



RETURN TO WARSAW

Loren K. Wiseman



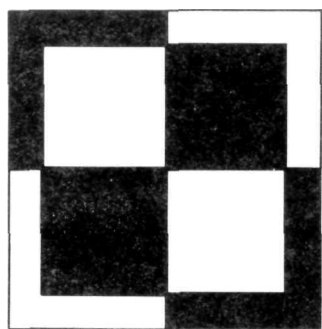
Twilight: 2000™



You and the last remnants of the Soviet 10th Guards Tank Division are all that stand between the Black Baron and the City of Warsaw.

RETURN
TO EUROPE





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Loren K. Wiseman

TWILIGHT: 2000

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Return to Warsaw

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Return to Warsaw

Remember that old movie called Star Wars? Remember right after Luke greased the death star, when Vader regains control of his fighter that had been sent spinning off into space? We all thought the bad guy had had it, but he comes out of it alive. My girlfriend at the time was this American lit major, and she said that it was a metaphor and that it meant evil can be defeated but never destroyed. I was poly-sci, and I said it meant there was going to be a sequel. She didn't like that much. We broke up before too much longer—she was an airhead anyway.

When I heard the Black Baron was back, that scene was the first thing I thought of. I never saw Czarny in the flesh, but from then on I imagined him as walking around in a black cape, talking like James Earl Jones, and making hissing noises when he breathed.

Return to Warsaw is the first in the **Return to Europe** series of **Twilight: 2000** adventure modules. This series of adventures will take the characters back to the Polish city of Warsaw, east to the city of Lvov in the Ukraine, and then back to Poland again, this time to Silesia, where the characters will once again encounter the Margrave. Although the three modules are linked and are designed to be used in sequence, each is an independent adventure in and of itself, and can be played separately if the conditions of an individual campaign so dictate.

The main plot element of **Return to Warsaw** revolves around the attempt by the Black Baron (Baron Czarny) to gain revenge upon the people of Warsaw. Last year, the inhabitants of Warsaw's various communities, with the aid of a few American soldiers, united to defeat the baron. Over the winter, the threat gone, the small communities fell to squabbling among themselves. This spring, the baron is back with a new army; once again he threatens the fragile communities that have taken root in the ruins of the former capital of Poland. The baron plans to conquer the communities before the winter wheat crop is ready, while the defenders are still short of food.

The characters have been asked for help by Filip Kizysztrof,

leader of the Sielce settlement. Filip needs the characters' aid in reuniting the splintered communities to defeat the baron a second time and in the process to save what's left of civilization in this part of Poland.

This booklet contains:

- Revised street maps of the relevant portion of downtown Warsaw.
- Updated histories of the Warsaw communities and the baron.
- Orders of battle for the various combatants, including the remnants of the Soviet 10th Guards Tank Division.
- Information for adapting the larger battles for resolution using **Last Battle**, GDW's complete man-to-man, tank-to-tank boardgame for battles in World War III.

REFEREE'S NOTE

Two earlier adventure modules covered the events leading up to the defeat of Baron Czarny (**Pirates of the Vistula** and **The Ruins of Warsaw**). **Return to Warsaw** builds upon these earlier events but does not require the characters to have participated in them. Since the tone of the module has to make one assumption or the other, I have written it from the viewpoint of characters who helped defeat the baron previously. Referees should make whatever adjustments necessary to accommodate events in their particular campaigns.

The maps and charts on the center eight pages of the module are designed for ease of use and should be carefully removed by the referee. Some are intended to be given to the players. Once they are removed, the text will read normally.

WARNING!

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



The Adventure Plots

The main plot thread of **Return to Warsaw** deals with Baron Czarny, whom the characters may or may not have helped defeat in an earlier adventure module (**The Ruins of Warsaw**). The baron was driven out of Warsaw last year by a coalition of the communities of that city, and has spent the winter wandering throughout northern Poland plotting his revenge and recruiting a new army to help him. The characters must help the inhabitants stop him, or what remains of civilization in the northern half of Poland will vanish into a quagmire of despotism, death, and destruction.

GETTING THERE

Characters who have completed the **The Last Submarine** series of adventures may be in possession of a ship, the *Arktika*. For this adventure, the *Arktika* is assumed to be of shallow enough draft to make it up the Wisla to Warsaw, but no further. Circumstances may have required that the characters leave the *Arktika* somewhere upstream of Warsaw (this is up to the referee). If the characters did not manage to acquire the *Arktika*, they could have arranged to be dropped on the northern coast of Poland and there hear of the trouble in Warsaw.

It is possible that the characters have returned to Europe as a result of other adventures besides those in The Last Submarine series. This could be accomplished by means of whatever transport the referee decided to use in **Satellite Down** or earlier adventures.

Alternatively, the characters might never have left Europe, and they might have been adventuring in other parts of Poland or Germany in the time between December 2000 and the present.

How the characters manage to get back to Warsaw is not of overriding importance, as long as in doing so they do not violate the basic tenets of the game background. Whatever events have transpired, it is assumed that the characters' group has left the area around Warsaw and remained out of contact for almost

a year. Individual campaigns may differ from this assumption, and it is up to the referee to make whatever adjustments to the plot are required.

HE'S BACK!

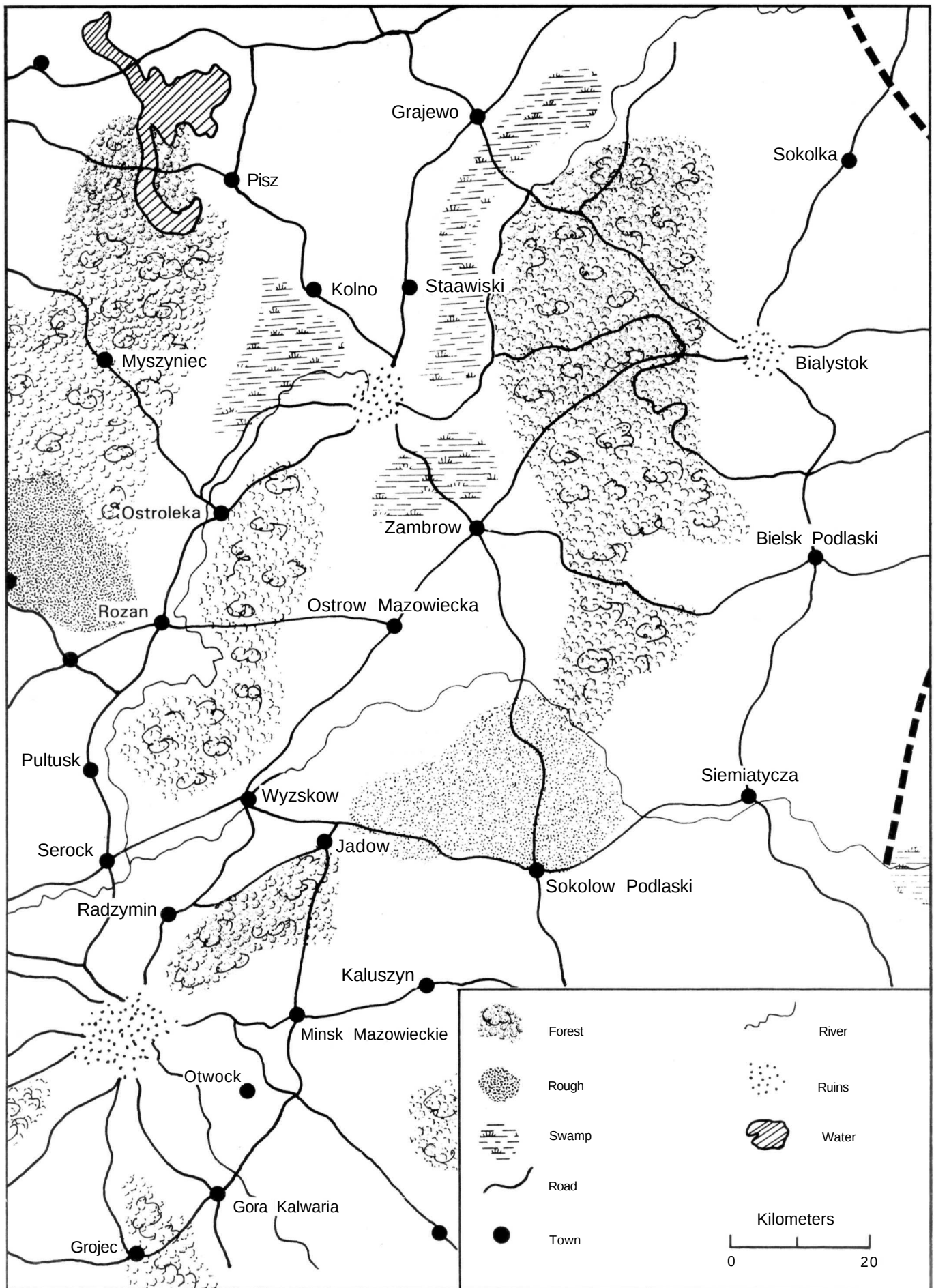
By whatever means the characters arrive in the region of Warsaw, they will soon discover that Baron Czarny is back. The baron has spent the winter raising a new army and plotting his revenge against the authors of his defeat. The baron views possession of Warsaw as the key to his dreams of conquest. Warsaw lies at the center of the important communication routes (roads, railroads, and the Wisla) in the northern part of the country. A victory over Warsaw will solidify his tenuous control over his soldiers, convincing them that he can win and that his leadership will take them to greater victories in the future.

On the other hand, with Warsaw held by hostile forces, the baron cannot maintain secure lines of communication in northern Poland. His supply lines would be perpetually at risk, and he could not move troops without risking attrition from raiders based in Warsaw. Even worse, a free Warsaw would serve as an example, a beacon, an inspiration for every little community that had the slightest inclination to resist. If the baron cannot take Warsaw and take it quickly, his plans of conquest will fail almost immediately, and the army he has put together over the winter will desert him.

ALLIANCES

The baron's messengers are already active in Warsaw, trying to persuade the various communities to give in to him without a fight. He knows that Sielce is not likely to surrender without a fight, but Czarny thinks he might be able to strip Sielce of allies.

Filip Kizysztrof, of course, is also actively trying to persuade the other Warsaw communities to join him in fighting the baron. The characters may be able to have some influence on this process by convincing the various communities that Sielce and its allies have the military potential to defeat the baron once again. Military experience and training are still valuable commodities,



and the characters' supply of these will go a long way toward convincing people to join Filip.

As extra insurance, however, the baron has called upon another old acquaintance of the characters: Marion Vladimirovich Fedorenko.

KIDNAP AND ASSASSINATION, LTD

Fedorenko is a Soviet *spetsnaz* (a contraction of *spetsial nazir-sky*, special operations) officer, formerly with SSD-1109 (Special Signals Detachment 1109). Separated from SSD-1109 for reasons which will be explained later, Fedorenko has chosen to go into business for himself. He, along with another half dozen SSD-1109 alumni, is still doing the same sort of things that he used to do, but he is now working for the highest bidder instead of the Soviet government. The baron, desperate to facilitate the conquest of Warsaw at minimal cost in soldiers and materiel, has hired Fedorenko to kidnap hostages from each community to ensure cooperation. However, the baron believes that Filip Kizysztof will not be swayed by such methods. Fedorenko has been instructed to assassinate the leadership of Sielce. He will interpret this order to include any of the characters who show military or leadership talent. Fedorenko has personally undertaken the elimination of the Sielce leadership, and he will arrive in the city to carry this out shortly after the characters' group does so.

If any of the characters have met Fedorenko before, then they will have little trouble recognizing him. But by the same token, Fedorenko will also recognize them. The action Fedorenko takes upon seeing the characters is dealt with later in the **Return to Warsaw** module.

Filip Kizysztof will ask the players to rescue the hostages taken by Fedorenko as a means of eliminating the baron's hold over one of the Warsaw communities.

10TH GTD

The Soviet 10th Guards Tank Division, under the command of Major General Georgi Pavlovich Koronev, was instrumental in helping to defeat the baron last year. Unfortunately, General Koronev was killed in the fighting, and without his influence to keep it together, the division has split into three separate groups. One of these, consisting mostly of the division's Kazakh nationals, has elected to return to the Soviet Union. Another, under Vasily G. Zhukov, the division's second in command, has chosen to carry out General Koronev's original decision and join the American forces (loyal to Civgov) believed to be in Yugoslavia. The third (and smallest) group, under the command of Illya Y. Baranov, intends to rejoin what remains of the headquarters of the Soviet Western TVD (*Teatr Voennikh Deystviy* or theater of military operations) at Lublin. The last of these groups departed Warsaw about two weeks before the characters' arrival. The characters will be asked to help locate one or more of these groups. If successful, the characters will be asked to help persuade the soldiers to return to the city and help defend it once again.

A LITTLE RECON PATROL

In order to make plans for defending against the baron's attack on Warsaw, Filip Kizysztof and the officers of the Sielce *Milicya* must obtain battlefield intelligence on the baron's army. The characters will be asked to undertake one or more reconnaissance missions to determine the size, composition, and location of the baron's forces. These missions may occupy all

the characters' time, or they may be undertaken by a portion of the group while others undertake additional missions, such as helping Filip Kizysztof find allies in his struggle against the baron, preparing for his onslaught, and the rescue mission discussed above.

The characters will have to locate the baron's forces, penetrate his security patrols, gather the relevant intelligence, and elude the security patrols a second time to get the information back to Warsaw.

HERE HE COMES, READY OR NOT!

Assuming that the characters have foiled the baron's assassination and kidnap plots, there is still the minor matter of a full-fledged assault on Warsaw. The characters may wish to become responsible for allocating the defending forces to various sectors of the fortifications and overseeing the defense of the city personally (if not, then this module includes a defensive plan).

The battle itself is really beyond the scope of the combat system of the basic game, but referees and players with a great deal of stamina may wish to undertake it. Alternatively, the situation is almost ideal for GDW's newest boardgame, **Last Battle** (indeed, the game was designed to enable it to be used as a large-scale battle resolution system for the **Twilight: 2000** series).

TICK...TICK...TICK...

Of course, everything the players must accomplish needs to be done within a limited amount of time: the behind-the-scenes political negotiations, the recon missions, the rescue of the hostages, the mission to locate and bring back usable units of the 10th Guards Tank Division, guarding Filip Kizysztof, and (last but not least) preparing the city and its forces to resist the baron's attack. The characters will not even know how long they have before the baron's army arrives until after they scout his forces (the details of this are discussed in the chapter entitled "Reconnaissance"). If the enemy arrives before preparations for the city's defense can be completed, the resulting battle will be much harder to win.

It is intended that not enough time will be available for the characters to accomplish all the required tasks. This is to force the characters to make some hard decisions on how best to allocate their limited resources. Depending on the number of characters and their individual skills, the referee may find it necessary to shorten or lengthen the time available in order to keep the adventure a challenge.

AFTER THE PARTY'S OVER

The conclusion to this adventure will depend, naturally, on whether the characters prevent the baron from capturing Warsaw. Regardless of how well the characters accomplish the other component parts of the adventure, if the baron conquers Warsaw, everything else they have accomplished will be for nothing.

The baron will cease his attacks on the city when his army has been destroyed, or when he has been killed or captured. Within a few days of the baron's elimination, his army will disintegrate into numerous small groups of marauders and bandits which will begin fighting among themselves. Determined action by organized militia forces will be able to drive them away easily.

Of course, if the baron himself escapes once again...



Background

For the benefit of referees who do not own the previous adventure dealing with Warsaw (**The Ruins of Warsaw**), this chapter contains a short discussion of the events leading up to the time of this adventure (the spring of 2001). Events after August 2000 may differ, depending on the results of an individual campaign. Referees should make the necessary adjustments to the information given in this chapter.

THE CITY

Before the war, Poland's capital was unique among the cities of Europe. While it had many monuments and historic buildings attesting to its long and proud history, the city was almost entirely the product of the third quarter of the 20th century. Warsaw was almost completely leveled during WWII, having suffered siege and repeated bombings in 1939, followed by the brutality of the German occupation. The final deliberate and methodical ruin of the city occurred when the Germans savagely crushed the Warsaw uprising during the two terrible months of August and September of 1944. Few buildings were untouched.

After that war, Warsaw was rebuilt. The Soviet-backed government began the reconstruction effort nearly as soon as the war ended. All of Warsaw's magnificent historical buildings were carefully rebuilt. The entire reconstruction exemplifies the city's motto, *Contemnit Procellas* (Defies the Storms).

After the 1980s, however, the general atmosphere in Warsaw, and indeed in Poland as a whole, saw a retreat from the policies of expansion; the Polish economy simply couldn't support such growth any further. Though the city was a marvel compared to the destruction of the Second World War, Warsaw was definitely in decline by the 1990s.

With the century's third great war came ruin worse than that of 1944. NATO laid siege to the city between June and September of 1997. Shelling and air attacks occurred daily. During the siege, Soviet troops stationed in the city gained a reputation for mercilessness as they hoarded supplies of food and

medicine while the general population did without. After the siege was lifted, six tactical nuclear airburst strikes were made over the city in an effort to slow the Warsaw Pact advance and cripple the central Polish road and communications networks.

The weapons used against the city were six of the eight warheads of a Trident II (D-5) missile fired from a British submarine. Each warhead was rated at 355 kilotons (relatively small as nuclear weapons go, but large enough to do the job). Three of the warheads were aimed at the center of the city itself, the fourth at Okecie airport, the fifth at the suburb of Wlochy to the west, and the sixth at the southern spur of the suburbs on the eastern bank of the Wisla. The seventh and eighth warheads from the missile were targeted at military units to the southeast.

In the weeks following the attack, most of the outer city was in flames. The fire swept through those areas of the city which were not blasted into rubble, destroying most of those structures which had withstood the direct explosion.

The destruction was nearly complete. Although most of the population had been evacuated prior to NATO's siege of the city, thousands died in the initial blasts and the fires which resulted. While many structures still remain standing, they are, for the most part, only shells standing ominously over the sea of rubble which is now Warsaw.

Those who remained alive had to flee the devastation and radiation which characterized their old home. Disease and famine dwindled their numbers. They scattered to the countryside, only to find that things elsewhere were little better. It is estimated that out of every 100 inhabitants of Warsaw in 1997, only one survived to see the 21st century.

As the radiation died down to near-tolerable levels in late summer of 1998, some people began to move back into Warsaw. Slowly, these settlers began to hack out a bleak living from the ruins, trading the things they could salvage from the ruins to their neighbors in the country. At first their numbers were few, due mostly to a (justified) fear of radiation, the presence of tens of thousands of unburied corpses and their accompanying diseases, and the skyrocketing rat and insect population.

By the following spring, however, the situation was somewhat

less prohibitive. As the carnage decayed away, the rodent population shrank to a more acceptable level (though still high compared to prewar numbers). Disease became less widespread in the city to the point where one was only slightly more at risk in the city than outside of it. Even the radiation levels were down to only a couple of rads per year easily acceptable. This is the time when most of the settlers moved in. Very few of the returning citizens could give a rational reason for their return to a blasted hulk like Warsaw, but those who went back never thought about an alternative. Warsaw was home; and that was reason enough.

The settlers began to dig up the rubble in order to farm the land under it. The easiest locations for such activity were in the old park areas, which were covered by less debris from the blast and didn't have building foundations to get in the way. Before the spring of 1999 was over, hundreds of plots of land were cleared and planted. The harvest eventually supported a population in the neighborhood of 1500 people. Filip Kizysztot and his followers were among the original settlers of '99.

The winter of 1999-2000 was not terribly harsh and did not take as bad a toll on the settlers of Warsaw as it might have. Fresh settlers moved in that spring, adding to the work force which could clear away the rubble. As it was, the increase in population to more than 3000 total in the city was easily absorbed—the increase in tillable acreage provided more than enough food, despite the difficulties involved. In addition, separate communities began to form around particularly large park areas, such as in Praga, Kamionek, and Sielce.

Within these communities craftsmen and other specialized laborers quickly appeared. They began to mine the rubble for materials to fabricate all manner of goods for use in the community and for trade with those who lived in the country. Especially useful items for trade were pieces of scrap metal, spare machine parts of almost any kind, and stone, which the country-folk used to build walls and buildings.

Unfortunately, all was not to remain peaceful. The Black Baron would see to that.

COMMUNITIES

There are several communities of settlers in Warsaw, each under its own government system, if any, and each possessing a different attitude toward the baron. However, all these communities contain a basic social framework, which is derived from their mutual history of colonization. Their society is indeed unique and is presented from an outsider's point of view.

Initially, a person from outside the city will notice the basic appearance of those within to be somewhat altered. Most wear heavier clothing than is usual, generally as protection from the jagged rubble and debris around which they live and work. Heavy gloves are often worn, as there may be a need at anytime to aid in the removal of some debris. Everyone will possess, though generally not have with them, a seemingly disproportionately large amount of earth-moving tools, mostly fabricated from some of the metal found in the ruins.

The average city-dweller is friendly to anyone who is from his community or to any outsider who does not carry a gun. Hospitality is unusually high. However, strangers carrying weapons are generally considered to be part of the baron's forces and will initially be the objects of suspicion and hostility.

Settlers will also appear to have several obsessions about their environment. First, they have an almost single-minded dislike for the rubble. In their minds, the only use for rubble is to build

walls or buildings, and it should never simply be left where it is. A person with nothing better to do generally travels to the edge of the community and joins his fellows in hauling away the ruins. Rocks and chunks of cement are carried to the wall or some other agreed-upon disposal site. The metal and other items of use are carried off to the appropriate artisans of the community. Children are warned to stay away from the rubble, as it is dangerous to play on or around. However, children are often employed to pick up smaller debris from areas which have already been cleared by the adults. Also, it is generally considered bad manners to travel from one location to another without stopping to pick up some sort of debris for disposal. Rocks along the road or from the fringes of the community should always be "on the move" in the minds of the locals.

Second, city-dwellers are definitely obsessed with the rats—and rightfully so, as rats will get into the food supply if a community does not take steps to protect it. Generally, the grain in the fields is more or less safe. It is difficult for the rats to take it off the stalk, though they do try. Patrols of young men and women are often placed in charge of watching the fields for anything which might jeopardize the crops. Also, in an attempt to exterminate as many rats as possible, small children are often encouraged to hunt down and kill rats. Rats so killed are often eaten (protein is protein, especially in the winter when other food is scarce), and the children are rewarded for a job well done. When rats become an unusually big problem, communities will sometimes organize mass hunts, occasionally moving into the sewers to surround and exterminate them with whatever means are available.

Finally, a careful reverence is displayed toward the skeletons of those who died in the destruction. Literally hundreds of skeletons can be found while clearing a single acre, provided the bones were not pulverized in the blast. Each one is carefully removed from the debris and piled in a separate area, or mound. These mounds of skeletal remains are generally located toward the edge of the farming community and are often the site of special religious ceremonies to honor the dead. This abandons modern notions and returns to a more medieval treatment of the dead. It is just one of the many ways in which the communities of Warsaw are reaching into the past for ways of dealing with a modern disaster.

The craftsmen of the community are among the most valuable of the citizenry. A blacksmith can, using the metal excavated from the ruins, make any number of useful implements, such as shovels, picks, plows, knives, scythes, pots, and pans. Everything the community needs must be constructed by these artisans or be obtained from outside. However, for the most part, each community is self-sufficient, building whatever it needs from the rubble around it and trading only for goods which it cannot produce, such as gunpowder or wood.

THE BARON

Baron Czarny (*Czarny* is Polish for black) is a riot-control policeman turned soldier turned marauder turned warlord, whose dreams of conquest have brought him into conflict with the communities in and around Warsaw. Czarny is not an assumed name, but his title is. Czarny is definitely not descended from the old Polish nobility—a fact which he himself admits. His title reflects his vision of what his future holds. He would very much like to replace it with the title of *krol* (king).

Czarny, originally from the area of Pultusk (a city to the north of Warsaw), moved into the city in June of 2000, intending to

use it as a base for his conquest of northeastern Poland. His army of marauders, deserters, and other cutthroats moved in and took over the shell of the *Palac Kultury i Nauki* (Palace of Culture and Science) as its base of operations. To supply his troops, Czarny began to extort what food and other supplies he could from the various communities of settlers in exchange for *ochrona* (protection). The protection, of course, was from the depredations of the baron's soldiers.

By late summer, the baron's army had swelled to nearly four times the size it had been when he arrived in Warsaw just two months earlier. He virtually ruled the city and countryside with his men, and the Wisla River with his *Rzeka Korsarz*—the band of river pirates which he also controlled. Only one force opposed his tyranny—the *milicya* (militia) of Sielce.

THE BATTLE

The baron needed to secure Warsaw as a base for his efforts at expansion and conquest. To allow a community to successfully resist him would weaken his hold over subsequent conquests. Sielce would have to be dealt with, swiftly and with finality, and would have to serve as an object lesson for any who entertained thoughts of opposing his destiny.

Sielce was fortified, and its inhabitants managed to gather allies against the baron, including the remnants of the Soviet 10th Guards Tank Division and a number of veterans from the U.S. 5th Infantry Division (Mechanized).

To force Sielce to his will, the baron began to bombard the city with shells from a Soviet D-30 122mm gun, causing tremendous damage. Lack of ammunition, however, limited the bombardments to a few desultory rounds every day or so, something that could be endured provided it did not get any worse. Then came chilling news: The baron had arranged to obtain ammunition for the gun, probably from some renegade Soviet unit further east. Worse, a number of these munitions were poison gas rounds. Although many of the city's defenders had gas masks (and a few even had full protective suits), the city's noncombatant population was defenseless. If the baron brought ammunition and gun together, he would be unstoppable.

Fortunately, the American veterans managed to locate and ambush the supply train, destroying the ammunition before it reached the baron's main encampment in the suburbs. This action and the desperate defense of Sielce when the final attack came crippled the baron's forces and led, ultimately, to his defeat. Unfortunately, General Koronev of the 10th Guards Tank Division was killed in the battle.

THE RECENT PAST

With the baron's defeat at the hands of the citizens of Sielce, his empire broke apart. The citizens of the other communities under his oppressive regime were inspired by the example of the people of Warsaw, and the baron's realm was plagued by rebellions and revolutions. He and what remained of his army had fallen back on his hometown of Pultusk to regroup and reorganize, but by late December a combined effort of the newly independent cities around Warsaw (with the help of the 10th Guards Tank Division) flattened Pultusk and drove the baron out.

However, with the threat gone, the united Warsaw communities soon fell to squabbling among themselves and were unable to form a single city-wide government. Each community had its own agenda, and each was unwilling to give an inch to benefit the city as a whole.

When the spring came, the soldiers of the 10th, left leaderless with the death of General Koronev, decided to split up and go their separate ways: one group to Yugoslavia (to link up with the Americans there), one group to Lublin (to rejoin what is left of the Soviet Army there), and one group to the USSR.

The fall harvest was a good one, and the winter wheat crop shows every sign of being a good one as well. With climatic conditions shifting into new, unknown patterns, the next harvest may be the last good one for quite some time to come, and will make the difference between success and failure for the Sielce community (and probably for Warsaw as a whole).

For this reason, the baron's imminent return is a disastrous turn of events. With the city's communities splintered once again and with the soldiers of the 10th GTD gone, Warsaw is a plum ripe for the picking.





The Warsaw Communities

As a result of the devastation of two sieges and the fires of a thermonuclear attack, the face of Warsaw has been drastically altered. The names of sections and quarters of the old Warsaw are, for the most part, simply names on a map (or would be, if any maps were left). Twenty-first century Warsaw bears little resemblance to its former self, and areas differ mainly in their extent of devastation and the communities living within them. The descriptions in this chapter include some short historical notes as well as a rundown on current status.

PRAGA

Praga, on the right bank across the river from the old city, received relatively minor damage from the nuclear blast but had been severely handled during the preceding siege by NATO forces. Most larger structures in the area were heavily damaged and are certainly unsafe for occupation. The interiors are, for the most part, intact, though they are thoroughly damaged. Smaller structures, such as old tenement buildings and shops, have been completely destroyed. This area used to contain the Zoological Gardens and Praski Park, both of which have been nearly cleared of rubble by settlers.

The Praga community is relatively small. It is unique in that the main settlement is removed from the tillable land in the parks. Several hundred civilians are living in the old Wielenska railway station. A somewhat lesser number have taken up residence in the partially ruined buildings and caves near the Slasko-Dabrowski Bridge. These have been cleared of debris and made rather habitable. However, the land on which the community survives is approximately a kilometer west of the main settlement in the station. Rubble defenses protect the front of the station, and a rubble wall has been constructed along the southern and eastern edge of the parks. This odd construction makes the fields and croplands of Praga especially vulnerable to predation (both human and animal).

The Praga community is headed by the charismatic Ludwik

Starsinski. His authority is based simply on the fact that he led most of the population to Warsaw from the area of Wyzskow after Soviet and Polish forces moved through that area in 1999. He believed that the relative protection of the ruins might allow him to create a settlement that would flourish amid the turmoil. The community now contains some 500 individuals, nearly all of whom are originally from the Wyzskow area.

Once marauders began to move into the area, Starsinski called for the formation of a militia. He placed the militia under the leadership of the community's blacksmith, a large, scar-faced fellow known simply as Izaak. Izaak, while a most ferocious fighter and competent leader of men, is actually quite amiable. Izaak has led the militia effectively, and has always heeded the advice and wishes of Ludwik Starsinski.

A major dockyard by the river stretches across the southern reaches of Praga. This was where much of the industrial and commercial river traffic bound for the city of Warsaw docked. Until last year, this was where the *Czolno Lud* (the Peoples' Fleet) tied up when it wasn't out trading up and down the Wisla. The boatyard is much the same as those at Sandomierz, with facilities for taking boats as large as 200 tons out of the water for repairs to screws, drive shafts, and hull.

No intact boats are in the dockyard, but the dock facilities are still in fairly good shape. However, since they were run by the *Czolno Lud*, no one who knows how to work the equipment remains.

In the spring of 2000, the baron arrived and threatened to destroy the fragile community if three conditions were not met: free passage through the area for the baron's troops, conscripts from the community for service in the baron's army, and a "tax" of grain from the community's fields. Ludwik Starsinski, seeing no alternative, agreed to all the conditions. Izaak and his militia would have preferred a fight, but the gentle blacksmith yielded to the wisdom of his leader and led his militia as subject of the evil baron.

During the climactic battles of last year, however, Izaak managed to keep his troops out of the worst of the fighting (usually by direct disobedience of the baron's orders). For this

reason and because Praga was among the first of the Warsaw communities to desert the baron, the community of Praga has earned itself a place high on the list of the baron's targets for vengeance.

A great deal of bad feeling still exists among the citizens of Sielce over the fact that Praga's forces fought on the side of the baron. Filip Kizysztof, however, is pragmatic enough to realize that Starsinski had little choice.

Troops: Izaak's militia is organized into patrols and a separate police section, plus a mortar team. It is possible to raise additional troops in times of emergency, though these will generally be short of weaponry and equipped in the same way as the volunteer units described below.

1st Patrol: This unit consists of 10 Veteran NPCs armed with AK-74s.

2nd Patrol: This unit consists of 10 Experienced NPCs armed with M16s (two of them equipped with M203 grenade launchers).

3rd Patrol: This unit consists of 10 Experienced NPCs armed with AK-74s.

Mortar Team: This unit consists of three Veteran NPCs armed with AKMs and a 60mm mortar (36 HE, 2 WP, 3 Ilium).

Police Team A: This unit consists of eight Experienced NPCs armed with 9mm Makarov pistols.

Police Team B: This unit consists of 10 Novice NPCs armed with 9mm Makarov pistols.

Police Team C: This unit consists of 10 Novice NPCs armed with 7.62mm Tokarev pistols.

Volunteers 1: This unit consists of 10 Novice NPCs, eight of them armed with Mauser rifles. The other two are armed with improvised melee weapons, such as clubs and spears.

Volunteers 2: This unit consists of 10 Novice NPCs, five of them armed with double-barreled shotguns. The remainder are armed with a collection of improvised melee weapons.

Volunteers 3: This unit consists of 10 Novice NPCs, four of them armed with double-barreled shotguns. The remainder are armed with a collection of improvised melee weapons.

Volunteers 4: This unit consists of 10 Novice NPCs, six of them armed with 9mm Makarov pistols. The remainder are armed with a collection of improvised melee weapons.

Volunteers 5: This unit consists of 10 Novice NPCs, four of them armed with 7.62mm Tokarev pistols. The remainder are armed with a collection of improvised melee weapons.

Volunteers 6: This unit consists of 12 Novice NPCs armed with a collection of improvised melee weapons.

Ammunition Reserve: The community's ammunition reserve is as follows: 5.45 Bloc, 192 shots; 5.56 NATO, 224 shots; 8mm Mauser, 160 shots; 12 gauge, 768 shots; 9mm Makarov, 384 shots; hand grenades, 38 fragmentation (assorted nationalities).

Leaders: The civilian leader of the Praga community is Ludwik Starsinski, an Experienced NPC who does not normally carry a weapon. Izaak, leader of Praga's fighting forces, is an Elite NPC armed with an AKR submachinegun.

KAMIONEK

This district is immediately south of Praga and includes Skaryszewski Park. It has suffered much more extensive damage than Praga, however, as it is much nearer ground-zero of one of the warheads which hit the downtown area. Only the skeletal remains of the larger buildings rise above the rubble. The interiors have been completely destroyed, and the structures themselves

are far from stable. All smaller buildings are lost in the debris. Aside from the park area, the rubble at street level is exceptionally deep and treacherous. The park itself was originally fairly clear of rubble, as material was blasted to the north and east, and no new rubble came from the direction of the river. The railroad bridge has been knocked down, creating a large obstacle to river traffic in that area.

Approximately 300 civilians live in the ruins of Dziesięciolecia Stadium south of the Praga stockyards, most of them farmers. There is no particular leadership in this area. Each family simply occupies a place in the community through craftsmanship or through farming their individual plot of land in Skaryszewski Park. The park itself has been completely surrounded by a wall of rubble, and the only ways in or out are at either end of Zieleniecka Avenue.

The baron delivered virtually the same ultimatum to the Kamionek community which he gave to the Praga community. The Kamionekites agreed and supplied the baron with food, but no conscripts. Kamionek still has no organized government and no organized militia (although about 60 members of the community can bear arms in its defense).

Kamionek has no single leader, and there is an overwhelming feeling of apathy among the families of the community. They did not suffer too badly under the baron, and some look back on the baron's tenure over them as a reasonably safe period in their history. They were protected from marauders and could afford to devote more time to agriculture. All that Filip Kizysztof has to offer is the bloodshed that is sure to result from opposition to the baron's return. Any political persuasion brought to bear upon the community will need to be directed at the community as a whole since the community has no formal government other than irregular groupings of families.

Troops: The only troops available in Kamionek will be militia volunteers, who will have a variety of weaponry but little ammunition and almost no formal military training.

Volunteers 1: This unit consists of 10 Novice NPCs, five armed with double-barreled shotguns, the remainder armed with improvised melee weapons.

Volunteers 2: This unit consists of 10 Novice NPCs, four armed with double-barreled shotguns, the remainder armed with improvised melee weapons.

Volunteers 3: This unit consists of 10 Novice NPCs, four armed with Mauser rifles, the remainder armed with improvised melee weapons.

Volunteers 4: This unit consists of 10 Novice NPCs, five armed with .22 bolt-action rifles, the remainder armed with improvised melee weapons.

Volunteers 5: This unit consists of 10 Novice NPCs, six armed with 9mm Makarov pistols, the remainder armed with improvised melee weapons.

Volunteers 6: This unit consists of eight Novice NPCs, two armed with .30-.30 rifles, the remainder armed with improvised melee weapons.

Ammunition Reserve: Kamionek has no significant ammunition reserve.

Leaders: Kamionek has no military leaders or civilian leaders other than the individual heads of family groups.

SASKA KEPA

Formerly a district with narrow streets, and tall apartments and tenement buildings, Saska-Kepa is almost entirely ruins and is not inhabited. Virtually no buildings are recognizable at this

point. Everything is a uniform layer of rubble. The bridge, which was recently built across the Wisla into Sielce (Lazienkowski Bridge), has now been knocked down by the nuclear attack. No settlers have taken an interest in this area, nor did the baron during his brief tenure in Warsaw. Virtually nothing of value exists here now except some scrap metal. The district is uninhabited except for a few transient scavengers and an occasional bandit.

NEW/OLD CITY

This area formed the heart of downtown Warsaw before the war. A few buildings are still standing: the National Library, Sapiehow Palace, the Ministry of Public Health, and various cathedrals and museums. The interiors of all other large buildings have caved in. All parts of the district are choked with rubble, the standing buildings scarcely distinguishable from the rubble filling the spaces between them.

Both the Gdanski and Slasko-Dabrowski bridges are still standing, and the local community will always have a patrol on its side of the structure.

The parks are all being farmed by the 1000 or so civilians who have moved into the rubble. Their leader is a man by the name of Wiktor Ryback. He was formerly an activist in the *Solidarnosc* movement. When he came to this community, he found it ungoverned, so he decided to implement his own version of a democracy. His immediate followers have supported him and the seven-member council. Together, Ryback and the council form a sort of supreme court, which decides everything for the community as a whole. The system works fairly well and, so far, has accomplished a great deal. Presently, the community is involved in digging a canal from the river to irrigate their fields in the two parks.

Enemies of the baron may or may not find friends among this community. The council, being well aware of the untrained status of their forces, is not likely to join any attempt to fight Czarny, unless directly attacked. Convincing the council to move against the baron (it remained neutral before) will be extremely difficult. However, on an individual level, recruits might be found among the citizenry. Filip Kizysztrof or his representatives might be able to draw 20 or so recruits to fight in Sielce against the baron. (If this is the case, they will be the 2nd Platoon and Volunteers 1, below.)

Troops: The New/Old City community has a substantial organized militia. However, its training is somewhat less impressive, with a large number of completely inexperienced troops.

1st Platoon: This unit consists of 10 Experienced NPCs armed with AKMRs.

2nd Platoon: This unit consists of 10 Experienced NPCs armed with AK 74s.

3rd Platoon: This unit consists of 10 Novice NPCs armed with AKMs.

4th Platoon: This unit consists of 10 Novice NPCs armed with AKMs.

5th Platoon: This unit consists of 10 Novice NPCs armed with AKMs.

6th Platoon: This unit consists of 10 Novice NPCs armed with M16s.

7th Platoon: This unit consists of 10 Novice NPCs armed with pump shotguns.

8th Platoon: This unit consists of 10 Novice NPCs armed with Mauser rifles.

9th Platoon: This unit consists of 10 Novice NPCs armed with Mauser rifles.

1st Mortar Team: This unit consists of five Experienced NPCs armed with 9mm Makarov pistols and an 82mm mortar (10 HE).

2nd Mortar Team: This unit consists of five Experienced NPCs armed with 9mm Makarov pistols and an 82mm mortar (10 HE).

1st MG Team: This unit consists of two Experienced NPCs armed with 7.62mm Tokarev pistols and a DShK machinegun.

2nd MG Team: This unit consists of two Experienced NPCs armed with 9mm Makarov pistols and a PK machinegun.

3rd MG Team: This unit consists of two Experienced NPCs armed with 9mm Makarov pistols and a PK machinegun.

Volunteers 1: This unit consists of 10 Novice NPCs armed with double-barreled shotguns.

Volunteers 2: This unit consists of 10 Novice NPCs armed with double-barreled shotguns.

Volunteers 3: This unit consists of 10 Novice NPCs armed with double-barreled shotguns.

Volunteers 4: This unit consists of 10 Novice NPCs armed with .22 bolt-action rifles.

Volunteers 5: This unit consists of 10 Novice NPCs armed with 9mm Makarov pistols.

Volunteers 6: This unit consists of 10 Novice NPCs armed with Mauser rifles.

Ammunition Reserve: The community has the following supplies of ammunition in reserve: 5.45 Bloc, 672 shots; 7.62 Bloc, 320 shots; 8mm Mauser, 240 shots; 7.62 L, 320 shots; 12 gauge, 768 shots.

Leaders: Wiktor Ryback is the major military leader of the New/Old City.

The National Library: When the settlers of the New/Old City arrived, they found one building already occupied. The original settlers who reached this area in 1998 were not initially interested in the parks or in retrieving raw materials from the rubble. They were, instead, in search of the National Library and its contents to assess the damage. Their leader was Professor Artur Weglarz of Warsaw University. Professor Weglarz is one of the few surviving staff members of the university, as most of the campus area was much more heavily damaged than the rest of the city (see Powisle). Until 1997, Professor Weglarz was the chief librarian of the university's library complex. He has now



appointed himself the protector of the National Library of Poland, which remains heavily damaged but, for the most part, intact.

Weglarz and his followers, some 50 scholars and former students, have dug out the old building and begun reorganizing those materials which were not damaged in the blast. Fortunately, the firestorms did little damage to those buildings isolated in the seas of rubble; otherwise, all would have been lost. As it is, some 70 percent of the material in the library still exists. Picking up the pieces, however, has taken the last two years, and much work is left to be done. In between reorganizing and repairing the library, the professor and his followers eke out a sparse living by farming small plots and scavenging the ruins for salvage.

Weglarz is obsessed with the protection of the library. He is very fearful of the loss of all the information and has great plans for his library to be the center of knowledge for the new Poland, whatever that will be. Toward that end, the library is *not* open to public use. The entrances are constantly guarded by men with automatic weapons. Admittance may be gained only through a petition to Weglarz himself, whereupon he may or may not grant admission to the stacks, as his whim strikes him.

Volumes may never be "checked out," only studied and copied. This is allowed only after payment of a fee (usually food) and only under the direct supervision of one of the current staff. Copying by hand takes a great deal of time (there is no power for the library's photocopiers) but might prove useful to characters. Such things as mechanical and electrical textbooks, maps, old newspapers, and the like might come in very handy to the players. This is the largest source of knowledge for hundreds of hostile miles in any direction. The characters might be encouraged to take advantage. Remember, however, that nearly everything there is in Polish, and the patron must supply all paper and ink for any copies made.

MURAIMOW

Muranow is famous as the site of the 1943 uprising by Polish Jews against the Nazis in Warsaw's ghetto. The Germans leveled the district. After the war, the Muranow housing development was built over the area.

Muranow has been almost completely leveled once more. The rubble is especially deep in the area, as the housing development was not terribly well constructed. However, though this particular area of rubble is deep, it is made up of lighter materials than most and is therefore cleared more easily.

No true community occupies Muranow. However, 20 or so families have settled here, clearing just enough land to keep themselves alive. These are generally not multifamily efforts.

POWISLE

This district lies next to the river, south of the Old City. It is completely in ruins, receiving very heavy damage overall. The effects of being in the center of three nuclear detonations has covered the area in rubble. The university and all other buildings in this area are completely ruined. However, several parks and greenbelts have been cleared and planted, the largest of these being Saski Park.

The Powisle community numbers some 300 individuals, most living in and around the National and Wielki theaters, which stand back to back just to the north of Saski Park. They have no actual government but are rallied around Szymon Krowa.

Krowa is a huge man, weighing more than 250 pounds, standing well over six foot in height—he used to be a dockworker

in Gdansk before the war. In times of hardship, or when the harvesting or planting time arrives, Krowa generally takes charge until the crisis is over, then returns to his life among equals in the community.

Krowa hated the Baron from the start, and was an early ally of Filip and the *Milicya* of Sielce. Despite this, he is unwilling to leave his home ground, unless he can be convinced that Sielce and its allies have a good chance of winning. In the final analysis, Krowa and his fighters will resist the baron, but whether they will cooperate with the *Milicya* is another question.

Troops: The forces of Powisle are exceptionally well trained and experienced in fighting in and around the ruins. Such troops and the aid of Krowa's leadership will certainly be assets to Filip and Sielce, if they can be persuaded to leave their home territory.

1st Section: This unit consists of 10 Veteran NPCs armed with M16s (four of them equipped with M203 grenade launchers).

2nd Section: This unit consists of 10 Veteran NPCs armed with AK-74s.

3rd Section: This unit consists of 10 Experienced NPCs armed with AKMs.

MG Section: This unit consists of six Veteran NPCs armed with three PK machineguns.

Volunteers 1: This unit consists of 10 Experienced NPCs armed with Mauser rifles.

Volunteers 2: This unit consists of 10 Novice NPCs, four of them armed with Mauser rifles, the remainder armed with improvised melee weapons.

Volunteers 3: This unit consists of 10 Novice NPCs, six of them armed with double-barreled shotguns, the remainder armed with improvised melee weapons.

Volunteers 4: This unit consists of 10 Novice NPCs, seven of them armed with 9mm Makarov pistols, the remainder armed with improvised melee weapons.

Ammunition Reserve: The following ammunition is held in reserve: 5.56 NATO, 1344 shots; 5.45 Bloc, 2240 shots; 7.62 S, 352 shots; 8mm Mauser, 160 shots; 12 gauge, 192 shots; 9mm Makarov, 384 shots; hand grenades, 40 fragmentation (assorted nationalities).

Leaders: Szmon Krowa is both the military and the civilian leader. He is an Elite NPC.

SRODMIESCIE

This area is very heavily damaged. The large buildings are simply shells; the smaller structures have been all but wiped out, and the roads are blocked with rubble. This extensive damage, combined with the fact that there are few park areas to be uncovered, has left the area completely abandoned until recently. Marauders (and the remnants of the baron's forces) once used the numerous building shells as hideouts until repeated sweeps by Filip Kizysztot's *Milicya* drove them out. The main roads are being cleared to promote travel, and the area is still subject to periodic antimarauder patrols by the local forces.

MOKOTOW

Mokotow is most notable for the large green belt it contains. This area received somewhat less destructive force from the blast and was, therefore, relatively simple to clear out.

The area was originally settled this year by a small group from the area of Radom. They have partially cleared the rubble from Mokotow's green belt and planted enough to last them through the winter. Next year, with the help of laborers from Sielce, they will have the largest grain harvest of any community in Warsaw.

The 150 inhabitants of Mokotow went to Sielce for protection during the crisis last year and formally voted to place themselves under the rule of Filip Kizysztrof after the baron was defeated. Mokotow sends a member to the Sielce Council, and provides a dozen or so fighters to the *Milicya*.

SEKIERKI

This district lies along the river east of Sielce. It was a largely industrial area before the war. The explosion of gasoline storage tanks during the Warsaw firestorm demolished most of the buildings, leaving little but rubble. The ruins here are dangerous, consisting of many twisted steel frameworks, remnants of a dockyard, and various open structures. The river has been slowly invading this region, making the ground soft and marshy, and causing surviving structures to settle and crumble. No civilians live here. Any humans encountered will be one of Kizysztrof's patrols—even the most desperate scavengers usually avoid Siekierki.

Siekierki may become important to the adventure if the characters have access to river craft. There are two ship turning basins among the ruins, places which originally served as docking facilities for barges and cargo craft along the river, and any captured or allied boats can be brought here. It is less than a mile up the hill to Lazienkowski Park, and it is a convenient place to unload troops, supplies, and weapons. If it becomes necessary to evacuate the Lazienkowski defenses, the Siekierki waterfront is the ideal place to get refugees aboard boats and across or up the river.

MIROW

Mirow is the area formerly occupied by the baron, who had his headquarters at the *Palace Kultury*. Mirow was depopulated by the baron during his occupation and is presently uninhabited, except for a few transient families combing the ruins for salvage.

SELCE

In the old Warsaw, Sielce was virtually overrun with city parks: Park Kultury, Park Ujazdowski, the Ogród Botanical Gardens, and Lazienkowski Park. The area received heavy blast effects but produced comparatively little rubble; it was, therefore, easily cleared. The large number of park areas meant that Sielce would inevitably be the most productive farming area in the city.

Sielce is the stronghold of Filip Kizysztrof and his *Milicya*. The area is almost completely under the plow, the rubble having been used to completely ring the parks with a defensive wall. There are 1100 settlers in the community, of which about 300 are under arms in the *Milicya*. Most of these people live in and around the stadium or the castle.

Filip, having defeated the baron, now hopes to unite the city under one rule (his own, preferably) and build a force which can defeat any attack by outsiders, such as the baron and his gang of cutthroats. He has already absorbed Mokotow, but the alliance he welded together last year to defeat the baron has broken apart due to petty squabbles and disagreements. Unless he can reunite the communities of Warsaw, Filip's dream of a restored city is doomed to failure.

Community Organization: Filip Kizysztrof has always been the recognized leader of the Sielce community, and this was formalized in a free election last September—he was chosen *burmistrz* (mayor) of Sielce by unanimous vote of the citizenry. Filip retains his post as leader of the *Milicya*, although much of the

day-to-day duties continue to be performed by Andrzej Rataj. At the same time, a 12-member council was elected to help Filip govern the community.

When dealing with civil matters, Filip has sole responsibility, but his work load is relatively light. Most of the population are mainly concerned with the well-being of the community at large, and there is a great feeling of mutual support and purpose. With this sort of attitude, petty matters, such as individual ownership and domestic squabbles, can usually be settled without ever consulting a higher authority. However, in cases where justice must be administered, the members of the council are the ultimate court of appeal.

Filip's main duty is to oversee the storage and rationing of grain to the community. After a harvest, the grain is stored in the rooms beneath the stadium. Distribution is generally carried out once a week, with the size of the ration adjusted according to the size of each family. The harvests have been good so far, and a small surplus has been built up, which Filip hopes to use as a bargaining chip in his bid to unite the Warsaw communities.

Food and Labor: The community consists of approximately 250 households, and each one is expected to supply a certain number of laborers for the communal grain fields each year, as well as clearing rubble. Over and above this, each family usually maintains a small private plot for growing vegetables, which are used to supplement the grain ration or for trade with other communities. These private plots are usually on small sections of ground between building foundations and are too small for growing grain economically. With hard work and good weather, such plots can yield a crop of peas in the spring and one other crop, such as carrots or turnips, in the fall.

Except during the planting and harvesting seasons, every able-bodied citizen is subject to duty with the *Milicya* or with one of the reclamation and salvage teams that are reconstructing a city from the ruins. Each household is required to supply a worker for a certain specified number of days each year (either to work in the fields or to remove rubble). During planting and harvesting, every citizen is required to help out to the greatest extent possible. Although Sielce currently has a small grain surplus, one bad harvest would deplete it, and two bad harvests would bring on starvation. For this reason, planting and harvesting must take precedence over everything else. Military ventures must be carefully planned and executed, since the community cannot afford to lose able-bodied workers without gaining something of extreme value in return.

THE MILICYA OF SELCE

Because of its size and importance to the adventure, the organization and equipment of the military forces of Sielce are presented in a separate section.

Patrols: These units have no fixed assignment and are used to gather information on an irregular basis.

Patrol A: This unit consists of 10 Veteran NPCs armed with AKMs, and equipped with gas masks and chemical suits.

Patrol B: This unit consists of eight Veteran NPCs armed with AKMs and equipped with gas masks.

Patrol C: This unit consists of nine Veteran NPCs armed with AK-74s and equipped with gas masks.

Patrol D: This unit consists of seven Experienced NPCs armed with M16s and equipped with gas masks.

Patrol E: This unit consists of eight Experienced NPCs armed with AK-74s and equipped with gas masks.

MAP KEY

ELEVATION

	Clear	1
	Rubble	1
	Rubble Blocked	3
	Large Building	4
	Small Building	1
	Rubble Wall	2
	Strongpoint	3
	Light Woods	1
	Field	1
	River	1
	Street	1
	Bridge	1
	Stadium	3

0 50 100 150
meters

POŃIATOWSKIEGO BRIDGE

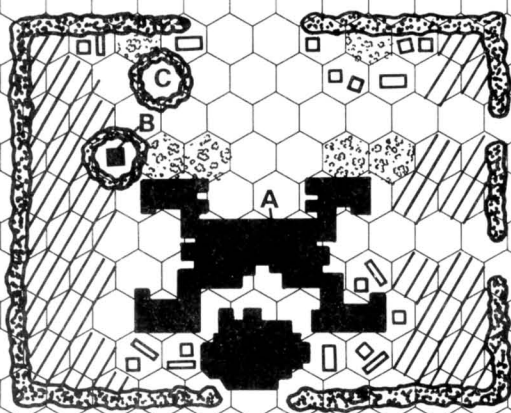
WISLA RIVER

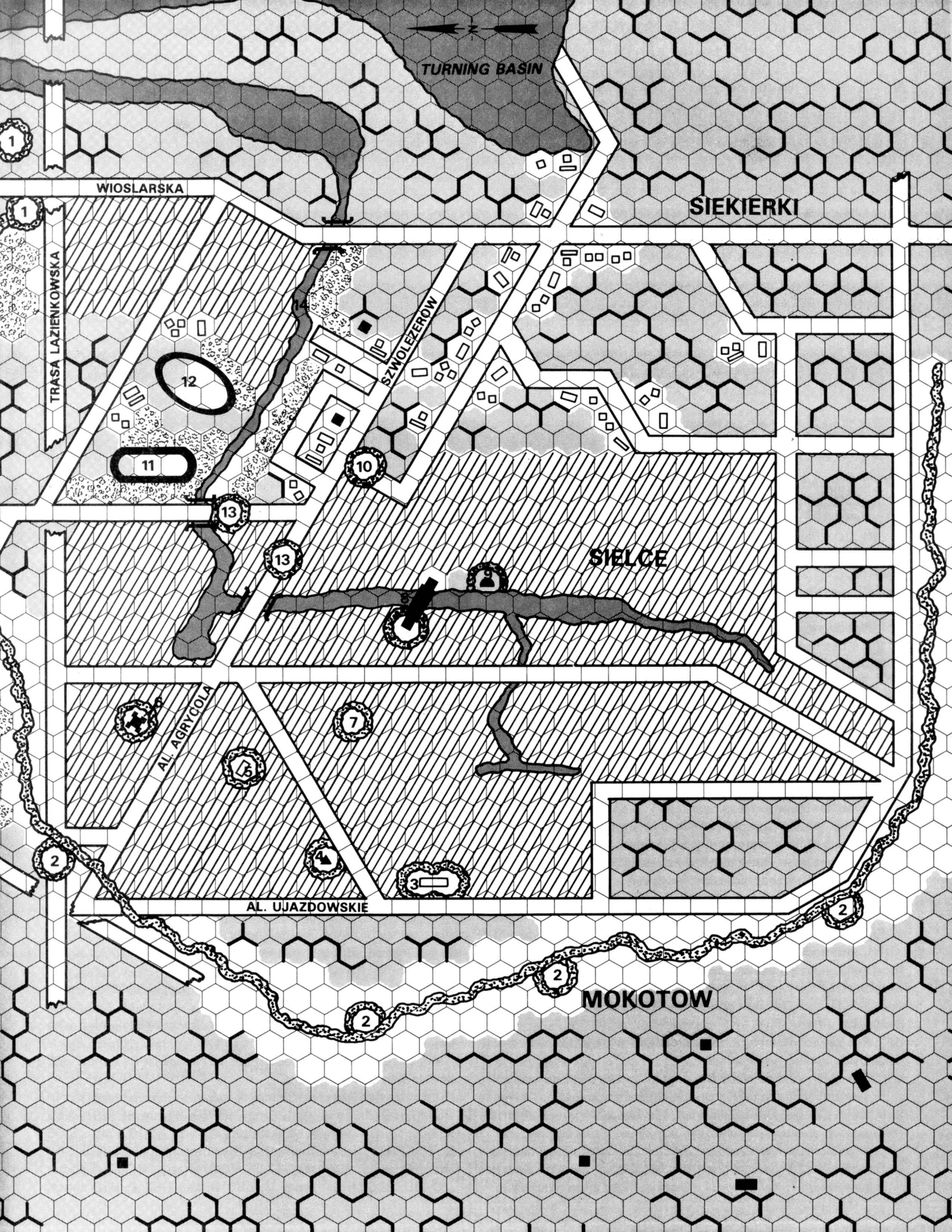
POWISLE

AL. SEROZOLIMSKIE

SRODMIESCIE

KASZYKOWA





Patrol F: This unit consists of 10 Experienced NPCs armed with Uzis and equipped with gas masks.

Patrol G: This unit consists of 10 Experienced NPCs armed with AKRs and equipped with gas masks.

Patrol H: This unit consists of 10 Veteran NPCs armed with AKRs and two fragmentation grenades each, and equipped with gas masks.

Patrol J: This unit consists of 10 Experienced NPCs armed with AK-74s and equipped with gas masks.

Patrol K: This unit consists of five Veteran NPCs armed with M16/M203s (3 40mm HE each) and equipped with gas masks.

Group North, Company A: Commanded by Pawal Rataj, Group North is responsible for defending the northern perimeter all along the Trasa Lazienkowska. It is considered to be the most vulnerable to attack.

Headquarters and Weapons Section: This unit consists of three Veteran NPCs armed with one PK machinegun and equipped with gas masks.

1st Squad: This unit consists of 10 Experienced NPCs armed with AKMs.

2nd Squad: This unit consists of 10 Experienced NPCs armed with AK-74s.

3rd Squad: This unit consists of 10 Novice NPCs armed with double-barreled shotguns.

4th Squad: This unit consists of 10 Novice NPCs armed with .30-.30 rifles.

Group North, Company B: The two companies of Group North are also responsible for long-range antimarauder sweeps in their sector as these become necessary. The companies alternate duties on a weekly basis.

Headquarters and Weapons Section: This unit consists of three Experienced NPCs armed with one PK machinegun and equipped with gas masks.

1st Squad: This unit consists of four Veteran NPCs armed with two RPG-16s and AKMs.

2nd Squad: This unit consists of 10 Experienced NPCs armed with Mauser rifles.

3rd Squad: This unit consists of 10 Novice NPCs armed with Mauser rifles.

4th Squad: This unit consists of 10 Novice NPCs armed with .22 semiautomatic rifles.

Group West, Company A: Marek Rataj commands Group West, which is in charge of the defense of the western sector, the second most likely route of attack. Should a large-scale attack come from that direction, however, it is believed that there would be some warning from the militia in Mokotow.

Headquarters and Weapons Section: This unit consists of four Experienced NPCs armed with an M60 machinegun and an RPG 16, and equipped with gas masks.

1st Squad: This unit consists of 10 Experienced NPCs armed with AK-74s.

2nd Squad: This unit consists of 10 Novice NPCs armed with Mauser rifles.

3rd Squad: This unit consists of 10 Novice NPCs armed with .22 bolt-action rifles.

Group West, Company B: Like Group North, the companies of Group West are also responsible for antimarauder sweeps in the western sector. Likewise, the two companies alternate duties on a weekly basis.

Headquarters and Weapons Section: This unit consists of four Experienced NPCs armed with an MAG and equipped with gas masks.

1st Squad: This unit consists of 10 Experienced NPCs armed with .30-06 rifles.

2nd Squad: This unit consists of 10 Novice NPCs armed with double-barreled shotguns.

3rd Squad: This unit consists of 10 Novice NPCs armed with Mauser rifles.

Group South: Group South is comprised of a single company (commanded by Fredryk Eisner), and its 36 effectives are considered sufficient to hold the southern wall since virtually no buildings are left standing for half a kilometer to the south of Sielce. Thus, the wall has a commanding view of the entire area of approach, making it a very unlikely attack route. Like its counterparts in the north and west, Group South also carries out occasional antimarauder sweeps in its sector.

Headquarters Section: This unit consists of six Experienced NPCs armed with AKMs.

1st Squad: This unit consists of 10 Novice NPCs armed with Mauser rifles.

2nd Squad: This unit consists of 10 Novice NPCs armed with .22 bolt-action rifles.

3rd Squad: This unit consists of 10 Novice NPCs armed with double-barreled shotguns.

Group Center: Tadeusz Rataj's Group Center is charged with the second line of defense and also mans the community's artillery (one 81 mm and one 120mm mortar). It is also in charge of security for Filip Kizysztol's headquarters and functions as a training cadre.

Headquarters Section: This unit consists of two Experienced NPCs armed with M16/M203s (20 HE, 8 HEDP) and equipped with gas masks.

Mortar Section: This unit consists of six Experienced NPCs armed with 9mm Makarov pistols, an 81 mm mortar (40 HE, 5 WP), and a 120mm mortar (20 HE, 2 WP), and equipped with gas masks.

MG Section: This unit consists of four Experienced NPCs armed with two RPK-74s.

1st Squad: This unit consists of 10 Novice NPCs armed with 9mm Makarov pistols.

2nd Squad: This unit consists of 10 Novice NPCs armed with 7.62mm Tokarev pistols.

3rd Squad: This unit consists of 10 Novice NPCs armed with .30.30 rifles.

Mokotow Company: The volunteers of the Mokotow company are responsible for the defense of that community during times of crisis. In normal situations, only two sections will be active at any given time, one on guard duty around the fields of Mokotow, the other undergoing training in Sielce with one of the reserve units of Group Center.

1st Section: This unit consists of 10 Experienced NPCs armed with double-barreled shotguns.

2nd Section: This unit consists of 10 Experienced NPCs armed with .30-.30 rifles.

3rd Section: This unit consists of 10 Novice NPCs armed with Mauser rifles.

4th Section: This unit consists of 10 Novice NPCs armed with double-barreled shotguns.

Ammunition Reserve: Sielce has an ammunition reserve consisting of the following: 120mm HE, 60; 81 mm HE 120; 7.62 S, 500 shots; 9mm P, 300 shots; 5.45 B, 1100 shots; 5.56 N, 700 shots; 7.62 L (belted), 396 shots; 7.62 N (belted), 264 shots; 8mm M, 80 shots; .22 LR, 2200 shots; 12 G, 700 shots; .30-.30, 200 shots; 9mm M, 380 shots; 7.62 T, 600 shots.



The Countryside

The characters may interact with a number of villages outside of Warsaw. The following section gives the referee a basic description, which may be added to and extended if desired.

MAPS

A map of the area around Warsaw is included on page 29. The inhabitants of Sielce can provide a rough map of the same area (included in the pullout section). Areas beyond this map are covered on the map included with the basic game.

A Warsaw Environs encounter table is also provided on page 30 for use within 60 kilometers of Warsaw. Outside of this radius, use the encounter rules which are given in the basic game, unless they are overridden by some other part of this adventure.

Fording the Bug River: The Bug is normally impassable to vehicles, but the exceptionally dry winter has lowered it considerably and made it possible to find fording places. For each 10-kilometer stretch of the river, one attempt to locate a ford may be made. Locating a ford is a task, DIF:RCN. If no ford is found, the river may not be forded along that stretch. Crossing the river at the ford takes 2D6 x10 minutes and is a task, AVG for vehicles under 10 tons, DIF for vehicles 10 tons or over. The relevant skill is whatever driving skill (WVH or TVH) is appropriate for the vehicle in question. Failure means that the particular vehicle in question is stuck for 1D6 hours. Catastrophic failure means the vehicle is bogged and will take one full day to extract.

OSTRO MAZOWIECKA

This town was occupied briefly by the baron's forces last year, and the citizens were fairly docile under the occupation. The town is inhabited by 250 citizens, of which perhaps 10 can be convinced to join the fight against the baron. Proper questioning of the citizenry (ESY:INT) will yield one rumor concerning the baron's army.

ROZAN

This town was also occupied by the baron's forces, and suffered severely because of the rapacious nature of the garrison assigned there. It is now inhabited by fewer than 50 people and cannot produce any effective fighting force. Proper questioning of the citizenry (AVG:INT) will yield one rumor concerning the baron's army.

CIECHANOW

During the siege of Warsaw in 1997, Ciechanow was a supply base for the NATO forces in the area. Upon their withdrawal, the locals were left to the mercy of a battalion of Polish border guards, who executed most of the male population for collaboration with the enemy. The baron's occupation of the community was no less severe, and the remaining citizenry has come to distrust all outsiders. The village is surrounded by a high wall of rubble, and the locals greet all strangers with hostility (if not gunfire). They will tolerate only a few merchants (those from neighboring communities) and the local farmers from within 30 miles, and even these people are subject to considerable harassment while in town. Obtaining useful information regarding the baron's army from these people is a task (DIF:INT).

PULTUSK

Pultusk is the baron's hometown and the community from which he recruited most of his early supporters. After the baron's defeat last year, he fell back to Pultusk to regroup and take shelter during the winter. The Warsaw communities mounted several attacks on Pultusk, however, seeking to destroy the baron's base of operations and prevent him from raising another army. They were successful in flattening the town, and driving the baron and his sympathizers away.

Of the approximately 700 citizens in Pultusk, only a handful of scavengers still live within the ruins. The remainder have been driven from their homes, some to join the baron over the winter, some to become refugees. Those who have joined the baron's army have no great love for the inhabitants of Warsaw or their

representatives. There is a 10% chance that any refugees or marauders encountered within 30 kilometers of Pultusk will be openly hostile to the characters once it is discovered who they represent and what their mission is.

SEROCK

Even before the war, Serock and Pultusk were rival communities, and things were no different last year when the baron began his campaign for the conquest of northern Poland. Just as the citizens of Pultusk gave the baron their wholehearted support, those of Serock resisted him with equal fervor. During the baron's occupation of the city, the citizens resisted him both overtly and covertly to such an extent that he was unable to completely control the city. Despite the city's resistance to him, however, he could not simply destroy it, as Serock possessed a valuable treasure: a primitive chemical laboratory facility capable of turning out small quantities (a few pounds a month) of smokeless powder for the manufacture of ammunition and other explosives—a mini-Krakow. Although the population has been decimated, it retains its hatred of the baron. The chemical facility, run by a couple of ex-high school chemistry teachers, is still in operation, and its products are the primary trade goods of the community.

The 200 citizens of Serock can only provide a dozen fighters to help fight the baron (Novice NPCs armed with civilian rifles and pistols), but they will do so willingly, if asked. They will automatically provide one rumor concerning the baron's army, and a second if properly questioned (ESY:INT).

RADZYMIN

Radzymin is a ghost town, deserted except for a few ragged-looking scavengers combing the ruins for salvageable materials.

WYZSKOW

The citizens of Wyzskow make their living by farming and fishing, operating a number of small boats along the Bug River. Any encounter on the river within 10 kilometers of the town will be with one of these fishing boats. If the characters have something to trade (a small quantity of food or ammunition) the fishermen will provide one rumor concerning the location of the baron's army. If the characters think of it, they may try to hire one of the boats to carry them along the Bug. This will require a payment in trade goods—perhaps a couple of weapons and ammunition for them. The referee may wish to generate a suitable NPC for the purpose of negotiations.

JADOW

Jadow is a small farming community of just under 90 people. If questioned properly (ESY:INT), they will provide one rumor concerning the location of the baron's army.

WEGROW

Wegrow is a small village of about 35 inhabitants along the road between Jadow and Sokolow Podlaski. The village itself is located just north of the road, in the rough, hilly ground characteristic of this section of the country.

MALKINIA

The village of Malkinia is on the north bank of the Bug River, about a kilometer away from the bridge. The bridge, nearly destroyed in the fighting last year, is too fragile to carry any vehicle over three tons in weight, although it can accommodate

foot traffic. If properly questioned (AVG:INT), the inhabitants will provide one rumor concerning the location of the army.

DROHCZYŃ

This community is deserted, except for a few scavengers, and will be important only as a place to cross the river. The original bridge across the river at Drohczyn was destroyed during the war, and a small wooden structure was built in its place by Soviet engineers. This bridge is quite inferior and has deteriorated in the absence of maintenance. At this time, it will only allow vehicles of eight tons or less to pass over without mishap. If a heavier vehicle attempts to cross, there is an 80% chance that the bridge will collapse, destroying the vehicle, and killing any occupants on a percentile roll of 70. Determining the bridge's capacity is a task, AVG:CVE.

SIEMIATYCZA

For most of the last year, Siemiatycza was occupied by a band of marauders, led by a man known only as Michael. Michael and his 100 fighters had organized the 200 or so villagers into a labor camp, and intended to spend the winter and then move on. After a time, however, Michael and his soldiers came to feel a common bond with the citizens, and his rule became less autocratic and more just. Now, the inhabitants and the marauders have become one community, and Michael was recently elected mayor in a free election of the original villagers (the soldiers agreed to abide by whatever candidate the villagers chose).

The bridge was destroyed last year by a demolition party from Warsaw, but a ferry is currently operated by the locals (fees are payable in food, fuel, or ammunition, and are subject to negotiation). The locals feel some resentment against Warsaw (because of what was done to the bridge), but the baron is not too popular either. About 20 soldiers (veterans armed with a mixture of Warsaw Pact weapons) could be recruited if friendly relations are established by the characters. The community will automatically provide one rumor concerning the location of the baron's army. Getting a second rumor is a task (AVG:INT).

SOKOŁÓW PODLASKI

This town is uninhabited, except for a few demented scavengers scrounging among the ruins.

SIEDLCE

Before the war, Siedlce was an important rail junction between Brest and Warsaw. At the present, it is home to a few dozen

PULLOUT SECTION

Pages 21 through 28 include a map pullout section for your convenience. Maps and a text description detail occupied Warsaw and its distinguishing terrain features.



The Map

This center section provides a map of the extent of occupied Warsaw. The following terrain features are now predominant.

Light Rubble: These areas have received secondary blast effects. All buildings are heavily damaged, and all former roads have been covered over in debris. These areas are more easily cleared and travelled than are areas of dense rubble but should certainly not be mistaken for undamaged areas.

Dense Rubble: These areas have received the worst of the blast effects. All buildings have received extensive damage, and, indeed, smaller buildings are not recognizable as such at this time. Travel through these areas is slow going and comparatively dangerous (see Encounters).

Roads: These are the roads which have been cleared of debris. They are few in number, at this time, and are therefore very valuable transportation lines through the city. Note that there are only three cleared roads leading out of the city: one to the northeast toward Radzymin, one to the northwest toward Serock, and one cleared to the southwest toward Lowicz.

Crops: These are the areas of cultivated land currently clear of debris. During the growing season, all of these will be growing various crops. In the off-season, they will be clear terrain.

Scrub: Areas of dense undergrowth—such as grasses, weeds, and brush—have grown up in certain areas through some of the less dense rubble.

Rubble Wall: These are the walls of debris which have been built by the various communities, mainly as a defensive measure against possible intrusion.

MOVING THROUGH THE RUINS

Travel through the ruins is much more difficult and dangerous than other sorts of travel. In general, only people on foot may move through all types of terrain here, though often at a greatly reduced rate of speed. Tracked vehicles may move through some rubble, but not all of it. Wheeled vehicles are restricted to travelling along the cleared roads.

People on foot may move through light rubble and scrub at one-half the normal rate. They may move through dense rubble areas at one-fifth the normal rate. Movement in other types of terrain will be at the normal movement rates.

Tracked vehicles may move through light rubble and scrub at one-fourth speed, and through dense rubble at one-tenth speed. Any accident result should be translated as follows.

Vehicle Accident: The vehicle has plunged through the surface of the debris into a former basement or cellar. Generally, the vehicle will take significant damage to its suspension and general structural damage. The vehicle will have to be pulled out by other vehicles massing three or more times that of the damaged vehicle. Exact results are up to the referee.

Wheeled vehicles may move only through clear or cleared road terrain, and then at the normal movement rates.

ENCOUNTERS

Roll twice each period the characters move through the Warsaw rubble. On a 5 or 6, roll from the following table.

WARSAW ENCOUNTERS

Die	Result
2-3	Dogs
4-5	Civilians
6	Rubble
7	Accident
8-9	Marauders
10-11	Troops
12	Unexploded ordnance

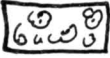
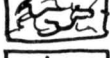
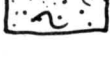
The following encounter descriptions apply to the table above.

Dogs: As per *Twilight: 2000*.

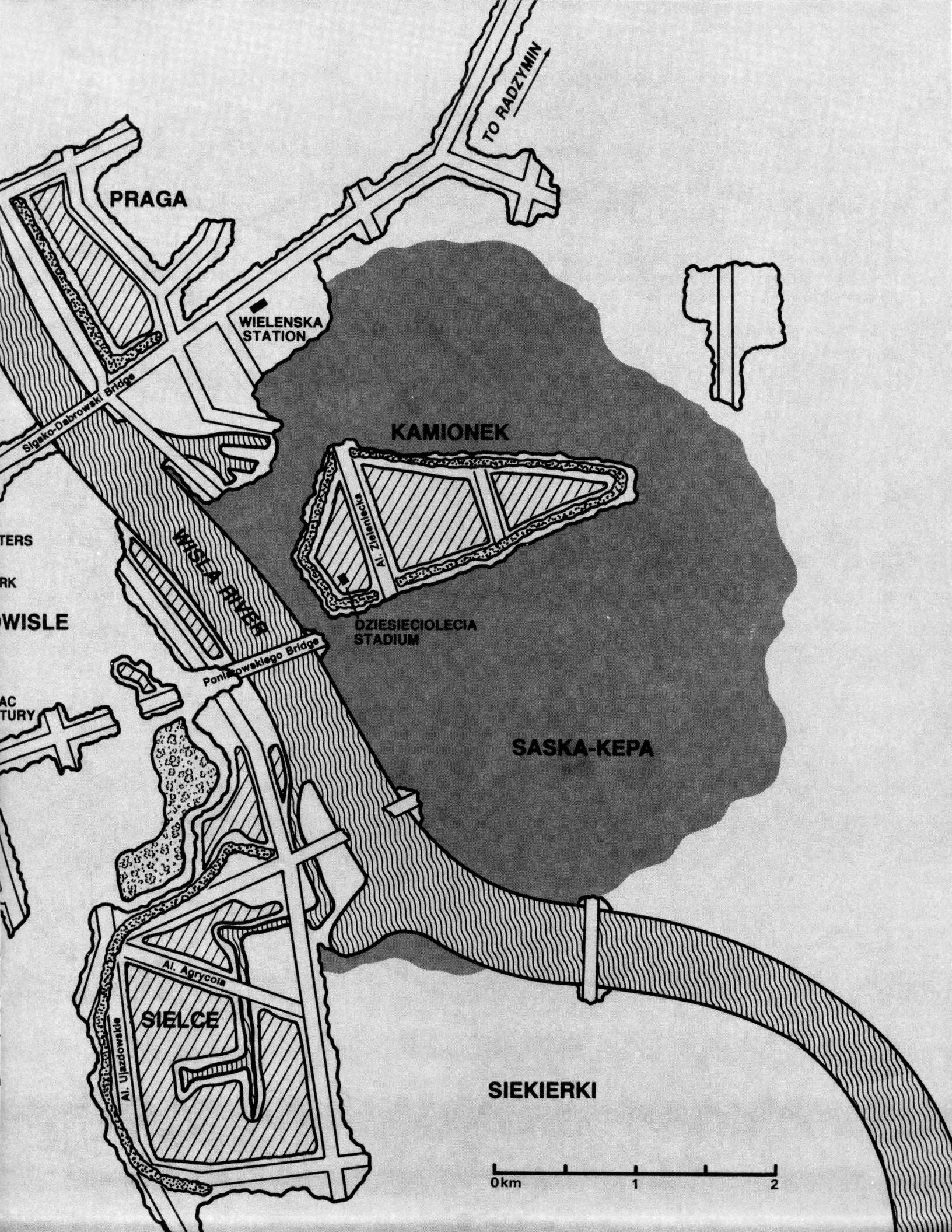
Civilians: These will be unarmed individuals from the nearest community. They will be scavenging the rubble for bits of metal, glass, or anything else that might be useful. Usually, they will be quite fearful of strangers, suspecting them of being outlaws of some sort. Only through negotiation will the player characters be able to extract information from these people.

WARSAW

Map Key

-  Crops
-  Scrub
-  Rubble Wall
-  Dense Rubble
-  Light Rubble





PRAGA

WIELENSKA
STATION

TO RADZYMIN

Sigeko-Dabrowki Bridge

KAMIONEK

DZIESIECIOLECIA
STADIUM

WISLA RIVER

Ponikwskiego Bridge

SASKA-KEPA

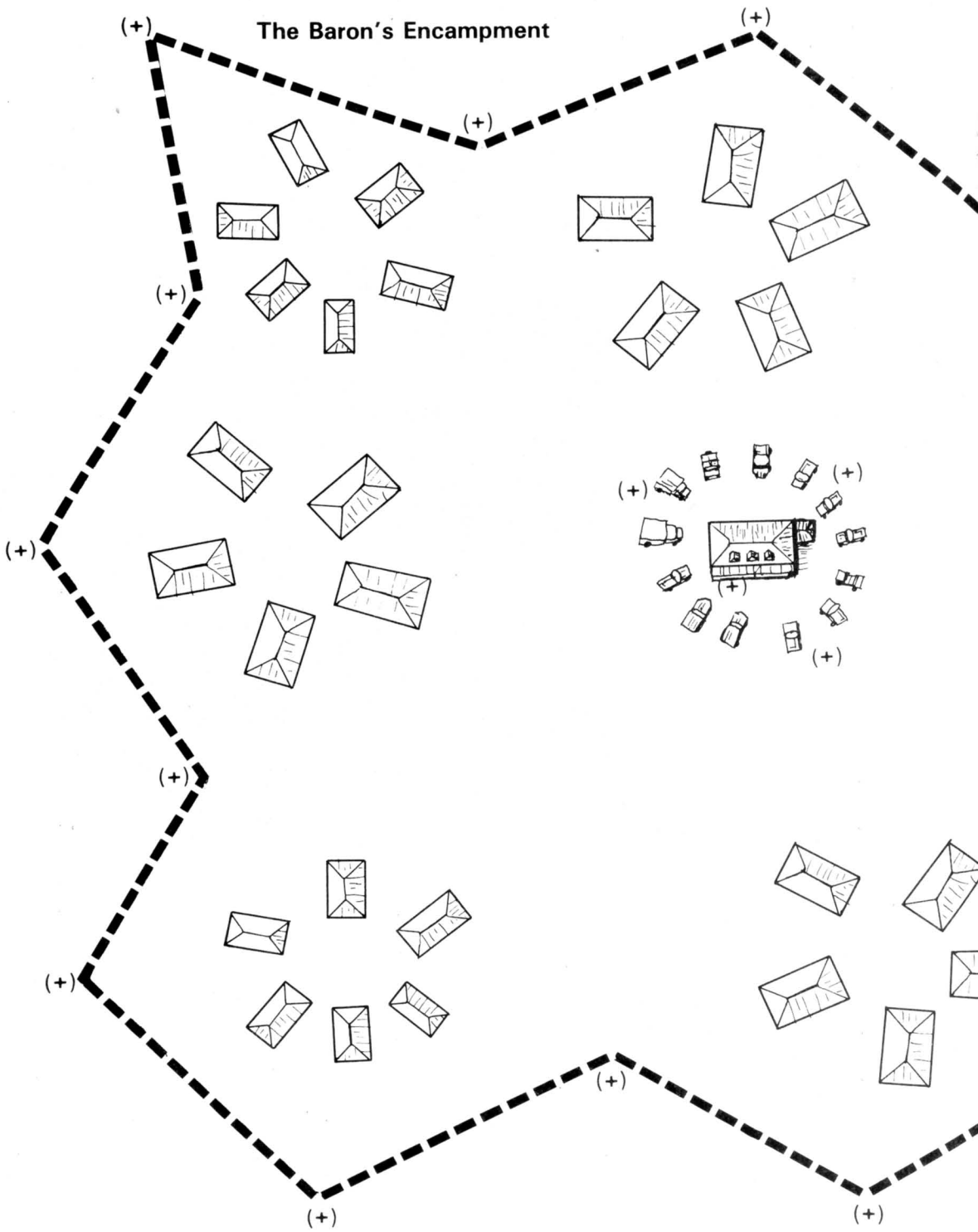
SIELCE

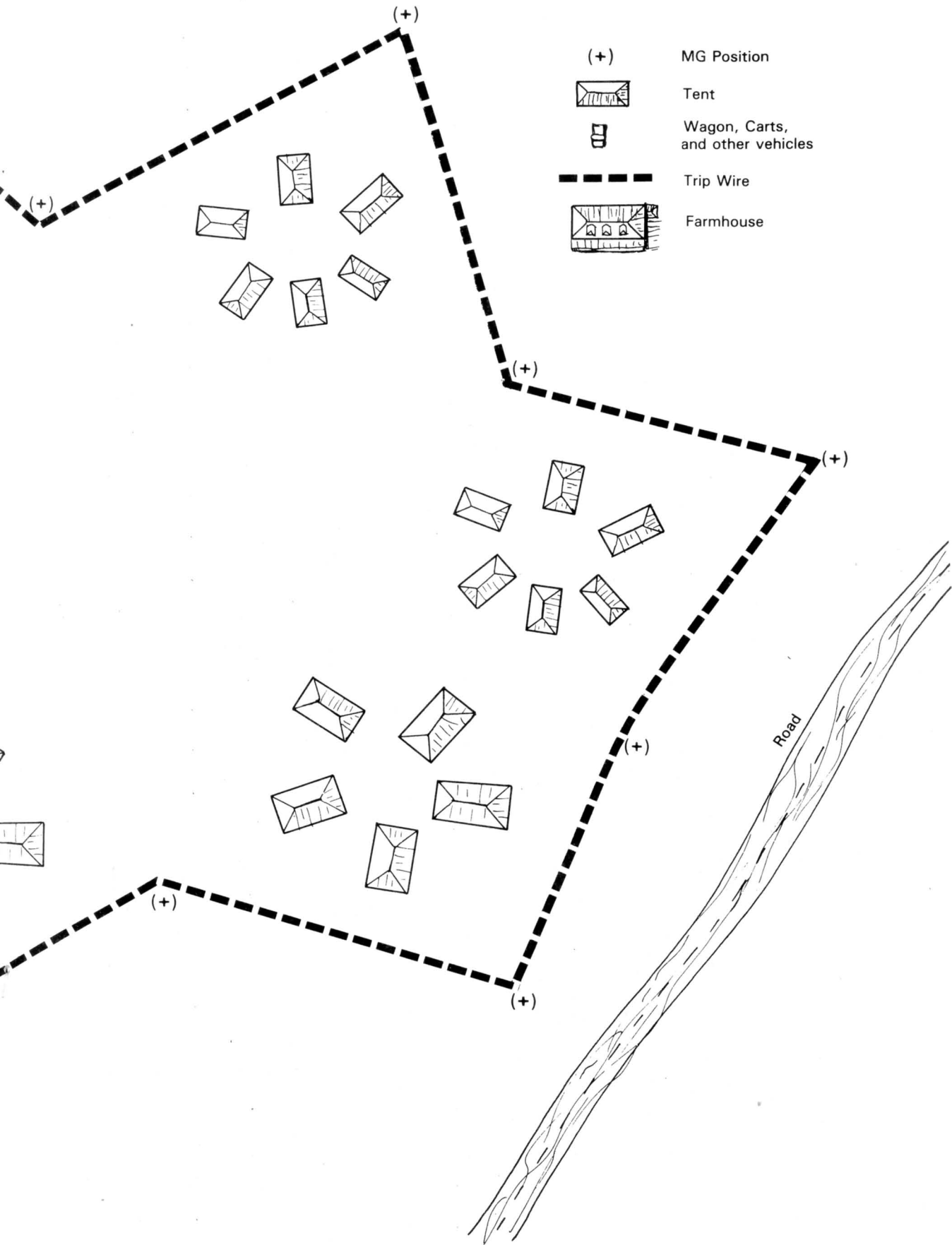
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Warsaw

MAP KEY



Crops



Scrub



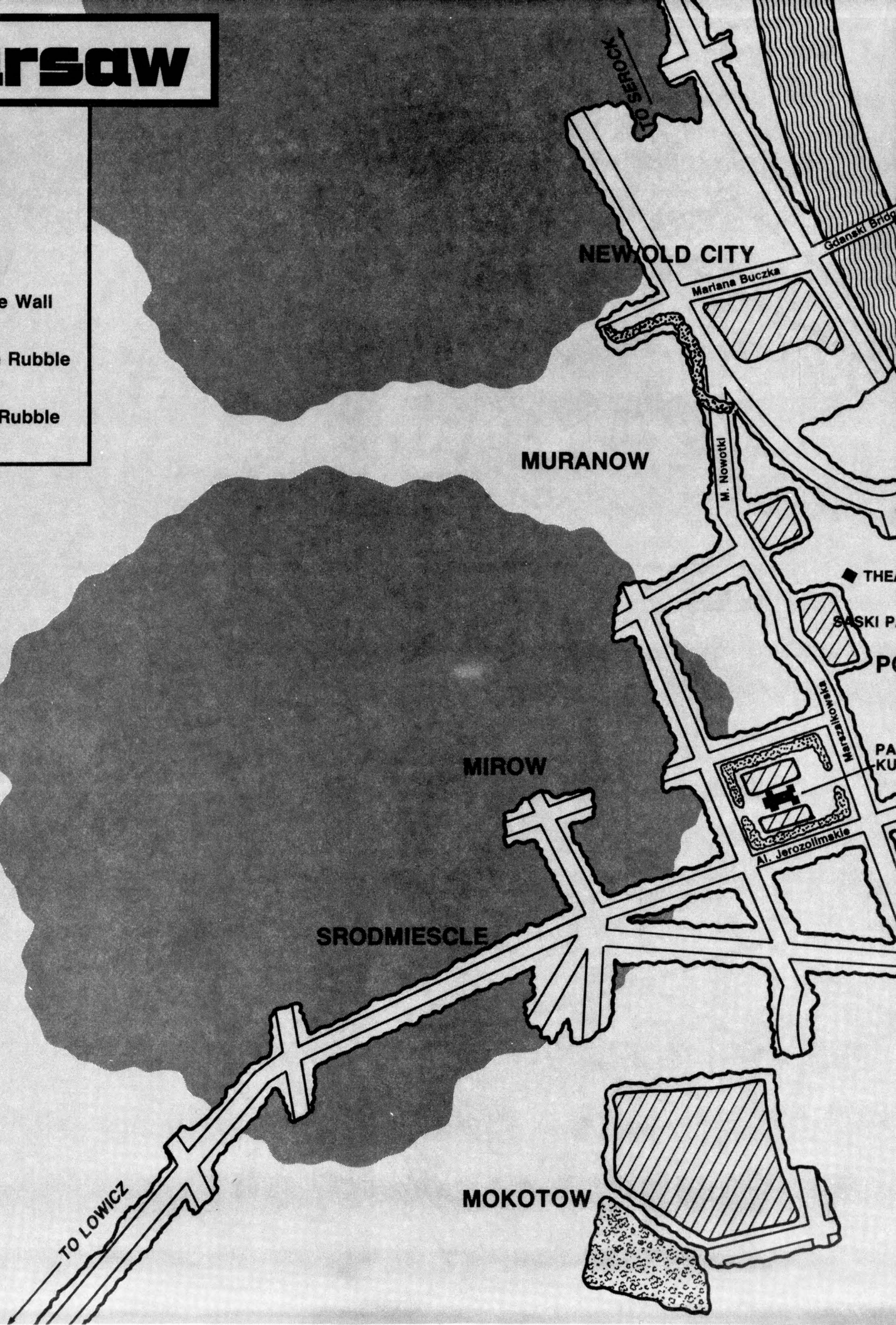
Rubble Wall



Dense Rubble



Light Rubble





Rubble: An exceedingly difficult section of rubble blocks the path. Vehicles may not pass through it and must turn back, possibly taking another route. Individuals may attempt to climb it, which will take them extra time (1D10+2 minutes). Climbing is a task (AVE:AGL, or DIF:AGL if encumbered). Mountaineering skill may be used instead. If the individual fails the task, he has fallen and will take 3D6 hits. Catastrophic failure results in the taking of 6D6 hits.

Accident: Some sort of mishap has taken its toll on one of the members of the party. Randomly choose a victim. If on a cleared section of road, roll 1D6 damage to the victim. If in an area of light rubble, first roll 1D6, then roll that number of D6 in damage to the victim. If in dense rubble, roll 2D6 first for the number of D6 applied in damage to the victim. Such accidents include rubble slides, falls, cuts from debris, and the possibility of plunging into a former building foundation through the surface of the rubble.

Vehicle accidents are described on page 21.

Marauders: This encounter is with 10 Experienced NPCs armed with AK-74s. They are in the pay of the baron. If encountered in an area controlled by the baron, they will be one of his patrols. If encountered outside the baron's influence, they will be an advanced scouting mission, and will attempt to avoid combat and escape if possible.

Troops: This encounter will be 2D6 troops belonging to the nearest community.

Unexploded Ordnance: Many shells have landed in Warsaw, mostly during the siege. A portion of these still remain unexploded. An unexploded artillery round or aircraft bomb usually buries itself, leaving a small crater that wears away with the passage of time. If this encounter occurs, roll 1D6. Rolls of 1-5 indicate a NATO 155mm round, while a result of 6 indicates a Pact 122mm round. Roll a 1D6 to determine the type of round: 1-4, HE; 5, ICM; 6, Chemical.

If the players are surprised, there is a 20% chance that it goes off. Otherwise, the players discover it without harm.

Disarming a round is a task (AVG:CBE or AVG:IF). Catastrophic failure indicates immediate detonation.

THE MAP

Provided in the center pull-out section of this module is, among other things, a map of the area including Sielce and the Park Kultury. The following features are numbered on the map.

1. Trasa Lazienkowski: This was the highway to the Lazienkowski Bridge, and the spiraling access ramps were familiar landmarks and points of pride for Warsaw's citizens. The highway is in ruins now, and the bridge fell during the blast. The access ramp abutments are buried in rubble. Strongholds have been created among the debris and along the roadbed from chunks of concrete.

2. Outer Perimeter Strongpoints: These portions of the rubble wall have been built up into a platform turret some four meters off the ground. The top platform is well protected with blocks of concrete, and houses a single machinegun and its team. These forces are listed in the *Milicya* order of battle.

3. Belvedere Palace: This building was closed to the public before the war and served as the residence of the Polish chairman of the Council of State. Built largely of wood, it did not survive the Warsaw firestorm, but the foundations have been fortified with rubble and sandbags; it is the key to the defenses against attacks from the west and southwest.

4. Chopin Monument: Of no tactical importance itself, the

monument serves as an easily visible rallying point on the road to the White House and the Lazienki Palace. A sandbag barricade has been erected close by the statue.

5. The Old Orangery: In modern times this was a theater and art museum, but the building was destroyed in the nuclear attack. The foundations have been turned into a fortress.

6. Ujazdow Castle: Once a royal residence and later a barracks for the Royal Foot Guards, it was destroyed in 1954, and later restored. The building is again in ruins after the siege and nuking of Warsaw. It has been partly cleared, and now it consists of low stone walls and piles of rubble which have been turned into a minor fortress by the defenders.

7. The White Cottage: The *Bialy Domek* was a white-painted timber cottage begun in 1774, destroyed in WWII, restored by the state, and destroyed again during the siege and destruction. Almost nothing remains, but the foundations have been fortified with stone and sandbags as a last stronghold on the way to Lazienki Park.

8. Lazienki Palace: Also called *Palac na Wyspie*, or Palace on the Island, it was begun in 1687 and survived WWII almost undamaged. It was badly damaged by the WWII destruction of Warsaw, but the walls are still standing, and it is now the center of the Lazienkowski defense, and Kizysztol's headquarters. Built on an island connected to causeways across the canal, it can be approached from only two sides, and the *Milicya*'s defenses have been set up with this in mind. Any attack on the building will be extremely costly.

9. Amphitheater: This 1500-seat outdoor theater was built in 1790, based on one discovered at that time at Herculaneum, below Mt. Vesuvius. The stage is built on a small island in the canal, and the surrounding seats are stone. The theater is now choked with rubble but has been cleared enough to create a strongpoint 100 meters south of the Palace on the Island. Most of the community's noncombatants—almost 800 aged, sick, women and children—are staying here during the battle.

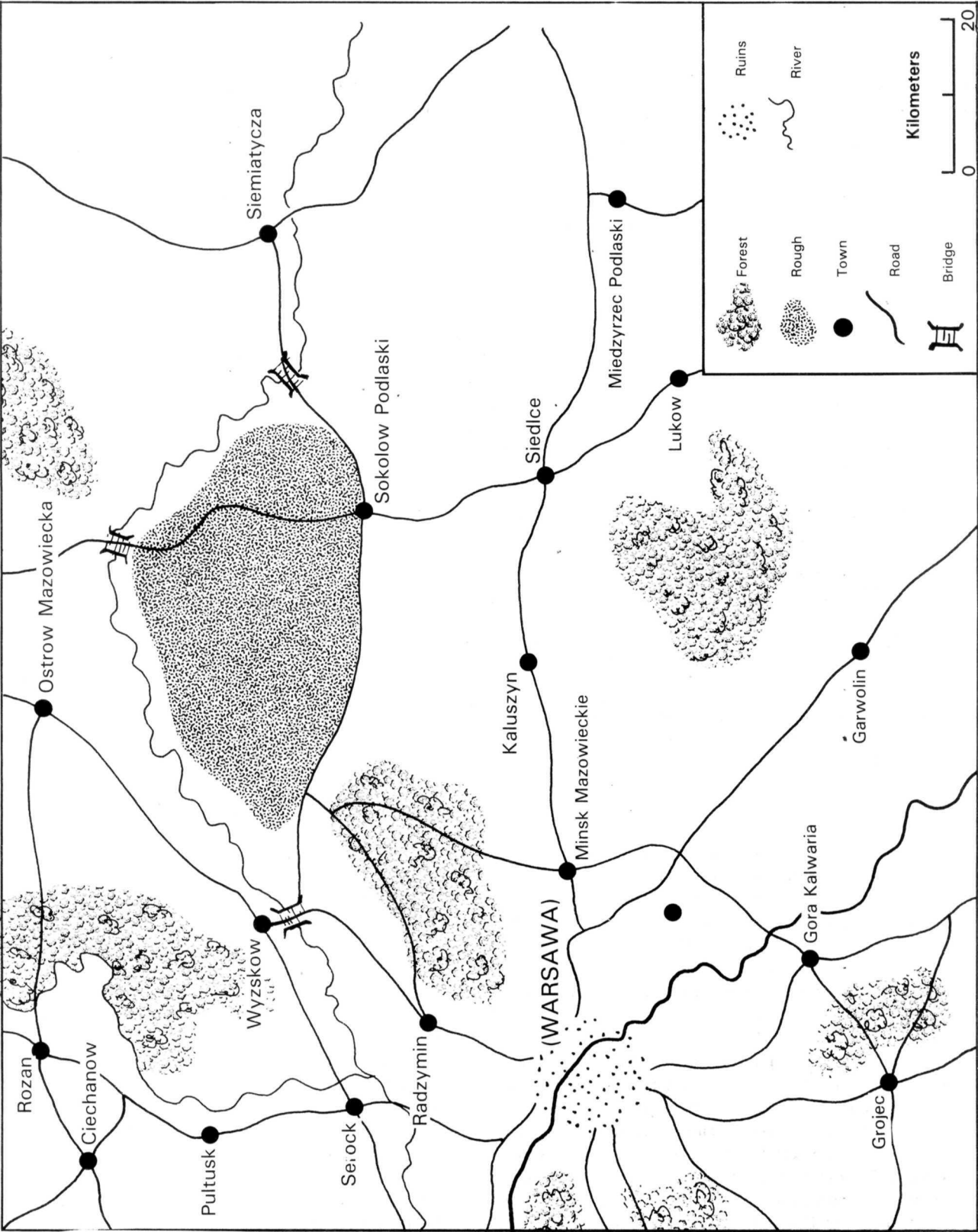
10. Szwolezerow Street: This is the entrance to the way through the rubble of Siekierki to the boatyards and turning basins of the river. The path is not cleared of rubble, per se, but is well known by the patrols there and is, therefore, more easily travelled than other rubble. During an evacuation, should one become necessary, this strongpoint—created among several burned-out warehouses and a sandbag fort blocking the road—will have to be held by a rear-guard while the evacuees board their boats. Czarny might try to take this point, if he repeatedly fails to take the Palace on the Island, in an attempt to completely surround the defenders.

11. Racetrack: This racetrack has partially collapsed, but it is now used as a formidable defensive position.

12. Legia Stadium: Like the racetrack, the stadium's walls have partially fallen in, making a very good defensive position. Underground rooms beneath the stadium are being used to store grain and other foodstuffs from the Lazienkowski farms. This granary is a prime object of Czarny's attack. Note that, until the harvest, very little extra food will be in the granary rooms.

13. Inner Perimeter Strongpoints: Similar to those on the outer rubble wall, these turrets are also included in the *Milicya* order of battle.

14. Piaseczynski Canal: The waterway connects the narrow Central Canal with one of the Wisla turning basins. While not wide, it is quite deep, and is crossed by a single bridge between the Legia Stadium and the Palace on the Island. This bridge has been heavily fortified with sandbags and rubble.



farmers, who also comb the remains of the town for salvageable material to be used in trade. The citizens of Siedlce will not be able to provide any significant military assistance against the baron, but if properly questioned (AVG:INT), they will produce one rumor concerning the location of Czarny's army.

KALUSZYN

This village is abandoned, except for a few scavengers. At the referee's discretion, a band of marauders (size and armament determined according to the basic rules) may be discovered to be using the place as a temporary base of operations.

LOSICE

In the 18 months since a band of Catholic monks declared themselves to be the ruling council of Kaluszyn (after marauders killed the previous council), the village's militant xenophobia has abated somewhat. The community is still distrustful of strangers, and the militia (10 Veteran NPCs armed with shotguns and Mauser rifles) still refuses to admit anyone to the town without consulting one of the priests on the council first. If the characters manage to establish friendly relations (basically by proving that they are not hostile), they automatically receive a rumor from the appropriate table.

MINSK MAZOWIECKIE

This is a farming community of approximately 400 inhabitants, and did not suffer too badly at the hands of the baron last year. For this reason, they are reluctant to directly oppose him, and the characters will have difficulty recruiting here. If properly questioned, the citizens will provide one rumor concerning the location of the baron's army. The local militia consists of 30 Experienced NPCs, armed with a mixture of civilian and military small arms.

OTWOCK

Ottock used to be the headquarters of the river pirates, but they were driven out of town last year. The place stood vacant for a few months, and at this time, a few dozen refugees are beginning to try to settle here and begin farming. Ottock can spare no one to help resist the baron, as the community is currently engaged in planting its first major crop, and all hands are needed for that. The locals do not have much in the way of useful information concerning the location of the baron's army, since they are too close to Warsaw, but careful questioning (DIF:INT) might turn up one rumor.

GORA KALWARIA

Gora Kalwaria (Mount Calvary) is an old pilgrimage site 34 kilometers south of Warsaw. The town was founded in 1672, as *Nowy Jerozolima* (New Jerusalem), and was laid out in the form of a cross. In 1795, when the Prussians occupied the area, the name and nature of the town were changed. The community is led by a Catholic priest, Father Andre, who paid tribute to the baron, but did so out of a lack of alternatives. The community will willingly provide a few fighters (10 Experienced NPCs armed with civilian weapons), but they will be short of ammunition and will need to be fed. The citizens can provide one rumor under the same criteria outlined under Ottock, above.

GROJEC

Grojec is abandoned, except for a few scavengers combing the ruins for salvageable materials.

GARWOLIN

Garwolin is a small village (it presently has less than 20 inhabitants) that will be unable to provide significant military assistance against the baron. The locals do not have much in the way of useful information concerning the location of the baron's army, but careful questioning (DIF:INT) might reveal something (one rumor if the task role is successful).

LUKOW AND MIEDZYRZEC PODLASKI

Lukow and Miedzyrzec Podlaski are effectively a single community and are now governed by a combined council, elected by the citizens of both communities. By last year, the *Jarzmie Rada* (yoked council), as it came to be called, had formed a militia for mutual defense, established patrol perimeters, and placed much of the land between the two communities under the plow. The baron's raiders caused much damage to the area: Many fighters were killed, the crop surplus was destroyed, and the population was reduced from 2500 to less than 1800. The citizens of the community are resilient, and are even planning to resettle and incorporate the ruins of Siedlce.

ENCOUNTERS

While outside Warsaw, the characters should roll for encounters once per period. To determine if the characters have an encounter in a period, roll 1D6. Rolls of 5 or 6 indicate an encounter, and the referee should roll on the following table.

WARSAW ENVIRONS

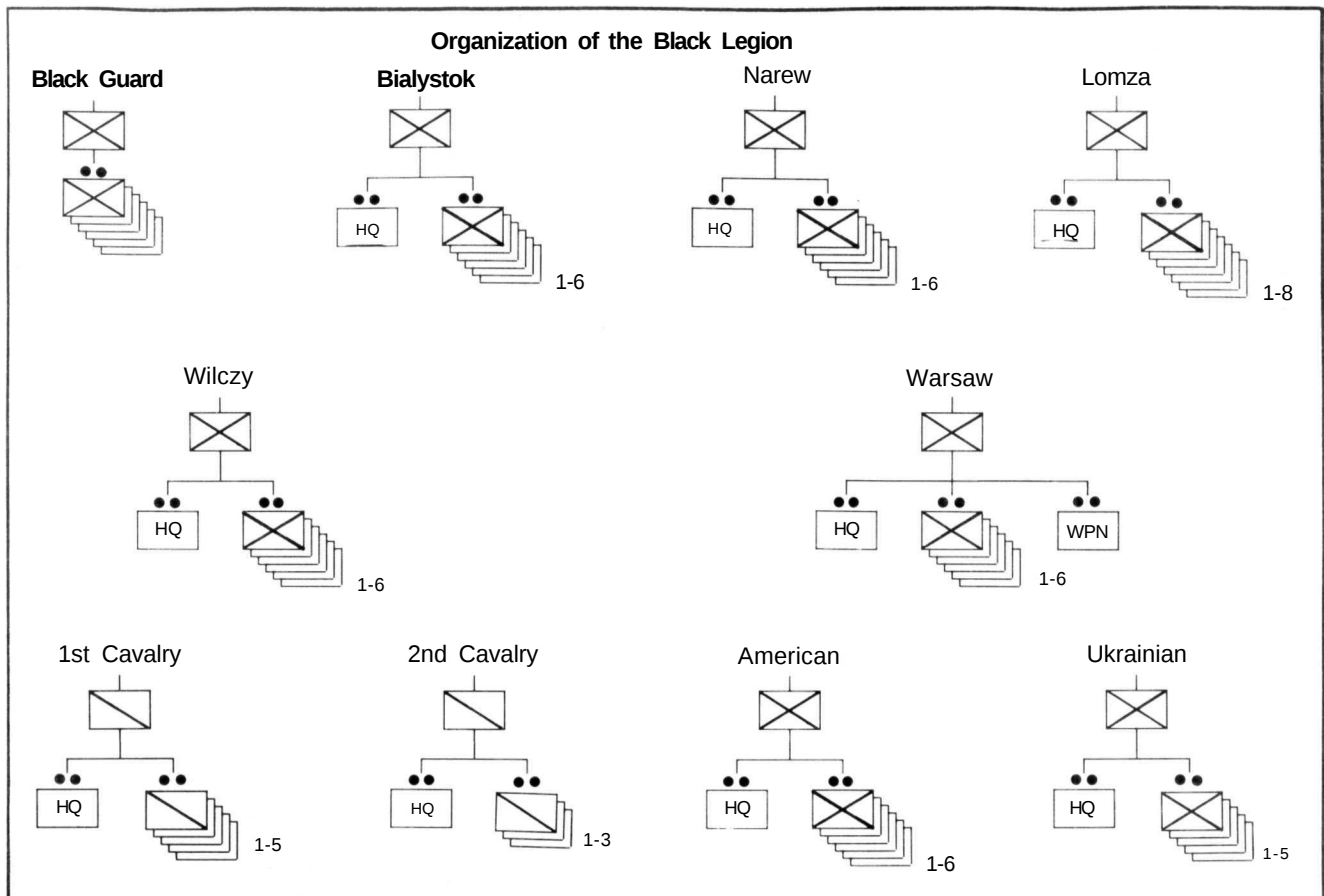
Die	Result
2	Dogs
3	Game
4	Baron's scouts
5	Marauders
6-7	Bandits
8	Merchants
9-11	Civilians
12	Game

Encounters listed but not explained below are detailed in the descriptions provided in the basic rules.

Baron's Scouts: This is a single troop of cavalry, from either the 1st or 2nd Cavalry Squadrons, in the service of the baron. It is performing a reconnaissance mission in advance of the main column of the Baron's army, scouting out the best path for the army to follow. The scouts will try to capture and question the characters, unless they are obviously outnumbered or surprised, in which case they will attempt to withdraw and report the encounter to the baron. Interrogation (DIF:INT) of any prisoners the characters happen to take will reveal two rumors about the baron's army. One of these will be Rumor F.

Bandits: This is a band of 2D6 bandits, unaffiliated with the baron but fleeing in advance of his army lest they be conscripted. They are mainly interested in getting away from the army, and will only attack if they outnumber the characters and have achieved surprise; otherwise, they will attempt to flee. If captured, they will offer two rumors about the baron's army in exchange for their release; one of these will be Rumor F.

Civilians: This is a party of 1D6 hunters or farmers from the nearest inhabited community. Hunters will trade game for ammunition and will yield one rumor about the baron's army if a bargain is reached (this can only be done once per encounter).



The Baron and His Legion

The *Legion Czarny* (the name is a pun, and means both Czarny's Legion and Black Legion) is not what it used to be. At its zenith, the Black Legion had almost 900 soldiers and was well equipped with the best weapons and materiel that looted Soviet supply dumps could provide. The defeat last year by the united Warsaw communities and the depredations of a winter spent wandering through northern Poland have severely reduced the number of original soldiers and caused it to lose much of its heavy equipment, including the infamous D-30 howitzer and its chemical rounds that caused so much concern last year.

With the coming of spring, however, the baron has managed to assemble a new fighting force. By painting an exaggerated picture of the treasures to be found inside Warsaw and by the force of his charismatic personality, the baron has once again made an army (or at least what passes for one in 2001) out of a disparate collection of bandits, marauders, and deserters.

PLANS

It is to the baron's benefit to take all of Warsaw's communities intact. He would then have the use of these communities' labor forces and their other assets, without the waste and destruction that would accompany a fight. It would also enhance his reputation if the city fell without a shot, serving as an example to other communities of the correct way to act toward him. Another factor is also relevant: The baron cannot afford to lose too many soldiers in taking Warsaw. The army he has thrown together needs a quick, painless success to convince its less enthusiastic soldiers that they have made a good decision in choosing to fight on the side of the baron.

ORGANIZATION

The organization and equipment of the baron's forces is given in the section below. The accompanying explanations outline the origins and growth of each unit, and discuss any special characteristics.

The Black Guard: This is Baron Czarny's personal bodyguard, originally recruited from his hometown of Pultusk. This unit is well equipped and contains his best and most loyal troops. The strength of the Black Guard is about 46 men (down from 90 last year), including the vehicle crews for one BMP-C and one M113 APC.

1st Squad: This unit consists of 10 Veteran NPCs armed with AKRs, and equipped with gas masks and chemical suits.

2nd Squad: This unit consists of 10 Experienced NPCs armed with AKRs, and equipped with gas masks and chemical suits.

3rd Squad: This unit consists of 10 Veteran NPCs armed with M16s and equipped with gas masks.

4th Squad: This unit consists of 10 Veteran NPCs armed with three PK machineguns and equipped with gas masks.

5th Squad: This unit consists of three Experienced NPCs armed with AK-74s. They are serving as the crew for a damaged BMP-C APC (30mm autocannon inoperative, PK machinegun functional) and are equipped with gas masks.

6th Squad: This unit consists of three Veteran NPCs armed with M16s, serving as the crew for an M113 APC (.50 M2HB functional) and equipped with gas masks.

Bialystok Company: This unit has been formed from conscripts, refugees, and drifters who have been drawn to the baron's promise of plunder. The unit has 70 fighters, and it is fairly well equipped (in the sense that all have firearms) but has only a small cadre of experienced troops.

Headquarters Squad: This unit consists of 10 Experienced NPCs armed with Mauser rifles.

1st Squad: This unit consists of 10 Experienced NPCs armed with Mauser rifles.

2nd Squad: This unit consists of 10 Experienced NPCs armed with double-barreled shotguns.

3rd Squad: This unit consists of 10 Novice NPCs armed with double-barreled shotguns.

4th Squad: This unit consists of 10 Novice NPCs armed with .22 bolt-action rifles.

5th Squad: This unit consists of 10 Novice NPCs armed with 9mm Makarov pistols.

6th Squad: This unit consists of 10 Novice NPCs armed with .32 ACP pistols.

Narew Company: This unit was formed from refugees and marauders from the villages along the Narew River. They are slightly better armed than the Bialystok Company, but they are no better fighters.

Headquarters Squad: This unit consists of 10 Experienced NPCs armed with AK-74s.

1st Squad: This unit consists of 10 Novice NPCs armed with AK-74s.

2nd Squad: This unit consists of 10 Novice NPCs armed with AK-74s.

3rd Squad: This unit consists of 10 Novice NPCs armed with Mauser rifles.

4th Squad: This unit consists of 10 Novice NPCs armed with .30-.30 rifles.

5th Squad: This unit consists of 10 Novice NPCs armed with .22 semiautomatic rifles.

6th Squad: This unit consists of 10 Novice NPCs armed with

double-barreled shotguns.

Lomza Company: This company is another collection of assorted scum recruited from the area around Lomza. Most of the troops in the company are poorly armed cannon fodder. In this unit, the main function of the so-called headquarters is to keep the other members of the company from running away.

Headquarters Squad: This unit consists of 10 Experienced NPCs armed with AKMs.

1st Squad: This unit consists of 10 Novice NPCs armed with Mauser rifles.

2nd Squad: This unit consists of 10 Novice NPCs armed with Skorpion submachineguns.

3rd Squad: This unit consists of 10 Novice NPCs armed with .30-06 rifles.

4th Squad: This unit consists of 10 Novice NPCs armed with 9mm Makarov pistols.

5th Squad: This unit consists of 10 Novice NPCs armed with 9mm Makarov pistols.

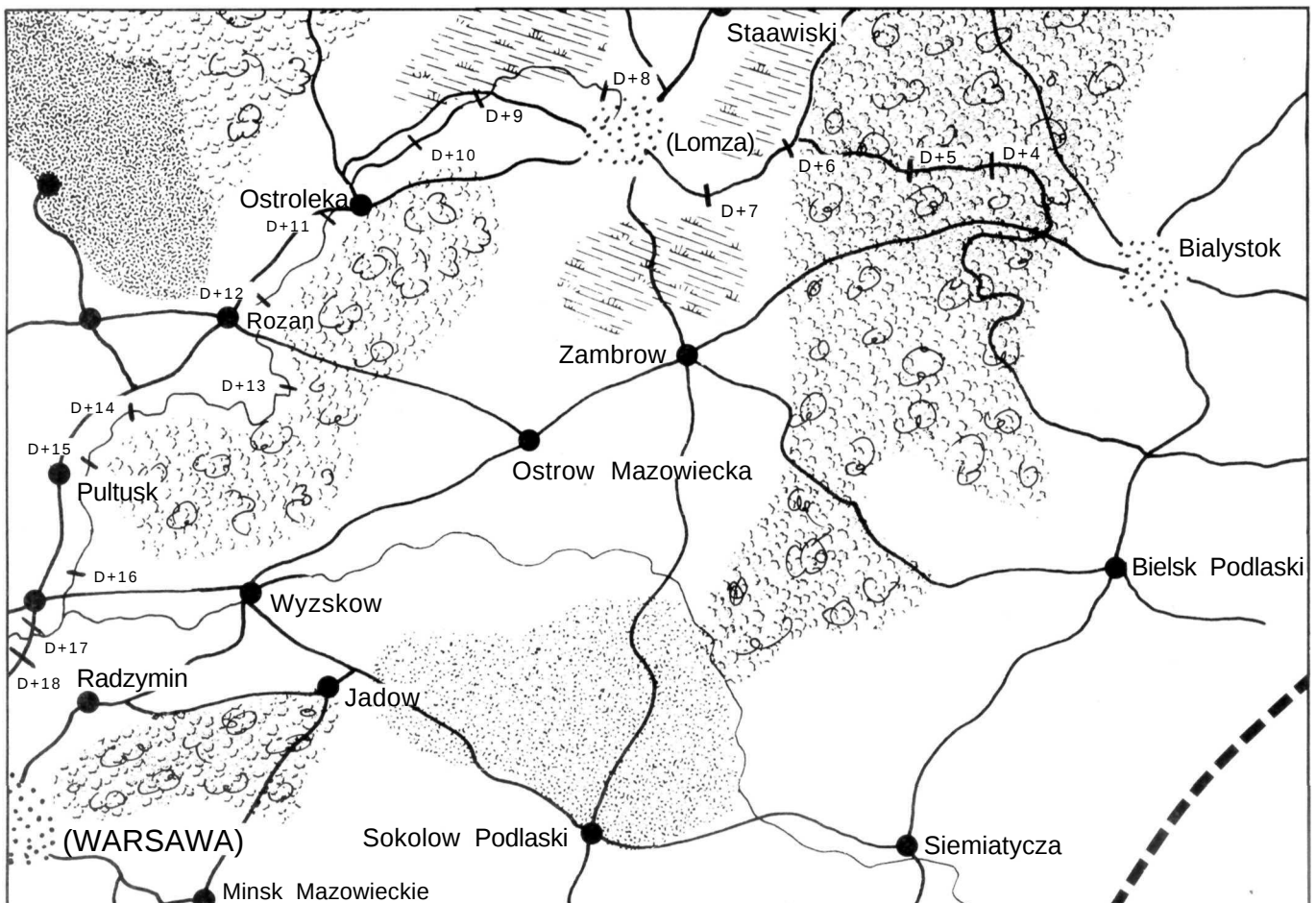
6th Squad: This unit consists of 10 Novice NPCs armed with double-barreled shotguns.

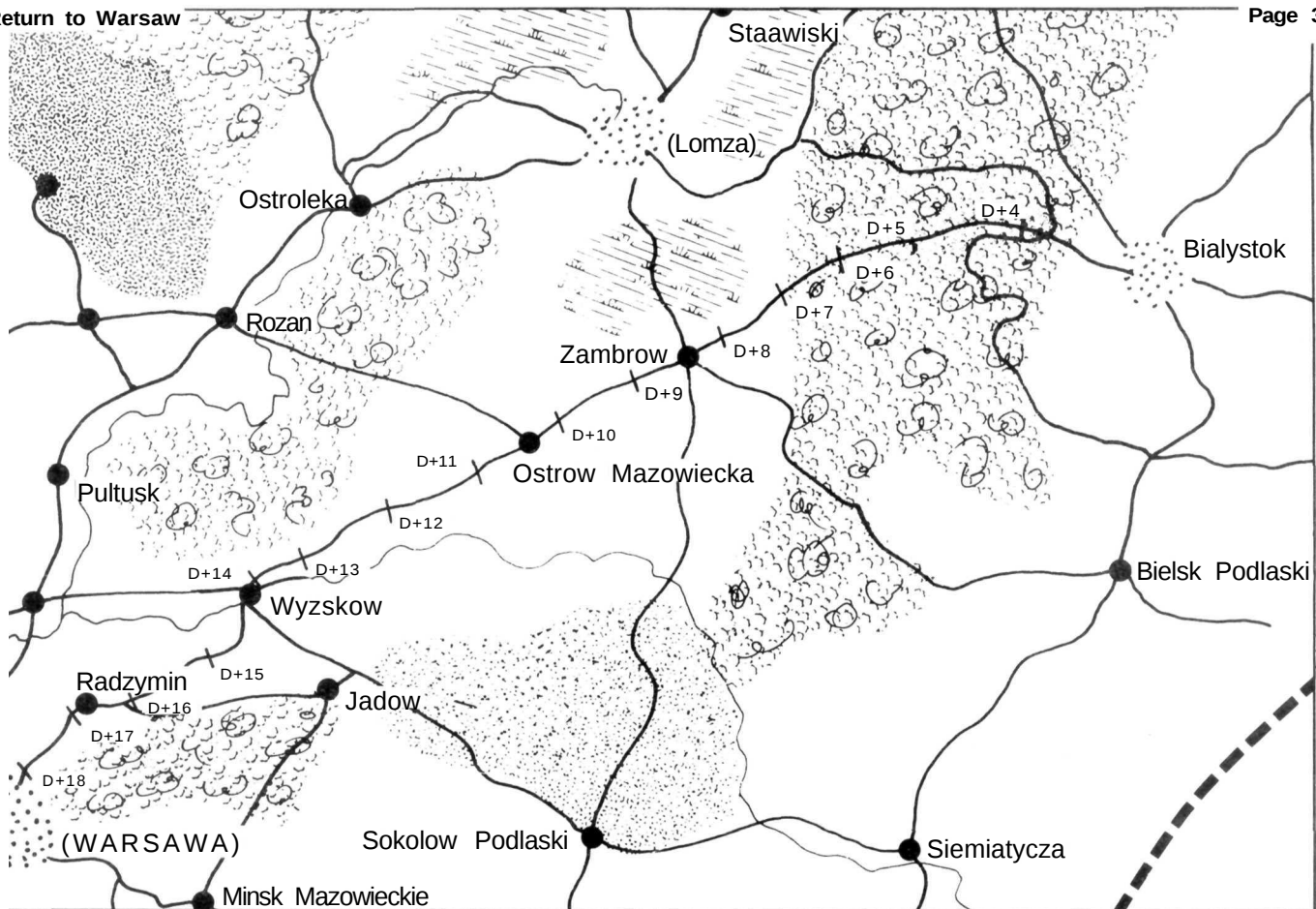
7th Squad: This unit consists of 10 Novice NPCs, six armed with double-barreled shotguns, the remainder armed with improvised melee weapons.

8th Squad: This unit consists of 10 Novice NPCs armed with improvised melee weapons.

Wilczy Company: In an attempt to inspire some martial spirit, the baron has named this company *Wilczy* (Wolven). As with the Lomza Company, the well armed headquarters squad is there to keep the others in the unit from running at the first sound of gunfire.

Headquarters Squad: This unit consists of 10 Experienced





NPCs armed with AK-74s.

1st Squad: This unit consists of 10 Novice NPCs armed with Mauser rifles.

2nd Squad: This unit consists of 10 Novice NPCs armed with 9mm Makarov pistols.

3rd Squad: This unit consists of 10 Novice NPCs armed with 7.62mm Tokarev pistols.

4th Squad: This unit consists of 10 Novice NPCs, four armed with 7.62mm Tokarev pistols, the remainder armed with improvised melee weapons.

5th Squad: This unit consists of 10 Novice NPCs, two armed with .30-06 rifles, the remainder armed with improvised melee weapons.

6th Squad: This unit consists of 10 Novice NPCs armed with improvised melee weapons.

Warsaw Company: This unit was formed from the survivors of the previous siege of Warsaw and is one of the baron's more trustworthy units. It is one of the few units equipped with support weapons of any sort.

Headquarters Squad: This unit consists of 10 Experienced NPCs armed with AKMs.

1st Squad: This unit consists of 10 Experienced NPCs armed with AKMs.

2nd Squad: This unit consists of 10 Novice NPCs armed with Mauser rifles.

3rd Squad: This unit consists of 10 Novice NPCs armed with Mauser rifles.

4th Squad: This unit consists of 10 Novice NPCs armed with Mauser rifles.

5th Squad: This unit consists of 10 Novice NPCs armed with AKMs.

6th Squad: This unit consists of 10 Novice NPCs armed with AKMs.

Weapons Squad: This unit consists of eight Experienced NPCs armed with three PK machineguns.

1st Cavalry Squadron: This unit is another remnant of the baron's earlier army, which managed to survive because it was too valuable to be used in a siege. The 1st Cavalry (formerly the first Free Squadron) is a grouping of 50 mounted Russian marauders, mostly from the Soviet 89th Cavalry Division. It is experienced and well equipped, and is one of the most valuable units in the baron's army. It is seldom found all in one place, since it is almost perpetually split into its component squadrons. The baron uses these horsemen for march route security, scouting, and rounding up deserters from his less enthusiastic units. In order to carry out the scouting mission discussed in the "Reconnaissance" chapter, the characters will have to get through the screen of these riders (or those of the 2nd Cavalry discussed below). Troops on security patrol will often be given one of the baron's valuable radios.

1st Troop: This unit consists of 10 Veteran NPCs armed with AK-74s and mounted on horses.

2nd Troop: This unit consists of 10 Veteran NPCs armed with AK-74s and mounted on horses.

3rd Troop: This unit consists of 10 Experienced NPCs armed with AK-74s and mounted on horses.

4th Troop: This unit consists of 10 Experienced NPCs armed with AK-74s and mounted on horses.

5th Troop: This unit consists of 10 Experienced NPCs armed with AK-74s and one RPG-16. They are mounted on horses.

2nd Cavalry Squadron: This squadron is a grouping of 30 mounted Polish marauders, mostly deserters from the Polish 19th Cavalry Division. Although they have no heavy weapons, they (like the 1st Cavalry) are one of the best units the baron has. The riders of the 2nd perform much the same duties as those of the 1st. Like the 1st Cavalry, troops on security patrol

will sometimes be trusted with a radio.

1st Troop: This unit consists of 10 Veteran NPCs armed with AKRs and mounted on horses.

2nd Troop: This unit consists of 10 Veteran NPCs armed with AKRs and mounted on horses.

3rd Troop: This unit consists of 10 Veteran NPCs armed with AKRs and mounted on horses.

American Company: This unit originally consisted of U.S. soldiers turned marauders, but it has absorbed numerous other nationalities as well. Some of the fighters in this unit served under the baron before but left him after his defeat, only to re-join him again several months later. Their actions have proven their loyalty on several occasions, but the baron does not completely trust them for reasons he cannot put into words.

Headquarters and Weapons Squad: This unit consists of six Veteran NPCs armed with two M60 machineguns.

1st Squad: This unit consists of 10 Veteran NPCs armed with M16s.

2nd Squad: This unit consists of 10 Veteran NPCs armed with M16s.

3rd Squad: This unit consists of 10 Experienced NPCs armed with AK-74s.

4th Squad: This unit consists of 10 Experienced NPCs armed with AKMs.

5th Squad: This unit consists of 10 Veteran NPCs armed with AKRs.

6th Squad: This unit consists of 10 Veteran NPCs armed with AKRs.

Ukrainian Company: This company has 70 Ukrainian marauders, many from the Soviet 9th Tank Division, and some veterans of the Baron's previous assault on Warsaw.

Headquarters and Weapons Squad: This unit consists of eight Experienced NPCs armed with AKRs and one AGS-17.

1st Squad: This unit consists of 10 Veteran NPCs armed with AKRs.

2nd Squad: This unit consists of 10 Veteran NPCs armed with AK-74s.

3rd Squad: This unit consists of 10 Experienced NPCs armed with AKRs.

4th Squad: This unit consists of 10 Experienced NPCs armed with AK-74s.

5th Squad: This unit consists of 10 Elite NPCs armed with AKRs.

Ammunition Reserves: The baron's ammunition reserves travel in horse-drawn wagons and accompany his personal entourage. It consists of the following: 5.45 B, 2500 shots; 5.56 N, 1200 shots; 7.62 S, 800 shots; 7.62 N (belted), 660 shots; 7.62 L (belted), 825 shots; 9mm M, 1800 shots; 9mm P, 900 shots; 12.7 B (belted), 68 shots; 12 gauge, 120 shots; .22 LR, 1800 shots; 30mm grenades, 120 HE.

Referee's Note: The baron has managed to obtain 60 specially made chemical grenades from the Wojo factory in Krakow. Each is filled with blood agent (see the basic game rules) and is under special guard in the army's baggage train. These grenades are to be used for the final assault on Sielce, should it prove necessary, and will be issued to the Black Legion's assault troops only at that time.

Personalities

Referees may wish to create additional NPCs to suit their individual campaigns.

BARON CZARNY

Czarny is not an assumed name, but his title is. Before the war, Tadeusz Czarny seems to have been an officer in the ZOMO (an acronym for Motorized Units of the Peoples' Police, in Polish), the special riot control police of the Polish government that gained a reputation for cruelty during the *Solidarnosc* demonstrations of the 1980s. Czarny is in his late forties, so he could conceivably have been involved, a fact that has not added to his popularity in certain quarters. He was undoubtedly involved when ZOMO units were used to suppress antiwar riots in the years 1996-1998.



In 1997, in response to the NATO offensive of that year, ZOMO units were pressed into frontline service, and Czarny's unit was no exception. Czarny evidently decided to set out on his own in late 1999. He appeared in his hometown of Pultusk shortly thereafter, calling himself Baron Czarny and dressed in a black uniform (a pun, since *czarny* is Polish for black).

NPC Motivation Results: *Club Queen:* The baron is a very stubborn man. Once he has decided on a course of action, no one can talk him out of it but himself. *Spade Queen:* The baron is also totally ruthless in his pursuit of power. His ultimate aim is to rule all of Poland.

ILARION FEDORENKO

Marion Vladimirovich Fedorenko is a former captain in the Soviet army and is a trained *spetsnaz* commando. Until six months ago, he was the executive officer for a unit of these Soviet commandos, SSD-1109, but his ambitions and those of his commanding officer conflicted, so Fedorenko decided to go into business for himself. He has recently been hired by Czarny as part of the baron's plans for the conquest of Warsaw.

Fedorenko is a huge, bruising bully who loves fighting more than anything else (except possibly terrorizing people). His job with SSD-1109 was to serve as the "bad guy" half of the old "good guy/bad guy" interrogation technique. He loved his work then and still does. His appearance makes it easy for him to pass as an ignorant brute, which he uses to his advantage. He is an intelligent and dangerous man. In addition to his native Russian, Fedorenko speaks Polish (LNG 100%) and English (LNG 80%). He is an Elite NPC and has access to a variety of weapons.



NPC Motivation Results: *Club 9:* His greatest pleasure comes from causing pain and terror. He may be one of the few men in Europe who *likes* things as they are. *Spade 6:* Fedorenko longs for power—his abortive attempt to take over SSD-1109 caused him to leave that organization (taking a few sympathizers along). Few groups are more dangerous than this band of trained killers.



Complications

This chapter details a number of complicating factors intended to add a little spice to the adventure.

POLITICS

It may seem odd, but not everyone in Warsaw thinks that fighting the baron again is a good idea. Sielce and Filip Kizysztof are obviously the main targets of the baron's vengeance. If he vents his wrath upon them, he might be more tolerant of the rest of the city, especially if the others do not oppose him. Many people feel that the baron's rule could not be any worse than conditions are now, and some feel that he would have a beneficial effect on the region. The following is a short discussion of the individual Warsaw communities and the special characteristics of each, as they relate to alliance with Sielce.

Praga: The charismatic Ludwik Starsinski is the civil leader of the Praga community; a blacksmith known only as Izaak is the military leader. It is Starsinski that Filip Kizysztof will have to persuade in order to get help from the Praga community. As has been mentioned elsewhere, a great deal of bad feeling still exists among citizens of Sielce over the fact that Praga's forces fought on the side of the baron last year, and the citizens of Praga are aware of this and reciprocate. Filip Kizysztof is pragmatic enough to forgive this sin and has convinced his people that Praga would make a suitable ally. The people of Praga are leery of an alliance and would just as soon sit out the attack on the sidelines. Starsinski could persuade them out of this but cannot do so for reasons which are detailed below, in the section entitled Coercion.

Kamionek: Kamionek has no single leader, and an overwhelming feeling of apathy exists among the families of the community. They did not suffer too badly under the baron, and some look back on the baron's tenure over them as a reasonably safe period in their history. They were protected from marauders and could afford to devote more time to agriculture. All that Filip Kizysztof has to offer is the bloodshed that is sure to result from opposition to the baron's return. Any political persuasion brought to bear upon the community has to be directed at the community as a whole, since the community has no formal government other than irregular groupings of families.

Filip Kizysztof has been doing just that but has yet to convince a majority of the families to help. If he could announce to the people of Kamionek that he had persuaded one or more of the splinter groups of the 10th Guards Tank Division to return to help in the fight against the baron, that would be enough to do the trick.

New/Old City: This community is governed by Wiktor Ryback and a seven-member council. Presently, the community is involved in digging a canal from the river to irrigate its fields in the two parks which make up its agricultural resources. The population is largely divided in its opinions of the baron, but the locals are in agreement on one thing: The canal will make a tremendous difference on the community's grain production, and interrupting work on the canal at this time will mean another poor harvest, and another season of want and deprivation.

Enemies of the baron may or may not find friends among this community. The council is not likely to join any attempt to fight Czarny unless directly attacked, being well aware of the untrained status of its forces. Convincing the locals to move against the baron will be difficult. However, on an individual level, recruits might be found among the citizenry: Filip Kizysztof or his representatives might be able to draw 20 or so recruits to fight in Sielce against the baron.

Wiktor Ryback has no children that the baron could kidnap to ensure his loyalty, so a different plan has been decided upon (see the section entitled Coercion, below). Foiling this plan and proving the baron's involvement in it will be the final point needed to persuade Ryback to join with Kizysztof against Czarny.

Powisle: Powisle is led by a huge man named Szymon Krowa. Krowa and his people, having no love for the baron, fought him last year. Kizysztof has no doubt that Krowa and his fighters will resist the baron now, but whether they will cooperate with the *Milicya* is another question entirely. If the details of the baron's plans for Warsaw (including the kidnapping and assassination plots) can be laid before Krowa, he will agree to place himself and his troops under Kizysztof's authority and will lead his troops outside his own territory. Otherwise, Krowa will defend Powisle but will not come to any other community's aid.

Alliance: Persuading a given community to promise aid is one thing. Getting the maximum effort out of a community is something else entirely. Filip Kizysztof will find himself absorbed in political manipulations to keep his fragile alliance of Warsaw

communities together, and he will not be able to organize a proper defense of Sielce. It will, therefore, fall upon one (or more) of the characters (as the greatest local source of military experience) to coordinate the optimum placement of whatever troops turn out to be made available by Filip's activities.

COERCION

The baron is familiar with how the political landscape of the communities has changed in the months he has been gone. He wants to avoid a major fight, which would cost him soldiers, ammunition, and time—none of which he can afford to lose.

Rather than risk his troops in a full-scale battle, the baron hires Marion V. Fedorenko and his henchmen to extort the communities into submission. Main people to be dealt with are Ludwik Starsinski, Wictor Ryback, Szymon Krowa, and Filip Kizysztot.

Ludwik Starsinski: It has been written that he who loves gives hostages to fortune. In Starsinski's case the ones he loves are his two young sons, all the family he has left after his wife died of a fever during the siege of Warsaw. Jerzy (age 3) and Tomasz (age 9) were kidnapped by three of Fedorenko's men two days before the characters arrived in Warsaw. Starsinski received a note indicating that the children would remain unharmed if Starsinski has not told anyone about the kidnapping. Starsinski's military leader, Izaak, determined what happened. Izaak, realizing that a rescue attempt is beyond the capabilities of him and his fighters, has contacted Filip Kizysztot and begged him to help. Izaak is certain that Starsinski will throw his wholehearted support behind Kizysztot once the children are safe. Until then, he must remain inactive. Filip has asked that one or more of the characters locate and rescue the kidnapped children.

Wictor Ryback and Szymon Krowa: These two leaders have no close family and are not proper subjects for blackmail. The baron, however, believes that they can be useful to him later on, and has ordered that they be watched closely and killed only if they show signs of active cooperation with Filip Kizysztot. Two of Fedorenko's men, posing as merchants, have been infiltrated into the Warsaw community. They are to observe events as they unfold and take action only if necessary. The means by which characters may uncover evidence of this plan is detailed in the chapter entitled "A Little Rescue."

Filip Kizysztot: Filip is too dangerous to the baron, and Czarny hungers to avenge last year's humiliating defeat. Fedorenko himself has been assigned to infiltrate Sielce, posing as a merchant from Krakow, and kill Kizysztot. This is to be accomplished just before the baron's army arrives, in order to create maximum chaos and to prevent a successor from taking over. Fedorenko is a cautious man, however, and has noticed the characters' presence (one or more of the characters may have encountered Fedorenko in previous adventures). He has sent word to the baron and is now awaiting instructions.

HARVEST TIME

Winter wheat is planted in the fall and sprouts before the first snow falls. The wheat shoots then go dormant, lying under a protective layer of snow until spring, when they rapidly reach maturity and are ready to harvest. If the wheat is not harvested when it is ripe, some or all of it will be lost. An additional complication is the planting for the fall harvest. The time it takes for wheat to mature is reasonably constant, so the earlier the planting, the earlier the harvest in the fall. And the earlier the harvest takes place in the fall, the more likely it is that the weather will be good. Rain or wind decreases the yield. Good

weather means less crop loss and a larger yield. A large harvest is the difference between famine and plenty for Sielce.

Labor is also a factor—a large labor force means less time for the harvest and decreases the likelihood of bad weather interrupting. Sielce's grain crop is expected to ripen about the same time the baron's army will arrive. The same problem that faced agricultural peoples from ancient times now faces Filip Kizysztot and the council of Sielce: How many of us should farm, and how many of us should fight?

The *Milicya* represents a sizable percentage of the able-bodied labor force of the city. Others are too old or too young to be of optimum utility. If the soldiers can be used as farmers for another 10 days, the harvest and planting will be completed. Only the recon teams can be spared if the crop is not to suffer. A delaying action to keep the baron's main force away would be the optimum use of the forces available, but it is up to the characters to determine how and where this can be done.

Personalities

Referees may generate additional NPCs if desired.

LUDWIK STARSINSKI

Starsinski's authority is based largely upon his impressive personality and leadership talents. In 1999, he brought most of the present population to Warsaw from Wyzskow and set up the Praga community. He has been the undisputed leader ever since. Starsinski speaks only his native Polish and is an Experienced NPC.

Starsinski's wife was killed during the baron's attack last year, leaving him with two young sons. And the baron holds his children hostage.

NPC Motivation Results: *Heart Jack:* Wise. *Heart 4:* Fellowship.



SZYMON KROWA

Szymon Krowa, 48, retired from active service long before the Sino-Soviet war and became a dockworker. The unhappy leader of the Powisle community, he prefers the role of a modern version of Cincinnatus (the Roman general who led armies in times of crisis, then retired to become a farmer when the crisis was over rather than accept a permanent leadership position). A huge man with a large mustache, Krowa carries a double-barreled shotgun nicknamed *tluczek* (crusher). An Elite NPC, Krowa speaks only his native Polish.

NPC Motivation Results: *Club 8:*

Krowa seeks violent solutions to his problems and would be an intensely brutal man were it not for his other prime personality trait. *Heart 9:* His strong liking for people tempers his violent tendencies. Krowa is a good man to have beside you in a fight.





Soviet 10th Guards Tank Division

In the years before the war, the 10th Guards Tank Division was a category I division stationed in the DDR (*Deutsche Demokratische Republik*, the German Democratic Republic, also called East Germany). It remained in the DDR throughout the Sino-Soviet War and was made part of the 1st Guards Tank Army when FRG (Federal Republic of Germany, or West Germany) forces undertook their reunification move.

THE WAR

The 1st Guards Tank Army fought in all major campaigns in East Germany and Poland, and by 1999 the 10th GTD had been badly damaged. The 10th was stripped of troops and tanks to provide replacements for other divisions in the 1st Guards Tank Army. The divisional headquarters and support units, with a cadre of battle-hardened troops, were withdrawn to the rear to absorb and train reinforcements. Major General Georgi Pavlovich Koronev was promised a complete refit for his division.

The promised reinforcements came from Kazakhstan and consisted of large numbers of newly mobilized youths leavened with a few reservists. Most of them mutinied or deserted during the long march from central Asia, and the 10th received about 500 soldiers of dubious quality to add to the few hundred battle-hardened veterans already under arms. These, in addition to a dozen T-55 tanks, constituted the "complete refitting" Koronev had been promised. To make things worse, the recruits spoke little Russian, and Koronev's veterans spoke no Kazakh. The bulk of these replacements deserted within two months of their arrival, and more than a few of them formed the marauder bands from which the baron recruited his first and second armies.

On April 8, 2000, the 10th was ordered to the front in support of the Polish 2nd Army. Given the condition of the division at that time, such a move was suicidal, and Koronev refused to obey. His arrest was ordered by higher headquarters, but no one could be spared to carry it out. At the time, the Soviets had other problems: The German 3rd Army, spearheaded by the U.S.

11th Corps, had just come out of its cantonments and was engaging in the last major offensive of the war.

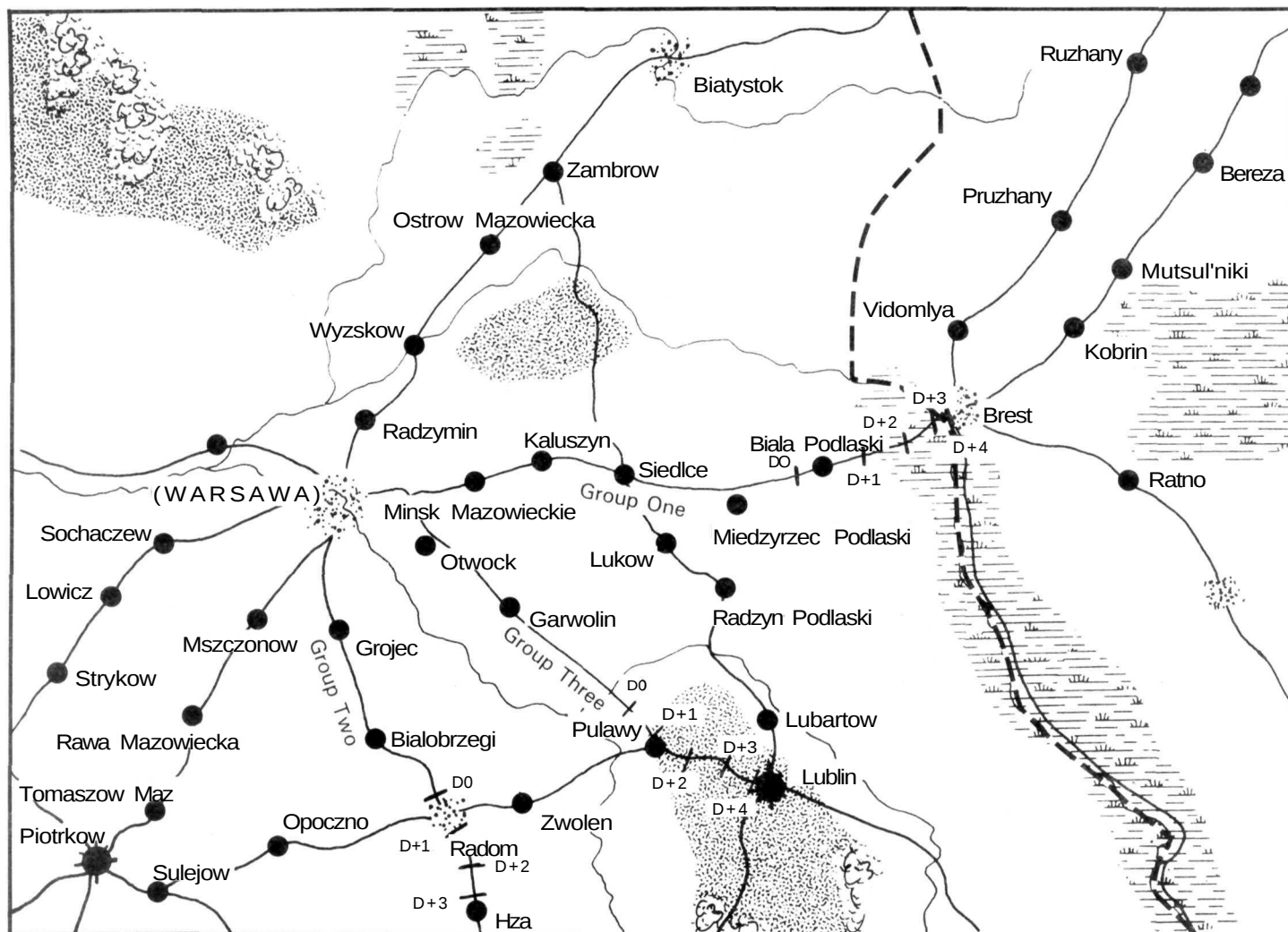
In July, the 10th was attacked and overrun by elements of the Soviet 22nd Cavalry Army, taking severe casualties and losing the last of its operational tanks. By this time, desertion and attrition had reduced the division to less than 350 effectives, and Koronev was becoming disenchanted with the war and was looking for a way out. When the division was contacted by a team of CIA operatives later in the month, Koronev was ready to listen to their offer. Captain Johnstone, the leader of the team, convinced Koronev and his officers that the only thing they could look forward to in the Soviet Union was execution as traitors, and that their best course of action was to switch sides and join the forces of the United States civilian government (Civgov, for short) in Yugoslavia. Because of the season, however, General Koronev did not want to risk travelling any great distance, and so he began searching for a place where he and his troops could spend the winter. He soon found such a place in Warsaw.

THE FIRST SIEGE OF WARSAW

In return for food and shelter during the winter of 2000-2001, Koronev chose to use his soldiers to help out Sielce in the defense of the city of Warsaw, and the remnants of the Soviet tank division played a major role in defeating the baron. Unfortunately, General Koronev was killed during the siege, and without his leadership, the 10th soon fragmented. When spring came and travel was possible, the various splinters of the 10th Guards Tank Division went their separate ways.

Current Organizations

At the time of this adventure, the three splinter groups of the 10th have all departed Warsaw, and their exact locations will be a matter for speculation. The descriptions below give the number of personnel, their NPC character type, and their armament. All troops formerly with the 10th Guards Tanks Division have both gas masks and chemical suits.



GROUP ONE

This group, consisting mostly of the division's Kazakh nationals, has elected to return to the Soviet Union. It is currently deployed in an east-bound line of march along the Warsaw-Brest road.

1st Squad: This unit consists of 10 Veteran NPCs armed with AKMRs.

2nd Squad: This unit consists of 10 Experienced NPCs armed with AKMRs.

3rd Squad: This unit consists of 10 Experienced NPCs armed with AKMRs.

4th Squad: This unit consists of 10 Experienced NPCs armed with AKMRs.

5th Squad: This unit consists of 10 Novice NPCs armed with AK-74s.

6th Squad: This unit consists of 10 Novice NPCs armed with double-barreled shotguns.

7th Squad: This unit consists of 10 Novice NPCs armed with AKMs.

Group One Ammunition Reserve: This consists of the following: 5.45 B, 400 shots; hand grenades, 40 fragmentation grenades.

GROUP TWO

This group, under the leadership of General Vasily G. Zhukov, the division's second in command, has chosen to carry out

General Koronev's original decision and join the American forces (loyal to Civgov) believed to be in Yugoslavia. The group is somewhere along the Warsaw-Radom road.

Headquarters Company: Since there is no longer a division to require a headquarters, this unit has become a catch-all for the remaining specialists. In most cases, the unit names no longer reflect equipment or duties.

Staff: This unit consists of nine Experienced NPCs armed with AKRs.

Communications: This unit consists of nine Experienced NPCs armed with AKRs.

Medical Team: This unit consists of seven Experienced NPCs armed with 9mm Makarov pistols.

Recon Company: These units are charged with route security during the march toward Krakow, and it will probably be one of these units, acting as a rear guard, that the characters first encounter when they come upon the second group.

1st Squad: This unit consists of eight Elite NPCs armed with AK-74s.

2nd Squad: This unit consists of 10 Veteran NPCs armed with AK-74s.

3rd Squad: This unit consists of eight Veteran NPCs armed with AK-74s.

4th Squad: This unit consists of eight Experienced NPCs armed with AK-74s.

Infantry Company: This is a conglomeration of the various infantry survivors of the division.

1st Squad: This unit consists of 10 Veteran NPCs armed with AK-74s.

2nd Squad: This unit consists of 10 Experienced NPCs armed with AK-74s.

3rd Squad: This unit consists of 10 Experienced NPCs armed with AK-74s.

1st MG Squad: This unit consists of four Veteran NPCs armed with one PK machinegun.

2nd MG Squad: This unit consists of five Experienced NPCs armed with one PK machinegun.

3rd MG Squad: This unit consists of four Experienced NPCs armed with one PK machinegun.

4th MG Squad: This unit consists of four Experienced NPCs armed with one PK machinegun.

1st AT Squad: This unit consists of five Veteran NPCs armed with AKRs and two RPG-16s.

2nd AT Squad: This unit consists of four Veteran NPCs armed with AKRs and two RPG-16s.

1st GL Squad: This unit consists of four Veteran NPCs armed with AKRs and one AGS-17.

2nd GL Squad: This unit consists of four Veteran NPCs armed with AKRs and one AGS-17.

Artillery Group: Most of the artillery company is without its namesake equipment, except for a few mortars and one ammunition wagon (now horse-drawn).

1st Squad: This unit consists of 10 Veteran NPCs armed with AK-74, one 120mm mortar (two cases WP, 12 cases HE).

2nd Squad: This unit consists of eight Experienced NPCs armed with AK-74s.

3rd Squad: This unit consists of 10 Experienced NPCs armed with AK-74s.

4th Squad: This unit consists of seven Experienced NPCs armed with AK-74s.

5th Squad: This unit consists of nine Novice NPCs armed with AK 74s.

6th Squad: This unit consists of eight Experienced NPCs armed with AK-74s.

AFV Company: Like most of the artillery company, the AFV company is without its namesake vehicles and now functions as infantry.

1st Squad: This unit consists of 10 Veteran NPCs armed with AKRs.

2nd Squad: This unit consists of eight Experienced NPCs armed with AKRs.

Group Two Ammunition Reserve: This consists of the following: 5.45 B, 1200 shots; 7.62 L, 990 shots; 30mm HE grenades, 6 29-round drums; hand grenades, 90 fragmentation grenades, 20 AT grenades; mortar, 36 120mm HE, 8 120mm WP.

GROUP THREE

The third (and smallest) group, under the command of Ilyya Y. Baranov, intends to rejoin what remains of the headquarters of the Soviet Western Strategic Direction at Lublin.

Engineer Group: This group contains the division's remaining combat and construction engineers.

1st Engineer Squad: This unit consists of eight Elite NPCs armed with AKRs.

2nd Engineer Squad: This unit consists of 10 Veteran NPCs armed with AKRs.

3rd Engineer Squad: This unit consists of 10 Experienced NPCs armed with AKRs.

Maintenance Group: This unit contains the bulk of the divi-

sion's surviving mechanics and maintenance personnel (those who did not choose to remain with group one).

1st Squad: This unit consists of eight Experienced NPCs armed with AKRs.

2nd Squad: This unit consists of 10 Novice NPCs armed with AKRs.

Recon Group: Part of the division's reconnaissance personnel chose to come with group three.

1st Squad: This unit consists of eight Elite NPCs armed with AK-74s.

2nd Squad: This unit consists of 10 Veteran NPCs armed with AK-74s.

3rd Squad: This unit consists of eight Veteran NPCs armed with AK-74s.

4th Squad: This unit consists of eight Experienced NPCs armed with AK-74s.

Group Three Ammunition Reserve: This consists of the following: 5.45 B, 600 shots; hand grenades, 40 fragmentation grenades, 12 antitank grenades.

Personalities

Referees may generate additional NPCs to represent subordinates to those given below.

VASILY ZHUKOV

General Vasily Gregorovich Zhukov was executive officer under the late General Koronev and is a military null cipher (almost the exact opposite of another Zhukov, of WWII vintage). This Zhukov is an excellent administrator and an extraordinary bureaucrat. He is at best, however, a mediocre leader.

While Koronev was still alive, Zhukov remained in his shadow—a nebulous yes-man, unable to have an original thought. Zhukov has a certain charisma of his own, however, and he was able to convince a large number of the 10th to carry out General Koronev's last decision—to march to Yugoslavia and place itself at the disposal of the American Civgov forces there.

NPC Motivation Results: *Heart Jack:* Zhukov is nobody's fool, and his advice is usually sound. *Heart 9:* His high sense of fellowship and his concern for his fellow human beings, however, often cloud his better judgement. He is a Veteran NPC.



ILLYA BARANOV

Colonel Ilyya Yefremovich Baranov was once commander of one of the division's mechanized rifle brigades. Baranov was uncomfortable with Koronev's decision to travel to Yugoslavia (more from a personal dislike of Johnstone the CIA agent than from a feeling of disloyalty to the USSR). With Koronev's death, Baranov concluded that the best thing to do was report back to the nearest higher headquarters (at Lublin), and see what could be done about getting the remainder of the division home.

NPC Motivation Results: *Club 3:* Baranov is not a man who yields readily to any type of threat. *Heart 8:* Baranov's loyalty to those in authority over him is unimpeachable. He is a Veteran NPC.



Reconnaissance

Before a proper defense can be organized, the defenders of Warsaw must have a certain amount of basic intelligence data concerning the baron's approaching army. None of the inhabitants of Sielce have as much experience at this sort of thing as do the characters, and they are an obvious choice for the task. Gathering the data required will involve one or more expeditions to the northeast of Warsaw, first to locate the baron's army, then to penetrate its security screens and observe the enemy. This sort of thing is never easy and can sometimes be extremely dangerous.

A second, but no less important, mission of the characters will be to locate the three groups of the 10th Guards Tank Division in time to allow a return to Warsaw before the baron's arrival. Both of these scouting missions will be discussed in this chapter.

BASIC DATA

Baron Czarny and his army are believed to have gathered in the woods southwest and west of Bialystok. There are two possible approaches for the *Legion Czarny*: on foot down the Warsaw-Bialystok road, or by boat down the Narew River. Either route had advantages or disadvantages. The referee may choose to have the baron make either approach and should give the appropriate rumors depending on this choice.

The routes taken by each of the three groups of the 10th GTD are known, as well as their departure times. A marching column, laden with baggage and dependents, will not be able to make the same speed as a lightly equipped scouting party, so the characters will eventually overtake the Soviets—the only question is how soon.

RUMORS

Useful intelligence can often be gained by interrogating civilians in the region of the enemy's advance. This is a risky technique (the intelligence is seldom accurate, and the enemy

can learn as much about your side as you do about its side, if you aren't careful), but sometimes it offers the only information available.

When characters question locals about the baron's army, they may obtain one or more of the rumors from the table below. Interrogations should generally be limited to one roll per encounter, unless directed otherwise from this adventure or by the referee.

RUMOR TABLE

Die	Result
2	Rumor A
3-4	Rumor B
5-7	Rumor C
8-9	Rumor D
10-11	Rumor E
12	Rumor F

Two forms of each rumor are given, depending upon which approach route the baron is taking, and the referee should give the rumor appropriate to this choice. Land rumors are labeled A1, B1, etc., whereas river rumors are labeled A2, B2, etc. For example, if the referee has decided that the baron is taking the river route, and the Rumor Table result indicates Rumor C, the referee should make the information in Rumor C2 available to the players, ignoring Rumor C1.

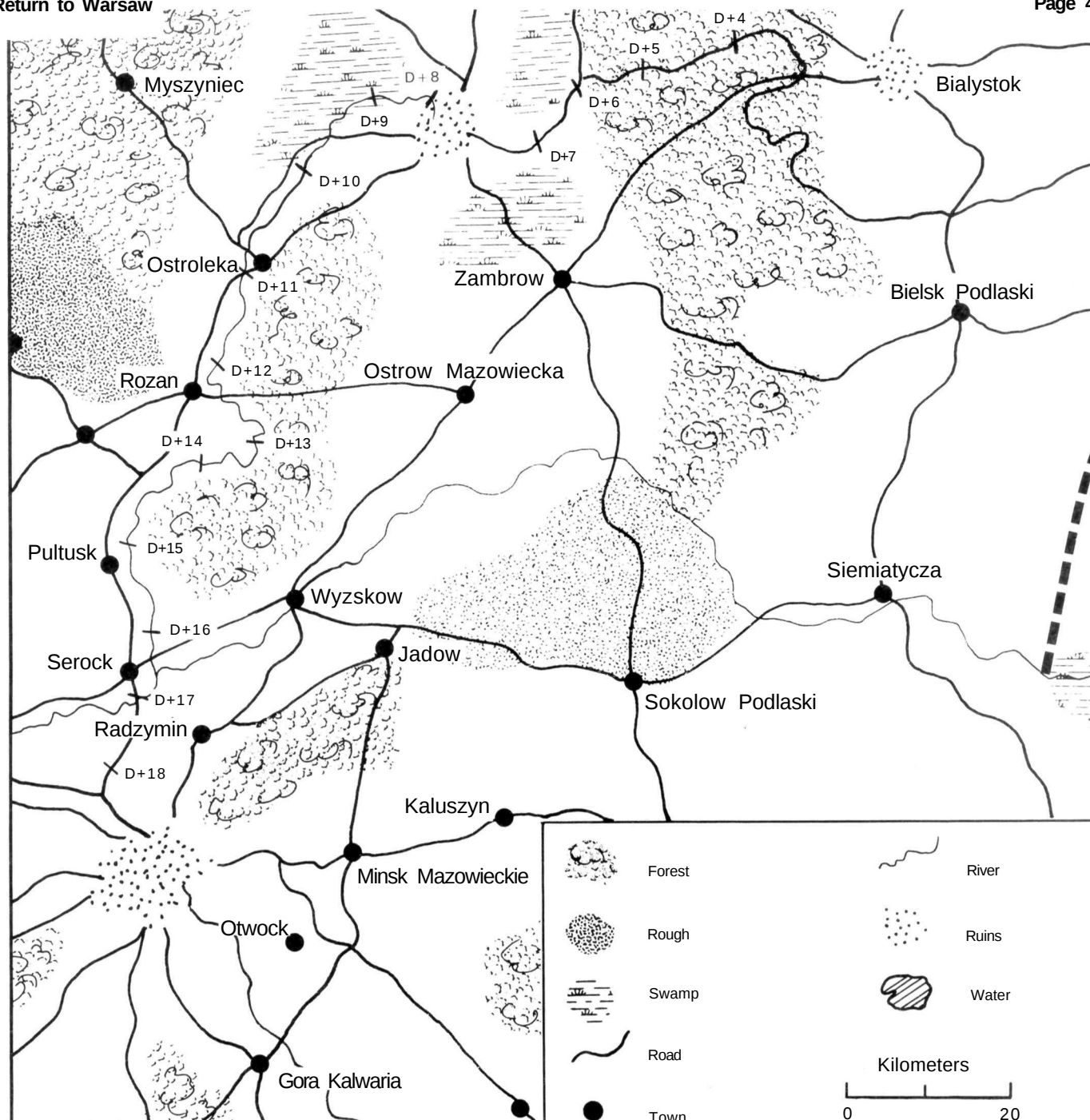
Rumor A1 & A2: The baron has two children with him at his headquarters. I didn't know he had a family.

Rumor B1: I heard that there were horse soldiers looking for crossing places along the north bank of the Bug, somewhere east of Wyzskow.

Rumor B2: I heard that there was a small boat over on the Narew, dropping a sounding line in that shallow place near Rozan. Like they were trying to find out what kind of draft they would need to get boats through.

Rumor C1: Small parties of mounted men have been riding up and down the road to Bialystok all week long.

Rumor C2: My cousin met a fisherman last week who ran into



a couple of horsemen riding along the banks of the Narew just south of Rozan.

Rumor D1: My sister's cousin heard from a merchant that anybody that had a horse, pack animal, or any kind of horse-drawn vehicle should stay away from Białystok—the baron is confiscating them.

Rumor D2: My sister's cousin is a boat builder, and he heard the baron was paying good wages for boat builders. Anyway, Stashu hasn't come back—maybe he found work.

Rumor E1: I heard the baron's army is in Ostrow Mazowiecka and headed towards Warsaw.

Rumor E2: The baron is cutting down a lot of trees in the woods west of Białystok. What's he want all that timber for?

Rumor F1 & F2: I heard the baron has hired an *ex-spetsnaz* commando named Fedorenko to kill any of the Warsaw leadership that opposes him. Fedorenko is in Warsaw now, waiting for an opportune moment. Glad the guy's not after me.

INTELLIGENCE GATHERING

Once the main body of the baron's army is located, the players will be able to ascertain its size by several means.

Observation: Determining the size of the baron's army is a task (AVG:RCN) and requires that eight hours be spent within a kilometer of the main body. Characters will not be able to determine the exact armament of a unit without approaching to within a few hundred meters. Characters will be unable to determine the morale condition of the troops, although broad estimates will be possible (the characters will be able to tell novice troops from elite, for instance). The referee should provide *reasonably* accurate data for the characters from the OBs given in this module, but no names should be given to units unless the characters interview prisoners.

Prisoners: Interrogation of prisoners is a good way to obtain battlefield intelligence. Getting the name of a prisoner's unit is

a task (ESY:INT). Learning its size is AVG:INT. Learning the morale state of the unit is DIF:INT.

Direct Experience: One course of action that may occur to the characters is to actually join the baron's army. The baron is always looking for soldiers. Any characters who try this are in considerable danger if they run into someone who recognizes them, or if they give themselves away somehow (if a clean, well-fed character tries to pass himself off as a wilderness-dwelling marauder, for instance). The referee should adjudicate any such actions according to individual circumstances, and the characters and personalities involved.

Of course, if the characters are captured, they will be interrogated, probably by the baron himself, aided and abetted by one or two of Fedorenko's goons and several members of the Black Guard.

ME AND MY SHADOW

Also, one or more of the characters will need to remain in the vicinity to keep track of where the army is and send reports on any changes of speed or route. This "shadow" will have to constantly evade the baron's patrols, while remaining near enough to the main body to be able to tell if something important happens. This will require someone with fairly good recon skills, and he should be chosen from among the player characters, if possible; otherwise, the referee should generate a suitable NPC.

FINDING THE 10TH

This is a simple matter if the players start soon enough. They need only depart down the road known to be travelled by the 10th and overtake it. The referee should allow a few hours of game time to pass while the characters convince the leader of

the group to return to Warsaw, then begin the march back at the same rate as before. Obviously, the longer the players wait before setting out, the longer it will take for the various groups to return.

TEMPUSFUGIT

Time flies. The baron's army is advancing on Warsaw at a steady rate and could arrive any time. His rate of advance will be fairly steady, although the exact time will depend on which route he takes (this is up to the referee). The various timetables are presented below, with the day the characters arrive in Warsaw designated as Day 0. The rates at which the various bodies move are noted to enable the referee to calculate where they are on a given day.

Day—12: Group One of the 10th GTD departs Warsaw along the Warsaw-Brest road at a rate of 12 kilometers per day.

Day—9: Group Three of the 10th GTD departs Warsaw along the Warsaw-Lublin road at a rate of 12 kilometers per day.

Day—8: Group Two of the 10th GTD departs Warsaw along the Warsaw-Radom road at a rate of 12 kilometers per day.

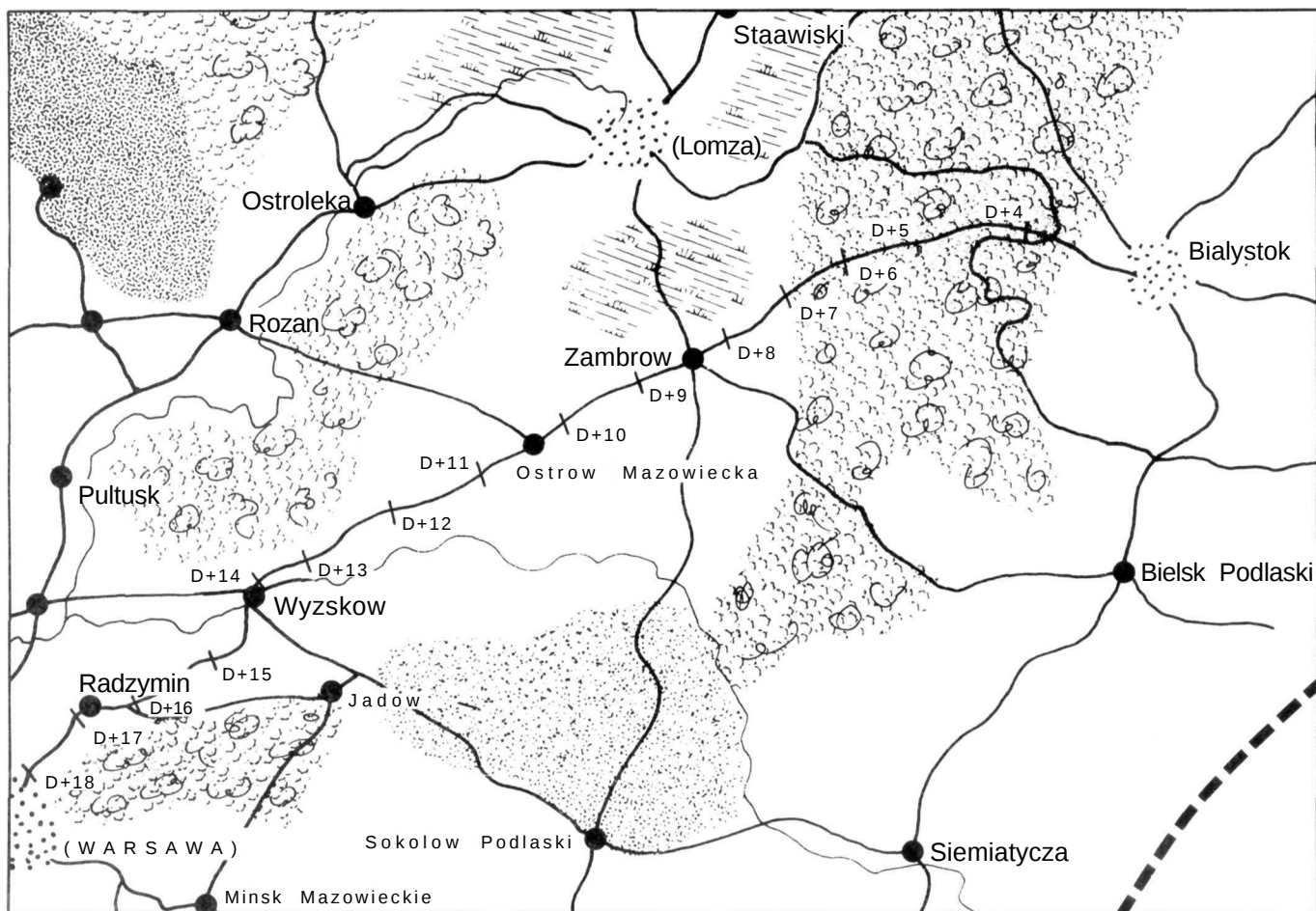
Day—7: The baron sends out scouting parties to reconnoiter his route of advance to Warsaw.

Day—3: Fedorenko's commandos kidnap Starsinski's children from Praga and depart Warsaw.

Day—1: Fedorenko arrives in Sielce and begins stalking Filip Kizysztot.

Day 0: The characters arrive in Warsaw and receive their briefing from Filip Kizysztot.

Day 4: The baron begins his advance on Warsaw at a rate of 12 kilometers per day if travelling by land or 18 kilometers per day if travelling by river.





A Little Rescue

As has been mentioned earlier, in an effort to coerce the leadership of the Warsaw communities to remain passive, Baron Czarny has hired a band of ex-Soviet *spetsnaz* troopers to kidnap Ludwik Starsinski's two young sons, Jerzy (age 3) and Tomasz (age 9), and hold them as hostages to guarantee Starsinski's cooperation and continued good behavior. The children were taken shortly before the characters arrived in Warsaw, and Fedorenko's men have since departed the city. But Starsinski was told that he would be watched, and his sons would be killed if he misbehaved. For this reason, it is not Starsinski who approached Filip Kizysztow with the news of the abductions, but Izaak, Starsinski's military leader and second in command of the Praga community. If Starsinski's children can be returned to him unharmed, Izaak believes Starsinski will give Kizysztow his complete cooperation against the baron.

Based on his knowledge of the baron, Izaak believes that Czarny does not completely trust Fedorenko and probably has the two captives someplace where he can keep personal watch over them. For this reason, the most likely place for the captives to be held is in the baron's headquarters camp, wherever that happens to be at the moment.

LOCATION

Depending upon which approach route the referee has chosen for the baron, the baron's camp may or may not be next to the banks of the Narew River. The camp's location will also depend upon when the players undertake the rescue (the baron moves each day as his army approaches Warsaw).

Although the location of the baron's camp will vary, on the day the players choose to make the rescue, it will be laid out as indicated on the map given in the pullout section of this module (unless the referee dictates otherwise). That day, the baron's scouts happened upon a deserted country farmhouse, and the baron took advantage of the opportunity to sleep with a roof over his head. The abducted children will be held in this

farmhouse as well, under the personal supervision of the baron himself.

THE CAMP

The main troops trusted with perimeter security for the baron's army are the two cavalry squadrons. Only one of these will be assigned guard duty on any given day (the referee may choose which is patrolling when the characters make their rescue attempt). The perimeter patrolled by the horsemen of the duty squadron will be about one kilometer outside the outer ring of the camp. Each individual patrol will consist of four to five troopers assigned to cover a particular segment of the perimeter. They will patrol the area at random, keeping to no set schedule that can be observed and avoided. The purpose of these troops is twofold: to give a warning in the case of a night attack and to capture any deserters from the baron's army who might try to get away under cover of darkness (bear this in mind if the characters have "joined" the baron's army as a means of getting into the camp). Passing through this area is a task (AVG:RCN) and must be rolled for when passing in or out. Failure means that the group has been spotted by a patrol of mounted soldiers.

Between this outer perimeter and the edge of the camp is a vast area that is less well patrolled. Passing through this area is a task (ESY:RCN) and must be rolled for when passing in or out. Failure indicates that the group has been spotted by a random patrol of mounted soldiers, described above.

About 100 to 200 meters out from the edge of the camp, various tripwires have been set up. Some of these are connected to flares or noisemakers (usually a bell or tin can with pebbles in it); others are connected to something louder. Detecting and bypassing these tripwires is a task (AVG:RCN), and must be rolled for when passing in or out. On failure, the group has alerted the sentries, either by activating one of the noisemakers or by tripping a flare. A catastrophic failure indicates one of the characters has detonated an antipersonnel mine or booby trap (the specific type is up to the referee). This last will provoke an alert.

THE FARMHOUSE



The edge of the camp is patrolled by foot sentries, chosen at random from among the various units in the baron's army. Additionally, one unit is assigned to remain awake and ready to respond to any crisis. This duty is rotated among the more trustworthy units in the baron's service.

In the center of it all stands the abandoned farmhouse that is the baron's temporary quarters. Sentries mount continuous guard around it through the night, and a dozen or so of the Black Guard are always standing by near it.

THE FARMHOUSE

The farmhouse is shown in the diagram on this page. The baron is in one upper bedroom; the children and their guards are in the other. Four of the Black Guard and two of Fedorenko's *ex-spetsnaz* goons sleep downstairs. Another four members of the Black Guard patrol the area around the house.

The house itself is in fairly bad shape. All the windows are

broken, and the front door is missing. The roof leaks (but it is not raining, fortunately for the baron's beauty sleep); one of the stairs to the upper floor is missing (which the characters may discover if they are not cautious). The windows to the two upper bedrooms have been covered (the baron's with canvas to keep out the night breezes, and the children's with boards to keep them in).

The baron sleeps with a 9mm Makarov pistol. The armament of the Black Guard is dealt with elsewhere. Fedorenko's goons are armed with Uzis and their combat skills (they are Elite NPCs).

ESCAPE

The children will willingly (and, more important, silently) accompany the characters when told they will be returned to their father. How the players get into the camp, get the children, and get out of the camp again must be resolved by the characters' actions and the referee.

Last Battle Adaptations

The denouement of **Return to Warsaw** is intended to be a fairly large battle, either on the outskirts of Warsaw or at some point located outside the city (as a delaying action). **Last Battle**—GDW's complete man-to-man, tank-to-tank boardgame for battles in World War III—permits large-scale combats of the sort that can occur in this adventure to be resolved more readily than the combat rules found in the basic game rules for the **Twilight: 2000** series.

PREPARING SCENARIOS

When a combat situation has been derived by the various decisions and actions of the players and the referee, an OB (order of battle) can be put together. An OB is simply a listing of the fighting units available to one side. The OBs for both sides in a particular battle in **Return to Warsaw** are derived in several ways. Since the characters have been placed in charge of the military aspects of the defense of Warsaw, the choice of units allocated to a particular task (long-range reconnaissance, delaying action(s), defense of the city walls, etc.) is generally up to the players. The referee then determines what units of the baron's army are encountered by the chosen units, and sets up the scenarios.

Player Characters: Player character involvement will usually be as leaders in whatever battle takes place. A wide variety of individual armaments is allowed for in **Last Battle**, and players may select the armament for leader counters, so there should be no problem in accounting for **Twilight: 2000** player characters in the boardgame. After the battle, follow the directions given in the **Last Battle** rules for converting battle results into **Twilight: 2000**.

Vehicles: Few operating vehicles are available to either side in **Return to Warsaw**, so most of the vehicles present will be those which are in the hands of the player characters. The odds are that any vehicles which the characters have are already represented in the game, and no major adaptations will be necessary. Since **Last Battle** represents vehicles individually, all that needs to be done for this game is for the players to note any special features of their characters' vehicles (such as partial damage, special weaponry, and so on), and get on with the game.

NPCs: In game terms, NPCs are dealt with in groups, represented by counters. In order to keep the rules and game mechanics as simple as possible, the NPCs represented by each counter are assumed to be armed with the same type of weapon. For most of the units dealt with in this adventure, this will present no problem since they are armed identically. Some units, particularly volunteer units and irregular formations, will be armed with a wide assortment of weapons. The referee should use the majority weapon type when considering picking troop counters.

The counter mix included with **Last Battle** should be adequate for most combats in **Return to Warsaw**. Additional sets are available as spare parts from GDW; write and inquire about prices.

Maps: The map scale in **Last Battle** is 50 meters per hex. The hex grid map of downtown Warsaw given in the center pullout section of this module is done on this scale. It is obviously impractical to print the whole map using the same hex size as in the game, especially as many campaigns will never require it

(remember, the defense of the city itself is a last resort, and the leaders of the Warsaw communities will undertake it only if all else fails). If you need a section of the map of downtown Warsaw, enlarge the required section photostatically, or carefully enlarge the map, hex by hex, onto a blank hex grid of suitable size.

For battles which take place in other locations, the maps included with **Last Battle** are sufficiently flexible to provide a wide variety of battlefields. However, you may at times wish to create more individualized maps for a particular situation or location. You should find it fairly easy to create these more special maps as needed.

Delay

The following is a sample scenario of the type that might occur in the course of **Return to Warsaw**. It is a delaying action, fought in the countryside near Wyzskow, about 50 kilometers north of Warsaw.

Wyzskow, Poland: Baron Czarny, the Black Baron, has recruited another army for another attack on Warsaw. The defenders of that city have chosen to fight a series of delaying actions, using minimal troop assets, to keep the baron's Black Legion at bay long enough to allow the city's spring planting to take place. After the spring planting is completed, the labor force of the community can be transferred back from agricultural to defensive duties. If the community's crops are not planted as early as the weather permits, the chances of a good harvest go down. It is imperative that the city receive the best possible crop this year.

Maps: Any arrangement of maps can be used, but a road should lead from the north edge of the board to the board's south edge.

Objective: The Warsaw player must delay the baron's army long enough to give the citizens of Wyzskow time to set sail upstream with their fishing boats, and he must prevent the baron's army from using them as ferries to get across the Bug River.

Scenario Length: 20 turns.

Defender: The Warsaw delaying force.

The Warsaw Forces: Brown counters. A patrol of the *Sielce Milicya*, reinforced with the MG section from Group Center, and infantry from the 10th Guards Tank Division. 1 HMG, Experienced: 8 troops (7 AR, 1 PST). 1 leader.

Warsaw Forces Morale: Hesitation point is 5; break point is 9.

Warsaw Forces Setup: Anywhere along the road, but not within five hexes of the north edge of the map.

Attacker: The advance guard of the baron's army.

The Baron's Forces: An attachment of the 2nd Cavalry Squadron (3 SMGs, mounted on horses), accompanied by some Ukrainian infantry (7 ARs). 1 leader.

The Baron's Morale: Hesitation point is 7; break point is 11.

The Baron's Setup: On the first turn, the 2nd Cavalry Squadron enters on the north edge of the map, anywhere within two hexes either side of the road. On the 10th turn, the remainder of the baron's forces enter along the road.

Winning: The Warsaw forces must prevent the baron's forces from leaving the south edge of the board for 20 or more turns, taking minimal casualties in the process.

The advance guard of the baron's army (more than five counters) must exit the south edge of the board (preferably on the road) before 20 turns have passed.



Gazetteer/Glossary

This section is presented for those players and referees who may not be intimately familiar with the geography of northern Poland.

Bug River: The Bug is a major tributary of the Wisla, joining the latter near Zakroczym, and flowing east and north to the city of Brest in the USSR. The Bug then turns southeast and roughly parallels the Wisla for several hundred kilometers.

Ciechanow: Ciechanow is a small community located north and slightly west of Warsaw, along the Narew River (see page 19).

Drohczyn: Drohczyn is a small town on the banks of the Bug River, near a major bridge (see page 20).

Dziesięciolecia Stadium: This structure was once a sports stadium in Warsaw. It now serves as shelter for about 300 people of the Kamionek community.

Garwolin: Garwolin is a small town southeast of Warsaw along the road to Lublin (see page 30).

Gdanski Bridge: The Gdanski Bridge is one of the few bridges still standing in Warsaw. It connects the New/Old City community with the northern bank of the Wisla.

Gora Kalwaria: Gora Kalwaria is a small town about 45 kilometers south (and slightly east) of Warsaw (see page 30).

Grojec: Grojec is an abandoned industrial community south of Warsaw, along the road to Kielce (see page 30).

Jadow: Jadow is a small farming community approximately 55 kilometers northwest of Warsaw (see page 20).

Kaluszyn: Kaluszyn is a small community along the Warsaw-Brest road (see page 30). It was almost completely destroyed as a result of military actions between 1998 and 2001, and is now abandoned.

Kamionek: Kamionek is one of the communities of Warsaw threatened by Baron Czarny and his army (see page 12).

Lazienkowski Bridge: An intact bridge across the Wisla River leading from Saska Kepa to Siekierki.

Lazienkowski Park: This park is now one of the agricultural

sectors of the Sielce community.

Losice: A small village about 90 kilometers east of Warsaw (see page 30).

Lowicz: Lowicz is a small community about 90 kilometers southwest of Warsaw.

Lukow: Lukow is a small town about 110 kilometers east of Warsaw. The government of the community of Lukow is now combined with the government of the town of Miedzyrzec Podlaski (see page 30).

Malkinia: Malkinia is a small village on the north bank of the Bug River (see page 20). Its bridge was the target of a small commando-style raid last year, one which blew up the bridge and changed the main source of local income from bridge tolls to ferry fees.

Miedzyrzec Podlaski: Miedzyrzec Podlaski is a small town about 165 kilometers east of Warsaw. The government of the community of Miedzyrzec Podlaski is now combined with that of Lukow (see page 30).

Minsk Mazowieckie: Minsk Mazowieckie is a small town about 40 kilometers due east of Warsaw, along the Warsaw-Brest road (see page 30).

Mirow: Mirow is the former headquarters of the Black Baron and is presently deserted.

Mokotow: Mokotow is one of the Warsaw communities and is particularly blessed in that it has the most extensive area of arable land in the city (see page 14).

Muranow: Muranow is one of the smaller communities in the city of Warsaw (see page 14).

Narew River: This river is a small tributary of the Bug, joining the latter in the vicinity of the town of Serock.

Ogrod Botanical Gardens: The Ogrod Botanical Gardens were a tourist attraction before the war but now serve as one of the major agricultural resources of the Sielce community (see page 15).

Ostro Mazowiecka: A town about 110 kilometers northwest of Warsaw and was formerly the northernmost limit of the baron's territory (see page 19).

Otwock: Otwock is an industrial community located so close

to Warsaw as to be considered a suburb (see page 30).

Palac Kultury i Nauki (Palace of Culture and Science): This is a large building in downtown Warsaw formerly used as a headquarters by Baron Czarny and presently abandoned. It was heavily damaged during the fighting of late 2000 and is dangerous to enter, although it is occasionally subjected to scavenging expeditions by those searching for rare items.

Powisle: Powisle is one of the Warsaw communities threatened by Baron Czarny's army (see page 14).

Praga: Praga is one of the Warsaw communities threatened by Baron Czarny's army (see page 11).

Praski Park: This park is now the prime agricultural resource of the Praga community.

Pultusk: Pultusk is a deserted community located approximately 60 kilometers north of Warsaw (see page 19). It is Czarny's hometown and served as the primary recruiting area for his first army.

Radom: Radom is a city about 120 kilometers south southeast of Warsaw.

Radzymin: Radzymin is a town located approximately 25 kilometers north of Warsaw (see page 20).

Rozan: Rozan is a small town about 80 kilometers north of the city of Warsaw (see page 19).

Sapiehow Palace: One of the major intact building complexes in the New/Old City community.

Saska-Kepa: This is one of the uninhabited districts within the city of Warsaw (see page 12).

Saski Park: Saski Park is the largest agricultural resource of the Powisle community.

Serock: Serock is a city located about 25 kilometers north of Warsaw and is the location of a small explosives factory (see page 20).

Siedlce: Siedlce is a city about 100 kilometers east of Warsaw along the Warsaw-Brest road.

Siekierki: This district of Warsaw is east of Sielce and is presently uninhabited (see page 15).

Sielce: Sielce is one of the Warsaw communities threatened by Baron Czarny's army (see page 15).

Siemiatycza: A community about 120 kilometers northeast of Warsaw (see page 20).

Skaryszewski Park: This area is one of the prime agricultural areas of the Kamionek community.

Slasko-Dabrowski Bridge: A bridge across the Wisla, partly intact, connecting the Praga community with Powisle.

Sokolow Podlaski: Sokolow Podlaski is an uninhabited but relatively intact community about 110 kilometers northeast of Warsaw (see page 20).

Srodmiestcie (Old Town): This is the old (that is, the medieval and pre-medieval) section of town (see page 14). The buildings are modern restorations because most of this section of the city (like the rest of Warsaw) was damaged or destroyed in 1944.

Ujazdowski Park: This park is one of the agricultural areas of the Sielce community.

Wegrow: Wegrow is a small village on the Jadow-Sokolow Podlaski road, about 80 kilometers from Warsaw (see page 20).

Wielenska Railway Station: This station is where most of the population of the Praga community lives (see page 11). It is removed from the community's fields, and what was an inconvenience in time of peace has become a major liability in time of war.

Wisla: The Wisla River (also known as the Vistula River) is the main river in Poland, flowing in a giant "S" curve from near

the Czechoslovakian border past Krakow, Warsaw, and Malbork to the coast of the Baltic Sea near Gdansk.

Wyzskow: Wyzskow is a small river community, located on the Bug River about 60 kilometers northeast of Warsaw (see page 20).

Zakroczym: A small town near the point where the Bug River joins the Wisla River.

Zieleniecka Avenue: One of the main streets cleared of rubble in the Kamionek community of Warsaw (see page 13).

GLOSSARY

For those players and referees who do not speak Polish, we provide the following short glossary.

Burmistrz: Mayor or municipal leader.

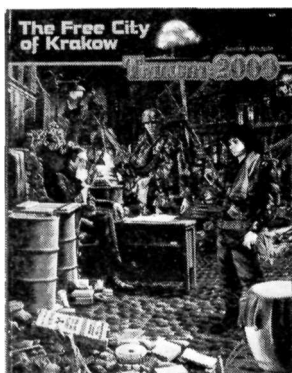
Czolno Lud (Boat People): This was a community of refugees that inhabited a floating city on the Wisla, and ranged up and down the river near the city. The baron's fleet of river pirates drove them out, and they fled down river last year.

Milicya: Militia. In this adventure, the term is applied almost exclusively to the armed forces of the Sielce community of Warsaw.

Ochrona: Protection. In the sense used in this adventure, a form of extortion wherein tribute is collected upon threat of violence. The protection is against the extortionist's own forces.

Solidarnosc (Solidarity): Solidarity is the outlawed Polish workers' union, which was active from the early 1980s until the outbreak of the war. It got its start in the shipyards of Gdansk but soon expanded its influence country-wide and caused major changes in the Polish economy after a series of strikes.



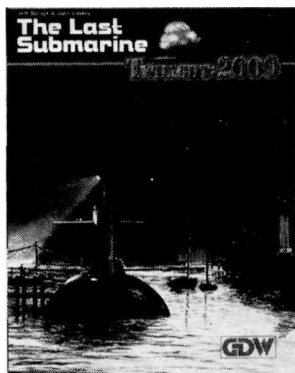


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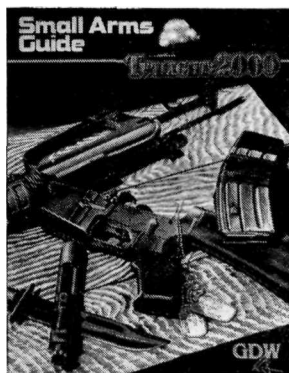
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THE LAST SUBMARINE

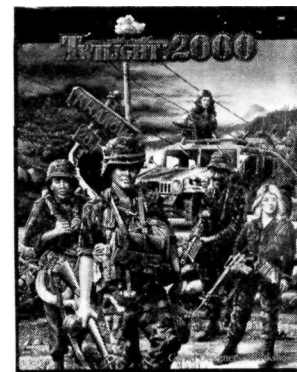
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He's back....

Last year, the inhabitants of Warsaw's various communities, with the aid of a few American soldiers, united to defeat the baron. Over the winter, the threat gone, the small communities fell to squabbling among themselves. This spring, the baron is back, with a new army, and once again threatens the communities that have taken root in the ruins of the former capital of Poland. The baron plans to conquer the communities before the winter wheat crop is ready, while the defenders are still short of food.

The characters have been asked for help by Filip Kizysztol, leader of the Sielce settlement. Filip needs the characters' aid in reuniting the splintered communities to defeat the baron a second time, and in the process save what's left of civilization in this part of Poland.

Return to Warsaw is the first in the *Return to Europe* series of *Twilight: 2000* adventure modules. This series of adventures will take the characters back to the Polish city of Warsaw, east to the city of Lvov in the Ukraine, and then back to Poland again, this time to Silesia. Although the three modules are linked, and designed to be used in sequence, each is an independent adventure in and of itself, and can be played separately.

This booklet contains:

- Revised streetmaps of the relevant portion of downtown Warsaw.
- Updated histories of the Warsaw communities and the baron.
- Orders of battle for the various combatants, including the remnants of the Soviet 10th Guards Tank Division.
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Design: Loren K. Wiseman



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