December of the year 2000. One of the worst winters in recent history has hit the Soviet breadbasket. The average daytime temperature for the month of November was six degrees Fahrenheit. The windchill over the steppes of eastern Europe has made this temperature almost unbearable. The total snowfall for the steppes in November was 42 inches. It seems as though the snow falls in Russia, blows over the Ukraine, and stops in the Carpathian Mountains.

CARAVAN TO LVOV

It was the second day in the Ukraine when we entered Mostiska. The people were very excited to see us. The thought of a caravan in this weather seemed a bit silly. One thing for sure, it was profitable. The Ukrainians were interested in the goods.

In the year 2000 a popular Middle Ages transportation method—the caravan—has reemerged. Before the war, Leo

Pogaski worked in the Polish transportation industry. When the war brought destruction and isolation to many of the small cities and towns of his native Poland, Pogaski used his experience to organize small caravans of trucks and cars to bring supplies to newly impoverished areas. As the war dragged on, his trucks became wagons. But he still provides the service of a caravan today.

Leo, and others like him, approach local merchants with their ability to secure the goods to be sold. The merchant will either go with the caravan or send one of his trusted people with the caravan to represent his needs and sell his goods upon arrival at the destination.

Sometimes refugees will travel behind these caravans, thinking that this will increase their chances of survival against marauders. (Usually these stragglers cannot afford passage.) This practice, however, is discouraged by the caravans because the crowds of slowly moving people actually tend to attract marauders.

Very few caravans can afford the luxury of motor vehicles. If a vehicle is used, it most commonly carries defensive weapons. The size of a caravan will generally vary from 25 to 150 persons. It is rare for caravans to bring many spare horses or to travel during the winter months.

The Pogaski caravan has 124 people, not including the players. Sixteen of those are trusted mercenaries in Leo's continuous pay; eight of those mercenaries have their own horses. Four mercenaries ride in a wagon which carries a PTS-M and is drawn by four horses. The other four ride in another wagon, also drawn by four horses. The player characters can be hired to support this platoon.

The best method of organizing the caravan is to alternate the horse troops and the players' group on recon. The PTS-M should precede the caravan, while the second wagon follows the caravan. The PTS-M has a mounted PK machinegun (with 10 33-shot belts of ammo), and the three remaining mercenaries each have a RPK-74 automatic rifle. The other four troops on the second wagon have AKM assault rifles. Each of the three units has a case of fragmentation grenades and two antitank grenades. Plenty of ammunition is also available. Pogaski has another six antitank grenades and three cases of fragmentation grenades in his personal wagon.

Leo also hired for his wagon a bodyguard/driver who carries an AKM submachinegun. While the caravan is moving, Leo will usually be on his own horse, but occasionally he rides in his personal wagon. Depending on the situation, Leo will be armed with either a Tokarev pistol or an AKM assault rifle. He also has a limited-edition John Wayne Winchester (a .30-30 rifle used for hunting). It is his pride and joy. Two other wagons have all the food supplies that Leo anticipates the caravan will need for the duration of any trip he makes. Leo has hired a cook and an assistant to drive these two wagons. Each of the men carries a .22 automatic pistol and has a .22 semiautomatic rifle in his respective wagon. All of Leo's employees have thermal fatigues, a plate insert jacket, a metal helmet, a gas mask, combat webbing, and a flashlight. The three mercenary unit leaders have a pair of

binoculars and a personal medical kit.

The remaining 41 wagons are split into two groups. The first group (10 wagons) contains people paying for passage to the Ukraine. The second group (31 wagons) contains merchants with their various goods.

The PTS-M is carrying a cargo of vehicle armor, a small generator, a welding torch, and a medium still. It is towing a 1000-liter fuel tanker and has a bulldozer blade welded to the front.

A group of NATO troops could easily become part of Pogaski's caravan security. Although he trusts the present group, he wants to continue expanding his caravan business. Playing the caravan part of this scenario can be interesting and should not be sold short. It is an excellent way to let the characters meet and talk with some of the people who live here, hear rumors, observe the condition of the towns and roads, and experience the difficulties of travel in the winter.

The caravan's stop in Mostiska and Gorodok should be relatively peaceful. Friendly faces and business as usual should be the main theme. A feeling of friendship will fill the air. Even the garrison troops will not be very suspicious unless large quantities of weapons are openly displayed.

While the characters are staying at Mostiska, a severe storm hits the area during the night. Two Soviet soldiers approach the caravan on the second day of the player characters' stay. The soldiers' unit had been ambushed on the road to Javorov, but the two soldiers managed to make it on foot to Mostiska, despite the weather. The player characters should perceive this as a tribute to the Soviets' training and determination.

The local Russian garrison wants to get the two soldiers back to Lvov without detaching a unit of its own, so the garrison pays the caravan for the soldiers' passage. On the third day at Mostiska, the storm lets up, and the characters continue.

As the caravan travels on, the player characters will have the opportunity to talk with the Soviet soldiers. The two soldiers respond positively to the Americans, saying that they think the war is "pretty much over." If asked about Lvov, they will speak for hours about the city, their comrades, but most of all their beloved leader, General Anton Chelkov—the Red Bear.

The two soldiers will willingly explain that they are members of the 128th Motorized Rifle Division and were supporting a Lvov Guard unit on patrol when they were ambushed.

The Red Bear will repeatedly be a topic of conversation. He is not cruel to the surrounding towns, and his troops think he is a good leader. It would be difficult to find any reason to dislike the Red Bear. The two soldiers will speak of the disgusting partisans, whose goal is chaos—not freedom. They will also discuss campaigns of the Red Bear. They will even discuss the European battles against NATO and "the partisan scum." No prejudice against NATO troops will be implied in those discussions. These are merely soldiers doing their duty.

The route between Mostiska and Lvov should be considered dangerous. Partisan bands operate heavily in this region.

Approximately seven miles outside of Lvov, a group of 30 partisans will attack the caravan. The guards aboard the caravan



will be taken by surprise: Some may be chased off and/or killed. The partisans will either capture the caravan or be killed trying. Either way, however, the player characters will witness a small group of the partisans execute the unarmed Russian soldiers. If the partisans win the battle, they will ask the NATO troops if they would like to be set free, or if they will fight for the cause of freedom. Should the players decide to leave the partisans, their weapons and supplies will be taken (except for a small quantity of food).

If the players leave the partisans, they will barely make it to Lvov. Once there, the player characters will be approached by more partisans asking for their assistance.

MISSION: APOCALYPSE

The players' unit was recently approached by the CIA. They always start with all of that "Are you still a loyal soldier?" rhetoric. The players should be aware of the full mission from the CIA. If the players have DIA contacts, it is possible for the CIA to have asked for assistance. The referee has a choice of using a *Mission: Impossible* type of meeting where the player receives information through a contact point or a face-to-face question-and-answer session, like the one here.

The agent either meets the characters in a secluded place or takes them to one he knows of. He has a small suitcase with him. He opens it and pulls out an envelope.

In March of 1999, a division in the western front, known as the 27th Soviet Tank division, refused to continue taking orders. Late in the summer of 2000 the division declared its allegiance to NATO and began to pick up where the invasion of Poland left off. It volunteered to enter into conflict with the 13th and 19th Soviet Armies, which were operating somewhere in the Ukraine. These freedom fighters began a trek to Lvov, where they planned to declare an independent city and begin guerrilla activities that would paralyze the Ukraine.

Unfortunately, the KGB found out about this and informed the Lvov Military District that the 27th was a threat. Drogobych, a town in the Lvov area, immediately revolted. It was supposed to have most of the fuel reserves for the area. Drogobych intended to hold out until the 27th arrived. The Soviet government moved in the 13th to contain the situation. The government also supplied the 13th with the tool to deal with traitors. (The agent shows them a picture of a missile launcher.) This is a Scud B thermonuclear, medium-range missile launcher with what we estimate to be a one-megaton nuclear warhead (pause, for effect).

We believe that the 13th Soviet Army has bigger plans. With the oil, and the missile as a doomsday machine, it could easily control all of the western Ukraine. The 13th Soviet Army has at present an estimated strength of 2500 men and two tanks, with local guard units bringing that up to approximately 6000 troops. The present commanding officer is known to some of you. His name is General Anton Chelkov, also known as the Red Bear. (The players are shown a picture of the general.) He is probably one of the most dangerous men alive. Those of you who know of his exploits are aware that he is a Soviet hero of the Chinese Front. He is personally responsible for slaughtering two Chinese divisions in the Battles of the Wall. Forces under his command are responsible for at least 100,000 deaths.

As I stated previously, this mission is considered voluntary. Your goal is to either obliterate the Scud B or capture it and turn it over to friendly forces in Drogobych or to the 27th Tank Divi-

sion. Any covert action that might weaken the 13th Soviet Army's hold on the region should be attempted. Upon your arrival you will contact our agent in Lvov, code name Cromwall. Failure to complete this mission would ensure the death of the 27th, rebels in the region, and the independent city of Drogobych. Should you be captured or killed, the U.S. Civilian Government will deny any knowledge of your activities.

The CIA agent will then pause to answer questions about the mission. It is important to keep as much of the mission a secret as possible. Should the players ask what their reward for completing this mission will be, the agent will state the typical "for God and Country..." lines that have made NATO agents famous.

Should they persist, the agent will offer them supplies upon their return, more missions, or papers of citizenship in the new Lvov. If they press their luck, the agent will show them an unsigned piece of paper. He will explain that with his signature and that of an agent in Lvov it could be the passport home. The document informs an agent in Odessa, Ukraine that passage should be booked for these soldiers to the preferred port of call.

The referee has a great deal of latitude with this document. He can change the city from Odessa, Ukraine to Hong Kong, Tokyo, or Al Qatif, Saudi Arabia (where the U.S. Navy has an active base). The referee is urged to create the document himself. It should look official.

OTHER AVENUES

The referee may decide to push the players east instead of using the before-stated pull. An easy method of doing this exists: A splinter force (of 100 troops) from the 3rd Shock Army or the 4th Guards Tank Army is ordered, through KGB interaction, to decimate a group of marauding capitalist pigs—the players. With their KGB and loyal Soviet antagonists hunting them, Poland could become a very unhealthy environment.

The referee may wish to combine the Caravan to Lvov and Mission: Apocalypse sections. The CIA agent in Mission: Apocalypse may arrange for the characters to pose as security guards on the caravan. Or perhaps the CIA has worked out something with Leo Pogaski, who may be anxious to strike any blow against the Russians that he can.

THE WESTERN UKRAINE VERSION OF POKER

When Drogobych declared itself a free city and threatened to destroy its oil refineries should the Soviet government launch an attack against it, the Soviet commanders debated furiously as to what they should do. The refineries at Drogobych—and the potential for mobilizing the forces which that oil represented—were crucial to a continued war effort in the Lvov region and beyond. After many weeks and heated arguments had passed, the Soviet commanders finally decided to put the matter in the hands of their famous and trusted leader of the Lvov Military District—General "Red Bear" Chelkov. This was, after all, a scurrilous uprising in his district. Although the commanders essentially "passed the buck" to General Chelkov, they did recognize the dire importance of regaining control of the oil refineries. To impress upon Chelkov the import of reifying Drogobych into the Soviet state, they sent Chelkov a Scud B biological warfare missile, mounted on a MAZ-543B launcher/erector vehicle.

The Soviet commanders did not deliver the missile secretly, but they let it be known throughout the area of Lvov that General Chelkov was now in possession of a Scud B tactical nuclear

missile with which he was either going to reintegrate the erring Drogobychians into the Soviet Republic or eradicate them. The missile itself displays the unmistakable nuclear warhead symbol. Unfortunately for the Soviet commanders, the Red Bear was busy consolidating his power in order to sever ties with the quickly waning influence of the Soviet Union. The missile was the last thing he needed to accomplish this, or so he thought.

In 1998, the 27th Soviet Tank Division took heavy losses in the summer offensive near Debrecen. In late 1998, the division defected to NATO and began the trek toward Lvov. Heavy losses, lack of cohesion, and NATO's desire to bring the 27th under more formal control slowed the tank division's progress. NATO troops joined the 27th and spent months retraining and outfitting it. The 27th was also allowed to rest and regroup—American and English officers and soldiers joined the 27th, particularly as intelligence officers and language specialists.

The 27th then proceeded north toward Lvov but quickly began to run low on provisions. It also met heavy resistance from Soviet partisans and former allies. The 27th made it to the southern foot of the Carpathians in late October but found it necessary to take several towns in order to gain provisions. With partisans attacking continually and the snow falling early, the 27th found itself in a very tight spot. From June of the previous year, its numbers dropped from approximately 4000 to 3400, with 975 of these garrisoning towns in the Transcarpathians. The fighting force was effectively cut in half.

Chelkov learned of the 27th's defection and quickly calculated that it would arrive on his doorstep sometime in the early winter. With this in mind, he adroitly prepared for a winter campaign in the Carpathians—an idea most would consider insane, but one which either the 27th or the Red Bear might simply label as desperate. The Red Bear reformed the 70th GMRD into an elite ski-troop unit and sent it into the mountains to hold back the 27th. The 70th blasted three mountain passes and sat waiting by the fourth.

Meanwhile, Chelkov continued to negotiate with Drogobych in hope of obtaining the fuel without expending his valuable missile. If he could sway the Drogobychians, he would have the fuel for a mobile attack against the 27th, be able to defend himself more effectively against dissenters from within, and still retain the missile with all its potential for intimidation. But the Drogobych Gorkom has adamantly refused the Red Bear access to the refinery.

General Chelkov must gain control of Drogobych and its fuel 24 hours before the main body of the 27th TD gets through the Carpathian Mountains. This leaves him time to move the Motorized Rifle Battalions of the 318th into position. He will attempt to supplement the northern garrisons with Lvov Guard forces when this occurs. The 128th MRD will accompany the missile and defend it until it has been successfully launched. After that, it will rendezvous with the main combat group to the south. But all of this takes fuel.

Chelkov's attempts to scare Drogobych will get more serious in the near future. He does not want to use the missile against Drogobych. The following possibilities exist.

1. If he does use the missile on Drogobych, he will have the fuel necessary to maneuver around the 27th Tank Division as needed. Speed is everything in combat on the steppes.
2. The surrender of Drogobych without using the missile means that he can use it on 27th Tank Division if he cannot outflank the main body.
3. Should he lose both the missile and the fuel, he must stay

garrisoned and attempt to outlast the 27th Tank Division using guerrilla warfare techniques. In this case it is important to make the 27th expend as many of its supplies as possible.

The 318th GMRD is to be the main assault force; the 128th MRD will be the highly maneuverable assault force. It will be looking for the weak spot. The 70th GMRD is to deliver the warning when the 27th comes through. The 70th is to fall aside quickly and use guerrilla techniques against the 27th or make its way to one or more of the southern garrisons and hold out.

Once Chelkov has destroyed the 27th and captured Drogobych, he will attempt to increase fuel and ammunition production. He will also dig deeper into the steppes. When he has accomplished this, he will roll across the Ukraine. The Southwestern Theater will be his one day. He believes this, and so do his men.

ADVENTURING IN LVOV AND THE UKRAINE

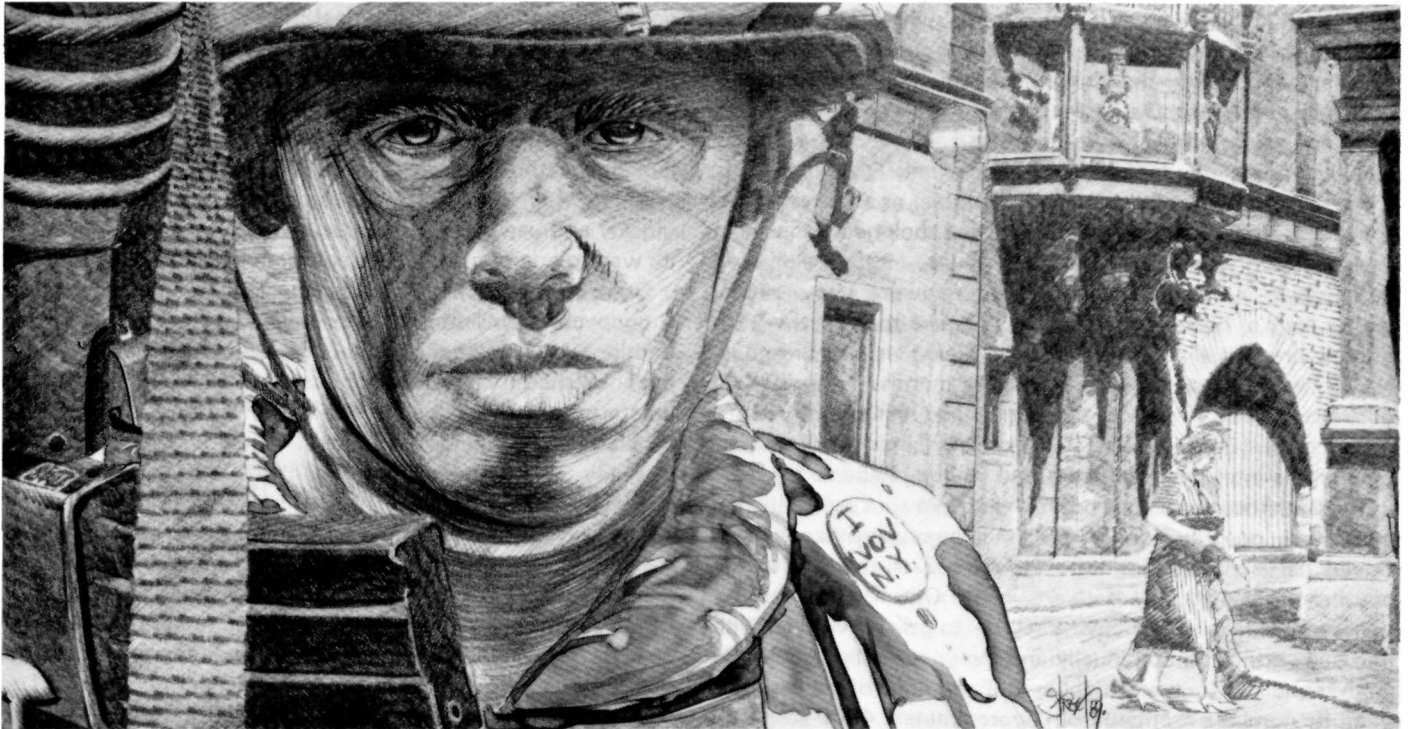
The players should arrive in Lvov around Christmastime. A feeling of good fortune can be noticed in the city, which might mislead the PCs into believing all is basically well. Many avenues of adventure exist in the European cultural center of Lvov.

1. Become involved with the local revolutionary forces and use their assistance to capture the missile.
2. Independent of all exterior help, infiltrate the Red Bear's forces and devastate his chain of command. In the confusion, eliminate the missile.
3. Move south into the Carpathians and assist the 27th in breaking through the Soviet 70th Guards Motorized Rifle Division's line of defense.
4. Assist the Soviet and NATO POWs in their need to escape.
5. Move into Drogobych and assist the defenders in holding their ground foot by foot.
6. Join the Red Bear in his juggernaut through history. Assist him in his conquest. In this case, the CIA and partisans will go to any lengths to destroy the players. The PCs will be used by the Red Bear to symbolize his "democratic" attitudes.
7. Strengthen the CIA espionage ring in Lvov by joining the fight against the KGB.

Player groups that do not try to hide their western heritage will speedily be approached by the partisans of the Peoples' Revolution. They will be carefully brought into the underground. The more loyal they seem, the safer they will be. Should the players be suspected of being in the pay of the Red Bear, the partisans, out of pure fear, will execute them. This fear is deep and cannot be surmounted. Connections with the agent, known only as Cromwall, can be made through the underground leaders. Betrayal of his identity would be suicidal. The partisans consider him to be a savior from the west. He is well known by his code name but has never been seen by anyone except the leader of the revolution, whose identity, in turn, is known only by a few.

Cromwall will be able to tell the players the location of the missile. He will also know the basics on troop concentrations and supplies. Cromwall will not be seen in public with the players and will restrict the meetings to one or two.

Should the players arrange to move south into the Carpathians, they can assist the 27th by removing some of the pressure. The stress of reopening a pass has exhausted the troops. Constantly fighting to protect it from further damage is dangerous. Should it be effectively closed, it would take until the end of March before the 27th could even attempt to travel through to the north. Another method of directly helping the 27th would be to supply it with food and goods.



Lvov

Lying on the watershed of the Dniester and the Vistula Rivers, northeast of the Carpathian Mountain range, is the city of Lvov. At her full glory, she boasted 111 square kilometers of space and a population of half a million people. Seven hundred years of history painted with political turmoil and military assaults have made this one city a jewel in the European Steppes.

Lvov was founded in the 13th century by Daniil Romanovich, prince of Galicia and Volhynia. It is named for his son, Lev. This city has spent 700 years being assaulted by Tartar-Mongol hordes, Poles, Hungarians, Lithuanians, Swedes, Germans, Turks, and Russians. Lvov's rulers have left their contributions: Lofty gothic cathedrals stand with ancient Italian Renaissance structures. Lvov is so unique that her favorite son, the 17th-century poet and historian Zimorowicz, wrote, "This town was born under such a sky and under such a star that it was destined to strive for the beautiful."

Present Lvov and ancient Lvov blend together eerily. Baroque church steeples tower above collapsed warehouses and rubble; the snow covers all. In the northeast section of the city stood one of the most powerful industrial centers in the Ukrainian Soviet Socialist Republic. During the counterattack in Poland, the NATO armed forces destroyed the region with a three-MIRV (200-kiloton warheads) medium-range missile. The missile fell three kilometers short of Lvov's industrial center. The low, air-burst pattern resulted in one warhead at 3.0 kilometers, the second 1.0 kilometer northwest, and the third 2.5 kilometers north of the others. The destruction shook the city apart, with a direct hit on the emergency military facility placed near the city to house supplies bound for the Western Front.

CASTLE HILL

The most panoramic view of Lvov can be obtained from Castle Hill (Zamkovaya Gora). From 1835 until late 1998 it was a 40-hectare park. Throughout history it has based enormous fortifications that held off enemies of every variety. Once again, High Castle (Vysoky Zamok) stands above Lvov as its predecessor (built by King Casimir III of Poland) did centuries before.

The glory of High Castle is known throughout the region. At the cost of hundreds of NATO slaves, Chelkov has nearly completed the fortress. Using metals near the base as increased armor, he has developed a monster capable of supporting 400 soldiers for two years of siege. Most of High Castle's strength will be in the caverns below, where storage space for 1000 tons of foodstuffs, and double that in munitions and other supplies, lies. High Castle will be more than a garrison or a command base. It will be a symbol of his strength and his desire to part with modern politics. The fortresses which Chelkov plans to rebuild throughout the region will also give him the ability to hold what he has captured—of great significance to the conqueror.

The castle mixes modern offense and defense with medieval style and strength. The Upper Castle is a military structure with tremendous punch, supporting an artillery battery, a heliport, and several heavy machinegun nests. The Lower Castle is a preliminary defense station. It hosts antitank weaponry, heavy machineguns, and an armored, quick-reaction force. Should Lower Castle ever fall, High Castle could still act independently from a defensive point of view. Lower Castle supports a number of the Chelkov governmental functions. The Lvov Guard does not enter either castle without permission, although it does have an office in the Lower Castle for interaction with the government.



UNDER THE FOOT OF CASTLE HILL

Surrounding the western and southern reaches of High Castle lies five of the city's Catholic churches: St. Parasceva Pjatinisa, St. Onufry, St. Nicholas, St. Mary, and the Church of the Benedictines (the first three churches were bruised by the nuclear holocaust). The rest of the southern and eastern regions have been laid to waste to supply some of High Castle's building materials. Sovetskaya (Soviet) Street, which is a north/south road from High Castle, has the Church of St. Michael of the Carmelite Order, the powder tower, and the town arsenal from ancient Lvov. The powder tower contains the Architects' Guild—a leftover of the Soviet Architects' Union. The neighboring town arsenal contains what was once the Workers' Union and is now named the Workers' Alliance. Together they desire to rebuild Lvov.

Paralleling Sovetskaya Street is Podvalnaya (Under the Rampart) Street. The west side of the street contains the royal arsenal which now houses the central offices of the government of Lvov, the Church of the Assumption, the Chapel of the Three Saints, and Korniyakt Tower. The church is presently the most influential in the Orthodox communities. Most merchants and craftsmen are members of this church. It has been able to obtain a neighboring four-story building. The first, second, and third floors contain the new School of the Assumption. The fourth floor has a small hospital for church members. Beneath the church are vaults containing deceased noblemen—including Ivan Podkova and Constantine Korniyakt, a Greek merchant. One of the tombs is actually a cache where the church stores extra gold and jewels. A fortune in artwork and \$119,000 worth of treasure supply the church with an emergency cash fund.

From the Korniyakt bell tower anything can be seen entering the city. The tower is 66 meters high.

MARKETPLACE

The Armenian Cathedral and the ruins of the Lvov branch of the Central Lenin Museum, which burned down almost two years ago, lay west of the Church of Dominicans. The Museum of Natural History and another branch of the Museum of History lay to the south. Both have been closed by the military government. Between these and the Church of the Assumption, to the east, is a favorite region of Lvov called the marketplace. Not one house of the 44 surrounding the marketplace is less than 200 years old. The Black Palace is one of the more prominent houses, and it is the residence of the present leader of the Lvov Guard. Neighboring Korniyakt House contains the Merchants' Guild of Lvov. The only open exhibits of the Museum of History are in three of these Gothic houses. Here visitors to the fair city may see the glory of Lvov. In the center of the marketplace is the town hall, which houses the remainder of the city government. Other houses of Lvov's fantastic marketplace are owned by various rich merchants and local leaders.

CENTRAL CITY

In the center of what was once the Lvov of the 20th century is a single memorial. Standing nearly six stories tall, the Adam

Mickiewicz memorial is named in honor of the poet, one of Lvov's favorite sons.

Northwest of the main street is Verkhovina Hotel, which is small and independently owned. It hosts a number of luxuries—including electricity—unavailable in the rest of Lvov. Next to the hotel is the closed Museum of Ethnography and Craft. The military government feels it is safer if it is closed.

Nearby is the Lvov State University of Ivan Franko which once served 12,000 students. A statue of Ivan Franko can be seen in the park nearby. South of it is the Polytechnical Institute which once held 22,000 students. It was the largest technical institute in the Ukraine and possesses a 700,000-volume library. Both of these, and the other nine higher education institutions in Lvov, are presently closed and guarded by the military government.

Many of the seven stadiums and athletic facilities were located on the west side of Lvov. The bus station and railway terminal were also west. Most of these were damaged to some extent by the nuclear blasts years ago. The Lvov Hotel, which is north and closer to Castle Hill, was also damaged by the blast. Its lower floors are being used by the Lvov Guard as one of its barracks. Four hundred of the 700 rooms are still usable. The complex also houses a 1200-seat movie theater called the Mir (Peace). The guard uses it for military discussion and training. The nearby Pervomaiskaya Hotel was left in better condition. It is also being used to barrack troops.

Southern Lvov contains more museums and libraries closed by the order of General Chelkov; the Red Bear's personal guards watch these buildings around the clock to protect them from looting. Citizens who wish to use any of the libraries must go through a rigorous interview before being escorted in. The Church of St. Nicholas can also be found here. The east side contains the Church of the Benedictines, the hotel Varshavskaya (which now holds troops), and the Medical Institute.

The Medical Institute supplies the best medical treatment available for thousands of kilometers in any direction. In addition to having several doctors and surgeons employed here, the institute also has the ability to treat cases of radioactive poisoning.

South of Lenin Park is Park Pogulianka. It has been converted into fields. One of the larger stadiums can be found nearby and is being used to house refugees.

INDUSTRIAL LVOV

At its height, the city of Lvov supported thousands of industrial workers. It manufactured buses, agricultural machines, forklifts, cranes, loaders, motorcycles, electronics, TV sets, ferroconcrete, shoes, knitted wear, confectioneries, gasoline, and electricity. It was also control center for the Lvov Military District of the Soviet Armed Forces. Prewar, industrial Lvov produced a tremendous amount of material for the Ukrainian Soviet Socialist Republic. Three NATO nuclear devices destroyed that Lvov.

The Lvov of the year 2000 supplies some machine parts to other cities. It can produce small diesel engines—as well as clothing and motorcycles—in limited quantities. The city's inhabitants hope to begin transporting foodstuffs by caravan in



the summer of 2001. They also hope to be able to refine fuel on a large scale within five to seven years. Perhaps these are only the dreams of a once-mighty city committee.

RIISING OF THE PHOENIX

As every historian is aware, the Soviets of 1997 were involved in a serious two-front war. The strain on their economic system could be seen during the course of Operation Advent Crown as NATO elements drove through Wroclaw, Czestochowa, Gdansk, and Warsaw by July. As the 1st German Army began marching on Soviet soil, the Soviets made a final insane attempt to turn the course of the war. On July 9th, 1997, the Soviet Missile Force launched massive tactical nuclear weapon strikes against its Chinese enemies. Chinese retaliation was a complete failure. Limited strikes against NATO troop concentrations were met on a one-for-one basis by NATO. As the Soviet-Chinese front collapsed, the Soviet ground forces were sent at the highest possible speeds to the European front. NATO troops were stopped by early September as more troops rolled into Kiev and Lvov. NATO conventional bombers had brought Ukrainian power and oil production to a standstill.

On September 18th, 1997, NATO tactical missiles dotted Byelorussia and the Ukraine. Kiev, Lvov, and Odessa took hits from multiple warhead weapons. Two nuclear power facilities took direct hits. At the time of the attack, Lvov was playing host to the revitalization of the European fronts. Vaporized tanks and troops filled the atmosphere in a holocaust. Lvov's major medical facility was one of the first victims. Because of its northeast location, it was brought to the ground instantaneously.

Radiation settled across the city, and a decimated local government attempted to put the pieces back together once again. Urgent messages were sent to Kiev, Odessa, and other nearby cities asking for assistance. No reply was received.

In the blink of an eye, the Kiev and Lvov military districts ceased to exist. The effect seriously weakened the Soviets' attempts to build up their western forces. The last months of 1997 saw the Ukraine slowly slipping into a new dark age. The 13th Soviet Army was on its way into the Ukraine when all the world burst into flames. Its forces took two months to reach Lvov. The supplies that were housed for the 13th in the military district base were long since buried by airbursts.

Cleaning up a city the size of Lvov is no small job. Only a fraction of the city was fit for any human occupation, and even this was very dangerous—radioactivity claimed thousands more lives in the following year. Digging for supplies and burying radioactive debris took 14 months. Finally, the phoenix has risen. Lvov's radioactive northwest is presently no stronger than 1 D6 rads per hour above the craters. The surrounding region is giving off a level of 1D6 rads per week. Most of the area bordering the city has been cleaned up.

A wall of dirt and rubble one-and-a-half meters tall and five meters wide surrounds this edge of Lvov. Here the rubble was pushed back and buried, and good topsoil remains for half a kilometer in the rubble's place. Attempts at planting grass here are set for this summer. The idea of planting food here did not go over well with the local inhabitants; they believe that the fields south and east of Lvov are sufficient.

Lvov's post-holocaust population has no more than 10D6 rads each. The more seriously exposed have naturally long since died.

THE DESTROYED MILITARY DISTRICT HEADQUARTERS

The Soviet Lvov Military District Headquarters was northwest

of Lvov. Its surface facilities are now complete rubble. A melted T-10 tank sits on the location of the main gate to the base. Its main gun now reaches to the ground, and its tracks are burned away.

The airburst effectively wiped out everything on the surface of the base, and the underground facilities are 80 percent collapsed. No one has searched the base very carefully because of the constant danger that the underground passages will collapse. Note that most of the base is a 1D6 rads per week area, given no protection.

Should the players find one of the melted sewage system drain tunnels open, they may venture beneath the surface of the base. The Soviets had originally built a portion of the facility below the surface. Stores of pre-holocaust weapons (at the referee's discretion) were being held for the 13th Soviet Army. The base's armor was mostly destroyed, although one or two underground vehicle caches may still exist, albeit in seriously damaged condition.

A possible subplot would bring the players here to search for working equipment for the 27th Tank Division or the partisans. They may have been sent by the 13th to see if anything actually survived.

When the nuclear weapon detonated above this base, it instantaneously combusted all the fuel reserves on the base. Should any underground reserves be intact, they would be extremely dangerous. A spark could ignite an entire tunnel in convulsing flames and collapse the entire underground complex. The referee should make adventuring below the surface extremely dangerous, but rewarding.

RADIATION AND YOU

You can remove low levels of radioactive contamination by scrubbing with soap and water. Removal of higher levels of radioactive contamination requires more serious decontamination techniques that would probably kill a person. Different types of decontamination equipment include ultrasonic sound vibration, wet and dry abrasive blasting, vibratory finishing (similar to a sander in principle), strippable coatings, hand scrubbing, acid or chemical cleaning, hydrolasers, and steam decontaminators. Note that most of this equipment is not readily available and should be considered rare. For some basic information on decontaminating large areas, see the article on the Chernobyl accident in the May 1987 issue of *National Geographic*.

Workers in a nuclear environment must wear respirators and complete chemical defense suits, and they must remove the suits carefully without touching the outside. Hand scrubbing a contaminated person with a soft bristle brush is the safest decontamination method. Touching radioactive material would definitely result in low-level contamination (at the minimum). This includes the outside of a chemical defense suit or a respirator that has not been washed. Breathing a radioactive atmosphere is also very serious; it is extremely difficult to wash and scrub someone's lungs.

A person who is properly suited considerably reduces his exposure (as compared to someone who is not suited). Divide exposure by six for game purposes (unless contamination occurs) and note fractions. The United States nuclear industry tracks a person's radiation count to the nearest thousandth. For a role-playing setting, this is uniquely realistic. Dosimetry counters are one of the most accurate methods of measuring a body's radiation level. They are chairs which house a computer and sophisti-

cated radiation detector that measures dosage. Since most computer hardware has been destroyed by EMPs, it is doubtful that such hardware is still operational (a computer from the Operation Reset section in **The Free City of Krakow** module could be used to replace it). Unfortunately, in the year 2000, no available method is sophisticated enough to properly measure exposure levels.

ORGANIZATIONS OF LVOV

The following section details the organizations of Lvov.

13th Army-128th MRD's Lvov Headquarters

The 128th MRD has two major assignments in the Red Bear's plan (see the organizational chart for the 13th Army for more information). The first major project is to maintain Chelkov's original stronghold, Olesko Castle. The second project is to provide central authority from High Castle in Lvov. Those troops dedicated to the latter assignment are those mentioned here. All NPCs in the 128th should be considered the best available (Veteran or Elite troops).

The division headquarters is in High Castle, as it presently stands. It stores a great deal of the supplies marked for distribution throughout the 128th MRD and other 13th Army divisions from Lvov. This is the Red Bear's center of control.

The 128th MRD has broken down into a shell of its past glory. Few elements of the division are larger than a modern platoon. The antiaircraft and antitank batteries reside in High Castle. Support facilities for six helicopters are being constructed in High Castle, too: It is important to realize, however, that the 13th Army has no helicopters at this time. A rifle company provides the majority of High Castle's and Low Castle's security and manpower. In all, 230 soldiers of the 128th MRD reside in the city of Lvov. Although the soldiers do not have contempt for the civilian citizens of Lvov, they are an elite fighting force and go to great lengths to separate themselves from the local populace.

High Castle and Low Castle will have the ability to hold more troops than the 128th MRD presently has available in both Olesko and Lvov. The force's recon company often uses Low Castle when it travels between the fortresses. Its long-term housing will be there, but presently it is listed as an element of Olesko Castle's contingency.

Each of the companies has its own captain. The batteries have lieutenants in command. The 128th second-in-command is a major who spends most of his time in Olesko Castle. For important situations, he is able to travel to Lvov.

The Lvov Guard

Numbering 400 full-time and 1200 part-time soldiers, the guard can deal with almost any immediate local threat. Many of its troops tend to be young and inexperienced, but are complemented by a large number of older soldiers whose retirement ended when the guard was formed. The lack of regular troops gives this force a mild disadvantage.

The defense of Lvov is no laughing matter to these soldiers whose families now reside in this city. Guard soldiers have a serious suspicion and dislike for armed visitors marching throughout the city. Any guard troops will be likely to inform armed guests that the open display of arms is not good for their health. It is not unlike one of the younger soldiers to take the warning a little too far.

In theory, the guard is not directly under Chelkov (unlike the

13th), but, in reality, Chelkov tends to get his way in matters which concern Lvov. He is also a military leader, and although he has parted from the Soviet government, the people of Lvov (certainly the gorkom and many citizens) accept his authority. The fact that the general possesses a Scud B missile boosts his position considerably.

The guard's full-time regular force includes a 50-troop headquarters unit. The headquarters is located beneath the Lvov Hotel. Here the direct telephone system connects the various outposts of Lvov with High Castle.

In the neighborhood of the Lvov Hotel is the mortar battery, which has three 120mm mortars in a roofless, thin metal warehouse with sandbag-reinforced walls. The battery has 40 regular troops and a sandbagged ammo dump. The first 30 meters around the warehouse have been turned into rubble. Various traps in the rubble and firing ports in the walls make this a dangerous area to assault. Troops who man the mortar battery are Elite.

Antiarmor activities are carried out by two dedicated antitank platoons. The two units have 25 troops and three RPG-16s each. A ZIL-135 truck is also available for each platoon. The platoons are armed with AKM assault rifles and three antitank grenades. These regular troops are Veteran.

The strangest element of the Lvov defense is the impression that it is able to provide armor to back up its might. The Guard Tank Company consists of 12 Soviet tanks and 40 regular troops. Five of these tanks are T-86s, four are T-64s, and three are T-55s. Only one of these can be considered completely operational, a T-55. Each of the four T-64s is placed at one of the entrances to Lvov.

The tanks which form the perimeter outposts look formidable



and completely operational, but a DShK MG and a PK MG are the only operational parts of the vehicles. A telephone system connects each tank with a neighboring pillbox. The tank turrets are capable of traversing slowly (30 degrees per 10 seconds), but the main guns are no longer functional. Guard soldiers will not allow close inspection of the tanks by outsiders under any circumstances.

The five T-86s are placed on a small hill which overlooks the southern and eastern exposures of the city. They are dug-in well and seem completely operational from a distance. In fact, only two of the main guns are operational. Operational PK MGs are located on each vehicle, and a pillbox provides the communications hub. The chassis of all vehicles are incapable of movement, and the engines have been stripped out.

The remaining tanks, three T-55s, are located at headquarters. The two immobile tanks are dug-in, and most of their parts have long since been scavenged to keep the remaining T-55 operational. The configuration of the two immobile T-55s is the same as those at the perimeter posts. The operational tank is always attached to a rifle company when moved outside the headquarters. It has a wear value of 9 and moves at half-speed, but is fully operational.

The recon company has 100 regular troops. The company has a UAZ-469 with a mounted PK machinegun (MG), one BTR-70 APC with a wear value of 3, two ZIL-135 trucks, and a 50-troop cavalry unit. The cavalry unit has one RPG-16 and 50 AK-74s. This company is used as a quick reaction force against partisans and as a guard unit for important caravans.

The three rifle companies (212th, 566th, and 9th) consist of 370 troops each. Twenty of those are regulars, and the remainder are reserves. Reserve duty allows a unit to work two weeks and have one week off. This results in one active company on duty at all times. The regular troops are scheduled to allow 50 percent to be on duty at any one time.

Each rifle company has one UAZ-469 with a mounted PK MG and one BTR-70. Thirty horses and 15 wagons are used for the transportation of each rifle company. Also a 30-horse cavalry has been formed for each cavalry unit, and fresh mounts are available. A rifle company is armed with 50 AKMs, five RPKs, 340 sporting rifles, and a varying number of pistols and shotguns.

The Guard Construction Company is responsible for all military constructions in the Lvov area. It generally uses forced POW labor to assist in achieving its tasks. The Castle Hill project and the Lvov Perimeter Defense project are its major undertakings. It does assist in the basic development of other 13th Soviet Army fortresses. For vehicles, it has a turretless SAU-203 with reinforced armored underhull (15 points), three bulldozers, three cranes, four ZIL-135 trucks, two URAL-375 trucks, two UAZ-469s with mounted PK MGs, and 15 forklifts. In the company are 210 troops, of which 60 are regulars and 150 are reserve units. Weapons vary throughout the company, but most of the reserve units use nothing more than single-shot sporting rifles.

KGB—"Children of the Party"

The secret police are deep within the heart of Lvov. Their leader, Nathan Zordich, has gone to great lengths to keep them alive and active. A KGB operative exists in every city in the Lvov region. In Lvov a primary and a secondary base provide the communications between the KGB operatives by short-wave radio.

KGB Headquarters, Lvov: An underground base within the city

of Lvov houses the control center for the KGB in the Lvov Military District. A number of closed-off sewage channels and building basements in the southern part of the city have combined to form a facility of tremendous value. Five entrances provide easy access to the HQ. One is an emergency entrance in the sewage tunnels beneath the city. The four remaining entrances are located aboveground in the city. All the entrances are hidden from normal view, and no one operative knows all the entrances (except those operatives of the highest rank).

The base is broken into five sectors. Two northern troop sectors provide personnel housing for special KGB military forces. These two sections are capable of supporting 100 troops for one month. Typically no more than 50 troops are housed in the facility at a time. Each sector consists of a common sleeping area for troops and sleeping facilities for officers. Latrines, a mess area, and a common living area complete the design of the troop sectors.

The eastern sector, the personnel sector, is similar to the two troop sectors. It houses as many as 40 KGB personnel. These full-time persons have personal sleeping cubicles, although the walls are temporary and very thin.

The southwestern sector, the entrance sector, contains a large number of sewage channels leading to each of the entrances. This maze of channels provides a certain amount of security and contains a variety of traps. This section is the largest of all the sectors. Its common entrance area contains a sandbagged guard post, which provides a final measure of security.

The central sector houses five meeting rooms and a number of offices: The heart of this sector is the control center for the KGB operations in Lvov. A large military map of Lvov is mounted on a table in the middle of the room; a short-wave radio is adjacent to this hub; and a small library complements the corner of this sector. A 100-kilowatt generator located nearby produces electricity for the facility, and a backup generator is also available. Six 1000-liter fuel tanks and a machineshop are located here (collectively, the fuel tanks hold 3300 liters of fuel). A small, 10-man prison is considered part of this sector and is guarded when it is occupied. The sector also houses extra food supplies (for the facility) that would last approximately one month; materiel supplies are also stored here. A constantly guarded and very well equipped armory completes the list of central sector's elements.

The central sector armory contains a variety of firearms: 12 Skorpion, 40 AKR, and eight M231 submachineguns; 10 9mm Makarov and two 9mm Parabellum pistols; 10 M16A2s, 45 AK-74s, and 20 AKM assault rifles; two RPK-74 automatic rifles, five SVD sniper rifles, and various shotguns and sporting rifles. A PK MG, an AGS-17 grenade launcher, and an AT-4 missile launcher can provide heavy fire ability, although these are obviously not meant to be used in defending the base. An ammunition dump is sandbagged against a solid wall for additional safety. In addition to those weapons and their ammunition, a small supply of explosives and a variety of grenades are available.

The houses above the facility are deserted and in extremely poor condition. Some have collapsed, with assistance from the KGB.

The Secondary Headquarters: The secondary base for the KGB in Lvov is actually outside the present city limits. A partially collapsed warehouse has been secretly and selectively reinforced. The entrances to the warehouse are large functional doors and a smaller door which looks unusable. The exterior of the warehouse has been left in poor condition. The warehouse can

support 10 KGB personnel for a two-month period. Each person here possesses a 9mm Makarov pistol and an AKM rifle for personal use. The facility has an arc welder and a 10-kilowatt generator. A single 1000-liter tank provides the fuel (it presently holds 960 liters of alcohol). The warehouse is used to house KGB vehicles and to provide an external meeting area for operatives; it can hold 12 normal vehicles. The vehicles under control of the Lvov KGB include two UAZ-469s, one ZIL-135 truck, and a BDRM-2 light combat vehicle. Both UAZ-469s have PK MGs available for mounting. It is unusual for the KGB to use vehicles in combat—it prefers the more subtle method of personal assault from inside an organization.

Central Intelligence Agency

One official member of the CIA lives in Lvov; his code name is "Cromwall." He supports the partisan movement and has formed a small group of informants in public offices to support his goal of a free Lvov. His support of the partisans has ranged from training manuals to strategic information, and he has become their best source of information.

The CIA agent has recruited a seven-man squad of assistants. The leader was a sergeant in the Soviet Army and is the only man who knows Cromwall by face.

The CIA has a small house on the east side of Lvov, on Kiev Street where Sergeant Melova lives. The CIA stores consist of nine AK-74 rifles, five 9mm Makarov pistols, and assorted explosives, grenades, and demolitions materiel. Ammo for the weapons is also in great abundance. The CIA has nine horses stabled locally by Sergeant Melova. The only way for the players to meet Melova is either through armed conflict or through Cromwall. Melova is familiar with Cromwall's partisan activities but does not interfere. The partisans do not realize that Melova's band exists. Melova is a sergeant in a Lvov Guard Rifle Company. (The details of Melova and his secret band will be left to the referee.)

Lvov's Gorkom and the Government

The committee has loosely controlled the city's legal and economic branches over the last few years. The committee's major goal is to rebuild and establish trade over the next 10 years. The primary objective of this plan leans toward supplying the 13th Army—for this reason, it is the Red Bear who controls Lvov.

The plan first took hold during the cleanup which followed the NATO nuclear strike. Lvov was determined to establish itself as a Ukrainian powerhouse once again. The city defenses were emphasized above all other needs in the formation and support of the Lvov Guard. The constructions on Castle Hill, the perimeter outposts, and the bases are all part of this major effort. The second step of the plan includes strengthening regional food production and beginning shipment of foodstuffs in caravans; repairing the railways between Ternopol, Olesko, and Lvov; and reestablishing a regional committee (obkom). The final step is to reestablish oil refining and heavy industry on a large scale and perhaps light industry on a small scale.

The gorkom's dream for a new Lvov is carried on at every committee meeting. At these meetings, the committee sets various policies, and specific interest groups attempt to define or sway public opinions on present and future topics. The referee should note that the gorkom has never opposed a policy proposed by the Red Bear. For the most part, minor details in the city reconstruction plans tend to become major issues—this has

happened more and more of late.

The gorkom itself is comprised of 12 members; a chairperson, whose sole goal is to represent the 13th Army, directs the meeting. Ten of the members are appointed yearly by larger policy or public interest groups to sit on the gorkom as representatives. Two of the members are from the city government itself (one is from the Lvov Guard, the other from public services.)

The Lvov government provides for a number of local needs. A town speaker announces local events and news at 1 p.m. every day in Mickiewicz Square in front of the monument to Adam Mickiewicz. Soup lines for the extremely needy are held daily from 4 to 7 p.m. in a number of warehouses, but only those who do public service work are allowed in. The sewage disposal system is kept functional, as is the drinking water system for the inner city.

Partisans

The partisan activities in Lvov vary greatly. Partisans prefer to attack small units of the 13th Army which are on caravan duty or are travelling between towns, although direct confrontations with the Lvov Guard, 13th Army, and KGB forces occur frequently. Small assaults on city borders and the POW camp take place almost every night. Fuel supplied by Drogobych is sold in Lvov to keep the five partisan camps in the region warm: Surplus fuel is sold to buy ammo, food, and other supplies. The partisans also rely heavily on capturing enemy equipment and occasionally attacking a small town that has refused to join them. Any type of small firearm can be seen in the partisan camps. Most weapons are of a civilian variety.

Approximately 230 partisans are active within the city of Lvov. They hold out in safe houses throughout the city.



Should the players be the "freedom fighter" type, they will be watched carefully for a few days, approached secretly, and urged to join the fight for the Ukraine. If they join but later decide that they are not cut out to be freedom fighters, the partisans will have no regrets killing them as traitors.

Other NATO and oriental troops have joined the partisans fighting for freedom. Most of these troops are using eastern bloc weapons, although a few NATO weapons remain. The histories of these soldiers vary and can be played on by the referee to strengthen the "war is hell" theme. Most of these troops were prisoners at the 25th Soviet POW camp, although Commander Bestolv will not acknowledge any prisoners have ever escaped.

ENCOUNTERS IN LVOV

The people of Lvov do not tend to spend a great deal of time roaming about the streets at night—it is very cold. Encounters at night will be with the Lvov Guard, thugs, partisans, or refugees, at the referee's discretion.

The vast majority of the citizens are not well fed and do not have the proper clothing to keep themselves comfortably warm. (Any characters wearing parkas or thermal fatigues will be eyed jealously.) And more than one person has been found dead in an alley, missing his coat or leather boots.

Those who work for the government (military or not) are kept well fed and warm. The supply of volunteers is endless, but most are poorly equipped for the jobs that they apply for—either they do not have the education, or they cannot sustain the physical labor.

LVOV ENCOUNTER TABLE

<i>Die</i>	<i>Northeast</i>	<i>Castle Hill Area</i>	<i>Marketplace</i>
1	Animals	Gov't Employee	Gov't Employee
2	Poor	Gov't Employee	128th Soldier
3	Poor	1 28th Soldiers	Lvov Guard
4	—	128th Soldiers	Merchant
5	Lvov Guard	Lvov Guard	Citizen
6	Partisan	Lvov Merchant	Citizen

<i>Die</i>	<i>Southeast</i>	<i>Southwest</i>	<i>Northwest</i>
1	Ex-student	Refugee	Refugee
2	Ex-educator	Refugee	Lvov Guard
3	Lvov Guard	Lvov Guard	Citizen
4	Lvov Guard	Thugs	—
5	Citizen	Thugs	Thugs
6	Citizen	Citizen	Partisan

RUMORS IN LVOV

The PCs may hear the following rumors in Lvov.

1. (Anyone) The whole Carpathian Mountain region is swarming with soldiers. They are killing anything that moves.
2. (Anyone) The Red Bear is intending to assault Kiev after the 27th Tank Division and Drogobych give up this insane battle.
3. (Anyone) Four thousand people died of the plague in Mezgorje, but the 13th Army is keeping this information a secret.
4. (Anyone) Olesko Castle has been assaulted by the 1 9th Soviet Army. The KGB infiltrated the castle and helped the 19th. The castle will fall any day now.
5. (Anyone) Partisans have assaulted Olesko Castle and taken the nuclear missile. They demand the surrender of Lvov and of Chelkov himself.
6. (Anyone) The Red Bear's missile is a one-megaton nuclear

bomb. A friend of mine saw it. It will bust the Earth's crust above Drogobych if they use it there. We'll all be dead.

7. (Anyone) No one understands that Chelkov is the reincarnation of Alexander the Great. He is here to capture his world all over again.

8. (A partisan in Lvov) American soldiers were seen coming into town. An entire company is ready to assault the city and lay it to waste. They are angry because of the POW camp.

9. (Someone in the Lvov Guard) The army in Ternopol is getting ready for a major drive south to meet the 27th Tank Division in February. It'll be a bloodbath.

10. (A local merchant) Chelkov has ransacked almost all of Lvov's museums to decorate Castle Hill. He's also building a helicopter pad. A friend of mine says he has helicopters at Olesko Castle. It makes sense.

11. (Someone who lives in Lvov) Chelkov is insane. He thinks the KGB will stand aside while he takes over half the Soviet Union. They'll kill him soon.

12. (Someone in the Lvov Guard) Bestolv is stealing from Chelkov. He thinks he can take over all of Lvov and use slave labor to fortify it. He keeps arming his soldiers for a *coup d'etat*.

Personalities

The referee may find the following NPCs to be useful.

GENERAL ANTON V. CHELKOV

The Red Bear was born in Leningrad during the late 1950s. He attended the finest Soviet military academies and entered into the Soviet ground forces at the age of 18. And during the battle against China, he was nicknamed the "Red Bear" by the Soviet military magazine, *Red Star*.

The Red Bear is one of the most aggressive leaders of the Third World War. His divisions swept across the Chinese multitudes during the first years of the war. Anton Chelkov rose from his rank as colonel to what was called SovComiFEF (Soviet commander of the 1st Far Eastern Front), at a rank of lieutenant general. When the Chinese government collapsed, he was given orders to take command of the 1st Western Front (SovComiWF). As the 128th MRD entered Tarnow, Poland, it was tactically nuked. Moscow ordered one of its best divisions to form the 13th Army upon its return. Control of the Ukraine, Romania, and Yugoslavia was needed; Chelkov was given a promotion to general and ordered to take command of the Southwestern Theater of War (SovComSWTVD).

When the Red Bear refused to take orders from the Soviet high command in September of 2000, the Southwestern Theater of War collapsed. The lieutenant general commanding the Danube front sent a personal message to Chelkov, "I'll see you in hell, capitalist traitor!" The major general commanding the 1 9th Soviet Army stated, "I hope you are as good on the battlefield as they say. You'll need it, dog."

Chelkov is alive with the spirit of battle and the building of an empire.

His is not a "desire to rule" but one to "defeat all enemies



on a field of combat." His spirit is spawned from all that is a soldier.

Chelkov is well versed in military history and has read much of "classic" western literature. He has also managed to build an impressive personal library of classical music. Works like those of Mozart are his favorites. As well as being a skilled pianist, he is fluent in Russian and English. His skill is 40 percent in Ukrainian and French.

Meeting Chelkov: The Red Bear can be very congenial, and few would consider him unpleasant to listen to. Should the players have the pleasure of speaking with Chelkov, he will be most polite and interested in their past activities. The players might get the feeling that Chelkov does not believe he could get killed during this world war. It is almost as though he feels at home in a war. He will also explain that he holds nothing against them because they are all soldiers doing their work.

Chelkov will talk for quite a while, if time permits. He will discuss tactics and war strategies before all else. The players' opinions will be treated as important by the Red Bear. He may even urge the players, if they seem honestly interested, to join the Lvov Guard or the 318th. He will tell them that, with their experience, after a short time with the army they should have no problem elevating themselves to his 128th MRD or maybe the 70th GMRD. The players should feel as though they have just met a MacArthur, Patton, Rommel, Zhukov, or Alexander the Great.

If mentioned, Chelkov will state that the POW camp is a necessary evil. He believes that releasing those individuals would double the effectiveness of the partisans. To him, the partisans are merely discontent fools who would revolt against anyone. He might even compare them to various Latin American nations.

NPC Motivation Results: *Club Ace:* Chelkov is a war leader at heart. He is at his best in a combat situation, and he displays tremendous tactics and strategy. *Spade Ace:* Anton Chelkov is likable. His speeches drive men and women toward greater honor. This type of individual is more than a man—he is an image.

Referee's Notes: Chelkov is far from insane. He is one of those individuals whose internal strength is nearly limitless. Chelkov eats meals with his troop. He keeps the 128th MRD very tight and close. New soldiers to the unit will be scrutinized without his request. All of them would die for Chelkov, and none dislike him.

He has lady friends from the city, but no one in particular interests him. He is far from being a ladies' man, but he can tell a story better than most at a party. The referee is recommended to use a social party within his campaign, especially, if the players join the local military as part of their plan. A collection of war stories would bring out the persona of this man at a party.

Should the players seem dangerous he would not hesitate to incarcerate them in the POW camp, or even kill them. His enemies do not live long if one of their weakest traits happens to be stupidity. In personal combat, his Recon skill should be considered 80% and his Pistol skill 85%. He has a 60% in Melee Combat.

Chelkov's personal goal is merely to conquer. His admiration for Alexander the Great runs deep. And he follows true to his hero's reputation for effective combat but not to his hero's foresight.

Anton Chelkov's attempt to strengthen his hold over the region is critical if his force is to amount to anything in a major conflict.

MICHAEL GARRET (ALIAS PETER MOVECKA, CODE NAME CROMWALL)

Garret has been with the CIA for 15 years. His cover in Lvov was developed in 1991. He joined the CIA as a graduate of Indiana University in 1985, where he was a liberal arts major (and proud of it). While working in Latin America, he found the unique opportunity to replace a Soviet journalist. He did so quite well.



When he returned to Kiev as the journalist Peter Movecka, a brilliant acting career began. He removed Movecka's old companions from his life by changing his life-style, and he moved to Lvov. Then he worked his way into the upper journalistic circles. Few people realized that he not only wrote thought-provoking articles in a national magazine, but he also gave Washington D.C. the real story.

In modern Lvov, Peter is privy to secret supply information and the location of a certain missile assigned to the Red Bear. Peter Movecka is a columnist in Lvov's government-controlled, four-page newspaper. He provides tremendous amounts of information to his associate, Alex Gondovich. Alex is the only person who can identify Peter; Peter intends to keep it that way.

Meeting Movecka: Peter is a typical columnist. He generally will attempt to interview the new NATO troops in the area, and he has written a number of articles on the POW camp near the city. He is a stern advocate of freedom for the inhabitants. Peter will attempt to discuss the players' origins. He is hoping that the CIA will send him an elite squad. If he believes the players are in U.S. government service, then he will ask if they would like to arrange a meeting with the local CIA. He will, however, avoid disclosing his true identity.

Meeting Garret: The last thing that Michael Garret needs is to die: That would seriously ruin his career. Michael will attempt

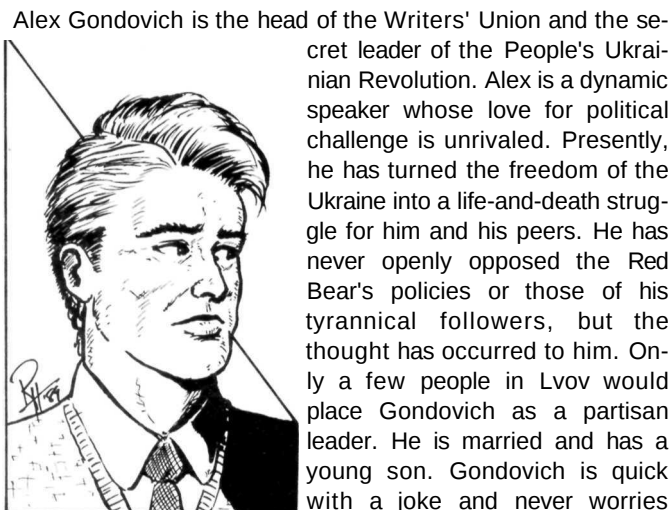


to keep his distance from the players. Their cooperation will keep him alive, and he is willing to tell them this. If it comes to never showing them his face, that is what he will do. Michael might seem tired or strained—because he is. He has been keeping his secret for a long time, and ending it would be nice.

NPC Motivation Results: *Heart 6:* Michael is loyal to the United States (civilian or otherwise). He does not need communism and has no belief in the communists' ideology. *Heart Jack:* Garret plans ahead. He's not ideological, just in-depth.

Referee's Notes: His cover as a local writer has made him privy to much information about the region. He indirectly helps Alex Gondovich with the patriotic fight for Ukrainian freedom. The strain on Michael Garret is tremendous, and he is not as young as he used to be. Should the players succeed in helping the renegade division, he will probably attach himself to them until he is relieved of duty by someone from the civilian government. Staying here is a major decision Michael has made. If the Red Bear wins, Garret will probably retire from the CIA.

ALEX GONDOVICH



Alex Gondovich is the head of the Writers' Union and the secret leader of the People's Ukrainian Revolution. Alex is a dynamic speaker whose love for political challenge is unrivaled. Presently, he has turned the freedom of the Ukraine into a life-and-death struggle for him and his peers. He has never openly opposed the Red Bear's policies or those of his tyrannical followers, but the thought has occurred to him. Only a few people in Lvov would place Gondovich as a partisan leader. He is married and has a young son. Gondovich is quick with a joke and never worries about whether or not you liked it. Generally, he attempts to get his points across with cold, hard facts. He should not be considered suicidal, but he does not doubt that he and his family would die if he called for open revolution. No, Gondovich is more than content to make military hits at night and weaken the structure the Red Bear has built.

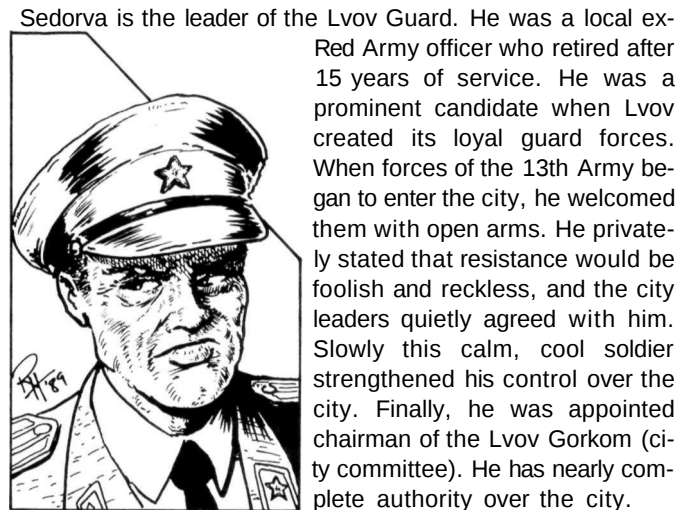
Presently, his followers are scattered throughout the city. Should he be killed, another would take his place. He fears the most for his family; he would retaliate without mercy for their deaths. Gondovich is a practical man. He knows that the renegade division is attempting to reach Lvov and defeat the Red Bear, so he hopes are to keep the Red Bear from successfully defending Lvov.

Meeting Gondovich: Few people are not impressed by this charismatic leader. He is well educated and charming. Rhetoric is more than a hobby to Gondovich; it is a talent. Should the players meet this gentleman, they would not be aware of his covert activities—he is very sly. The only method of finding out who Alex Gondovich really is would be to do so through deep partisan connections. Alex would not hesitate to have the players killed if he thought they could not be trusted.

NPC Motivation Results: *Spade Ace:* Very few people are more charming and likable than Gondovich. *Heart 8:* Gondovich has a strong sense of justice. He is not gullible or pompous in the handling of his beliefs.

Referee's Notes: Alex Gondovich is a very tired man—it is difficult to withstand the pressure he is under—and he will not live forever. If the strain continues for another year, he will most likely have a heart attack. Should a major disaster hit the partisan movement or his personnel, a chance of heart failure does exist. If Alex fails a Coolness Under Fire roll (3), then he must roll against his Strength (in order to avoid major heart failure). Saving Alex is DIF: MED.

MAJOR PAUL SEDORVA



Sedorva is the leader of the Lvov Guard. He was a local ex-Red Army officer who retired after 15 years of service. He was a prominent candidate when Lvov created its loyal guard forces. When forces of the 13th Army began to enter the city, he welcomed them with open arms. He privately stated that resistance would be foolish and reckless, and the city leaders quietly agreed with him. Slowly this calm, cool soldier strengthened his control over the city. Finally, he was appointed chairman of the Lvov Gorkom (city committee). He has nearly complete authority over the city.

It is important to note that the Lvov Guard has a communications office in the Lower Castle but no other offices or forces. The Lvov Guard is the primary defense force for the city. Upon his appointment to the gorkom, he offered up for sale many of the city's cherished old homes. This was a government move to produce funds for city repairs and defense. He, himself, purchased the Black Palace as his personal home. The price he paid was never made public. This makes him unpopular, at best, with the local Ukrainian population.

Meeting Sedorva: Sedorva will generally dislike the players. He trusts no one, and he is basically greedy and ruthless. Paul is not very successful at hiding these facts. As a matter of fact, he is terrible at hiding almost everything regarding his personality.

NPC Motivation Results: *Spade 9:* Sedorva is an attractive man with a twisted desire to rule Lvov. *Club 2:* It is not possible to intimidate Sedorva. He laughs it off as the aggressor's stupidity. He is definitely an egotist.

Referee's Notes: Major General Chelkov has been looking for a replacement for Sedorva, but he does not advertise this fact—Sedorva has caused him too much bad publicity.

Sedorva realizes that his power is totally based on the Red Bear. He wants Lvov, and he is far from smart enough to be afraid of Chelkov. Sedorva has managed to overlook a few crimes committed by his troops. Most of the Lvov Guard consists of decent Ukrainian, Polish, and Soviet citizens; the remainder are hired soldiers, murderers, and thieves. Sedorva is not happy enough ruling the military and government of Lvov—he must control the underworld too.

NATHAN ZORDICH

There are many types of empires in the year 2000. The most frightening are not the would-be Hitlers, or the Khans, whose desire for power outweighs human courtesy and respect for life. The most frightening are the Satans who hide in the woodwork

of the countryside—the people whose actions are seen too late.



Hidden under the rubble of Lvov is such a man, Nathan Zordich. Every Soviet military district, including Lvov, has a KGB force deeply entrenched within. And Zordich has created a private empire which still practices loyalty to the Soviet Union's KGB. Things here are done his way, and his way alone. He is a cold-blooded man with no remorse. Zordich personally dislikes the Red Bear and is watching him closely. He has been waiting for the right moment to strike.

Zordich was groomed from high school to be an agent of the KGB. He is fanatically dedicated to the communist cause, but he does not practice what he preaches. "The KGB is a tool to clean the party of disease" is his favorite line to use. He does not believe that he, alone, has the power to rebuild the party, but he is more than dedicated to keeping it alive in his district. "The Soviet revolution cannot fail," he continuously declares.

When the nuclear holocaust began, Zordich thought ahead. He established an underground base in the city of Lvov. He built it in the southern district in a number of sewage channels and basements, giving access to the base through a number of houses and public buildings. He then took over a local store that sells supplies—this was his main front for operating in Lvov. He buys and sells material of all types. The large store is presently one of the best sources of additional finance for the local KGB's covert activities. He has always found that very amusing.

Meeting Zordich: Zordich is never seen in public. He prefers the safety of a central basement in his complex. The only way to meet Zordich is to do so in a sneak assault on the KGB complex or to be captured. Neither course of action is recommended. If you do not know your way around, the odds of surviving in this complex are very small. Should this actually be accomplished, the players will have a very bad day. Zordich would just soon as kill a NATO soldier as breathe the same air. If Zordich needs information, he will probably get it from even the toughest person within 24 hours.

NPC Motivation Results: *Spade 10:* Zordich has always aspired to new levels of power. He hoped to be a very important man in the KGB. The war is limiting the scope of his strength, and Zordich likes expansion. *Heart 7:* He is extremely loyal to communist doctrine. When the party talks to him, he will listen carefully. Zordich will stop at nothing to keep it alive and well in the Ukraine.

Referee's Notes: For a man with no morality, he survives comfortably. Zordich is trained to kill. He can be considered an Elite NPC and should also be given six scores of higher level. One of those is Pistol (PST 90) and another is Body Combat (BC 85). The rest are the referee's discretion. Zordich is 31 years old and is basically bent on bringing the Red Bear back under his thumb, should the Red Bear go too far. He will undoubtedly fail in doing anything but killing Chelkov. This really does not bother him.

MARY CHEVESKA

Few people are as outgoing and aggressive as Mary Cheveska. She was born in the Ukraine in the late 1970s. Her family moved

to Krakow when her father, a soldier, was transferred from the Kiev Military District. Mary was on her way to becoming a prominent actress and dancer when war broke out between the east and the west. Her family died in the nuclear holocaust of Nowy Hutta, near Krakow, early in the war.



Mary was a sophomore attending college in the Lvov region. She is well versed in the arts and sciences, and she is in excellent physical condition. Mary's language abilities include fluently speaking Ukrainian, Latin, Polish, and English. She performs with a few of her college friends in the local nightclubs of Lvov.

When she was a child, her father taught her how to fire weapons and to ski. He was concerned that Mary be more than able to defend herself in the future. Long hunting trips into the Carpathians with her father were enriched by evenings of taking apart rifles for cleaning and skinning the day's catch. She excelled more out of a love for her father than for the tasks she undertook.

She became a part of the rebellion, more out of fear than desire to fight. She saw the big, beautiful world falling in on itself. At present, her activities are oriented around recruiting new partisans, spying on the local Lvov military, anti-KGB city activities, and being the second in command of the Lvov unit of the people's revolution. Mary Cheveska is generally invited to most of the large military social activities and keeps herself as aloof as possible.

Meeting Cheveska: She appears to be sweet and quiet at large social engagements. Should she meet the players in a nightclub, she will treat them very nicely (because they are possible recruits). Her first goal is to appear not to be for one side or the other, but to play the innocent civilian. Her second goal is to determine where the players stand. She may attempt to date one of the players, if one is an attractive, young officer. It is doubtful that anyone would interfere, but some would prefer she sees Ukrainian or even Soviet men.

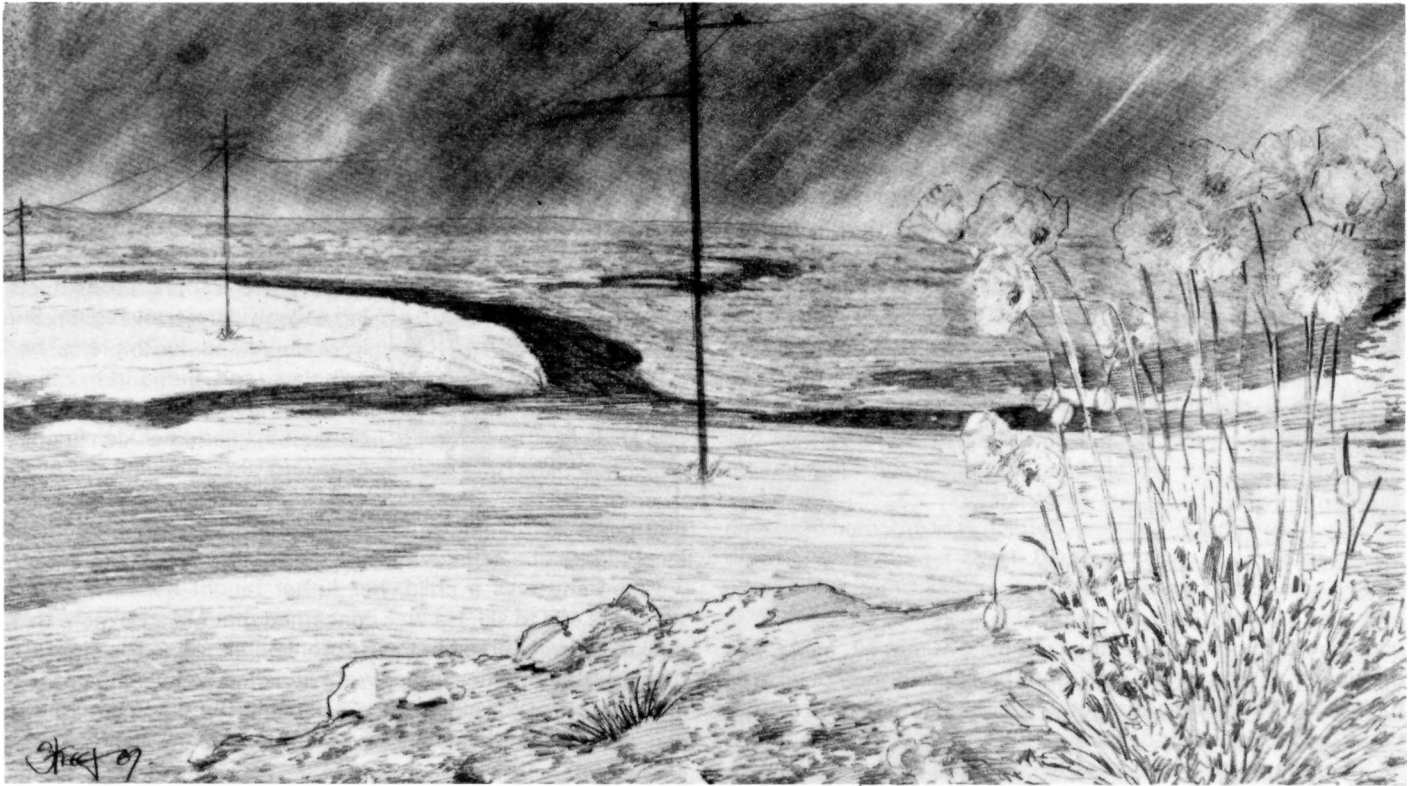
NPC Motivation Results: *Diamond 7:* Mary has a mild character flaw—she loves money. Love may not be the best word; worship is a much better one. *Heart 8:* Cheveska is dedicated to freedom for her people. She is a strong believer that this area of the world has been enslaved to its neighbors for too long.

Referee's Notes: Mary hates the Soviets with a passion. She also hates wars, warriors, and all that goes along with them. She believes that too many people have died for nothing. Her feelings could become her downfall. She has made no mistakes yet, but that could change.

A recommended scenario would be to have her involved in an assault on the KGB headquarters in Lvov.

OTHER NON-PLAYER CHARACTERS

The referee is urged to create leaders and members of the other elements of the 13th Army, 27th Tank Division, religious organizations, the gorkoms and the surrounding environment. Many unique individuals could live in the Ukrainian region in the year 2000.



The Western Ukraine

The following section details the Western Ukraine.

UKRAINIAN SOVIET SOCIALIST REPUBLIC

The Ukraine of the latter half of the 20th century was often called Little Russia. The Ukrainian people considered themselves to be unjustly controlled by Russia. Their serious lack of self-esteem has developed due to this control.

The following are the Ukraine's prewar statistics for 1990.

Area: 603,700 square kilometers.

Population: 50,840,000 (72-percent Ukrainian, 21-percent Russian).

Major Cities: Kiev (capital), 2.448 million; Kharkov, 1.554 million; Dnepropetrovsk, 1.153 million; Odessa, 1.126 million; Donetsk, 1.073 million.

Agriculture: Wheat, sugar beets, potatoes, fruit, dairy products, cattle, hogs, sheep, corn, grapes, hemp, and rye.

Minerals: Titanium, oil, coal, manganese, and iron ore.

Industries: Steel, textiles, transportation equipment (ships, airplanes, automobiles, buses, railroad stock, etc.), computers, petroleum products, chemicals, machinery (farm equipment), and tourism (Kiev, Lvov, the Carpathians, and the beautiful Odessa and Crimea coastal regions).

The population in the year 2000 is 4.5 million. Every major city has been bombarded by tactical nuclear weapons. Presently between 50,000 and 75,000 soldiers (military, marauders, and militia) are within the Ukraine's prewar borders.

It should be noted that the largest single unit is the 19th Soviet Army, which at last estimate had 16,000 troops.

As far as the Russians are concerned, these estimates are the best available. The location of various military units during the winter months has changed since those figures were given in GDW's **Soviet Vehicle Guide**. These figures are in the hands of the KGB and the 13th Army (commanders only). They were obtained from KGB channels in September of 2000. Strengths were not estimable.

TERNOPOL

A populace of 14,000 makes this town the second largest in the region. Ternopol is presently the headquarters for the 318th GMRD. A 30-foot-wide, 10-foot-deep moat was built around the city using farm equipment and heavy machinery. The dirt from the moat forms a hill 10 feet in from the moat, and the water in the moat is five to seven feet deep. Before the hill was completed, guard towers were constructed out of wood at various points along the hill—10 towers in all. Each has a spotlight and a telephone. There is also one exit over the moat; it is a metal bridge with wooden planks that can be removed, if necessary.

Farmlands, cattle, and coal provide an interesting income for lovely Ternopol. Trains stopped coming to Ternopol long ago; the railroad station is presently being used to house refugees. They are fed by the city and put to work helping with civil defense and general renovation projects (such as building the moat). The station is crowded, and the heating is intermittent, but the building is in good shape, and no one there is freezing to death.

The city's eight bulldozers, three five-ton trucks, and four tractors now sit quietly in a couple of warehouses. Ternopol had four large fuel storage tanks that contained fuel to be shipped out of the area, but the fuel that remained was confiscated by the 318th. Each tank is capable of holding 100,000 liters of fuel. One of the tanks presently contains 25,000 liters of ethanol. The latest zany project the Ternopolians are attempting is to directly pipe fuel from one of the tanks into the moat. The theory is that if they could produce oil or alcohol, they would have enough to set their moat on fire.

The army is presently turning an abandoned group of apartment buildings into a base. It is walling the area in and sealing off the lower floors of the buildings. The highest building is five stories, and the army has constructed a 20-foot lookout tower on top of it.

A final note about Ternopol: At last report, the 1st Ukrainian Army is a mere 230 kilometers to the east.

ZOLOCHEV

The nuclear disaster in Lvov had tremendous effects on Zolochiev. The little town and the neighboring farmers were overrun with refugees. The people of Zolochiev were not hospitable and the refugees were desperate—townspeople were badly beaten and often killed for their homes, cars, and food. In general, this time is looked upon by the Zolochievians as a fight for survival, and although many family members and friends lost their lives and possessions, the town has pulled together. The remaining 1000 people have found a comfortable living by over-producing food and selling it to Lvov. During the winter they overhunt and sell meat to the city.

Most of Zolochiev is in average condition, and it has plenty of empty buildings and warehouses. Zolochiev is happy with the present arrangement. The protection of the 318th GMRD's garrison is more than welcome, and the townspeople are building a fortress out of the old town hall. A walled-in courtyard is being built as a method of holding out against the partisans. The town council is meeting in the town hall.

An interesting side note: Zolochiev is 11 kilometers from Olesko Castle.

ROGATIN

The disaster in Lvov had a similar effect on this sleepy farming community. It presently has a population of 2250 and has basically reaped the same benefits from the government that Zolochiev has, except for one. The garrison commander in Rogatin feels that he owns the town and everyone in it. He is an atrocious womanizer, and he forces all the townspeople to work longer hours than is necessary.

The population of Rogatin is actively seeking help from either the 27th Tank Division or the partisans. Citizens of Rogatin have assisted the partisans in various activities and are presently requesting an assault against the town's new fortress before it is completed.

The army has destroyed the buildings surrounding a hilltop which has four warehouses on it. It is walling the warehouses in and building towers. The exterior walls are being sandbagged as quickly as dirt can be shoveled into bags. The town is being forced to assist in this activity, and the strain between the people and the army is becoming critical.

NIKOLAJEV

Nikolajev was a popular town with the Soviet government before the war because it had an extremely efficient and productive string of oil wells. Nikolajev was hit hard by the war; the population of the city flooded into the countryside as the city was destroyed. One or two oil wells still burn fitfully. Sixty percent of this town has burned to the ground.

The 318th has placed a garrison in Nikolajev, however. The garrison has moved into a hotel and an adjoining building. The rubble is being used to close off certain streets and to build a small fortress. Because of the lack of heavy equipment, the efforts of the garrison troops has met with only limited success. The troops are also interested in salvaging the oil wells, and they are presently studying methods for extinguishing the ones which still burn.

The Dnestr River runs close to Nikolajev, giving the town another strategic advantage. The soldiers have wired the bridge and are prepared to blow it up if necessary.

This last summer, the Lvov government began attempting to

coax some of its refugee population into moving to this town and taking up farming. The government has helped transport 200 people into Nikolajev. It has also supplied them with 20 sporting rifles and shotguns for use in hunting, since farming is not a winter activity. The partisans are attempting to infiltrate the population.

STRYJ

The rest of the 318th is constantly assisting the 50 soldiers garrisoned here in their tremendous effort to prepare for a coming invasion. The 100 troops present in town at any given moment are building a fortress around a two-story ranch house on a small hill just outside the city. The townspeople are being urged to assist in this effort, and they are being given small food portions and some coal in return for their efforts. The 3000 people who live here have mixed feelings about the Lvov government and the fact that their city was destroyed, but the presence of the protection afforded by the garrison and the food, and the promise of warmth that the soldiers bring, is welcome.

Before the war, however, Stryj produced oil and sent it to Drogobych rather than Lvov. Thus, Stryj has always had close ties with Drogobych. The people of Stryj are quite aware of who feeds them these days, but they are also aware of the current state of affairs between Drogobych and Lvov. Many of the citizens are being recruited by partisans—they are biding their time until spring, when they can overthrow the garrison.

Stryj still produces small quantities of oil—obtaining 500 liters a day from the neighboring wells. Unfortunately, the oil is rather useless without refineries. The citizens use the oil for fires and for lubrication. They are hoping to "cut a deal" with Ternopol for 30,000 liters of refined fuel. What they will do with it, no one knows.

SAMBOR

Near Sambor, neighboring sulfur mines still produce small quantities of the mineral. Presently Sambor sells most of its sulfur to Lvov for the making of gunpowder. But Sambor is attempting to get into the gunpowder business itself: The benefits would be great, although the machinery would be difficult to procure. The citizens of Sambor are organizing a summer caravan north to Belz for coal. Plans for fixing the railway between Lvov and Sambor are also underway. Sambor has an old locomotive and a few flatbed cars. It has been sending parties south to collect railroad bars, ties, and parts to fix the locomotive.

The people of Sambor have also been helping the army transform an abandoned warehouse and an old factory near the railroad station into a fortress. The factory roof provides a nice view of the road into town from the south. An apartment building on the east side of Sambor has also been transformed into a small fort for the soldiers: It has a clear view of the road from Drogobych. Presently this fort is being used as an observation point only. The 3200 people living here hope that the town will reap the rewards of being useful to the military.

MOSTISKA

The road to Poland runs through Mostiska. Its buildings were trampled by tanks and armored vehicles, and Polish marauders also attacked the town. When the Mostiska Gorkom requested assistance from Lvov, the Red Bear ordered Mostiska to be included in the town garrisons the 318th was creating. The people have received some assistance from the 318th, which

has improved their view of the army substantially.

The garrison here is in a town hotel. With great help from the locals, the troops have built a fortress around the hotel. They have also destroyed two marauder bands looking for an easy kill. The town of Mostiska advertises itself as the gateway town. Its 2000 people have an active merchant trade with Poland.

The income that the salt mines formerly brought into Mostiska before the nuclear assault has begun to flow once again.

GORODOK

This town was reduced to 1400 people when Lvov was carved apart. Fallout and poisons made it a ghost town for five months. When the townspeople slowly began to return, they found that no buildings over one story were left standing. The present populace is struggling to survive. The town was badly damaged by the airburst, and the population was drastically reduced. The present gorkom is trying to push a strong merchant trade with Mostiska. It intends to sell locally produced products to the Poland area. Salt mines that neighbor the two towns will also provide a useful income. The mines were used to house the townspeople during the fallout period, and now they will provide the income for those same people. Sales of salt to Lvov should be on the rise, as well.

A garrison is presently set up in the old police station, and the neighboring fire station has been annexed. A wall surrounding them will be finished this summer.

JAVOROV

The town was mildly damaged by fallout from the nuclear explosions. Unfortunately, its food crops were destroyed as well. Strong support for the partisans and a desire for new government were its downfall. Several people of Mostiska reported seeing partisan raiding parties entering Javorov. The 13th Army reacted brutally and burned Javorov to the ground. The survivors have joined Rebel forces to the north.

NESTEROV

Before the bombs, this town played host to a number of military units moving toward the Lvov Military District base, which was a mere seven kilometers southeast of them. Its population was filled with families whose husbands or wives were based in Lvov.

When the bombs fell on Lvov, this pleasant town saw the explosions leap into the sky. This was a bad time to be in town, particularly on the northeast side. The inferno lit the sky, buildings collapsed, and the wind blew across Nesterov like a flame across paper. Only one-fifth of the buildings survived; all of these were one story high. Over 95 percent of Nesterov's population was destroyed—most of the survivors wished that they were destroyed, too. Presently, only 150 people live in the shattered village. A garrison has been built to house the 318th troops. This summer Lvov intends to ship refugees to Nesterov to rebuild the town.

KALUSH

A thriving community with a large cattle business, Kalush has managed to weather through the war with little damage. When Lvov was hit, Kalush provided small amounts of relief. But when cattle began to disappear or turn up dead, everything changed. A range war began with refugees from Lvov. The numbers were too large for Kalush to handle, and Kalush was quickly overwhelmed. The town is beginning to recover from the worst ef-

fects, and the army has helped round up stray cattle. In exchange, the 3300 townspeople are attempting to produce vast quantities of meat as quickly as possible to help feed the troops. To the west of Kalush are a few oil fields, and to the north, potash.

A garrison has been built on the southwest side of the town. The buildings were a ranch but now provide a very different service. The new fort is complete; it sits on a hill overlooking the road to the Carpathians.

A network of low walls and trenches will be used in defending against the traitors of the 27th TD.

DOLINA

Sitting at the base of the Carpathian Mountains, Dolina is the farthest south of the 13th Army garrisons. The 70th GMRD sends an occasional snowmobile down the mountains to Dolina to pick up supplies or new troops.

On a hill overlooking the town with a clear view of the mountains, a fortress has been quickly prepared.

A bulldozer crew worked for a week to dig an extravagant five-foot-thick dirt wall. The garrison soldiers occasionally hunt the partisans who are attempting to help the 27th TD get through the passes.

Before the war, Dolina was a popular stopover for tourists heading to one of the mountain resorts. Products like coal, grapes, sheep, and salt are produced in Transcarpathia and shipped through Dolina to Lvov.

NADVORNAJA

This unfortunate town of 4000 was the scene of a tremendous tragedy one year ago. The bubonic plague left no one alive (anyone not immediately afflicted naturally fled the area). The military found out soon enough and was forced to quarantine the city—later it burned the entire place to the ground.

IVAN-FRANKOVSK

An old castle is providing the military in this town with a ready-made fortress, but the 9000 inhabitants are not sure whether or not they can trust the military. (They are waiting for a sign one way or the other.) The army only has 50 troops in town, but it has asked the town to form a guard unit of 450 troops. So far the response has been low.

Cattle ranches and salt mines to the east of town are a large source of income, as is the oil to the west. The town should be able to help supply meat for the army without any major difficulties—unless, of course, the army wants all of it.

BUCHACH

A military garrison has been built around a downtown hotel in Buchach. The general view of this among the citizens in town is negative. With Ternopol so close, the population fears that its own strategic value will mean increased troop movement through Buchach. The 2400 townspeople realize that they could not stand up against a determined garrison of troops.

Cattle are the major commodity here.

MORE ON THE WESTERN UKRAINE

Other interesting regions to visit include the city of Rovno, which is over 100 kilometers northeast of Olesko Castle. The city was a large producer of chemicals before the war. Rovno and its neighboring town, Ostrog (10 kilometers southeast on the Goryn River), had the pleasure of being conventionally

bombed in 1997. It should also be noted that Ostrog is the home of the West-Ukrainian Nuclear Power Station. Directly north of Rovno (100 kilometers) is the home of the nuked Smolensk Nuclear Power Station. Not many people stayed in Rovno.

THE PEOPLE'S REVOLUTION (PARTISANS)

Like many of today's idealistic political factions, the People's Revolution seeks to debunk the present government—this happens to be General Anton Chelkov and his army. The partisans view the Red Bear's government as self-serving and fascist by nature. The KGB represents a form of government which has failed the cause of the people. There are conflicting views within the partisans' numbers as to exactly what type of government should replace the present one.

Four hundred-fifty partisans are spread throughout the region; they are constantly recruiting citizens of Lvov and other surrounding towns, in preparation for the revolution.

Partisan camps can be found throughout the region. Some were once abandoned farm or ranch houses, but not every camp in the area is the home of partisans. Many camps house refugees living off the wilderness, and other camps house marauders coming home from the front. Although none of the occupied cities have made the same mistake as Javorov, many people are helping the partisan cause. Some are fighting for the 1st Ukrainian Army, while others are fighting for freedom from everyone. Finding the right partisans can be a problem. One thing is important: Partisans generally are not known to be a trusting lot.

RUMORS IN THE REGION

The players may hear the following rumors while in this region.

1. Lvov will start starving soon. They'll take all our food.
2. The partisans are well armed. I saw 10 tanks ready to move against Lvov.
3. The Red Bear has sent a platoon to investigate the West-Ukrainian Nuclear Power Station. It was conventionally bombed in 1998. The area is lifeless, and a lot of people have seen strange things: The mutations are everywhere, and people are like zombies. The Red Bear has ordered a report, and the 318th is mobilizing to destroy the place.
4. Radiation is all over the east. That power plant is poisoning everything. They say that the 19th tried to assault Olesko Castle but was intercepted by zombie armies. Something evil is happening.
5. The partisans have been slowing down the fortress construction near Drogobych. They are set on winning this one.
6. The 13th Army is spread really thin. It is counting on the missile to hold things together. They'll never use it. It's the only trump card they have.
7. The United States is going to use ICBMs to end it once and for all. It's only a matter of time now. They can't buy the world anymore. I heard that the Soviet strategic missile bases are no longer taking orders.
8. Everything will be okay. Enjoy your Christmas season. Did you know that the 70th GMRD captured a major 27th TD food supply? And they're shipping it to Lvov. Maybe we'll get more food.
9. Javorov is haunted. There are ghosts in that area. Some of them attacked a partisan unit and destroyed it.
10. NATO surrendered to the Red Bear. Forces everywhere are turning to him. He is preparing to disband their units and establish peace.





Olesko Castle

It was 1998 when plagues ravaged the Olesko area. They almost emptied the countryside of life. Two years later, the valley around Olesko Castle is an icy, swampy wasteland. The structures that stood as meager homes for the poor are nothing more than eyesores today. Those few who survived either obtained essential medicines or secluded themselves from others.

This region of the steppes was once fertile farmland. In the spring of 1999, the Bug River that bordered the village of Olesko overflowed. Changes in the climate have made these cold fields unpleasant, at best, with the swamp being mostly frozen. The swamp ranges from two to six feet deep. Most of it is solid, but areas that are not usually contain deep holes; vehicles would most likely break through the ice at these points. The military maintains a "built up" road to and from the castle.

THE AURA OF OLESKO CASTLE

Olesko Castle sits on a 150-foot hill in the center of a shallow, one-kilometer radius valley. The ridges of this valley are nothing more than plains, and the castle easily overlooks all of this. The land here rolls slightly. In the summer these plains may appear to be attractive, and some fields may even remind an American character of the central United States during the winter.

Olesko Castle has stood atop its hill for centuries. Although its fireplaces now keep 20th-century soldiers warm, its function has changed very little. The stables contain mostly vehicles rather than horses. An additional flimsy metal building has been added to the second hall. This storage shed now holds a large truck with a missile erector/launcher; the missile bears the Soviet device which identifies it as a nuclear weapon.

Olesko Castle is still very sturdy. Restoration during the 1960s and structural work in the '90s repaired any weaknesses in the castle's walls and foundations and halted its deterioration. The six-foot-thick walls can be seen for kilometers—viewing the stark walls over the icy plains gives the impression of power.

The 128th MRD has had its central headquarters in Olesko

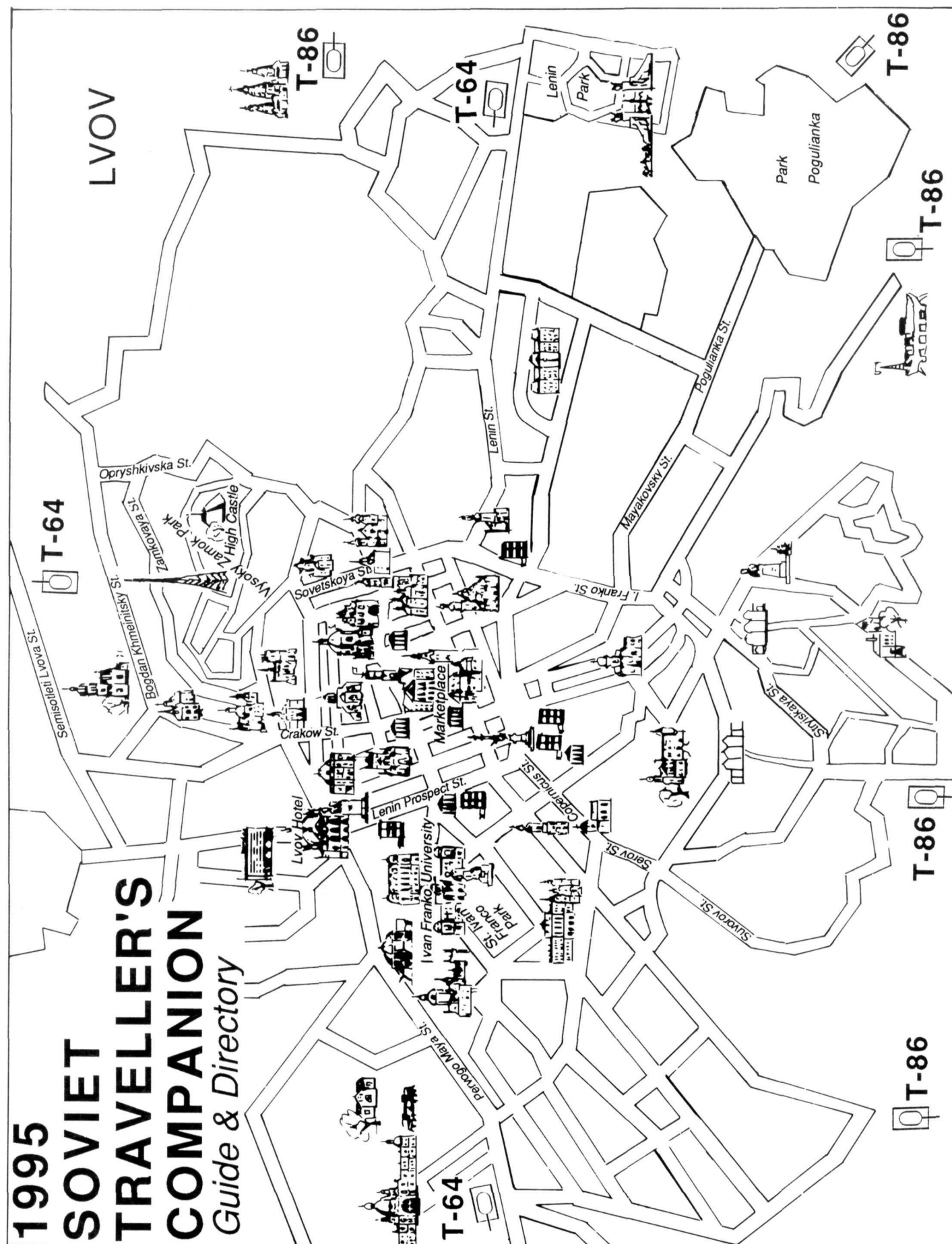
Castle since the division entered the area. Recently the headquarters was moved to the completed office and living quarters of High Castle in Lvov. In the long term, the castle will be turned over to Lvov Guard forces, but this does not particularly disappoint the soldiers who are garrisoned here now. Olesko Castle may be strong, but it is not as exciting as a night in Lvov.

The rooms and housing above the second hall were originally designed for troops, and once again this area of the castle is being used as barracks. Across the courtyard from the barracks, past the stables, lies the Great Hall with an adjacent high tower. This immense building houses the kitchen; above the Great Hall are more residences and space which the 128th has allocated for officers' quarters and offices. The Great Hall's basement consists of large storage rooms, and thorough steps have been taken to make them cleaner than they were centuries ago. The stored food could feed the 128th for about two months. Two guards are always posted at the basement entrance and have orders to kill intruders, if necessary. Ammunition, extra weapons, and chemical warfare suits are stored in the basement.

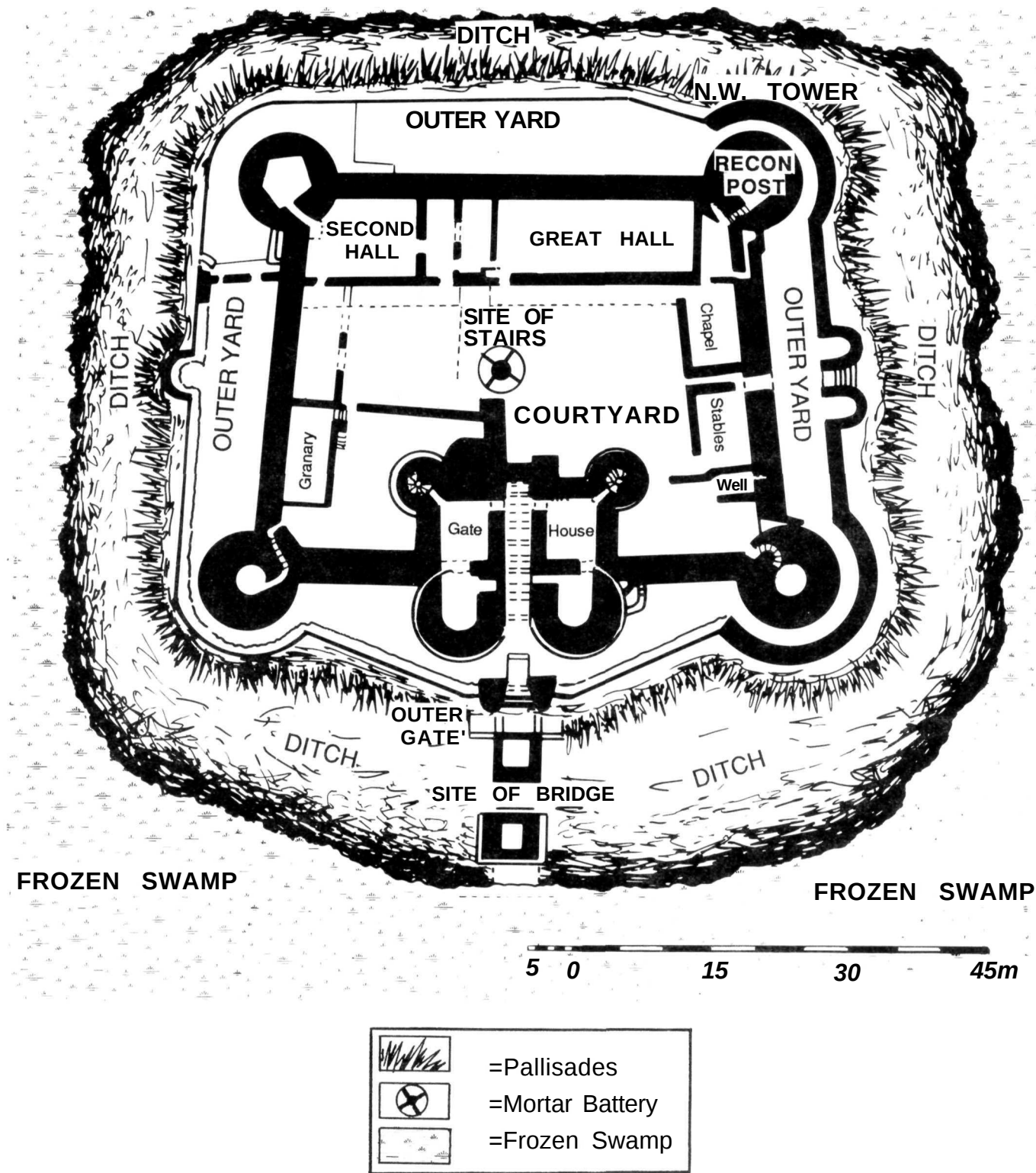
The tower was once used to hold prisoners, as well as being crucial to castle defense. A spotter in the top of the tower has been supplied with an SVD sniper rifle, image intensifier goggles, IR goggles, and a telephone. He provides an early warning just in case of attacks. Only Elite and Veteran troops with Forward Observer training are allowed to stand at this post.

Four white spotlights have been placed along the wall, and 10 soldiers are always present. Guard duty runs four hours and is not difficult to handle. For the winter months, small shacks have been placed on the wall for these guards. These enclosures have heaters wired to a generator which receives its fuel from two medium stills. These generators are unusual; most of the castle is heated by fireplaces.

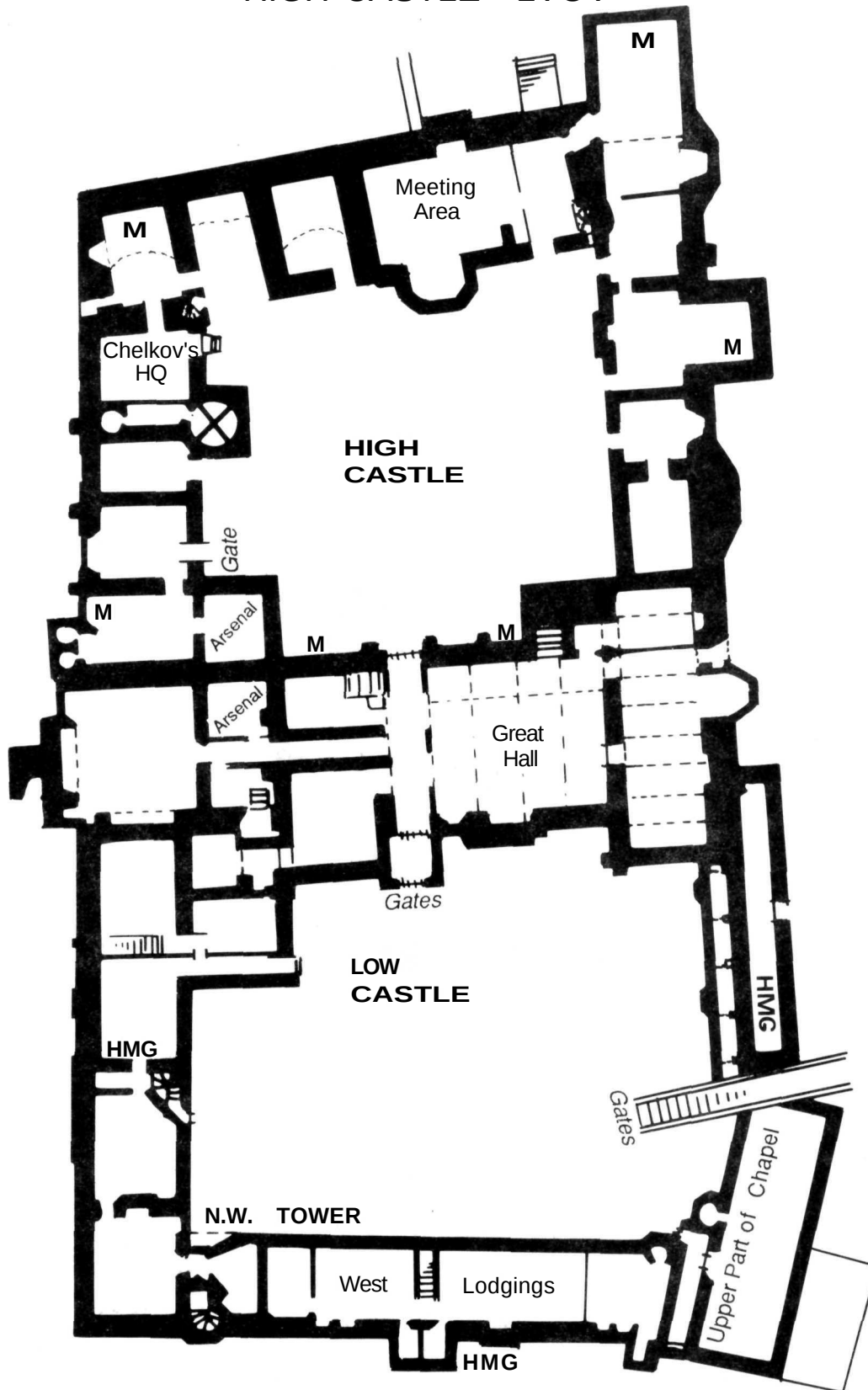
The hill around the castle has been mined. The preliminary boundary at the hill's base is a palisade, tightly bunched wood stakes with a shallow ditch in front of them. (This will make partisans think twice before assaulting Olesko Castle.) In the center of the courtyard is the last menace of Olesko: A mortar battery has a dug-in position. A guard is always posted there.



OLESKO CASTLE



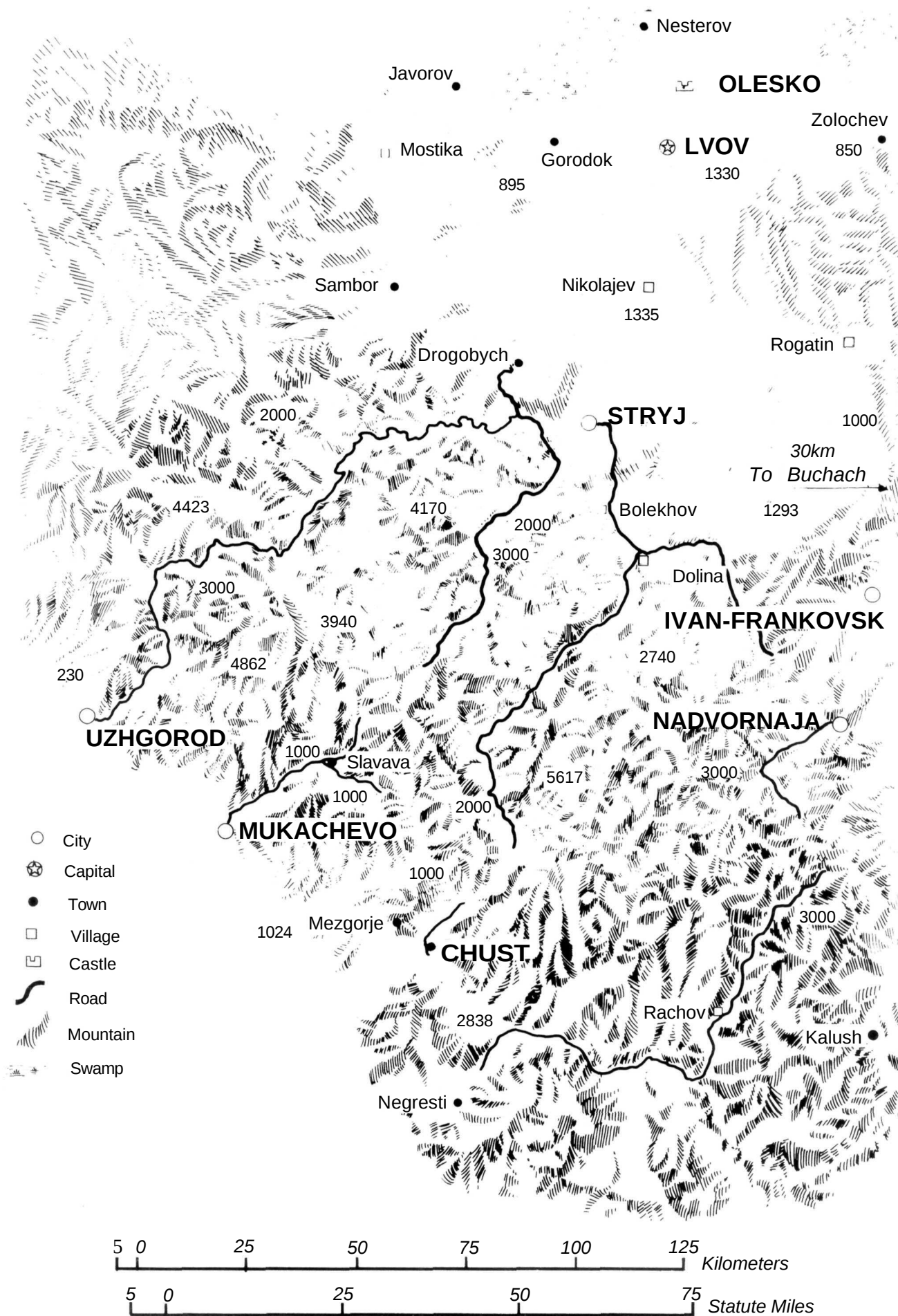
HIGH CASTLE—LVOV



0 5 10 15 20m

X=AA Battery
M=MG Nests
HMG=Heavy MGs

CENTRAL UKRAINE





The Scud B Missile

The Scud B missile was first deployed by the Soviets in 1965. The official Soviet designation for this missile is the SS-1, but NATO code named it "Scud." Various upgraded versions of the Scud missile have entered the theater of war since 1965, but the modifications have always involved increasing the range of the missile at the expense of CEP accuracy (for example, the Scud C of 1978 and the Scud D of 1997). The Scud B is the best compromise between range and accuracy—being extremely accurate at short ranges—which makes it an excellent battlefield weapon.

The Scud B is a liquid propulsion missile capable of carrying either nuclear or conventional ordnance. As mentioned previously, this Scud missile carries a biological warfare warhead, but it should never be forgotten that a *nuclear* symbol is on the side.

Guidance of the missile is inertial, but this can be supplemented during the early stages of flight with radio commands. For sturdiness and prolonged life in the field, the fins are rigidly fixed to the side of the missile—course alteration is achieved by means of a series of spoilers positioned within the motor efflux. Once the motor has burned out, no additional control of the trajectory is possible. Originally, in the mid-1960s, the MAZ-543 was accompanied by a separate vehicle which carried the computer equipment necessary to obtain meteorological data, calculate flight trajectory, and provide limited radio-controlled guidance during flight. But by 1996, the advancement of technology allowed all these functions to be assumed by a computer/radio unit aboard the MAZ-543B (see Components of the MAZ-543B Launcher/Erector).

THE WARHEAD

The Scud B warhead contains a relatively recent Russian development in biological warfare. The virus which the missile carries is designated "Rex-5" by the Soviet military, and it was originally part of a complex series of nerve gas experiments. Ultimately, the project failed in its goal to create a concentrated toxin which could be deployed from a warhead, would have a high fatality rate in a very restricted area, and would be effective in any weather conditions. What the project did yield, however, was a virus agent which spreads quickly and is especially effective in extreme cold weather deployment. In fact, due to its crystalline compounds, the Rex-5 virus is not effective at temperatures much above zero degrees Celsius.

The Virus: It takes approximately two hours from initial contact with the virus for the victim to enter the first stage of infection. This first stage of the virus can easily be mistaken for any number of things, including the common cold or the flu. The effects of the virus are a slight rise in temperature accompanied by very mild stomach cramps. In less than four hours the victim will enter the second stage where these symptoms will become greatly aggravated, causing the victim to dehydrate, become extremely chilled, and sweat profusely. Perhaps the most dangerous effect of this virus, from a military standpoint, is that it causes a drastic loss of equilibrium. People affected by the virus will appear to be extremely drunk—they will be uncoordinated, at best, and immobile, at worst. This stage can last 12-18 hours. The third stage is a period of general weakness typical of flu-type illnesses lasting up to 24 hours.





In game terms, anyone not in chemical warfare gear within a two-kilometer radius of the missile's detonation will have all his skills reduced to 10 percent and will receive 40 points of Stun Damage as the virus takes full effect.

The Red Bear's plan is to take the missile from Olesko Castle down to the Dnestr River, fire it so that it airbursts over Drogobych, and then wait six hours to attack. This way he can overrun the refinery when the virus has taken full effect.

Scud B: The following statistics are for the biological warfare missile.

Price: Unavailable

Armament: One biological warfare head

Length: 11.25 meters

Diameter: 85 centimeters

Weight: 6100 kilograms (full of fuel, with warhead in place)

Propulsion: Liquid (storable)

Range: 160-270 kilometers (see below)

Guidance: Inertial (see below)

COMPONENTS OF THE MAZ-543B LAUNCHER/ERECTOR

The Scud B is mounted upon a MAZ-543B launcher/erector vehicle which carries the missile in a horizontal position and raises the missile into the 90-degree firing position by means of a series of hydraulics. The MAZ-543B is an eight-wheeled, all-terrain vehicle which is accompanied by a ZIL-157V fuel tanker. The MAZ is also typically accompanied by a ZIL-157V tractor trailer which tows a second Scud B behind it that can be field-loaded for launching after the first Scud has been fired. But for gaming purposes, this MAZ-543B has only one missile and no ZIL-157V tractor.

A large panel in the middle of the left side of the MAZ opens to allow access to the computer equipment. All preflight checks and trajectory calculations are performed here. Meteorological data can be displayed on one small screen, and vital statistics for the missile (fuel level and pressure, temperatures, cooling system status, efflux positions, etc.) can be displayed on another. The flight controls are built into the left seat of the MAZ (the driver of the vehicle sits in the right seat).

This integration of the flight controls (formerly in a separate vehicle along with the meteorological computer equipment) into the cockpit of the MAZ itself has had two major effects on the performance of the system: It has saved the Soviet government a tremendous amount of money because a separate vehicle is no longer needed, and it has made it much more likely that no in-flight course alterations will be made to the Scud B simply because the operator must be in position *inside* the MAZ when the Scud B is launched. More than one misfire has resulted in the death of the guidance officer (the other crewmembers, of course, remain at a discretionary distance from the Scud B missile as it is being launched).

On the other side of the MAZ is a compartment holding five chemical warfare suits especially designed for use by the Scud B crew.

Tr Move: 100/30 *Com Move:* 40/15 *Fuel Capacity:* 450/150
Fuel Type: D, A A *Load:* 10 tons *Veh Wt:* 9 tons *Mnt:* 12 *Crew:* 4

AH, I KNEW THERE HAD TO BE A CATCH

Firing a surface-to-surface missile is not a simple task; *safely* firing a surface-to-surface missile is even more difficult; firing a surface-to-surface missile *with any degree of accuracy* is a matter for highly trained troops who specialize in the operation of a particular missile and launcher/erector vehicle. Firing the Scud B requires the following skills: COM60, ELE60, and MEC50. To aim it accurately requires additionally FOB50 and MET30.

Preflight Configuration

To prepare the Scud B properly for firing requires a minimum of four crewmembers—two must straddle the missile cradle on top of the MAZ to hook up the computer sensors (ELE60). These two must also remove all the restraints which secure the missile while it is being transported, and check the hydraulics system to verify that it is undamaged and that no debris will hinder the cradle's movement. The third crewmember must work closely with the first two in order to verify that the computer sensors are being installed properly. He must also perform systems checks with the computer on the following systems: hydraulics, guidance (computer, efflux nozzles, and side vents), fuel pumps, fuel storage temperature and pressure, ignition, warhead activation, and tracking (COM60). The fourth crewmember must set up the radar dish which collects meteorological data, calculate trajectory using the theodolites which mount on special brackets attached to the launcher, and provide the computer operator with the necessary calculations (FOB50 and MET30).

This is the optimum setup—an experienced crew with these qualifications would take just under one hour to ready and launch the missile. A crew of fewer people with a different distribution of the same skills could accomplish the task as well, but it would naturally take longer.

Once all systems are verified as operational, the fuel may be pumped in, and two canisters of air mounted on the side of the MAZ are used to pressurize it (this is controlled from the computer console on the side of the MAZ). The navigational data is locked in, and if the fuel systems are operating properly, the missile may be elevated to its vertical firing position. The warhead is activated, and the countdown is begun.

The Fuel Shortage

Because of the scarcity of fuel, the ZIL-157V tanker was not full when it was delivered to General Chelkov. Player characters

will find that the fuel in the tanker fills the missile's tanks less than halfway. This effectively reduces the missile's range (with accurate CEP) to 25 kilometers. Attempts to fire the missile at ranges exceeding 25 kilometers will cause the missile to fall short of its target (although it will not depart flight since the Scud B engines are designed to burn only until the apogee of the trajectory is reached).

The referee will have to judge whether the PCs are able to discover that the fuel supply is low, and whether or not they can then calculate the farthest distance the missile can travel.

Dangers

There are many obvious dangers to firing the missile. The fuel could be overpressurized and explode; the fuel could be underpressurized and not provide enough lift, leaving the missile on the launch cradle or only a half kilometer away; the trajectory calculations could be wrong, and the missile might come down too close to the PCs; or the missile could be damaged when raising it into position, and it might explode on the launch cradle.

There are also many less obvious dangers. The fuel which is used for the missile is extremely poisonous—gas masks and full body suits with gloves should be worn anytime the missile or fuel is being handled. Breathing the exhaust from the missile (even the steam which pours out of the guidance vents as the missile sits ready to launch) could be fatal.

More Surprises

If the characters have a Geiger counter and manage to get within 10 feet of the missile, they will be able to discern from counter readings that the Scud B is not in fact carrying a nuclear warhead. The characters may think one of several things: The missile is carrying a conventional warhead; the missile is carrying a biological warhead; or the missile is carrying no warhead at all.

If they manage to open the missile housing, the characters may, at the referee's discretion, identify it as a biological warhead by its shape.

HIT LOCATIONS

MAZ-543 Launcher/Erector Vehicle

R: LH,G,HB	C,R,L,E,F,S,T
L: LH,G,HB	D,R,G,E,F,S,T
R&C&L: TS,TF,TB	W,M,J
F: HS	D,C,G,L,E,F,S,J
C: HS	J,M,S
B: HS	M,J,E,F
FD	W,D,C,E,C,L
TD	W,M,J,S,F,T
BD	W,M,J,T

SCUD B Missile

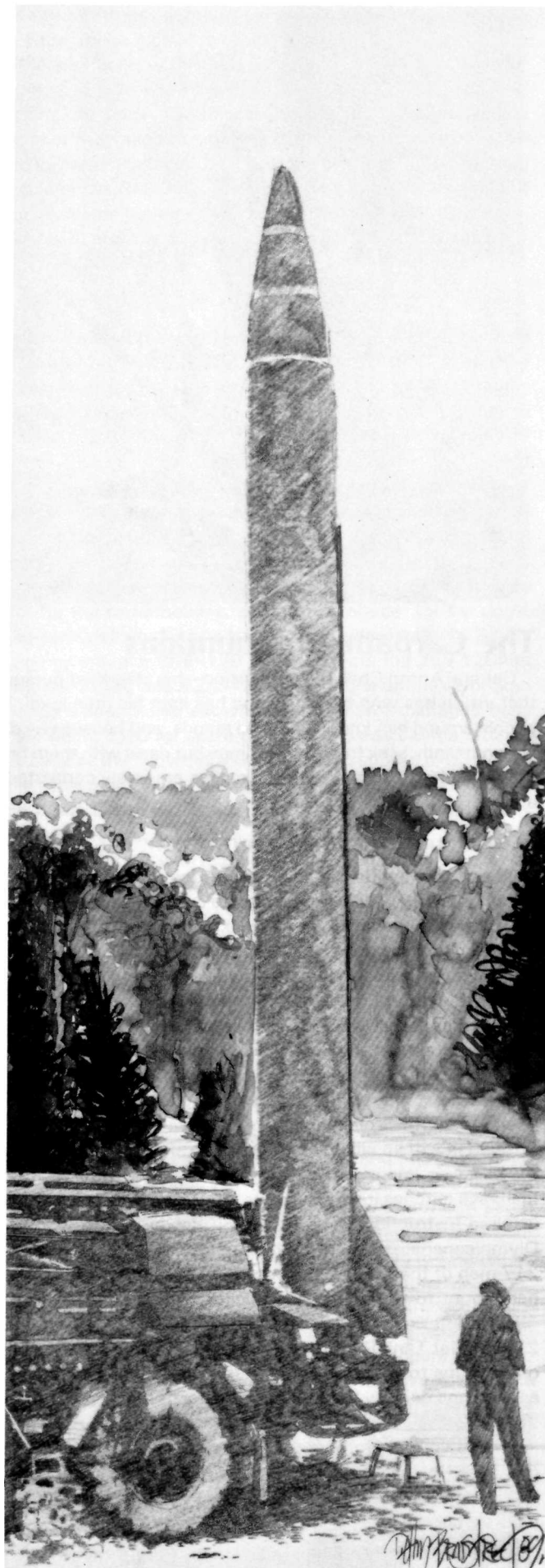
1D10	Result
1-3	Warhead
4	Guidance system
5-8	Rocket fuel
9-10	Engine

Note: Will operate on 10-percent damage or less. Problems will occur with damaged systems in flight.

Components are as follows:

W: Missile (main weapon).

J: Missile controls.





The Carpathian Mountains

General Anton Chelkov has a vision—his steadfast pursuit of that vision has won him allies and has kept his men loyal. The people around him know where he stands, and because he does not constantly seek to beguile his men but deals with them fairly, they trust him. The decisions he makes are rarely contested by anyone.

BACKGROUND: THE 70TH "WHITE DEATH" SKI-TROOP UNIT

One of the Red Bear's first independent military acts was to reform the 70th GMRD. He wanted to create a unique unit which could take full advantage of the Ukrainian terrain he expected to be defending soon. He also recognized the need to create an elite force, something that would keep the spirit of competition in the men during the long winter months.

To accomplish this, Chelkov enlisted the help of two Russian men, Ivan Kalishka and Boris Palvolt. Together they transformed the 70th GMRD into an elite ski-troop unit. The competition to join this prestigious unit is fierce among Chelkov's men. It has been respectfully nicknamed the "White Death" after an old Russian tale of an albino panther which stalks invisibly through the snow, is impervious to the cold, and never leaves tracks. It always catches its human prey. Under the rigid discipline and inspired instruction of Kalishka and Palvolt—both men were Olympic medalists in the biathlon before the onset of war—the 217 men of the 70th have become an extremely effective tool paramount to the Red Bear's success.

When intelligence reports first reached Chelkov regarding the 27th Soviet Tank Division's defection to NATO and its subsequent plans to move up through the Carpathian Mountains to engage and destroy him, the Red Bear sent the newly reformed 70th into the Carpathians.

It left Lvov on October 12, and was positioned and in full operation by early November. But the 70th's planning and disciplined ability to function cohesively have kept the 27th at bay, so far.

BACKGROUND: THE 27TH (NATO) TANK DIVISION

When the 27th TD defected to NATO, there was an understandable lag in its operations until what was left of the NATO high command verified that this was not some devious Soviet ploy. When NATO was finally satisfied that the 27th TD did indeed want to defect *en masse*, it took even longer for NATO to organize, instruct, and "retrain" the Soviets as NATO soldiers. But when it came time to actually assign them to an area, the Soviets already had their own plans, and it was hard to turn them down: They wanted to attack the Lvov Military District and assist the 1st Ukrainian Army.

The 27th was mentally prepared to carry the offensive to Lvov, although it had nearly 3800 soldiers and was running drastically low on provisions (especially fuel) and could not afford to engage Chelkov in the north while being attacked from the mountains in the south. It was forced to spend several months securing and garrisoning the towns at the southern foot of the Carpathian Mountains in the Transcarpathians. Many of the towns, especially Uzhgorod and Chust, did not easily succumb to the defected division. These two cities were especially pro-Soviet, and even though they are officially occupied by NATO forces, they are the source of many Soviet splinter groups and marauders which constantly harry the 27th.

The 27th encountered other problems as well. A unit of soldiers from the 27th would make a foray into a city only to come face-to-face with relatives and friends. One particular platoon entered a small village outside of Slavava when it was pelted with rocks and fired upon with .22s. The soldiers returned fire and killed their attackers, only to discover that they had killed one of their former comrades—three of the surviving soldiers committed suicide.

Some of the towns in the area had already erected war memorials to sons, brothers, wives, and daughters who had lost their lives fighting against the NATO invaders. There was a desperate civil war for many months, not unlike the American Civil War, with families fighting each other, until the 27th was able to overpower the area with sheer numbers. By the end of

November, the 27th was reduced to a force of approximately 3400 men, 975 of who were assigned to garrison duty in the cities of the Transcarpathians.

BATTLE IN THE MOUNTAINS

General Chelkov knew that the 27th was on its way and guessed that it would be as low on fuel as he was. Thus, the Red Bear sent the 70th into the field, and it arrived at the Carpathians weeks before the 27th. Kalishka, field captain of the ski-troops, decided to limit the 27th's choices. As the snow began to fall, Kalishka and his men carefully blasted three of the passes (Uzhgorod, Mezgorje, and Rachov) at their lowest and narrowest points, each approximately 12 kilometers into the mountains from the north. The quickly falling snow added to both the effectiveness of these blockades and the treachery of the passes in general. The snowfall also, naturally, gave the well equipped ski-troops the combat edge that they needed.

The 27th had to choose from four expedient passes through the Carpathians as it advanced toward Lvov. It could not afford to take anything but the most direct route for two simple reasons: First, autumn was over and winter was setting in quickly, and winter travel in the Carpathian Mountains is something to be eschewed at all costs; second, the 27th did not then, and does not now, have the fuel for extended motorized excursions. The 27th needed to cut a beeline swath through the mountains in order to ensure a successful assault on the Red Bear's den.

As the commanders of the 27th realized their situation and began to argue about which mountain pass was indeed the wisest choice, they came to concur unanimously on one thing—their first point of attack in the Lvov Military District should be Drogobych. There they could either persuade the Drogobychians to side with them, or they could overrun the refinery and obtain the fuel that they needed while dealing General Chelkov a crippling blow at the same time. The 27th did not know, however, that Drogobych had declared itself independent, and that the Drogobych Gorkom was prepared to destroy the refinery rather than let any military power capture it and exploit its resources.

The 27th set up base in Slavava and sent two recon parties of 325 people each into the mountains. The first recon party explored the pass at Uzhgorod and found it unnegotiable. The snow was already eight feet deep in places, and several vehicles were lost, so the party was forced to backtrack. The second recon party attempted the pass north of Slavava and proceeded along the road approximately 11 kilometers into the mountains. It was descending a steep slope into a valley when the weight of a ZIL-135 broke a thin snow bridge which the 70th had constructed as a trap. The truck, over 30 men, and most of the provisions plummeted into a 80-meter-deep gorge. The recon team immediately called for backups, and the first recon team was sent in. When the rescuers arrived, the White Death Ski-Troop encircled them and began to slowly decimate them.

The combined recon team is pinned in the pass and has set up a "hedgehog" defense (a circle with everyone facing out). But this has not proved particularly successful since the 70th has not attacked its position, and the 27th cannot afford to sit

still. So the 27th has sent out various complements of men to try to either make it back to Slavava or up into Drogobych, but the 70th has dealt with them adroitly.

Currently, 517 soldiers are trapped in the mountains, and their provisions can only hold out for another week. The commanders realize that they need to get their men out, but they cannot afford to lose more vehicles and burn the precious fuel they need in attacking the Red Bear. But since time is of the essence, if the recon teams have not extricated themselves in five days, the 27th will attempt to rescue the recon teams and push forward to Drogobych.

THE 70THS EQUIPMENT AND ORGANIZATION

The operational theory behind the 70th is a simple, twofold one: speed and mobility. The 70th consists of 217 men who have been charged with the task of holding back a force of nearly 2700 men. They have managed to succeed, thus far, due to their advanced planning, their superior ability to utilize the terrain, and their guerrilla tactics for engaging the enemy and employing stopgap measures wherever necessary.

The Main Base: The ski-troops' main base is located on a small plateau to the southern, leeward face of a 3000-foot peak in the Carpathians. The main base consists of tents for the various guards and weapons crews, a central command tent, a lean-to shelter for the snowmobiles, and a corral shelter for the dogs. The equipment includes one tracked snowplow with 1.25 tons of cargo space, one BMP-120 which mounts the 259 120mm gun/mortar turret, and a ZIL-135 (which runs but has a broken axle), eight operational snowmobiles and two damaged ones that are being used for spare parts. Four sleds can be hitched to the back of the snowmobiles to convey supplies or up to two people. There are also 15 dogs and one dogsled.

The White Death Ski-Troop Unit: This unit of approximately 217 soldiers consists of one HQ group (34 men) and three "teams" of 61 men each (although the average is slightly lower due to injuries, casualties, and the slow replacement rate). Each team has one captain who commands a remote subbase. Each subbase has one tent, one snowmobile, supplies for the team, and five guards. The team is broken down into five groups, each with one dogsled, one driver, and two squads of five ski-troops. Thus, the typical number of ski-troopers encountered is five, but several squads may band together in an emergency.

The Ski-Trooper: Each soldier must be an expert skier (SKI80) and an accomplished rifleman (CRM70). The typical ski-trooper will carry the following gear: one pair of skis, one AK-74 and 60 rounds of ammunition, one day pack (containing ski wax, a first aid kit, two emergency fuel pellets, and one day's food supply), binoculars, goggles, a helmet, and an arctic camouflage ski uniform with unit/team patch. The White Death unit patch has a springing albino panther against the silhouette of a panther paw; the color of the panther paw identifies the soldier as a member of either the red, gold, or black team.

When the teams are deployed, they rely on advanced planning, rendezvous points and times, and hand signals to communicate to their team members. The ski-troopers carry no radios—only the team captains and the HQ have them. One



squad generally rests at the subbase while the other is out "ice fishing." These lone squads look for stragglers or small advance scouting parties and lure them into ambushes, or simply wait for them to pass and then kill them. The ski-troopers avoid being seen at all costs (this heightens their morale because they are in much less danger when they can't be seen—of course it drastically lowers an enemy's morale when they can't see who they are fighting).

Occasionally the ski-troops will need to make a full frontal attack on an advancing party, but the troopers are so swift and quiet, and they know the terrain so much better than the enemy, that the outcome of the skirmishes is rarely in doubt. So far the 27th has not been able to send more than 20 men out at a time in any one direction. The 70th's general philosophy is to let the enemy wear itself out climbing over the snowy mountainside first, then attack.

The Dogsleds: The White Death Ski-Troops use dogsleds to relay information and to carry supplies from the subbases to the ski squads. They are also used to transport injured ski-troopers back to the main base where, if necessary, they can be taken in a snowmobile-drawn cart back to Lvov. Dogsleds are used in areas close to the skirmish lines because they are quiet, reliable, and versatile, and can carry up to 90 kilograms of supplies (plus the driver) at speeds up to 20 kilometers an hour.

Each dogsled is approximately 1.5 meters long and .5 meters wide, and is constructed of hand-tooled wood runners with thin aluminum for a floor. The floor is covered with sheets of plastic to protect any cargo the sled is carrying. The seven dogs which pull the sled (one "leader" and three pairs) are difficult to control, at best. It takes a trained dogsledder to drive the team properly, and once the dogs start running, they are very reluctant to stop. For this reason each sled is equipped with a metal claw tied to a long rope. When the driver wants to stop the sled, he must pull back on the reins and throw the claw out behind the sled. The claw acts like an anchor and helps to brake the sled.

When the sled is moving, the driver stands on the runners and must constantly shift his weight from one side to the other in order to compensate for the skittering (or "slipping") of the sled. Sometimes it is even necessary to lean way out (as if tacking on a small sailboat). The driver must keep the reins fairly tight during all this maneuvering, or the lines will slack and become tangled, which could cause the dogs to topple over each other. If this happens, there is a 75 percent chance that a fight will break out among the dogs. Such fights have left more than one team lamed or dead.

Referee's Note: The 70th's main advantage is mobility—it can hit fast and be gone just as quickly. When deciding its tactics, always remember that it prefers to draw enemy forces apart in order to ambush smaller parties, perform hit-and-run maneuvers, and avoid large conflicts. It is not heavily armed and is essentially an elite guerrilla fighting force designed to slow the progress of a much larger (and more heavily armed) foe.

Personalities

The following section details important NPCs.

COLONEL PAVEL DRESOVICH

The present commander of the ex-Soviet 27th Tank Division began his career in embassies within Western Europe. He was strongly against this war from the first day. Born in Moscow in the 1960s, he joined a Soviet academy after receiving a

recommendation from a local dignitary who was a family friend.



Dresovich dedicated his life to protecting the communist nations of the world. He has no surviving family—most were killed by the diseases of this age.

When the counter-offensive of 1998 left his division without heavy tanks and severely weakened, the military leader moved into the Debrecen area. Pavel began to get less attached to life. In 1999, when a Soviet marauder band left most of a neighboring village in ruins, this man hunted the marauders himself. After their extinction, he informed a known

NATO sympathizer that he would like to declare loyalty to the forces of the free world. Pavel then informed his division that enough was enough. All loyal "Soviet" soldiers were to put down their weapons and step aside because this was now a pro-NATO division. Approximately 150 troops did just that. He released all NATO prisoners of war being held and formed a special NATO recon unit.

NATO responded to his request with a Lvov mission: Establish a free city, and destroy enemy communications and supplies in the region. Pavel did not realize until too late that his adversary was the Red Bear. He had fought under the Red Bear and knew him rather well. Unfortunately it was too late.

Meeting Dresovich: Pavel is more than pleased to meet anyone who would help in his efforts to capture Lvov. He considers himself to be the highest-ranking NATO person in the vicinity, and he will order anyone to do his bidding, should they be loyal. Pavel is not arrogant but does come across as being confident. Dresovich will ask any NATO troops that enter into his realm of control to attach themselves to his NATO unit.

NPC Motivation Results: *Club 10:* Pavel's favorite activity is fighting—his goal is to be the best soldier possible. This has made the Red Bear a hero to him. He looks forward to the battle of Lvov. *Spade 10:* Dresovich enjoys controlling the actions of others. He feels that he is a good leader and deserves their respect. He is not pompous.

Referee's Notes: It is not difficult to see Pavel enjoying his office and position. He loves combat and considers the Red Bear to be the ultimate challenge. Dresovich is an extremist, at best. He can be considered stubborn as well. One thing Pavel has never done is trust too much.

COLONEL IVAN KALISHKA

Ivan was born in a small town in the Carpathian Mountains. It is doubtful that any man would have considered him the leader of an elite combat unit, but it is easy to assume that Kalishka is a bold warrior type. He looks the part. His years in service have included training school and arctic duty, which make him perfect for this type of assault.

Kalishka was an Olympic medalist in the biathlon before the war. He is anything but the wrong man for commanding the 70th GMRD, which could just be another sign of Chelkov's ability to get the most out of his resources.

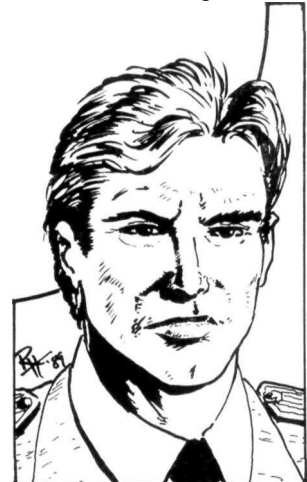
Meeting Kalishka: As a soldier, he is probably Chelkov's most useful officer. As a politician, he is clumsy and bound to anger someone in a discussion. If the players meet him, they will better

understand the rigid control the 70th GMRD operates under.

NPC Motivation Results: *Club 9:*

Kalishka believes he is a fine warrior, and he strives to better himself on the battlefield. He learns from his own mistakes and the errors of others. His tactics are superb. *Heart 6:* Kalishka is dedicated to Chelkov and listens to every word the man utters.

Referee's Notes: Players who seem more than willing to needlessly kill or players who enjoy injuring civilians are bound to anger Kalishka to the point of violence. Kalishka basically believes in two things: There is a job to do, and all



professional soldiers should do that job right.

CAPTAIN BORIS PALVOLT

Very few men are as purely aggressive as Palvolt. His dream is of taking himself and his men to the maximum levels of endurance and winning. Palvolt was born in Lvov to college professors. They urged Boris to strive for all that life could provide. He lives every day with that in mind. Most people believe that Palvolt relaxes when no one is watching. This is not true; he is always "on the go."

Meeting Palvolt: If the players fall into the service of Boris, he will be more than able to work them into the ground. Boris is in great physical and mental condition. He is not a Soviet brute but is a tough

soldier with a job to do. He will not back down from a challenge. If the players are working with the 27th TD against Palvolt, he will not be merciful. He will appear when they least expect it.

NPC Motivation Results: *Club 6:* Fighting is all Palvolt knows. He is good at it and enjoys the constant adrenaline. *Club 2:* There are many types of heroes: those who were in the wrong place, those who had no choice and the blood surged, and those born into it. Palvolt was born into it, and he lives it day by day.

Referee's Notes: In actuality, Palvolt has forgotten that relaxation is an important element of the human environment. He will undoubtedly drive himself to physical exhaustion.

PETER TROVECH

When Drogobych declared itself a free city, the small military presence supported the declaration. Trovech was the chairman of the gorkom (city committee) at that time and still is. Immediately after the declaration he sealed the area (five kilometers to the north and 10 to the south) around the city with city guard outposts. Moscow cried in anger. The KGB has put a price on his head and that of every gorkom member in Drogobych.

Trovech is a businessman and sees money to be made for Drogobych. Should the renegade 27th reach Drogobych before the Red Bear is capable of recapturing the city, he will supply it with the fuel and supplies necessary to oppose Lvov.

Trovech is also manager of one of Drogobych's refining facil-

ities. His plant is physically intact but in serious disrepair. It still produces small quantities of fuel, but not enough to move a division. The minor production of the refineries here will probably end within two years, since Drogobych's metal shops are not able to produce intricate machine parts.

Trovech is attempting to quickly fortify more of his town. Partisans sell him minor quantities of explosives and parts from Lvov. He has kept this connection open, to both parties' advantage.

Meeting Trovech: Trovech is a friendly, strong man. He is outgoing and well educated. He sup-

ports NATO connections if they keep Drogobych from tyrants.

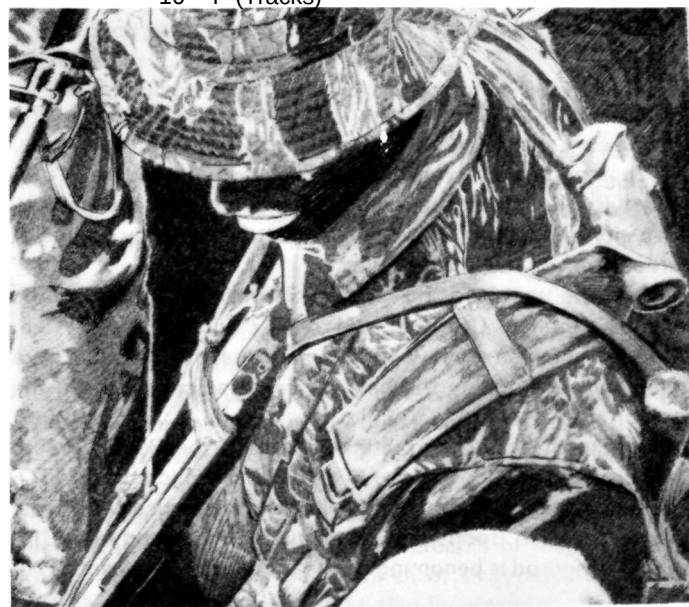
NPC Motivation Results: *Club 4:* Very little stops Trovech. He cannot be intimidated, even though he is concerned about his family's welfare and safety. *Heart 9:* Trovech believes that every man has a right to justice, and he is concerned for the welfare of all those around him—at least all who are innocent.

Referee's Notes: Trovech is paranoid for the safety of his family. His only son was killed in an accident which he believes to have been engineered by KGB operatives. Few people could deny him his fear. If the players provide him a reason for believing they are untrustworthy, he will avoid contact with them and attempt to send them on missions that are more dangerous than necessary. It will take much effort to convince him of anything other than what he initially believes—he is very stubborn.



HIT LOCATIONS

Snowmobile		Dogsled	
1D10	Result	W10	Result
1	T (Skis)	1-4	E (A dog)
2-3	E	5-7	S
4	F	8	T (Skis)
5-6	D	9-10	D
7-8	P		
9	S		
10	T (Tracks)		





Transcarpathia

We had made it through the Carpathians, and had fought just about everybody and their mother to get down here. We were just wonderin' around, when we came across the old cemetery. Just for fun, I kicked away the snow from one of the tombstones.

My legs gave out; I just sat there staring.

It said, "To our American comrades shot down in time of war—may you rest in peace—1943. "

There's always something to fight about.

Transcarpathia is bordered to the south by the Uzh River and to the north by the summits of the Carpathian Mountains. It is in this area that perhaps the largest ideological fissures have grown to tear apart families, pitting those who support the defecting 27th against those who see all NATO troops as invaders.

UZHGOROD

Uzhgorod is the largest city in Transcarpathia. It straddles the Uzh River in the southernmost region of Transcarpathia; thus, it is an important city for the transportation of goods. A 16th-century castle stands on Castle Hill and overlooks the once artistic city, the frozen, snow-swept river, and the icy graves of heroes from the last world war.

When the university was open, before the war began, the medical center in Uzhgorod was well equipped and staffed. Although supplies are low and many of the staff members are gone, this is probably the best civilian medical center in the region.

Because of its strong cultural ties with the Soviet Union, Uzhgorod did not support the 27th when it defected to NATO. Although the 27th holds the city with a strong garrison of troops, battles between troops and partisans are more and more frequent. Uzhgorod is becoming the headquarters for all anti-27th activities.

SLAVAVA

The 27th has commandeered the old city hall here as a base of operations, and has managed to organize an effective heating and water system for the town. Since the 27th arrived, however, Slavava has also become a war zone and has suffered many firebomb attacks perpetrated by angry Soviets who want the 27th out. Since this is the headquarters and over 1800 soldiers are present, the Soviets receive some help from the partisans—although these freedom fighters are somewhat less aggressive than their counterparts in Uzhgorod or Chust.

MUKACHEVO

Destroyed by famine in early 1998, Mukachevo had been a resort community, admired for the ancient culture which the 14th-century Palanok Castle and the Orthodox Church represented. Because the town was not self-supporting, the people fled to richer agricultural towns. The castle and church are intact—a survey could reveal valuable treasures left behind.

CHUST

Chust, along with Uzhgorod, has supported the strongest force of anti-27th partisans in Transcarpathia. For 350 years, Chust has enjoyed a good relationship with the people across the Carpathians. Chust became a respectable city in 1710 when an extensive salt mine was discovered, and the city began to trade with its northern neighbors. Eventually Chust did well enough to build a monstrous castle to protect the mines. The castle was struck by lightning in 1766 and destroyed—the ruins still crown the hills above Chust. Chust is smaller and poorer than Uzhgorod, and cannot support as many partisan factions.

RACHOV

Situated on Yablonitsky Pass in the Carpathians, Rachov is another resort community that has not fared well since the war began. Rachov does have two assets: It commands a good view of the mountain pass and has natural hot mineral springs which have survived even this bitter winter.



The Clashing of Chariots

Commanders of the two forces have differing plans.

THE 27TH TANK DIVISION

While the recon force is attempting to hold its position and dig in deep, main body forces will be involved in three projects: securing the region against marauders and pro-Soviet units; placing pressure on the 70th; and stockpiling materiel for the battle against the 13th Army. They hope to last one week against the 13th Army without having to resupply. They may achieve this in food, ammo, and provisions, but not in fuel.

Attempts to outnumber the guerrilla forces of the 70th have failed, to date. The recon forces of the 27th have been trapped in a narrow pass which they were attempting to secure. When the 27th is freed (should they survive), its commander has strict orders to secure the first available village as the 27th TD's main body moves through the pass. The force will take 12 hours to move through the pass on a good winter day—half that in spring.

The mechanized forces will lead main body forces through first to form a spearhead against the 13th Army forces. They will be followed by the infantry regiments and command units. The infantry garrisons will remain in the Transcarpathian town to allow the drawing of supplies from the region.

When the first armored units reach the village, they will relieve the forces of the recon battalion. The recon battalion will jugernaut toward the secondary objective, Drogobych. The 27th's main body forces will attempt to locate the enemies and immediately engage them. The object of the engagement will be to draw their attention away from the recon forces. Without the fuel supplies at Drogobych, however, the 27th's armor will run dry within one day of leaving the Transcarpathian region.

If fuel supplies dwindle, the mechanized regiment will probably fall apart. It will attempt to keep a few vehicles moving. The crews of empty vehicles may strip them if they are not in combat. Otherwise, they will be abandoned, and the Red Bear may be able to salvage them. If the 27th is losing the battle, most units will cut and run. Those who survive will either desert, regroup with the infantry regiment, or try to join partisan forces.

Should the recon battalion obtain Drogobych, it will be replaced by forces of the armored regiment. It is hoped that the recon force can then begin the assault on Lvov.

THE 13TH ARMY

Should the 27th overwhelm the 70th in the Carpathian pass, the 70th has orders to send a message to Lvov command center: "We salute you" is the code that will notify the Red Bear that the 70th can no longer hold out against the 27th. After the message is verified by Lvov and Olesko, the forces of the 70th will delay the 27th for five more hours and then quickly withdraw from combat. The preliminary forces of the 27th and its main body will be allowed through the pass. The 70th will then go down into the pass. There it will carefully set explosive charges to obliterate the pass, thus cutting off the 27th's line of supplies and retreat. Should the 70th be able, it will then use guerrilla tactics against the 27th's communications and command units.

Upon receiving the message "We salute you," the 128th and a token unit of the Lvov Guard will immediately move the missile into position near Drogobych and fire the weapon against the city in an airburst. The 128th will follow that with an assault against the city. It will wait five hours after the airburst before gas mask-equipped scout units attempt to infiltrate the city.

The 318th will immediately drive south in an attempt to outflank and engage the 27th TD. The 318th will have enough fuel for eight hours of combat before it runs dry. The 128th will leave Drogobych to the Lvov Guard force and drive to resupply the 318th with fuel. Speed is essential.

Should this fail, the 128th will withdraw to Lvov and Olesko with the Lvov Guard. It will also attempt to use guerrilla warfare against the 27th TD, if possible, as it retreats. The 318th will fall back to Ternopol, if it is able. (This will be a judgment call for its commander.) It may also attempt to reinforce one of the small towns and hold out.

THE LOGIC BEHIND THE RED BEAR'S PLAN

Should the 27th be allowed to flee, it would be able to regroup in the Transcarpathians. From there it could carry on partisan activities and perhaps attempt to drive north in the summer when the chances of success would be much higher. If the 27th were completely destroyed, the Red Bear would benefit from increasing the morale of his troops (and the citizens of his towns) to an extremely high level. Such a victory would consolidate his power and eliminate the petty dreams of the enemies he knows he has within the confines of Lvov. Recruitment of civilians into the military might also increase.

The 13th Tank Army

Table of Organization and Equipment

The 13th Army is comprised of three major divisions and one city guard. These divisions have served in different locations throughout the Soviet fronts. (See GDW's **Soviet Vehicle Guide** for more information.) Almost all of the 13th Army vehicles should be considered to have wear values between 5 and 10.

- 128th Motorized Rifle Division (400 troops)
- 318th Guards Motorized Rifle Division (1800 troops)
- 70th Motorized Rifle Division (219 troops)
- Lvov Guard (1600 troops)

128th MOTORIZED RIFLE DIVISION

Location: Lvov (HQ), Olesko

Division Headquarters:

50 troops (Elite)

Weapons:

- 10 9mm Makarov pistols
- 20 AKR submachineguns
- 25 AK-74 assault rifles

Vehicles:

- 1 BMP-C
- 1 ZIL-135 truck
- 1 UAZ-469 with PK MG
- 10 wagons with 20 horses

114th Artillery Battery:

30 troops (Veteran)

Weapons:

- 1 5 AKR submachineguns
- 1 5 AK-74 assault rifles

Vehicles:

- 1 BM-21 missile truck
- 2 URAL-375 with 2 120mm mortars
- 1 MAZ-543 launcher/erector vehicle

42nd Motorized Rifle Company:

120 troops (Veteran)

Weapons:

- 5 9mm Makarov pistols
- 50 AKR submachineguns
- 65 AK-74 assault rifles
- 4 RPK-74 autorifles
- 2 RPG-16 rocket launcher

Vehicles:

- 2 UAZ-469 with PK MG
- 1 ZIL-135 truck
- 10 wagons with 10 horses

44th Motorized Rifle Company:

120 troops (Veteran)

Weapons:

- 5 9mm Makarov pistols
- 55 AKR submachineguns
- 65 AK-74 assault rifles
- 5 RPK-74 autorifles
- 1 AT-4 missile launcher

Vehicles:

- 2 UAZ-469 with PK MG
- 2 URAL-375 truck
- 10 wagons with 10 horses

101st Tank Company:

25 troops (Elite)

Weapons:

- 5 9mm Makarov pistols
- 25 AKR submachineguns

Vehicles:

- 1 T90 MBT
- 1 T86 MBT

102nd Tank Company:

25 troops (Veteran)

Weapons:

- 5 9mm Makarov pistols
- 25 AKR submachineguns

Vehicles:

- 2 T55s MBT (damaged) with horseshoe armor

66th Recon Company:

35 troops (Elite)

Weapons:

- 6 9mm Makarov pistols
- 12 AKR submachineguns
- 25 AK-74 assault rifles
- 1 RPG-16 rocket launcher

Vehicles:

- 2 BRDM-2 armored cars
- 2 UAZ-469 with PK MGs
- 12 cavalry horses

318th GUARDS MOTORIZED RIFLE DIVISION

Location: Ternopol, Ivan-Frankovsk, Bucach, Kalush, Zolochiv, Rogatin, Nesterov, Sambor, Stryj, Dolina, Nikolajev, Gorodok, Mostiska

Division Headquarters and Supply:

100 troops (20 Elite, 60 Experienced, 20 Novice)

Weapons:

- 30 9mm Makarov pistols
- 20 AKR submachineguns
- 50 AK-74 assault rifles

Vehicles:

- 1 BTR 70 APC
- 1 HMMWV ambulance
- 2 UAZ-469s
- 6 ZIL-135 trucks
- 4 tanker trucks, 10 tons

Antiaircraft Battery:

50 troops (Elite)

Weapons:

- 5 9mm Makarov pistols
- 10 AKR submachineguns
- 40 AKM assault rifles
- 10 SA-7 disposable missiles
- 1 RPG-16 rocket launcher

Vehicles:

- 1 UAZ-469
- 3 ZIL-135 trucks
- 1 ZSU-23-2 AA gun (mounted on ZIL-135)

34th Artillery Company:

Company Headquarters:

5 troops (Elite)

Weapons:

- 2 9mm Makarov pistols
- 5 AKR submachineguns

Vehicle:

- 1 UAZ-469 with PK MG

Heavy Artillery Battery:
 30 troops (Veteran)
 Weapons:
 5 9mm Makarov pistols
 25 AKR submachineguns
 Vehicles:
 3 URAL-375
 2 D30 howitzers (towed)
 1 BM-21 missile truck with trailer

Mortar Battery:
 40 troops (Veteran)
 Weapons:
 5 9mm Makarov pistols
 25 AKR submachineguns
 10 AKM assault rifles
 Vehicles:
 4 URAL-375S
 1 82mm mortar (towed)
 3 120mm mortars (towed)

403rd Motorized Rifle Battalion:
 Battalion Headquarters:
 40 troops (10 Veteran, 30 Novice)
 Weapons:
 5 AKR submachineguns
 35 AKMR assault rifles
 Vehicles:
 1 UAZ-469
 2 ZIL-135 trucks

Mortar Battery:
 10 troops (Novice)
 Weapons:
 1 9mm Makarov
 10 AKMR assault rifles
 Vehicles:
 1 URAL-375
 1 120 mortar (towed)

Recon Platoon:
 50 troops (Veteran)
 Weapons:
 1 9mm Makarov pistol
 50 AKMR assault rifles
 1 RPG-16 rocket launcher
 Vehicles:
 40 horses
 2 wagons with horses

1 513th Rifle Company:
 Company Headquarters:
 10 troops (2 Veteran, 8 Novice)
 Weapons:
 1 9mm Makarov pistol
 10 AKMR assault rifles
 Vehicles:
 1 UAZ-469 with PK MG
 2 ZIL-135 trucks

Armored Platoon:
 42 troops (6 Veteran, 36 Novice)
 Weapons:
 1 9mm Makarov pistol
 40 AKR submachineguns
 1 RPG-16 rocket launcher
 Vehicles:
 2 BTR-70 APCs

1st Cavalry Platoon:
 50 troops (1 Veteran, 49 Novice)
 Weapons:
 1 9mm Makarov pistol
 50 AKMR assault rifles
 Vehicles:
 50 horses

2nd Cavalry Platoon:
 50 troops (1 Veteran, 49 Novice)
 Weapons:
 1 9mm Makarov pistol
 50 AKM assault rifles
 Vehicles:
 50 horses

108th Rifle Company:
 Company Headquarters:
 10 troops (2 Veteran, 8 Novice)
 Weapons:
 1 9mm Makarov pistol
 10 AKMR assault rifles
 Vehicles:
 1 UAZ-469 with PK MG
 2 ZIL-135S

Armored Platoon:
 42 troops (6 Veteran, 36 Novice)
 Weapons:
 1 9mm Makarov pistol
 40 AKR submachineguns
 1 RPG-16 rocket launcher
 Vehicles:
 1 BTR-80 APC
 1 BMD weapons carrier

1st Cavalry Platoon:
 50 troops (1 Veteran, 49 Novice)
 Weapons:
 1 9mm Makarov pistol
 50 AKMR assault rifles
 Vehicles:
 50 horses

2nd Cavalry Platoon:
 50 troops (1 Veteran, 49 Novice)
 Weapons:
 1 9mm Makarov pistol
 50 AKM assault rifles
 Vehicles:
 50 horses

132nd Motorized Rifle Battalion:
 Battalion Headquarters:
 40 troops (10 Veteran, 30 Novice)
 Weapons:
 1 9mm Makarov pistol
 5 AKR submachineguns
 35 AKMR assault rifles
 Vehicles:
 1 UAZ-469
 2 ZIL-135 trucks

Mortar Battery:
 10 troops (Novice)
 Weapons:
 1 9mm Makarov pistol
 10 AKMR assault rifles

Vehicles:
 1 URAL-375
 1 120 mortar (towed)

Recon Platoon:
 50 troops (Veteran)
 Weapons:
 1 9mm Makarov pistol
 50 AKMR assault rifles
 1 RPG-16 rocket launcher
 Vehicles:
 40 horses
 2 wagons with horses

192nd Rifle Company:
 Company Headquarters:
 10 troops (2 Veteran, 8 Novice)
 Weapons:
 1 9mm Makarov pistol
 10 AKMR assault rifles
 Vehicles:
 1 UAZ-469 with PK MG
 2 ZIL-135 trucks

Armored Platoon:
 42 troops (6 Veteran, 36 Novice)
 Weapons:
 1 9mm Makarov pistol
 40 AKR submachineguns
 1 RPG-16 rocket launcher
 Vehicles:
 2 BTR-70 APCs

3rd Cavalry Platoon:
 50 troops (1 Veteran, 49 Novice)
 Weapons:
 1 9mm Makarov pistol
 50 AKMR assault rifles
 Vehicles:
 50 horses

4th Cavalry Platoon:
 50 troops (1 Veteran, 49 Novice)
 Weapons:
 1 9mm Makarov pistol
 50 AKM assault rifles
 Vehicles:
 50 horses

61st Rifle Company:
 Company Headquarters:
 10 troops (2 Veteran, 8 Novice)
 Weapons:
 1 9mm Makarov pistol
 10 AKMR assault rifles
 Vehicles:
 1 UAZ-469 with PK MG
 2 ZIL-135 trucks

Armored Platoon:
 42 troops (6 Veteran, 36 Novice)
 Weapons:
 1 9mm Makarov pistol
 40 AKR submachineguns
 1 RPG-16 rocket launcher
 Vehicles:
 2 BTR-70 APCs
 1 UAZ-469 with PK MG

3rd Cavalry Platoon:

50 troops (1 Veteran, 49 Novice)
 Weapons:
 1 9mm Makarov pistol
 50 AKMR assault rifles
 Vehicles:
 50 horses

4th Cavalry Platoon:
 50 troops (1 Veteran, 49 Novice)
 Weapons:
 1 9mm Makarov pistol
 50 AKM assault rifles
 Vehicles:
 50 horses

513th Motorized Rifle Battalion:
 Battalion Headquarters:
 20 troops (Veteran)
 Weapons:
 5 9mm Makarov pistols
 20 AKR submachineguns
 1 RPG-16 rocket launcher
 Vehicles:
 1 UAZ-469
 1 BTR-70
 2 URAL-375

Town Garrison Platoons: (12 platoons)
 50 troops (12 Veteran, 20 Experienced, 18 Novice)
 Weapons:
 1 9mm Makarov pistol
 10 AKR submachineguns
 40 AKM assault rifles
 Vehicles:
 2 ZIL-135 trucks
 1 BDRM2 (turret version)
 (or for 6 of the platoons)
 2 ZIL-135 trucks
 2 UAZ-469 with PK MG

70TH GUARDS MOTORIZED RIFLE DIVISION "WHITE DEATH "

Location: Carpathian Mountains (Transcarpathia)

Division Headquarters:

12 troops (7 Elite, 5 Veteran)

Weapons:

15 9mm Makarov pistols

15 AK-74 assault rifles

Vehicles:

1 ZIL-135 truck (stripped)

5 snowmobiles (2 stripped) with 3 trailers

12 pair of skis

1st Motorized Rifle Company:

Company Headquarters and Supply:

10 troops (5 Elite, 5 Experienced)

Weapons:

10 AKR submachineguns

Vehicles:

3 snowmobile

10 pair of skis

Engineering Platoon:

17 troops (2 Elite, 5 Veteran, 10 Experienced)

Weapons:

2 9mm Makarov pistols

15 AKR submachineguns

Vehicles:

- 1 snowmobile with trailer
- 1 PTS-M cargo carrier

Guard Platoon (4 squads):

25 troops (5 Elite, 15 Veteran, 5 Experienced)

Weapons:

- 1 9mm Makarov pistol
- 15 AK-74 assault rifles
- 1 RPG-16 rocket launcher
- 5 grenades each

Vehicles:

- 25 pair of skis
- 1 BMP-120 APC
- 1 ZU-23-2 AA gun (towed)

2nd Rifle Company:

Company Headquarters same as Division Headquarters

112th Rifle Platoon:

55 troops (30 Elite, 20 Veteran, 5 Experienced)

Weapons:

- 1 9mm Makarov pistol
- 50 AK-74 assault rifles
- 5 AKR submachineguns
- 5 grenades each
- 1 RPG-16 rocket launcher

Vehicles:

- 55 pair of skis
- 4 dogsleds
- 1 snowmobile

39th Rifle Platoon:

55 troops (25 Elite, 18 Veteran, 12 Experienced)

Weapons:

- 1 9mm Makarov pistol
- 50 AK-74 assault rifles
- 5 SVD sniper rifles
- 5 grenades each

Vehicles:

- 55 pair of skis
- 4 dogsleds
- 1 snowmobile

12th Rifle Platoon:

55 troops (30 Elite, 17 Veteran, 8 Experienced)

Weapons:

- 1 9mm Makarov pistol
- 50 AK-74 assault rifles
- 5 AKR submachineguns
- 5 grenades each
- 1 RPG-16 rocket launcher

Vehicles:

- 55 pair of skis
- 4 dogsleds
- 1 snowmobile

LVOV GUARD

Location: Lvov

City Guards Headquarters:

50 troops (5 Elite, 30 Experienced, 15 Novice)

Weapons:

- 15 9mm Tokarev pistols
- 15 .22 automatic pistols
- 10 AKR submachineguns
- 10 AKM assault rifles
- 1 PK MG

Vehicles:

- 1 UAZ-469
- 1 ZIL-135 truck

Mortar Battery:

40 troops (25 Elite, 15 Novice)

Weapons:

- 5 9mm Tokarev pistol
- 10 .22 semiautomatic rifles
- 10 .30-30 rifles
- 15 AKM assault rifles
- 3 120mm mortars

1st Antitank Platoon:

25 troops (5 Elite, 5 Experienced, 15 Novice)

Weapons:

- 5 AKR submachineguns
- 10 .22 semiautomatic rifles
- 10 AKM assault rifles
- 3 RPG-16 rocket launchers

Vehicles:

- 2 wagons with horses

2nd Antitank Platoon:

25 troops (5 Elite, 20 Novice)

Weapons:

- 5 AKR submachineguns
- 10 .22 semiautomatic rifles
- 10 AKM assault rifles
- 3 RPG-16 rocket launchers

Vehicles:

- 2 wagons with horses

401st Tank Company:

Headquarters is part of city headquarters

40 troops (5 Elite, 35 Experienced)

Weapons:

- 30 AKR submachineguns
- 10 AKM assault rifles

Vehicles:

- 5 T-86 MBTs (dug in)
- 4 T-64 MBTs (dug in)
- 3 T-55 MBTs (2 dug in, 1 in full working order)

Recon Company:

Company Headquarters:

5 troops (Elite)

Weapons:

- 1 9mm Makarov pistol
- 5 AKR submachineguns

Vehicle:

- 1 UAZ-469 with PK MG

Motorized Rifle Platoon:

45 troops (20 Elite, 25 Experienced)

Weapons:

- 25 AKR submachineguns
- 20 AKM assault rifles

Vehicles:

- 1 BTR-70 APC
- 2 ZIL-135s with trailers

Cavalry Platoon (5 squads):

50 troops (10 Elite, 30 Experienced, 10 Novice)

Weapons:

- 5 .22 pistols
- 50 AKM assault rifles
- 2 RPG-16s

Vehicles:
 50 horses
 Construction Company:
 Company Headquarters:
 10 troops (Veteran)
 Weapons:
 10 .22 pistols
 Vehicle:
 1 UAZ-469
 Work Platoons (1 through 4):
 50 troops each (1 Elite, 9 Experienced, 40 Novice)
 Weapons:
 5 .22 pistols
 20 shotguns
 10 .22 semiautomatic rifles
 10 .30-06 rifles
 5 AKM assault rifles
 Vehicles:
 2 UAZ-469S with PK MG
 2 URAL-375S
 4 ZIL-135 trucks
 3 cranes
 3 bulldozers
 65 forklifts (50 stripped)
 1423rd Rifle Company:
 Company Headquarters and Supply:
 30 troops (1 Elite, 5 Experienced, 24 Novice)
 Weapons:
 5 .22 pistols
 10 .22 semiautomatic rifles
 15 .30-30 rifles
 Vehicles:
 15 wagons with horses
 23rd Rifle Platoon:
 103 troops (2 Elite, 11 Experienced, 90 Novice)
 Weapons:
 3 .22 pistols
 20 double shotguns
 10 AKM assault rifles
 70 sporting rifles
 1 RPG-16 rocket launcher
 43rd Rifle Platoon:
 103 troops (2 Elite, 20 Experienced, 90 Novice)
 Weapons:
 3 .9mm Tokarev pistols
 30 double shotguns
 10 AKM assault rifles
 60 sporting rifles
 1 RPG-16
 28th Rifle Platoon:
 103 troops (2 Elite, 11 Experienced, 90 Novice)
 Weapons:
 3 .22 pistols
 10 AKM assault rifles
 90 sporting rifles
 1 PK MG
 21st Cavalry Platoon:
 30 troops (1 Elite, 5 Experienced, 24 Novice)
 Weapons:
 3 .22 pistols
 20 double shotguns
 10 AKM assault rifles
 70 sporting rifles
 Vehicles:
 30 horses

70 sporting rifles
 Vehicles:
 30 horses
 542nd Rifle Company:
 Company Headquarters and Supply:
 30 troops (1 Elite, 5 Experienced, 24 Novice)
 Weapons:
 5 .22 pistols
 10 .22 semiautomatic rifles
 15 .30-30 rifles
 Vehicles:
 15 wagons with horses
 23rd Rifle Platoon:
 103 troops (2 Elite, 11 Experienced, 90 Novice)
 Weapons:
 3 .22 pistols
 20 double shotguns
 10 AKM assault rifles
 70 sporting rifles
 1 RPG-16 rocket launcher
 43rd Rifle Platoon:
 103 troops (2 Elite, 20 Experienced, 90 Novice)
 Weapons:
 3 .9mm Tokarev pistols
 30 double shotguns
 10 AKM assault rifles
 60 sporting rifles
 1 RPG-16
 28th Rifle Platoon:
 103 troops (2 Elite, 11 Experienced, 90 Novice)
 Weapons:
 3 .22 pistols
 10 AKM assault rifles
 90 sporting rifles
 1 PK MG
 21st Cavalry Platoon:
 30 troops (1 Elite, 5 Experienced, 24 Novice)
 Weapons:
 3 .22 pistols
 20 double shotguns
 10 AKM assault rifles
 70 sporting rifles
 Vehicles:
 30 horses
 164th Rifle Company:
 Company Headquarters and Supply:
 30 troops (1 Elite, 5 Experienced, 24 Novice)
 Weapons:
 5 .22 pistols
 10 .22 semiautomatic rifles
 15 .30-30 rifles
 Vehicles:
 15 wagons with horses
 33rd Rifle Platoon:
 103 troops (2 Elite, 11 Experienced, 90 Novice)
 Weapons:
 3 .22 pistols
 20 double shotguns
 10 AKM assault rifles
 70 sporting rifles
 1 RPG-16 rocket launcher

65th Rifle Platoon:

112 troops (2 Elite, 20 Experienced, 90 Novice)

Weapons:

- 3 .9mm Tokarev pistols
- 50 double shotguns
- 10 AKM assault rifles
- 40 sporting rifles
- 1 RPG-16 rocket launcher

55th Rifle Platoon:

103 troops (2 Elite, 11 Experienced, 90 Novice)

Weapons:

- 3 .22 pistols
- 10 AKM assault rifles
- 90 sporting rifles
- 1 PK MG

18th Cavalry Platoon:

30 troops (1 Elite, 5 Experienced, 24 Novice)

Weapons:

- 3 .22 pistols
- 20 double shotguns
- 10 AKM assault rifles
- 70 sporting rifles

Vehicles:

- 30 horses

The 27th Tank Division (3400 troops)

Location: Uzhgorod, Mukachevo, Beregovo, Slavava, Chust

Note: Eighty percent of vehicles will have wear values varying from 5 to 9.

Division Headquarters and Supplies:

100 troops (10 Elite, 40 Veteran, 50 Experienced)

Weapons:

- 10 9mm Makarov pistols
- 10 AKR submachineguns
- 80 sporting rifles
- 1 PK MG

Vehicles:

- 5 UAZ-469s
- 5 URAL-375 trucks
- 2 ZIL-135 trucks
- 10 wagons with horses
- 1 BRDM 2 armored car

Reconnaissance Battalion (500 troops):

Battalion Headquarters:

25 troops (5 Elite, 20 Experienced)

Weapons:

- 5 9mm Makarov pistols
- 20 AKR submachineguns

Vehicles:

- 1 UAZ-469 with PK MG
- 5 wagons with horses

Mortar Battery:

25 troops (5 Elite, 5 Veteran, 10 Experienced, 5 Novice)

Weapons:

- 10 .22 rifles
- 15 AKR submachineguns

Vehicles:

- 2 URAL-135s with 120mm mortar

12th Scout Car Recon Company:

Company Headquarters:

10 troops (5 Veteran, 5 Experienced)

Weapons:

- 5 9mm Makarov pistols
- 10 .30-30 rifles

Vehicle:

- 1 ZIL-135 truck

Armored Car Platoon:

40 troops (10 Veteran, 20 Experienced, 10 Novice)

Weapons:

- 10 9mm Makarov pistols
- 30 AMD-65 submachineguns

Vehicles:

- 2 BRDM-2S
- 5 UAZ-469s

Antitank Platoon:

50 troops (10 Veteran, 10 Experienced, 30 Novice)

Weapons:

- 20 AKR submachineguns
- 30 AKMR assault rifles
- 5 RPG-16 rocket launchers

Vehicles:

- 3 UAZ-469s
- 3 URAL-375 trucks

Motorized Rifle Platoon:

50 troops (20 Veteran, 30 Experienced)

Weapons:

- 10 AKR submachineguns
- 10 AK-74 assault rifles
- 30 AKMR assault rifles
- 1 AGS-17 launcher

Vehicles:

- 3 UAZ-469s
- 1 BTR-70

35th BMP Recon Company:

Company Headquarters:

10 troops (1 Veteran, 9 Experienced)

Weapons:

- 5 9mm Makarov pistols
- 10 .30-30 rifles

Vehicles:

- 1 ZIL-135 truck

Armored Platoon:

40 troops (10 Veteran, 20 Experienced, 10 Novice)

Weapons:

- 5 9mm Makarov pistols
- 35 AKR submachineguns

Vehicles:

- 1 BMP-A APC
- 1 BTR-70 APC

Antitank Platoon

50 troops (10 Veteran, 10 Experienced, 30 Novice)

Weapons:

- 20 AKR submachineguns
- 30 AKMR assault rifles
- 5 RPG-16 rocket launchers

Vehicles:

- 3 UAZ-469S
- 3 URAL-375 trucks

Motorized Rifle Platoon:

50 troops (20 Veteran, 30 Experienced)

Weapons:

- 10 AKR submachineguns

30 AK-74 assault rifles
 10 M16 assault rifles
 1 AGS-17 launcher

Vehicles:

3 UAZ-469s
 1 OT-64 APC

17th BMP Recon Company:

Company Headquarters:

10 troops (1 Veteran, 9 Experienced)

Weapons:

5 9mm Makarov pistols
 10 AKR submachineguns

Vehicles:

2 UAZ-469s

Armored Platoon:

40 troops (10 Veteran, 20 Experienced, 10 Novice)

Weapons:

5 9mm Makarov pistols
 35 AKR submachineguns

Vehicles:

1 BMP-A APC
 1 BTR-70 APC

Antitank platoon:

50 troops (10 Veteran, 10 Experienced, 30 Novice)

Weapons:

20 AKR submachineguns
 30 AKMR assault rifles
 5 RPG-16 rocket launchers

Vehicles:

3 UAZ-469s
 3 URAL-375 trucks

Motorized Rifle Platoon:

50 troops (20 Veteran, 30 Experienced)

Weapons:

10 AKR submachineguns
 30 AK-74 assault rifles
 10 M16 assault rifles
 1 PK MG

Vehicles:

3 UAZ-469s
 1 OT-64 APC

43rd Motorized Rifle Regiment (1000 troops):

Regiment Headquarters:

100 troops (25 Elite, 60 Veteran, 15 Experienced)

Weapons:

10 9mm Makarov pistols
 40 M16A2 assault rifles
 50 Mauser bolt-action rifles

Vehicles:

2 UAZ-469s with PK MG
 3 automobiles
 2 URAL-375S

Mortar Battery:

70 troops (20 Veteran, 20 Experienced, 30 Novice)

Weapons:

40 Mauser rifles
 20 .22 semiautomatic rifles
 20 .22 automatic pistols
 15 AKMR assault rifles
 5 AKR submachineguns
 6 120mm mortars

Vehicles:

3 URAL-375 trucks

Regimental Supply Platoon:

30 troops (1 Elite, 9 Veteran, 20 Novice)

Weapons:

2 9mm Makarov pistols
 30 AKR submachineguns
 1 PK MG

Vehicles:

2 UAZ-469s with trailers
 4 URAL-375s with fuel trailers
 1 ZIL-135 with fuel trailer
 2 10,000-liter tankers
 4 5000-liter tankers

34th Reconnaissance Company:

Headquarters and 3 Platoons:

100 troops (25 Elite, 35 Veteran, 40 Experienced)

Weapons:

2 9mm Makarov pistols
 12 AKR submachineguns
 88 AK-74 assault rifles
 1 RPG-16 rocket launcher

Vehicles:

3 UAZ-469s
 2 URAL-375 trucks
 2 ZIL-135 trucks

55th Motorized Rifle Battalion (350 troops):

Battalion Headquarters:

20 troops (5 Elite, 10 Experienced, 5 Novice)

Weapons:

10 9mm Tokarev pistols
 15 AKR submachineguns

Vehicles:

4 UAZ-469s

Mortar Platoon:

10 troops (5 Veteran, 5 Experienced)

Weapons:

10 AKR submachineguns
 1 120mm mortar

Vehicle:

1 URAL-375

63rd Motorized Rifle Company (160 troops):

Company Headquarters:

10 troops (2 Elite, 8 Experienced)

Weapons:

2 9mm Makarov pistols
 10 AK-74 assault rifles

Vehicle:

1 URAL-375

Antitank Platoon:

50 troops (20 Veteran, 25 Experienced, 5 Novice)

Weapons:

50 AKMR assault rifles
 2 RPG-16 rocket launchers

Vehicles:

4 URAL-375 trucks

1st Rifle Platoon:

50 troops (15 Veteran, 35 Experienced)

Weapons:

45 AK-74 assault rifles
 5 RPK-74 autorifles

Vehicles:

3 ZIL-135 trucks

- 2nd Rifle Platoon:
 50 troops (5 Veteran, 45 Experienced)
 Weapons:
 45 AK-74 assault rifles
 5 RPK-74 autorifles
 Vehicles:
 5 URAL-375 trucks
- 173rd Motorized Rifle Company (160 troops):
 Company Headquarters:
 10 troops (4 Veteran, 6 Experienced)
 Weapons:
 2 9mm Makarov pistols
 10 AK-74 assault rifles
 Vehicles:
 2 UAZ-469 trucks
- Antitank Platoon:
 50 troops (20 Veteran, 20 Experienced, 10 Novice)
 Weapons:
 50 AKMR assault rifles
 2 RPG-16 rocket launchers
 Vehicles:
 4 URAL-375 trucks
- 1st Rifle Platoon:
 50 troops (35 Veteran, 15 Experienced)
 Weapons:
 45 AKMR assault rifles
 5 RPK-74 autorifles
 Vehicles:
 3 ZIL-135 trucks
- 2nd Rifle Platoon:
 50 troops (15 Veteran, 35 Experienced)
 Weapons:
 45 AK-74 rifles
 1 PK MG
 Vehicles:
 5 URAL-375 trucks
- 1 54th Motorized Rifle Battalion (350 troops)
 Battalion Headquarters:
 20 troops (5 Elite, 10 Experienced, 5 Novice)
 Weapons:
 10 9mm Tokarev pistols
 15 AKR submachineguns
 Vehicles:
 4 UAZ-469 trucks
- Mortar Platoon:
 10 troops (5 Veteran, 4 Experienced)
 Weapons:
 10 AKR submachineguns
 1 120mm mortar
 Vehicle:
 1 URAL-375 truck
- 47th Motorized Rifle Company (160 troops)
 Company Headquarters:
 10 troops (2 Elite, 8 Experienced)
 Weapons:
 2 9mm Makarov pistols
 10 AK-74 assault rifles
 Vehicle:
 1 URAL-375 truck
- Antitank Platoon:
 55 troops (15 Veteran, 25 Experienced, 15 Novice)
- Weapons:
 50 AKMR assault rifles
 2 RPG-16 rocket launchers
- Vehicles:
 4 URAL-375 trucks
- 1st Rifle Platoon:
 50 troops (25 Veteran, 25 Experienced)
 Weapons:
 45 AK-74 assault rifles
 5 RPK-74 autorifles
 Vehicles:
 3 ZIL-135 trucks
- 2nd Rifle Platoon:
 50 troops (50 Experienced)
 Weapons:
 45 AK-74 assault rifles
 5 RPK-74 autorifles
 Vehicles:
 4 URAL-375 trucks
- 110th Motorized Rifle Company (160 troops)
 Company Headquarters:
 10 troops (4 Veteran, 6 Experienced)
 Weapons:
 2 9mm Makarov pistols
 10 AK-74 assault rifles
 Vehicles:
 2 UAZ-469 trucks
- Antitank Platoon:
 50 troops (10 Veteran, 20 Experienced, 20 Novice)
 Weapons:
 50 AKMR assault rifles
 2 RPG-16 rocket launchers
 Vehicles:
 4 URAL-375 trucks
- 1st Rifle Platoon:
 50 troops (35 Veteran, 15 Experienced)
 Weapons:
 45 AKMR assault rifles
 5 RPK-74 autorifles
 Vehicles:
 3 ZIL-135 trucks
- 2nd Rifle Platoon:
 50 troops (5 Veteran, 45 Experienced)
 Weapons:
 45 AK-74 assault rifles
 1 PK MG
 Vehicles:
 4 URAL-375 trucks
- 514th Rifle Regiment (1500 troops):
 Regiment Headquarters:
 100 troops (10 Elite, 45 Veteran, 45 Experienced)
 Weapons:
 10 9mm Makarov pistols
 40 .22 pistols
 50 Mauser bolt-action rifles
 Vehicles:
 15 wagons with horses
 3 carts with horse
 5 horses
- 901st Reconnaissance Company:
 Headquarters and 3 Platoons:
 100 troops (25 Elite, 35 Veteran, 40 Experienced)

Weapons:
 2 9mm Makarov pistols
 12 AKR submachineguns
 88 AK-74 assault rifles
 1 RPG-16 rocket launcher
 Vehicles:
 12 wagons with horses
 20 horses
 Mortar Battery:
 70 troops (20 Veteran, 5 Experienced, 45 Novice)
 Weapons:
 60 Mauser rifles
 25 .22 semiautomatic rifles
 15 AKMR assault rifles
 4 120mm mortars
 Vehicles:
 15 wagons with horses
 5 carts with horse
 5 horses
 Regimental Supply Platoon:
 30 troops (1 Elite, 1 Veteran, 28 Novice)
 Weapons:
 2 9mm Makarov pistols
 30 AKR submachineguns
 1 PK MG
 Vehicles:
 1 UAZ-469 with trailer
 1 2 wagons with horses
 94th Rifle Battalion (550 troops):
 Battalion Headquarters:
 20 troops (5 Elite, 10 Experienced, 5 Novice)
 Weapons:
 10 9mm Tokarev pistols
 15 M16A2 assault rifles
 Vehicles:
 4 UAZ-469 trucks
 Mortar Platoon:
 10 troops (5 Veteran, 5 Experienced)
 Weapons:
 10 AKR submachineguns
 1 120mm mortar
 Vehicle:
 1 URAL-375 truck
 63rd Motorized Rifle Company (160 troops):
 Company Headquarters:
 10 troops (2 Elite, 8 Experienced)
 Weapons:
 2 9mm Makarov pistols
 10 AK-74 assault rifles
 Vehicle:
 1 URAL-375 truck
 Antitank Platoon:
 50 troops (20 Veteran, 25 Experienced, 5 Novice)
 Weapons:
 50 AKMR assault rifles
 2 RPG-16 rocket launchers
 Vehicles:
 4 URAL-375 trucks
 1st Rifle Platoon:
 50 troops (15 Veteran, 35 Experienced)
 Weapons:
 45 AK-74 assault rifles
 5 RPK-74 autorifles
 Vehicles:
 5 URAL-375 trucks
 173rd Motorized Rifle Company (160 troops):
 Company Headquarters:
 10 troops (4 Veteran, 6 Experienced)
 Weapons:
 2 9mm Makarov pistols
 10 AK-74 assault rifles
 Vehicles:
 2 UAZ-469 trucks
 Antitank Platoon:
 50 troops (20 Veteran, 20 Experienced, 10 Novice)
 Weapons:
 50 AKMR assault rifles
 2 RPG-16 rocket launchers
 Vehicles:
 4 URAL-375 trucks
 1st Rifle Platoon:
 50 troops (35 Veteran, 15 Experienced)
 Weapons:
 45 AKMR assault rifles
 5 RPK-74 autorifles
 Vehicles:
 3 ZIL-135 trucks
 2nd Rifle Platoon:
 50 troops (15 Veteran, 35 Experienced)
 Weapons:
 45 AK-74 assault rifles
 1 PK MG
 Vehicles:
 5 URAL-375 trucks
 48th Cavalry Rifle Company (200 troops):
 Company Headquarters:
 10 troops (2 Elite, 8 Veteran)
 Weapons:
 2 9mm Makarov pistols
 10 AK-74 assault rifles
 Vehicles:
 5 wagons with horses
 Antitank Platoon:
 50 troops (20 Veteran, 25 Experienced, 5 Novice)
 Weapons:
 50 AKMR assault rifles
 2 RPG-16 rocket launchers
 Vehicles:
 5 wagons with horses
 Rifle Platoon:
 40 troops (10 Experienced, 30 Novice)
 Weapons:
 39 AKMR assault rifles
 1 RPK-74 autorifle
 Vehicles:
 5 wagons with horses

1st Cavalry Rifle Platoon:
50 troops (10 Veteran, 40 Experienced)
Weapons:
45 AK-74 assault rifles
5 RPK-74 autorifles
Vehicles:
50 horses

2nd Cavalry Rifle Platoon:
50 troops (5 Veteran, 45 Experienced)
Weapons:
45 AKMR assault rifles
5 RPK-74 autorifles
Vehicles:
50 horses

735th Rifle Battalion (550 troops):
Battalion Headquarters:
10 troops (5 Veteran, 5 Experienced)
Weapons:
10 AKR submachineguns
1 120mm mortar
Vehicles:
1 wagon with horses
3 horses

Mortar Platoon:
20 troops (5 Elite, 10 Experienced, 5 Novice)
Weapons:
15 AKR submachineguns
1 120mm mortar
Vehicles:
4 wagons with horses

49th Motorized Rifle Company (160 troops):
Company Headquarters:
10 troops (1 Veteran, 9 Experienced)
Weapons:
2 9mm Makarov pistols
10 AK-74 assault rifles
Vehicles:
2 wagons with horses

Antitank Platoon:
50 troops (15 Veteran, 20 Experienced, 15 Novice)
Weapons:
50 AKMR assault rifles
2 RPG-16 rocket launchers
Vehicles:
4 wagons with horses

1st Rifle Platoon:
50 troops (25 Veteran, 25 Experienced)
Weapons:
45 AK-74 assault rifles
5 RPK-74 autorifles
Vehicles:
4 wagons with horses

2nd Rifle Platoon:
50 troops (45 Experienced, 5 Novice)
Weapons:
45 AK-74 assault rifles
5 RPK-74 autorifles
Vehicles:
4 wagons with horses

121st Motorized Rifle Company (160 troops):
Company Headquarters:
10 troops (1 Veteran, 9 Experienced)

Weapons:
2 9mm Makarov pistols
10 AK-74 assault rifles

Vehicles:
2 wagons with horses

Antitank Platoon:
50 troops (10 Veteran, 20 Experienced, 20 Novice)
Weapons:
50 AKMR assault rifles
2 RPG-16 rocket launchers
Vehicles:
4 wagons with horses

1st Rifle Platoon:
50 troops (35 Veteran, 15 Experienced)
Weapons:
45 AKMR assault rifles
5 RPK-74 autorifles
Vehicles:
4 wagons with horses

2nd Rifle Platoon:
50 troops (5 Veteran, 45 Experienced)
Weapons:
45 AK-74 assault rifles
1 PK MG
Vehicles:
4 wagons with horses

82nd Cavalry Rifle Company (200 troops):
Company Headquarters:
10 troops (1 Veteran, 9 Experienced)
Weapons:
2 9mm Makarov pistols
10 AK-74 assault rifles
Vehicles:
2 wagons with horses

Antitank Platoon:
50 troops (15 Veteran, 20 Experienced, 15 Novice)
Weapons:
50 AKMR assault rifles
2 RPG-16 rocket launchers
Vehicles:
4 wagons with horses

Rifle Platoon:
50 troops (5 Veteran, 5 Experienced, 40 Novice)
Weapons:
30 AK-74 assault rifles
8 AKR submachineguns
2 RPK-74 autorifles
Vehicles:
5 wagons with horses

1st Cavalry Platoon:
50 troops (25 Veteran, 25 Experienced)
Weapons:
45 AK-74 assault rifles
5 RPK-74 autorifles
Vehicles:
50 horses

2nd Cavalry Platoon:
50 troops (45 Experienced, 5 Novice)
Weapons:
45 AK-74 assault rifles
5 RPK-74 autorifles

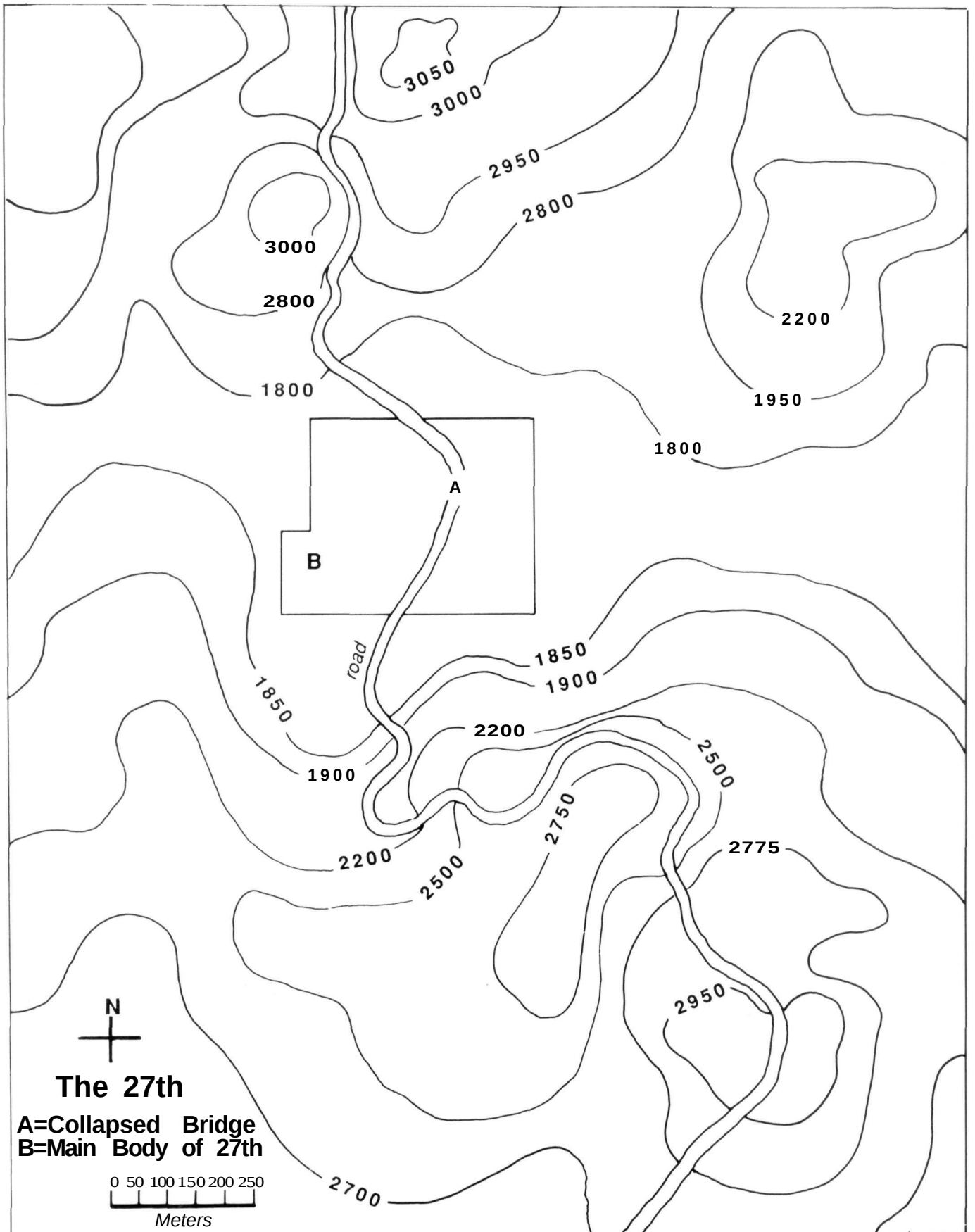
Vehicles:
 50 horses
 1st Armored Brigade (100 Ex-POW NATO Troops)
 Brigade Headquarters and Supply:
 10 troops (3 Elite, 7 Veteran)
 Weapons:
 5 9mm Parabellum pistols
 10 M16A2 assault rifles
 Vehicles:
 12 1/2 ton truck with fuel trailer
 1 UAZ-469 with M60 MG
 Cavalry Platoon:
 45 troops (5 Elite, 15 Veteran, 25 Experienced)
 Weapons:
 30 M16A2 assault rifles
 15 AKMR assault rifles
 Vehicles:
 41 horses
 2 wagons with horses
 Armored Squadron:
 45 troops (10 Elite, 30 Veteran, 5 Experienced)
 Weapons:
 25 M16A2 assault rifles
 20 M231 submachineguns
 Vehicles:
 2 HMMWV SCs with M2HB MG
 1 M2A3 (1 missile)
 2 2 1/2 ton trucks

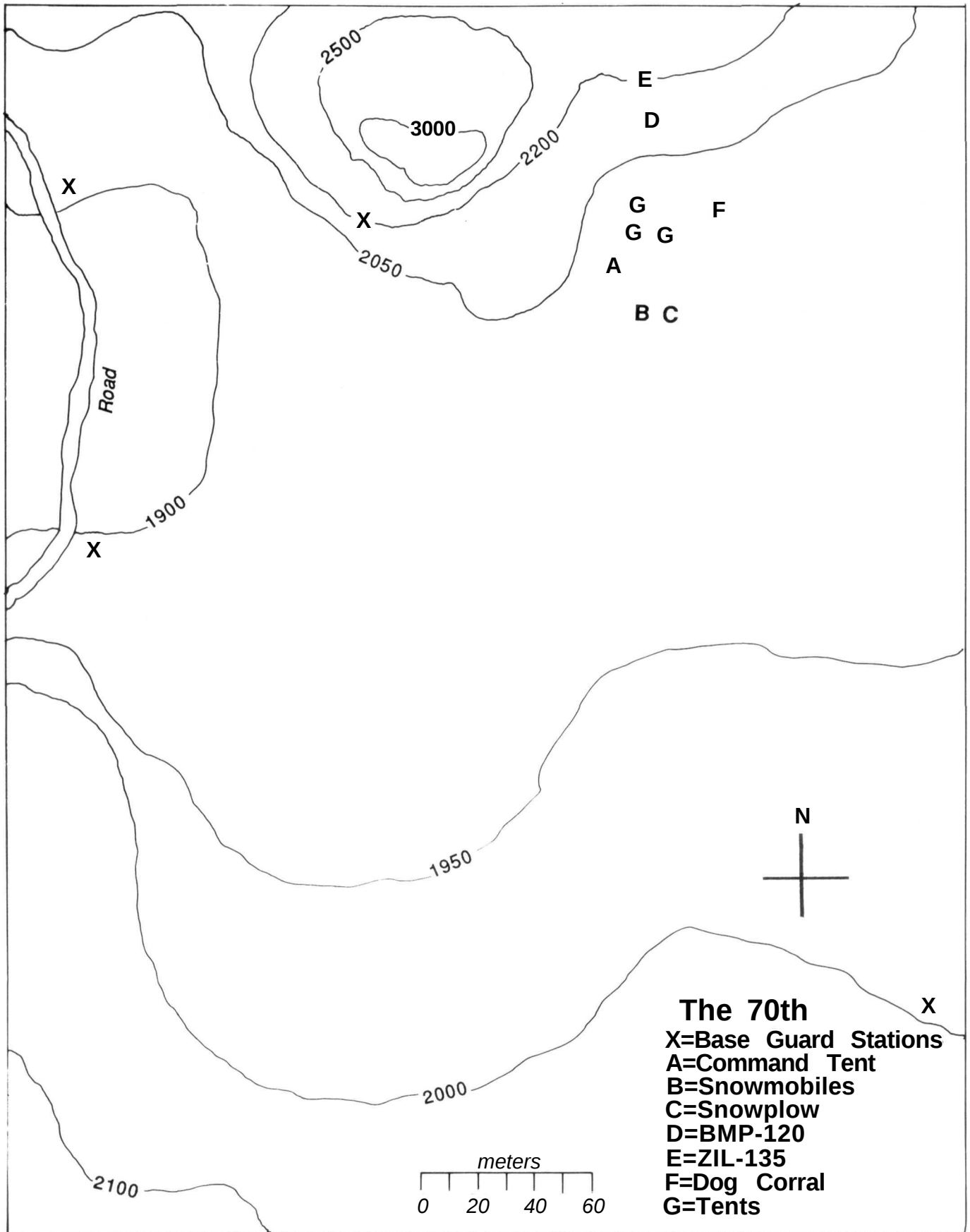
Partisans

Location: Throughout area
 Note: Organization and equipment are dealt with as needed.
 Regional camps and forces vary in strength from poor to average.
 Number of troops varies.

Drogobych Guard (200 troops)

Location: Drogobych
 Guard Headquarters:
 10 troops (1 Elite, 4 Experienced, 5 Novice)
 Weapons:
 10 .22 semiautomatic rifles
 Vehicles:
 1 civilian car
 1 cart with ox
 Mortar Battery:
 40 troops (5 Veteran, 5 Experienced, 30 Novice)
 Weapons:
 10 Mauser rifles
 30 .22 bolt-action rifles
 5 120mm mortars
 Vehicle:
 1 cart with ox
 1st Guard Platoon:
 50 troops (5 Elite, 45 Experienced)
 Weapons:
 5 AKMR assault rifles
 30 Mauser rifles
 10 .22 semiautomatic rifles
 5 AKR submachineguns
 Vehicles:
 4 wagons with horses
 2nd Guard Platoon:
 50 troops (5 Veteran, 45 Novice)
 Weapons:
 5 AKMR assault rifles
 30 Mauser rifles
 10 .22 semiautomatic rifles
 5 AKM assault rifles
 Vehicle:
 1 cart with ox
 3rd Guard Platoon:
 50 troops (5 Veteran, 5 Experienced, 40 Novice)
 Weapons:
 5 AKMR assault rifles
 30 Mauser rifles
 15 .22 semiautomatic rifles
 Vehicle:
 1 cart with ox





I'd always thought that when I finally got into the Soviet Union, it would be on a recon for some massive NATO force. Well, there aren't any of those now, and here I am.

I thought it would look different, smell bad or something, but I didn't even know we were there until sarge said, "Welcome to the bear's den, lads. This is the Ukraine. Look alive!" He laughed and spat out the piece of burlap he had been chewing on. Nobody else was crazy enough to try making their way through this blizzard.

In **Bear's Den**, expatriate Soviet General Anton Chelkov battles to control Lvov and the surrounding area. The 27th NATO Division is approaching through the Carpathian Mountains to the south, and partisans attack from every direction. Chelkov desperately needs fuel and food to weather the winter assault, but he remains confident. Hidden in his castle in Olesko is a Scud B nuclear missile.

Information presented in this module includes:

- Source material and maps for the Southern Soviet Union, Lvov, the Carpathian Mountains, and the Transcarpathian region.
- Information on winter equipment, including dogsleds, snowmobiles, and ski-troops.
- Detailed descriptions, illustrations, and operation instructions for the Scud B missile and the MAZ-543B launcher/erector vehicle.

Adventure in the icy steppes of the Soviet Union with **Bear's Den**.

Design: Tim Ryan and Scott G. White

