



Loren K. Wiseman

WHITE EAGLE

Twilight: 2000



GDW
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The Fate of All Poland Hangs in the Balance.

RETURN
TO EUROPE





WHITE EAGLE

Loren K. Wiseman

TWILIGHT: 2000



CREDITS

Design: Loren K. Wiseman

Previous Series Design By; William H. Keith Jr., Frank Frey

Art Direction: Steve Bryant

Graphic Design and Production: Amy Doubet, Rick Harris, Radley Masinelli

Cover Art: Jim Holloway

Interior Illustrations: Tim Bradstreet, Liz Danforth, Kirk Wescom

Text Manager: Michelle Sturgeon

Text Processing: Julia Martin, Julie Amdor

White Eagle

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WHITE EAGLE

We all thought Ski was crazy. "We are the last hope of civilization in Poland," he said. "Julian is a dictator. Krakow is run by a bunch of gouging, mercantile profiteers. There are bandits everywhere, and the only one who cares anything about the Polish people is Father Wojciech. We have to help him—it's the only way to keep everything from sliding into the pit."

Ski's people were Polish—came to America in the '30s—and he always was a soft touch for a grimy kid with a good story. This business about saving Poland is some kind of wish-fulfillment thing that's been bugging him ever since the division arrived in Poland. You know the line—America always roots for the underdog, that sort of stuff. My family is fifth generation Boston Irish, and I look at things from a more practical standpoint: King Julian of Silesia has an army of veterans from every nation in Europe. Bohoosh-Shooska of Krakow has a lock on all the trade in southern Poland, which makes him rich enough to buy his way into heaven if he has to. All Father Wojjy has is an old painting on a piece of plywood and a bunch of peasants with torches.

My grandmother Ryan used to tell me stories about the little people, who had the gift of making the most insane things sound reasonable. Ski must be the only 180-pound leprechaun in Poland, because he definitely has the gift. All of us in the squad argued for hours. I may be Catholic, but I don't give a hill of beans for the Polish people—they're the ones that have been shooting at me off and on since the fall of twenty-ought-zero. I said helping Father Wojciech is insane and is only gonna get us all killed. We should hole up somewhere and see what the situation is in the spring.

*So who are we linked up with?
Guess.*



In **White Eagle**, powerful forces are struggling to control a nation. The armed might of King Julian of Silesia is matched against the equally powerful economic force of the free city of Krakow. Opposing them both is the Wojsko Ludowa (People's Army) of Father W. Niekarz, whose only weapons are a deep patriotism and the Black Madonna of Czestochowa, a religious icon and a powerful symbol of Polish nationalism. Surrounded by a sea of bandits, marauders, homeless soldiers from a half-dozen nations, and an increasingly hostile environment, these three groups are engaged in a struggle that will determine the future of Poland—that will decide whether the country will begin a long, slow recovery, or rapidly sink into a mire of chaos. The characters hold the key to victory in that struggle. **White Eagle** serves as both a sourcebook of southern Poland in the early 21st century and as an adventure (or series of adventures) taking place there.

White Eagle outlines what has happened in southern Poland since the players last saw the region: the transmutation of General Julian Filipowicz into the despotic King Julian, the power struggle within Krakow for control of the region's industrial economy, and the deteriorating agricultural situation that threatens to spark another round of civil unrest within the towns and villages of Poland. These and other factors that threaten the fragile blossom of civilization are outlined and described.

The characters could be called upon to undertake a diplomatic mission into the city of Krakow, which is not as safe as it once was, especially when you consider that the characters' mission will effectively bring down the present ruler, who will not be in favor of their actions. The characters may be sent to Silesia to spy on the army being raised there and thus fall afoul of the self-proclaimed king of Silesia (soon of Poland, if he has his way).

The characters may be called upon to train the inexperienced peasants of the Wojsko Ludowa and turn them into an effective fighting force—and then to lead that force into battle.

On the other hand, the characters may choose not to help the Wojsko Ludowa and instead take employment in Silesia or Krakow.

DESIGNER'S NOTES

Consumer demand for more adventures set in Poland has been increasing for the last several years and has prompted the publication of the **Return to Europe** series, of which **White Eagle** is a small part. Some of the material presented in **White Eagle** has appeared previously in a slightly different form. Since **White Eagle** builds upon what has happened before in a way that no other module has, I chose to include information some referees may find repetitious. I have done this so the module can stand alone and so prospective referees will not have to consult previous modules in order to run this one.

By the same token, some of the NPC sketches presented within are summations and updates of the various NPCs presented in the modules **Free City of Krakow** and **Black Madonna**. I have assumed certain events have taken place in the last two years of game time because there was no other way to proceed.

WARNING!
PLAYERS SHOULD NOT READ
ANY FURTHER IN THIS TEXT
IN ORDER TO PRESERVE
THE ELEMENT OF SURPRISE.



CONDUCT OF THE ADVENTURE

White Eagle takes the players back to southern Poland, a year or so after the events depicted in the **Free City of Krakow** and **Black Madonna**. Many things have changed, but the characters will also find much that is familiar. This section will briefly summarize the changes (leaving the details for a later chapter) and then outline the possibilities for adventure in the new environment.

Naturally, everything in this chapter might vary depending upon what happened during any previous adventures the characters might have had in the region. Previous PC interactions with any of the NPCs mentioned in this book could have a radical effect upon those NPCs' reactions. If, for example, the characters have previously met Father Niekarz, he will react to them differently than if he is meeting them for the first time (the main result of this will be that he will come to trust the characters and give them important tasks more rapidly). This book cannot give any specific suggestions in this regard: Referees will have to adjust the individual situation to reflect the events of their individual campaign.

WHAT'S HAPPENING

Basically, a three-way power struggle is going on in southern Poland. The military might of the Kingdom of Silesia is contesting control of the area with the economic power of the free city of Krakow. The third factor in the equation is the WL (Wojsko Ludowa, or People's Army), the weakest of the three and definitely the underdog in the struggle. All this is taking place against a background of increasing barbarity and disorder. Although the war between NATO and the Warsaw Pact has largely ground to a halt, a different war is still going on—this one between order and chaos, between civilization and anarchy.

ADVENTURE OPPORTUNITIES: WOJSKO LUDOWA

Frankly, aiding the WL is not going to be financially lucrative, unless the characters realize that they stand a better chance of

getting a share of the loot from Father Niekarz than they do from the rulers of either Silesia or Krakow. Also, they stand a better chance of receiving fair treatment from a Jesuit priest than they do from a power-mad dictator or a would-be merchant prince.

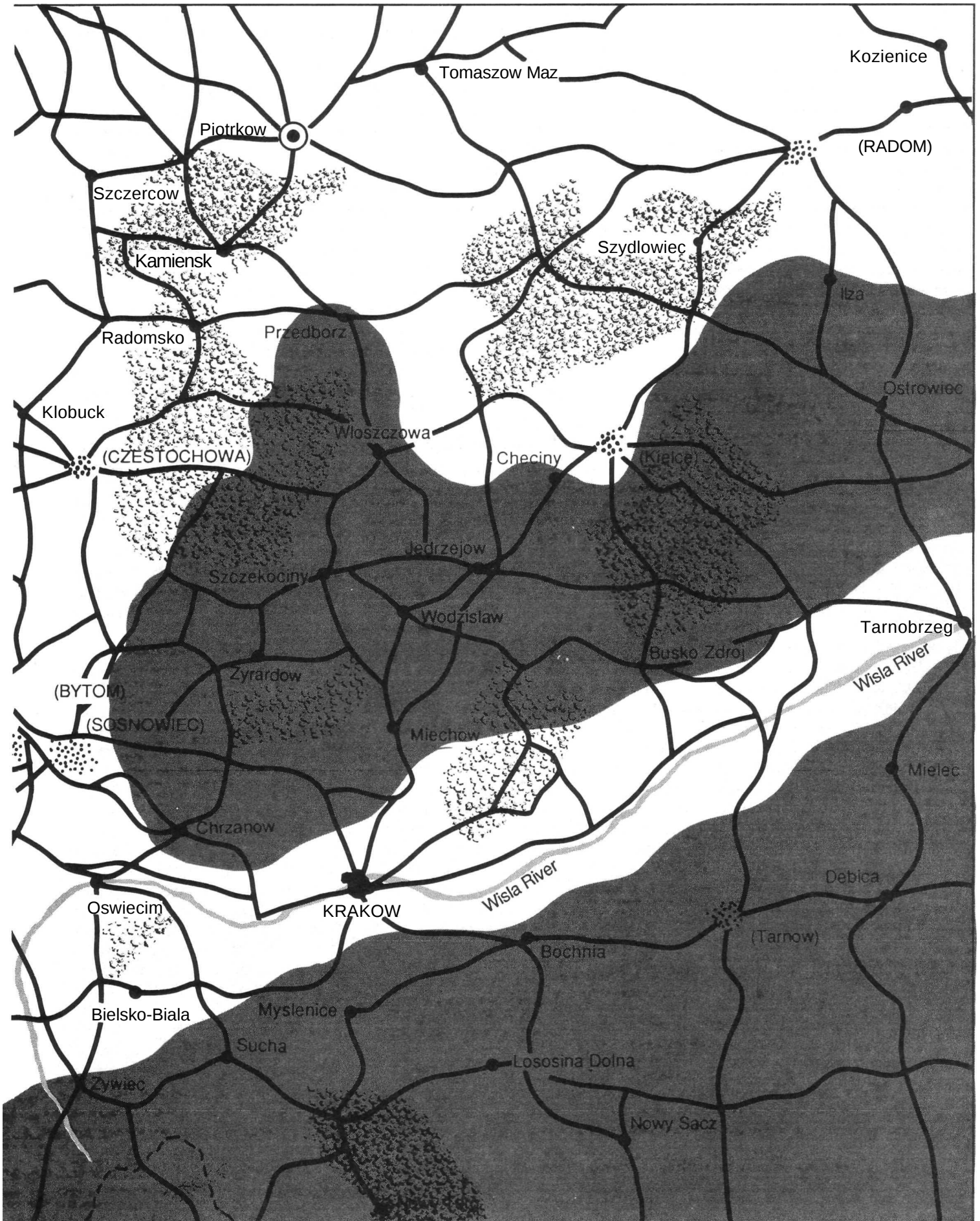
The WL, led by Father Wojciech Niekarz, has grown greatly in size thanks to the icon known as the Black Madonna. Father Niekarz wants to establish a republic, but to do that he must unite Poland behind him. The icon helps a lot in that regard, but until he manages to secure a few military victories, his WL is nothing more than a particularly large band of peasant militia.

Father Niekarz needs soldiers to train his followers and turn them into an army, modern weapons and equipment to enable it to stand up to his enemies, and negotiators to forge alliances and win victories without firing a shot. Later on, he will need trustworthy subordinates to lead the WL's armies, rule the territory the WL acquires, and succeed him in leading the WL, if necessary.

At the moment, however, the biggest problem Father Niekarz faces is logistical. He cannot keep a large force together long enough to train it and accomplish anything because he relies on volunteers from various villages. These volunteers cannot be kept away from their homes for very long because their farms (and thus their families) would suffer. In order to keep an army in the field for an extended campaign, Father Niekarz needs supplies for his soldiers and their dependents. To liberate supplies from the clutches of Silesia or Krakow, he needs an army capable of winning a major battle. To get such an army, he needs to be able to keep a group of men together long enough to complete their training and conduct an extended campaign.

An alliance with someone capable of supplying food and weapons would be just the thing Father Niekarz needs, and with this in mind he has opened negotiations with Juliusz Wojciechowicz, the Krakow industrialist. Although nominally part of the ruling coalition of Krakow, Wojo (as he is nicknamed) has been greatly affected by Father Niekarz' approaches. Father Niekarz' possession of the Black Madonna has appealed both to Wojo's religious feelings and to his Polish patriotism (the icon has both religious and secular meaning to Poles). Wojo, however, is also a pragmatic man and is





understandably reluctant to lend material support to a group that cannot succeed. To win Wojo completely requires two things: He must be convinced of the ability of Father Niekarz to unite the people of Poland, and he must be convinced of the WL's military competence. If a large pro-WL faction were to arise in Krakow, this would accomplish the first requirement. If WL forces could achieve two or three stunning military victories, this would accomplish the second. Father Niekarz, however, is unwilling to risk his ill-trained and equipped forces in battle in their present condition.

Therefore, the players can be of use to Father Niekarz and his WL in the following ways.

Military Leadership: The most exciting employment prospect open to the characters will be Father Niekarz' need for people to lead small-scale military raids undertaken partly as training exercises and partly to obtain much-needed supplies. The WL has mounted a few such expeditions already, and its overall lack of military experience has resulted in more than one disaster. A leavening of experienced soldiers in such a raid would make a tremendous difference. Father Niekarz is anxious to obtain the services of such soldiers, and he requires only that they not be Russian or German.

In the absence of direct aid from someone such as Wojo, the only way for the WL to obtain weapons is to take them from someone else, preferably either the Krakow ORMO or the Army of Silesia. (Father Niekarz is not willing to alienate local town militias by raiding their meager arsenals.) In order to locate suitable targets for such raids, the characters will need to conduct reconnaissance missions into hostile territory. After reconnoitering several locations, a suitable target should be picked and a raid organized. Specific details on how to run such raids will be discussed later in this book.

Politics: The WL's political fortunes in Krakow depend on two things: convincing Wojo to lend tangible support, and forming a viable pro-WL faction among the citizens. It is too dangerous for Father Niekarz to go to Krakow himself, but his second in command, Elzbieta Grzebieniowski, has volunteered to lead a party into that city. Elzbieta's abilities as a public speaker and political organizer far exceed her abilities as a fighter. Father Niekarz has no doubt that she could persuade all of Krakow to join the WL—provided she lives long enough. That's where the characters come in. If the characters had anything to do with finding the Black Madonna or can convince Father Niekarz of their reliability in some other fashion, they stand a very good chance of being asked to accompany Elzbieta to Krakow to help her organize the city and convince Wojo to join the WL cause (privately, they will be charged with keeping her alive long enough to accomplish these things).

On the other hand, the characters might be sent to Silesia to learn more about the antimonarchical underground movement that is rumored to exist. Details of this underground will be dealt with later in this book.

Military Training: The ill-trained citizen-soldiers need training in familiarization with small arms (CRM skill), support weapons (HW skill), small unit tactics (LDR skill), and basic reconnaissance duties such as scouting and patrolling (RCN skill). Characters with high INS skill are best suited. Instructors will also need some proficiency in the skill(s) they are attempting to teach. The use of INS skill is detailed in the *Referee's Manual*, on page 5. Obviously, the characters cannot individually train every soldier in the WL. The only reasonable way to approach this massive undertaking is to have the character with the highest INS skill train a few people to be instructors. These can then be trained in one or more skills by other characters and used to set up WL training schools.

The WL has only a few people who have the right combination of instruction and combat skills. More would be of incalculable benefit.

ADVENTURE OPPORTUNITIES: KRAKOW

The situation in Krakow has changed in the year or so that the characters have been gone, and it is now tougher to gain entrance to the inner city (the *Srodmiestecie*). Still, if the characters can accomplish it, they will find more than one lucrative (if not completely safe) source of employment.

The main problem faced by the ruling coalition in the city is one of food versus people. Since the city cannot grow enough food to meet its needs, it must import it. Food must be purchased with manufactured goods, which require skilled workers, who must be fed. The city's industries can't expand without food and can't get more food without expanding. Bohusz-Szyszkowski and his confederates have been forced to tighten citizenship requirements, lengthen the term of service of the *robotniki*, and cut back on food distribution to refugees. As long as the food cutbacks only applied to outsiders, all was well among the citizenry. Recently, however, minor reductions in citizen rations had to be made as well, and some grumblings of discontent have been heard.

The Ruling Coalition (Bohusz-Szyszkowski/Rapacki/Wojo): Several possibilities offer themselves, of which the most likely is that Bohusz-Szyszkowski will hire the characters to journey to Silesia and gather information. Bohusz-Szyszkowski is particularly interested in King Julian's immediate plans, especially where they concern Krakow.

Another possible offer is for the characters to locate (or start) a resistance movement in Silesia to give Julian some internal problems to occupy his attention while Krakow strengthens its economic controls over the region.

Stanislaw: Guz Stanislaw is seeking to regain the power he lost last year when Kutrzeba was killed. For the moment, he is not considering assassination or any radical action (Guz does not want to destroy Krakow in the process of taking it over), but he is seeking agents to plant inside the inner circles of the ruling coalition. He would be very interested to learn of Father Niekarz' plans for Krakow and might be sympathetic to them.

DIA/CIA: As is mentioned elsewhere in this book, the DIA and CIA are represented in Krakow by one official (that is, one American-appointed operative) each. Gustav Cryankowicz represents the DIA, and Alexander Kosikowski (aka Walter Donovan) represents the CIA (see page 12 for a more detailed discussion). If the characters' actions in Krakow come to the Cryankowicz' attention, the characters are certain to be watched for a time, and may be hired to help organize a new network in southern Poland. This will consist of locating suitable informants in the local government and putting them on the DIA payroll (as discussed elsewhere, the CIA doesn't have much of a payroll these days).

ADVENTURE OPPORTUNITIES: SILESIA

Silesia is still ruled by Julian Filipowicz, who now calls himself Krol Slaskie (King of Silesia) and has allowed his ambitions to run rampant. Rebellious barons and a number of traitors in his own circle have caused him to become even more paranoid and distrustful of all except his inner circle. He has eliminated the last real opposition inside Silesia, but his paranoia and increasingly autocratic rule will soon generate new ones. In any case, he is continually hiring spies, assassins, and saboteurs to detect and destroy his enemies, real or imagined. For reasons not completely

understood, Julian prefers to employ non-Poles for his dirty work.

Krakow is the main market for Silesia's raw materials and surplus agricultural products. With the failure of his own industrialization program, Julian has become increasingly envious of Krakow's industrial might. He has also come to view that city as the main stumbling block in the path of his domination of Poland. His army has grown in the last year; the marauder threat to his domain has all but ceased; and the Soviets are no longer a threat to him—but he still does not feel capable of conquering Krakow militarily. Because of this, he is attempting to gain control of the city through other means and is working through the criminal boss known as Stanislaw to achieve his ends.

Filipowicz: King Julian will undoubtedly hire the players to counter some real or imagined threat. He may, for instance, decide that the weaver's guild of Raciborz represents a major threat to his power, and order the characters to kidnap its leaders and bring them to him. Upon their arrival, the king will probably have changed his mind and order the abductees released. Filipowicz is constantly changing his mind about the threat posed by the WL: One day they

will be nothing more than a harmless group of near-marauders; another day they will be the greatest threat to his rule since that traitor Stranski. The characters are advised to collect cash in advance.

Rebels: Naturally, the demented activities of Julian Filipowicz have resulted in a number of genuine attempts to overthrow him. These groups are largely disorganized and ineffectual, and are in need of a few advisors to help them get started. The major underground groups are known to Colonel Stark of the DIA, but he has not yet decided which group, if any, to assist.

DIA: The DIA in Silesia is represented by Colonel Stark, Cryankowicz' superior and the highest ranking DIA officer remaining in Poland. He is presently in the city of Raciborz, attempting to set up a DIA network inside the newly proclaimed kingdom. Any attempt by the characters to contact or create an antimonarchical underground in Silesia will attract Stark's attention. Stark has yet to aid any rebel group because he is not sure that any of them can succeed, and he is not aware of any suitable (i.e., pro-Milgov) leader available to replace Filipowicz.



A CITY IN TRANSITION

Krakow is a different city than it was a year ago. Conditions in southern Poland have taken a turn for the worse, and Krakow has had to make adjustments. This chapter discusses the changes that have taken place in the city, and how these changes might have an impact on the characters.

GOVERNMENT AND POLITICS

One of the biggest changes to take place in Krakow has been the city's ruler. *General Diwizji* (Lieutenant General) Zygmunt Bohusz-Szyszkowski took over control of the city last year after the death of the former *dowódca*, Josef Kutrzeba, at the hands of a KGB assassin. Bohusz-Szyszkowski, who had been plotting Kutrzeba's removal for some time, was happy to have the job done for him and likewise pleased to have a handy scapegoat: the Radziecki (Soviets). Kutrzeba's popularity with the people of Krakow required the swift capture and execution of the murderer, which Bohusz-Szyszkowski was able to carry out only by blind luck. Nevertheless, he could not be happier with the outcome: The incompetent Kutrzeba is out of the way; the Soviets were demonstrably to blame; and Krakow is now firmly under his control. Unlike Kutrzeba, Bohusz-Szyszkowski is not a puppet or a figurehead, although he is not the sole power in the city by any means.

The present ruling coalition consists of Bohusz-Szyszkowski (ORMO commander), Juliusz Wojciechowicz (the armaments manufacturer), and Henryk Rapacki (a wealthy merchant and increasingly powerful criminal leader). The coalition is opposed by the remnants of the KGB operation in the city and the criminal boss known as Stanislaw (who was the puppetmaster controlling Josef Kutrzeba and is Rapacki's rival for control of the criminal network in Krakow).

Bohusz-Szyszkowski is not as popular as Kutrzeba, and the deterioration of conditions in the city and the surrounding countryside has forced his regime to become increasingly totalitarian in order to retain control. While large-scale rioting among the full citizens has been avoided so far, tension is high inside the city, and it would not take much to set off the populace. This year's harvest was not good, and the city faces severe shortages later in the winter. Drastic measures have been taken to limit the city's nonproductive population (these are discussed in more detail later in this book) in order to reduce the strain on the city's food reserves.

Opposition: The main opposition to the present ruling coalition is the criminal kingpin known as Guz (Boss) Stanislaw. Stanislaw once effectively controlled Krakow through his figurehead, Josef Kutrzeba, but the death of Kutrzeba put an end to that. Stanislaw's criminal empire has suffered under the new regime, but it is still a powerful force, and Guz is not an enemy to be taken lightly in any case.

KGB: Although not as powerful as it once was and no longer in contact with higher authority, the KGB remains a force in Krakow and a bitter enemy of Bohusz-Szyszkowski.

The seizure of the city government after the assassination of Kutrzeba was to have been accomplished by Wladislaw Kobiecki, the KGB mole in the city government. Because of a number of unforeseen factors (including the inadvertent actions of a band of former American soldiers), Kobiecki and his KGB associates were caught red-handed, and the KGB-backed takeover of Krakow was foiled. Most of the KGB's carefully cultivated network of informers and thugs left town or severed all connections with the group, and

Soviet intelligence activities in the region suffered a major setback.

Wojsko Ludowa: Father Niekarz' WL is not viewed as a tremendous threat to the coalition—at the moment. Only a few citizens have expressed any sympathy to the WL's goals. Most citizens feel that Krakow is an island of relative safety in an extremely dangerous world and are hesitant to rock the boat. All this could change if the citizens come to view the WL as likely to make their lives more secure.

ECONOMY

Krakow, since it cannot raise enough to support itself, must trade for food and raw materials.

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

The merchants of Krakow will buy food, luxury goods (such as medical supplies or coffee), and raw materials for the city's factories. They will also buy spare parts for just about anything. Because Krakow manufactures methanol in large quantities from agricultural wastes, the price per liter of methanol is \$.50. Ethanol is not manufactured in large amounts because it requires edible material. Ethanol bought in Krakow costs more than \$10 per liter, and the price is always rising slightly.

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

Ration chits are printed by the city government and can be redeemed for meals at public "soup kitchens" throughout the city or for bulk food from the city warehouses. A ration chit entitles the bearer to a day's worth of food (the quantity is not specified on the chit itself, a system that can and has led to abuse).

The ORMO and all city workers (excluding *robotniki*, who are fed in the fields) are paid in ration chits. Factory owners buy them from the *rada* (the city council) with their goods and use them to buy raw materials from scavengers and to pay their own workers. For the purposes of barter, a ration chit is considered to be worth \$4 (as of 1 March 2001).

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

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

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

THE PRESENT AND THE FUTURE

Ever since the city proclaimed itself a free city, Krakow has depended on its industrial base to produce manufactured goods

which could be traded for food and raw materials. Krakow is the only place within 1000 kilometers where some especially scarce items can be had in anything resembling quantity.

The city's dependence on outside food and the poor harvests of 2000 and 2001 raised uncomfortable questions: What if things don't get better? What if civilization has been too badly damaged to recover? What if Krakow's survival and prosperity are just a statistical fluke, and the city is doomed to sink into a sea of chaos sooner or later?

Krakow had always been a magnet for refugees, and the city had formerly felt it could absorb a large number of them by using them as indentured laborers (*robotniki*). The policy was that a person who could show marketable skills (these varied over time) was admitted to full citizenship immediately, those who still wanted to live in Krakow would have to earn their way in by serving a term as near-slaves in the *robotniki* work parties.

Workers were paid in food at first, then in ration coupons redeemable at city warehouses. To expand, the city needed a more flexible money supply, but food was becoming more expensive as time passed, not more common. To prevent the workers from leaving, Krakow had to close its gates to any more outsiders, and this was done by tightening citizenship requirements, lengthening the term of *robotniki* service, and cutting back charitable food distribution to the noncitizen refugees who almost surrounded the city.

Compounding the problem was the fact that the most reliable source of agricultural products was Silesia, a place increasingly hostile to Krakow. Bohusz-Szyszek was concerned that the city had come to depend on Silesia, not realizing that Silesia was equally dependent upon Krakow for vital manufactured goods, especially the weapons and munitions upon which the Wojsko Slaskie depended.

Recently, experiments were begun in forced resettlement of *robotniki* laborers. In these, several hundred workers and a few ORMO overseers were sent to set up viable farming communities in deserted or underpopulated villages and towns. These experiments have not been completely successful.

MARAUDERS

The nature of the numerous bands of marauding criminals in southern Poland (and elsewhere, for that matter) has changed radically in the last year. The large, quasimilitary organizations with hundreds of members have either been destroyed, broken up, or have settled in one spot (and become towns). Nobody can keep a large band of people together without control of a good, productive agricultural base, and most of those are already taken. Marauders now travel in small groups, sometimes of a dozen or so members, but usually fewer. Groups with 30 or more members are rare and are temporary agglomerations with a specific, immediate purpose in mind (raiding a town, ambushing a particularly rich convoy, etc.).

As a historical note for those players who are curious, the marauder group known as the Rzezniki z Ropczyce (Butchers of Ropczyce) was defeated and scattered in a series of three battles with the Krakow ORMO late in the winter of 2000. The survivors still infest the area east of the city, but they are scattered in small bands of less than four to five individuals. Likewise, the marauders known as Najezdzie Warszawskie (Raiders of Warsaw) have also broken up into smaller bands and scattered to the south and east of the city. Neither group represents any hazard to well-armed parties or convoys. They might be a nuisance to any characters who enter the region, however.

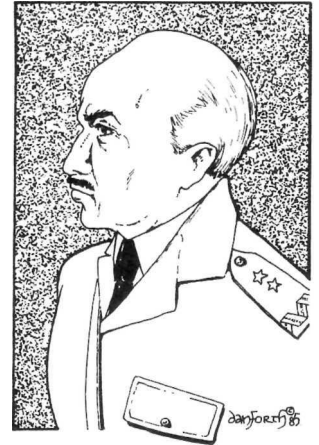
NPCs

More information on some of the following characters can be found in the **Free City of Krakow** module, but the material presented below is more than adequate for the purposes of this book. The entries below update previous information.

GENERAL DIWIZJI ZYGMUNT BOHUSZ-SZYSZKO

Zygmunt Bohusz-Szyszek is the ruler of the Free City of Krakow by virtue of his command of the city's ORMO and by his alliance with various powerful men in the city. General Bohusz-Szyszek took over formal control of the city last year after the death of the former dowodca, Josef Kutrzeba.

Meeting Bohusz-Szyszek: The characters will probably have little opportunity to meet the new dowodca. When he ventures outside the fortress of Wawel castle, he is always accompanied by guards. Various plots the characters become involved in could cause their paths to cross his, however.



NPC Motivation Results: *Spade Queen:* Ruthless. Bohusz-Szyszek is completely ruthless in both manner and method. He will not soil his own hands with murder, but he will not hesitate to order it done if circumstances dictate it. *Spade Nine:* Power. Zygmunt is hard-driving and dedicated to the survival of his adopted city, which he feels can best be insured by his own survival as its leader.

GUSTAV CRYANKOWICZ

Gustav Cryankowicz is the name given by this tall and ruggedly-built character who runs a small repair shop in the craftsman district of Krakow. He is actually an agent for the DIA (or what's left of it in southern Poland in 2001).



The player characters may or may not have run into Gustav Cryankowicz previously, depending on whether they have been to Krakow before (perhaps as a part of the events dealt with in **Free City of Krakow**) and what they did when they were there (the referee should make appropriate adjustments in Cryankowicz' behavior toward the player characters, depending on

their previous actions).

Cryankowicz (he will give his "real" name as John Smith) is the last official (that is, the last government-appointed) DIA agent in Krakow (Colonel Richard Stark and the other agents have dispersed to other places). Cryankowicz' main mission is to keep an eye on things in Krakow and generate revenue for the DIA's operations in Poland. He has used his resources well and (using his shop as a cover) has established a small-scale smuggling business that generates enough income to pay a small army of toughs and informants in Krakow, surrounding towns, and (increasingly) in Silesia.

NPC Motivation Results: *Heart Jack:* Wisdom. Cryankowicz/Smith is very careful and does not take chances. *Heart Seven:* Loyalty. Gustav/John now views his primary mission as the continued existence of the DIA's Polish branch (the best guardian of American interests here, in his view). His superior, Colonel Richard Stark has appointed him the fundraiser for what has become an isolated and (of necessity) self-supporting branch of Milgov. Cryankowicz/Smith is, however, taking one risk: He and the last official CIA agent in southern Poland (Alexander Kosikowski) are cooperating more than their respective superiors would like.

As a historical note, the DIA has realized the error of its ways and is no longer supporting Marczak's Legion (see page 45).

ALEXANDER KOSIKOWSKI

Alexander Kosikowski is Walter Donovan, a field agent for the CIA and the last American-appointed operative of Civgov in southern Poland. Kosikowski/Donovan is plant manager for Wojo and as such earns a fair living by the standards of the day. Kosikowski employs (on a part-time basis) a network of three locals who gather information for him. He also has a radio hidden in the attic of the Krakowska Street flat where he lives, but he has not been able to contact his superiors in over seven months. (Its range is not great enough to reach the United States, and there is no one



closer.) The total lack of support from home, and a residual feeling that "we're all Americans under the uniforms" has caused Donovan to cooperate with his opposite number in Krakow (the DIA's Gustav Cryankowicz). Donovan and Cryankowicz share contacts, swap notes, and have pooled their respective funds (which results in a net cash flow in Donovan's direction). Donovan would be the last to admit it, but he is now little more than a subsidized branch office of Milgov's DIA.

NPC Motivation Results: *Heart Nine:* Loyalty. Donovan is extremely loyal to his organization and to his country. *Club Three:* He is a tough man and not easily intimidated.

MAJOR ANATOLI MALEKOV

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

Malekov's network in Krakow had to be rebuilt from the ground up after the abortive coup of last



year destroyed it almost completely. Malekov himself was forced to flee his headquarters in the basement complex of the Collegium Juridicum on Grodzka Street. Malekov lost about three-fourths of his material resources (the headquarters had a sizeable stockpile of money and weapons) in the abortive coup attempt and has been forced on short rations (literally and figuratively) while he attempts to rebuild. Malekov has not had contact with his home government for several months, and his last orders were to: "Carry on as best you can until contact is reestablished." A less determined man than Malekov would have given up.

NPC Motivation Results: *Spade Queen:* Ruthless. Malekov is not easily deterred once he makes up his mind. *Heart Six:* He is very loyal to his organization and to his country.

HENRYK RAPACKI

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



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

Meeting Rapacki: The player characters will encounter Rapacki if they have any business with the city's merchant convoys. He will speak with them if they hire on as guards or if they pay to travel with a convoy to another city.

NPC Motivation Results: *Diamond King:* Selfishness. This characteristic manifests itself as an insatiable greed and desire for wealth. *Spade Nine:* Power. Rapacki seeks personal and political power, as well as wealth.

STANISLAW

This man, known only as Stanislaw or Guz (boss), was once the most powerful man in Krakow. Little is known of his origins or background. He controls the city's black market in liquor, luxury goods, medicines, and forged/stolen ID papers, as well as running gambling and prostitution rings. Guz Stanislaw and Henryk Rapacki are the chief competitors in the Krakow underworld, and there have only been a few large-scale incidents—so far. The referee should keep the Guz a shadowy, mysterious figure who prefers to manipulate from the background using hired thugs and henchmen such as Wieslaw Kokoszynski (aka "Koto," described in **Free City of Krakow**).

Meeting Stanislaw: As the saying goes, no one gets in to see the boss. He might, however, seek out the characters through his henchman, Koko, if they threaten Stanislaw's empire with too

many questions or unwanted curiosity.

Referee's Notes: Guz Stanislaw was the secret backer of Kutrzeba's regime, and the death of his puppet has weakened Stanislaw's hold on the local government. The Guz still controls several members of the *rada*, and even though that organization is not as powerful as it once was, the ruling coalition has not been able to do away with it as yet. Consequently, Guz retains some power in Krakow politics. He is presently in contact with King Julian of Silesia, but he has concluded that Julian is dangerously unstable and will pounce on any alternative that will allow him to topple the current government there. A massive citizens' revolt would suit him nicely.



Guz occupies a private fortress called the Zamek (castle), a fortified townhouse on Poselska Street inside the city walls and in the shadows of the Wawel. The Zamek is rumored to have a vast network of tunnels and underground passages, as well as storerooms full of gold, drugs, food, luxury goods, guns, and ammo.

NPC Motivation Results: *Diamond King:* Selfishness. In the case of Guz Stanislaw, this characteristic is expressed as an excessive and insatiable greed. *Heart Jack:* Wisdom. Guz Stanislaw is a very clever customer and very seldom makes a mistake where profits are concerned.

COLONEL RICHARD STARK

Stark is the DIA director of operations in southern Poland and is a man with problems. Out of contact

with his home government for almost eight months, his network is presently without orders, funds, or materiel. Stark has decided that his job is to see that Milgov's interests in Poland are looked after, and with this in mind he has spent the last few months (and the last of his funds from America) setting up moneymaking enterprises to make the DIA in Poland self-funding.

Formerly operating out of Krakow, Stark has left that city in the care of one of his subordinates, and is now in Raciborz establishing



a network there (using funds and supplies generated in Krakow). Characters with Silesian contacts/knowledge will be especially valuable to him in this and are almost guaranteed employment (but not recompense—his funds are limited, and he will try to convince the characters that working for him is their patriotic duty).

Meeting Stark: Depending upon the exact nature of their previous adventures in Poland, the characters may already know Stark. If their parting was cordial, they will have a leg up in obtaining employment in the Silesian network that Stark is establishing. Exact reactions depend on previous actions and must be adjudicated by the referee.

Referee's Note: Stark does not know of the clandestine

cooperation between CIA and DIA in Krakow and would certainly not approve if he were to find out.

NPC Motivation Results: *Club Queen:* Stubborn. Stark is a very stubborn man; once he has made up his mind on a subject, it is well-nigh impossible to get him to change it or even consider the possibility of other points of view. *Heart Six:* He is very loyal to his organization and to his country.

JULIUSZ WOJCIECHOWICZ

Wojciechowicz is owner and manager of one of Krakow's largest and most important industries, a manufacturing plant for mortars, mortar bombs, and explosives of all sorts (including powder and primers for reloading cartridges) located on Podgorska Street in Kazimierz.

Wojo (as he is called) is quite wealthy and employs a large work force in his factory. Units of the city's ORMO (instead of civilian employees) now guard his warehouses and machine shops. His explosives plants (small, dispersed buildings well away from habitation) don't need much in the way of protection. Their tendency to blow up at random intervals is an adequate deterrent!

Referee's Notes: Juliusz Wojciechowicz is a man with deep religious beliefs, and Father Niekarz' possession of the Black Madonna is gradually swaying Wojo away from alliance with Bohusz-Szyszek. Wojo has written letters to the Father expressing sympathy but stopping short of actual offers of support. In order to be persuaded to make such an offer, Wojo would need to be convinced that the WL has some chance of succeeding in its quest to reunite Poland. His requirements for this are discussed elsewhere. Naturally, his partners in the Krakow coalition would not be very pleased.

NPC Motivation Results: *Heart Ace:* Justice. Wojo has a strong sense of right and wrong which grows out of a very strong devotion to Catholicism. *Heart Jack:* Wojo is also very intelligent and a very shrewd businessman.



Whatever Happened To...

The players may have questions about other NPCs encountered in previous visits to Krakow. The referee should modify these summaries to reflect individual campaign events.

SERGEANT RANDOLPH CUTLER

Cutler is gone from Krakow, and no one knows where he went. Those who knew him when he was here will state that both he and the city of Krakow are better off.

MAJOR WLADISLAW KOBIECKI

Major Kobiecki, formerly one of Bohusz-Szyszek's senior officers and staff advisors, was discovered to be a KGB agent and was part of the abortive coup attempt which resulted in the death of *Dowodca* Josef Kutrzeba last year. Kobiecki and three others (supposedly including Kutrzeba's killer) were executed after a military trial last year.

KRAKOW AND ENVIRONS

Krakow was a beautiful city before the war. Built on the banks of the Wisla River in southern Poland at the foot of the Carpathian Mountains, it was long renowned for its magnificent art and architecture and was the site of one of Europe's oldest centers of learning, the University of Krakow.

In 1990, this former capital and residence of kings had a population of 500,000. By 2001, war, starvation, and disease have reduced Krakow's population to less than 85,000, swelled by thousands of refugees.

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

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

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

Some of Krakow's food comes from what were once the Park Jordana and the Blonia Krakowskie and the fields and areas to the west. The farms are worked by *robotniki* (see page 11) under the guns of the ORMO.

People who want to become citizens of Krakow can earn the right by working in the farm collectives or other city jobs under what are virtually slave labor conditions. The duration of this indenture was originally a year, but the duration was increased as more and more refugees showed up, and a *robotniki* must now serve an indenture of 28 months before qualifying for citizenship.

The Krakow city map identifies important locations throughout the city and is followed by descriptions of each in some detail. More detailed plans of certain districts of the city, and Wawel Castle are contained in the module **Free City of Krakow**.

MAP NOTES: THE CITY DISTRICTS

The map on page 17 shows the area covered by the prewar city of Krakow. The city is now surrounded by extensive minefields and by areas set with electronic sensing devices. Characters attempting to sneak into the city by travelling through the countryside rather than along the roads will almost certainly be intercepted by patrols of the ORMO.

Military Checkpoints: These are manned according to the section entitled ORMO (see page 21).

The guards will stop any party or individual who is approaching the city. Their orders are to turn away refugees and wanderers without means of support. Only those holding valid citizenship papers will be admitted to the Srodmiemie (inner city).

All the streets leading into Krakow are constantly patrolled; each time the group enters a new street, it has a 50-percent chance of encountering a patrol. When apprehended by a patrol, the party

will be taken to the nearest military checkpoint for questioning, though they may attempt to bribe or talk their way out of the situation. Gunfire will bring a very large, heavily armed force to the area within a few minutes.

Pillbox/Tank: These are part of Krakow's network of city defenses. They are identical to ordinary military checkpoints, but in addition there will be a dug-in tank situated for maximum effect. These are more fully described in the section entitled ORMO, beginning on page 21.

Perimeter Post: These positions are part of a network of defensive positions around the city. They are fully described on page 23-24.

Battalion Command Post: These posts are headquarters for operations of the three duty battalions of the ORMO. These are described on page 24.

Kopiec Kosciuszki: An ORMO force is stationed here, ready for deployment against marauders or other threats from the west (see page 24).

Dworzec Główny Station: This is a railway station in Krakow's Warszawskie District, now occupied by just over a thousand *robotniki* families.

Grzegorzki Station: This is a railway station and set of docks on the banks of the Wisla, now abandoned and fallen into disrepair.

Wojciechowicz Munitions Plant: One of Krakow's largest industries is munitions, and the Wojciechowicz plant is the most important of the munitions plants. This converted warehouse turns out mortars, mortar rounds, explosives, and shell reloads, most of which are exported to other cities. The surrounding city blocks are largely uninhabited for obvious reasons.

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

Food Warehouses: Several warehouses were taken over by the city government and were used to store food for distribution to Krakow's citizens. In view of the worsening conditions and the increasing possibility of rioting, food storage has been shifted to more secure storage areas, such as inside Wawel Castle. These buildings still contain food, and rations are still issued from the contents of these buildings, but no new food is being brought into them to replace what is handed out. The buildings will eventually be emptied, but Bohusz-Szysko plans to maintain guards around them so the area will serve as a decoy in the event of a major uprising.

City Districts: The districts of the outer city are not entirely abandoned, but the crumbling buildings of Nowy, Piasek, and others have largely been looted of everything salvageable by now. Most of the inhabitants are small bands of marauders or *zbiegi* who have not managed to qualify for *robotniki* status. ORMO raids are mounted into these districts to break up any large and menacing groups that may be detected.

CITY ENCOUNTERS

Encounter tables are given to the right for each of Krakow's city districts. Encounter results not explained below are as described in the *Referee's Manual* (on pages 12-15).

NOTES TO ENCOUNTERS

Scavengers: These are small parties of people (2D6) searching unoccupied buildings for salvageable material which they exchange for food. Armament is up to the referee.

Robotniki: *Robotniki* are indentured workers earning citizenship. See the entry on page 11. The size of the group encountered is up to the referee. In the case of a riot or insurrection, they are armed with knives and improvised melee weapons (such as clubs and homemade spears).

ORMO: Krakow's defense force. See the entry on page 21. The size of the encounter is up to the referee.

Thugs: This is a small group (2D6+3 people) intent on waylaying and robbing the characters. Thugs usually ambush their victims but often create a diversion in order to separate their intended victims from their vehicles. Thugs will run away if outnumbered, and are armed with a variety of firearms and melee weapons.

Vigilantes: This is a party of citizens (3D6 people) guarding a specific area (usually a block or two) to keep criminals and small-time marauders away. Vigilantes are usually found in areas containing craftsmen and shops, and are armed with a variety of civil and military firearms. They will urge strangers to go somewhere else.

MAP NOTES: THE OLD CITY

The Old City is called Srodmiescie, and it stretches about two kilometers north from the Wawel. In the 19th century, the city's

walls and moats were filled in during an urban renewal project which created a four-kilometer-long garden park called the Planty.

During the past 18 months this park has been dug up and a new wall erected by refugee labor using rubble stripped from surrounding buildings. At the north end of the Srodmiescie parts of the old wall are intact, including St. Florian's Gate, which stands over 30 meters tall, and the barbican, a massive medieval wall 10 meters tall in places.

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

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

Military Checkpoints: These checkpoints mark guardposts at each of the gates to the Old City.

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

NORTHWEST (Czarna Wies, Nowa Wies)

Die	Day	Night
2	Robotniki	Gangs
3	Robotniki	Thugs
4	ORMO	Thugs
5	Refugees	Thugs
6	---	---
7	---	---
8	Refugees	---
9	Scavengers	---
10	Scavengers	Dogs
11	Scavengers	Dogs
12	Dogs	Dogs

SOUTH (Zakrzówek, Debniki, Ludwinów, Podgorze)

Die	Day	Night
2	Refugees	Marauders
3	Refugees	Gangs
4	---	Gangs
5	---	Gangs
6	---	Thugs
7	---	---
8	---	---
9	Scavengers	---
10	Scavengers	Dogs
11	Dogs	Dogs
12	Dogs	Dogs

NORTHEAST (Warszawskie)

Die	Day	Night
2	Refugees	---
3	Refugees	Marauders
4	ORMO	Thugs
5	---	Gangs
6	---	Gangs
7	---	---
8	---	---
9	---	---
10	Scavengers	Gangs
11	Scavengers	Dogs
12	Dogs	Dogs

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

Die	Day	Night
2	---	Marauders
3	Refugees	Gangs
4	Robotniki	Gangs
5	Robotniki	Gangs
6	ORMO	Thugs
7	---	---
8	---	---
9	---	---
10	Scavengers	---
11	Scavengers	Dogs
12	Dogs	Dogs

OUTSIDE THE CITY WALLS (Świat, Nowy, Piasek, Stradom)

Die	Day	Night
2	ORMO	Thugs
3	ORMO	Thugs
4	ORMO	---
5	Robotniki	---
6	Robotniki	---
7	---	---
8	---	---
9	---	Vigilantes
10	Refugees	Vigilantes
11	Refugees	Dogs
12	Dogs	Dogs

WEST (Zwierzyniec, Polwsie Zwierzynieckie)

Die	Day	Night
2	Refugees	Thugs
3	Refugees	Thugs
4	Robotniki	---
5	Robotniki	---
6	ORMO	---
7	ORMO	---
8	---	---
9	---	Vigilantes
10	---	Vigilantes
11	Scavengers	Dogs
12	Dogs	Dogs

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

Ratusz (Town Hall) and Rynek Glowny (Marketplace): A gothic stone building over 100 meters long which was formerly the covered marketplace, the *ratusz* was taken over by the government as the meeting hall for the *rada*.

The building faces out onto the Rynek Glowny, where most of the city's open commerce still takes place. The square is lined with shops, open-air booths, and market stalls where almost anything can be bought or bartered.

Na Zdrowie: This is a bar/restaurant/nightclub run by a Polish-American named Henryk Hallecki. The restaurant and nightclub is a dimly lit room, devoted to candlelight and "atmosphere." The bar is slightly better lit, but the many booths and tables facilitate private conversations.

Entertainment in the nightclub consists of piano playing, singers indulging in nostalgic prewar love songs, and occasional exotic dancing. The nightclub is especially popular with Krakow's well-to-do civilians and its ORMO officers. The name of the place is a traditional toast.

Nasz Towarzysz: This is a bar and restaurant especially popular with enlisted members of the ORMO (since it is less expensive than Na Zdrowie). Dimly lit and often crowded, it is a good place to make contact with people and pick up rumors. The name means *our comrade*.

Collegium Juridicum: The collegium is a former legal college, now closed and boarded up.

Wawel Castle: Wawel Castle is a large castle on a hill overlooking the Srod miescie.

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

WAWEL CASTLE

The limestone hill dominating the Old City and the entire valley from the banks of the Wisla River has been the site of various fortresses and basilicas for at least 11 centuries. In the latter half of the 20th century, the interior of Wawel Castle had been restored as a museum. However, after the war broke out, the Wawel was taken over by elements of the Polish 8th Motorized Rifle Division.

It presently serves as headquarters and home for Zygmunt Bohusz-Szyszkowski and his officers.

The main entrance to Wawel Castle is always manned by ORMO sentries and equipped with effective antivehicle obstacles. It is the only entrance to the Wawel, although rumors of secret passages and tunnels abound. It is possible that one of these might exist, perhaps dug in medieval times and long forgotten or recently built by Kutrzeba or Bohusz-Szyszkowski as an alternate escape route in case of catastrophe.

The park-like castle courtyard has been turned into a military camp filled with vehicles, equipment, and storage sheds. Drums of ethanol and methanol are stored in a guarded fuel dump in the south corner of the courtyard.

Most of the former residential areas of the royal palace have been turned into quarters and barracks for the ORMO or storage areas for stockpiles of food, ammunition, and equipment. Several rooms have been taken over for the hospital. One wing of the old palace serves as residence and offices for Zygmunt Bohusz-Szyszkowski.

Wawel Cathedral, inside the castle proper, has been left untouched because of popular sentiment for the structure. Guards are stationed inside and in the Sigismund Belfry, where the Dzwon Zygmunta (Sigismund's Great Bell, eight meters in circumference) is still rung in times of great peril or joy. The entire northeast corner of the castle complex was rebuilt into several chapels adjoining the cathedral in times past. These areas, too, have not been confiscated by the military, but guards do patrol the passages, the walls, and the towers. A winding staircase from the cathedral sacristy leads down to the treasury where many of Poland's national treasures are still kept. These treasures have been appropriated "for safe keeping," a source of some recurring friction between the city's military government and the people.

Bohusz-Szyszkowski would like to use the gold present in some of these national treasures. However, melting them down would cause an outright rebellion among the citizens, so his plans to use their gold as backing for a paper currency have been thwarted so far. Heavily armed soldiers guard the staircase and the approaches. Also under the cathedral are the crypts where 14 of Poland's legendary kings are buried with their wives and children, together with a number of Polish military heroes. Large reserves of food, arms, ammunition, and equipment are also stored among the crypts. The Wawel is a military fortress, and all encounters here will be with military personnel and guards; therefore, no encounter table is provided.

KOPIEC KOSCIUSZKI

The area known as the Kopiec Kosciuszki still serves as a military encampment for the ORMO and is fully described in the module **Free City of Krakow**.

ELECTRICITY

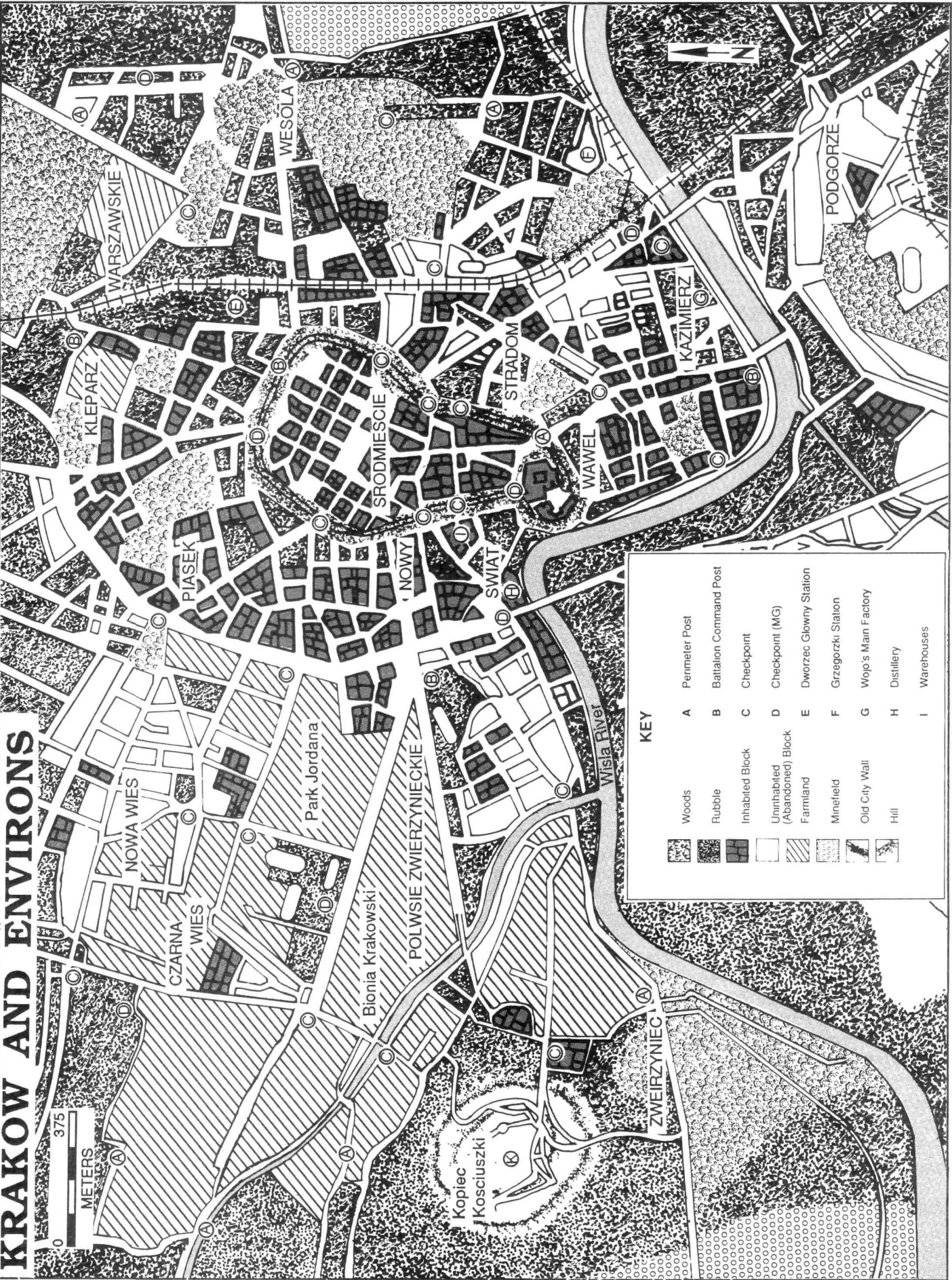
Electric power is a luxury in Krakow. Most of the large electrical power-generating systems were damaged by the initial stages of the war and have not been repaired. Oil is impossible to get for those few that remain operational. Krakow is fortunate to have an alternate operational plant which produces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

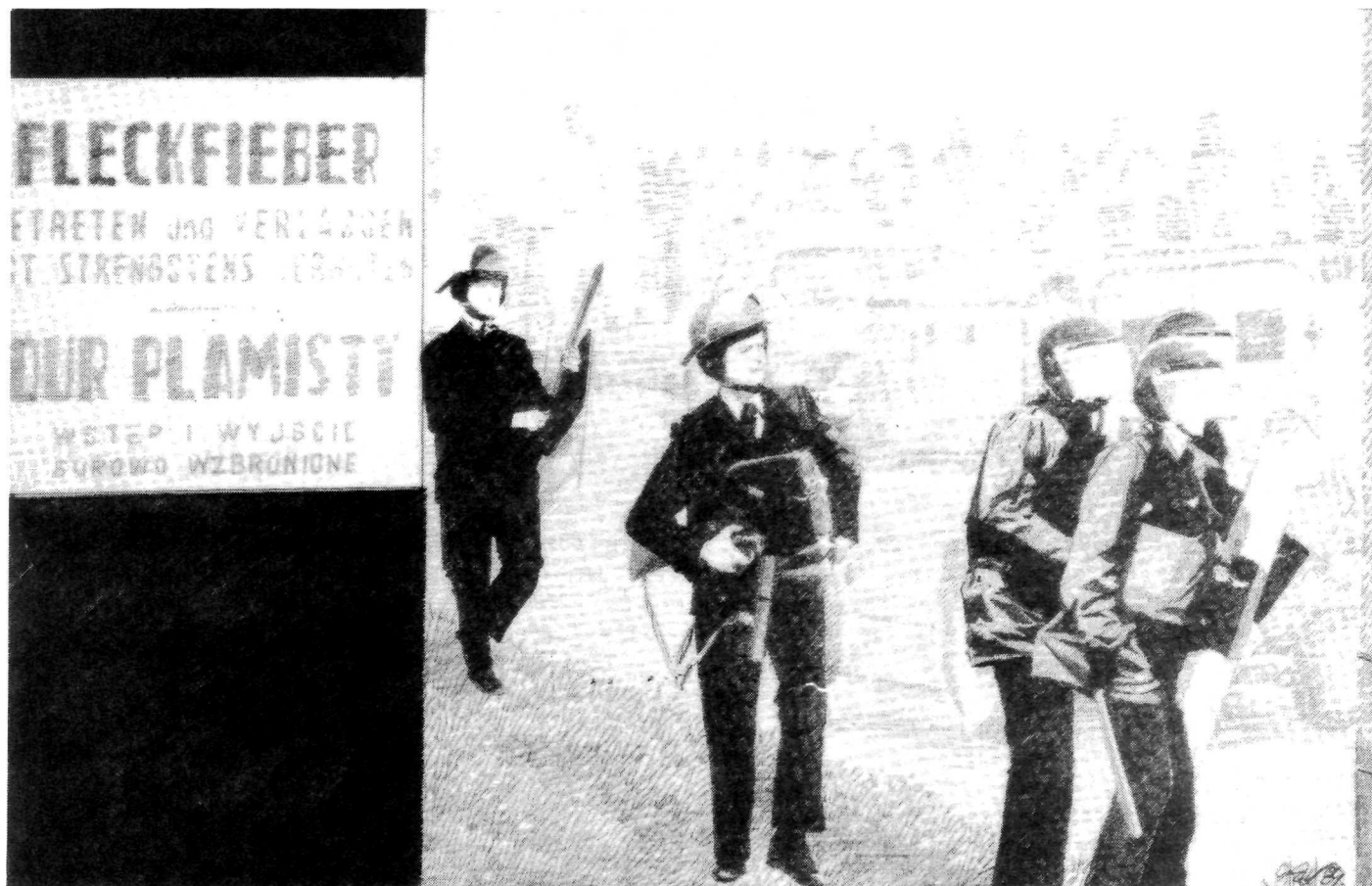
Electricity is vital to the operation of the machine tools that provide Krakow with trade goods. It is strictly rationed by the *rada*, most of it going to the few industries in Krakow and to the hospital. The plant and its facilities are heavily guarded. The ORMO's engineers and a few individual citizens (mostly wealthy merchants) have small generators, but these are expensive to operate and maintain.

THE HOSPITAL

Most of Krakow's medical supplies and remaining medical personnel are concentrated in one of the residence wings of the Wawel. Along with many of the surviving medical and biochemical instructors and the science equipment from the University of Krakow, these form Krakow's new hospital. While not very sophisticated by the standards of late 20th-century medicine, the hospital is, nonetheless, one of Krakow's greatest treasures.

Its experts are capable of manufacturing, in small lots and at great expense, primitive antibiotics (liquid form +, -, and ±), vaccines, and antitoxins. This hospital is rumored to be the only existing source of antirabies vaccine left in eastern Europe (the 14-day DE vaccine series referred to in the *Referee's Manual*, page 20).





TOWNS IN THE AREA

The following is a list of other cities, towns, and villages in the immediate Krakow area and notes on what might be found in them. The material here is a recapitulation and update on the entries for these communities found in the module the **Free City of Krakow**.

BOCHNIA

Bochnia is a city 40 kilometers southeast of Krakow on the south bank of the Raba River and was once an exporter of food to Krakow. Enterprising townspeople created an important source of revenue for the town by rigging a ferry across the Raba. The fee for each trip is settled by barter and usually depends on how wealthy the traveller appears to be.

Last year, the town was subjected to a raid by the marauder band known as the Butchers of Ropczyce, and the citizen militia took severe casualties, although they did manage to drive the raiders off. The population suffered severely, as many of the townspeople fled for the relative safety of towns such as Gdow and Dobczyce and did not return.

Local agriculture is now barely adequate to support the reduced population. Recently income from the ferry has dropped as trade convoys become smaller and less frequent.

The inhabitants might be willing to join the Wojsko Ludowa but cannot contribute much in the way of supplies, fighters, or weapons.

BRZESKO

The marauder force which occupied the village last year was attacked and driven out by a group of townspeople stiffened by a few wandering American ex-soldiers and three of the Dobczyce

ORMO. The village's population now totals about 200 and is mostly engaged in subsistence farming.

DOBCZYCE

The remoteness of Dobczyce has insured that it is relatively untouched by rampaging armies and wandering marauders. Last year when marauder activity forced refugees out of Bochnia and Brzesko, some of them came here. A joint force composed of several of these refugees, some hired mercenaries, and local militia from Gdow and Dobczyce succeeded in driving the marauders from the area. Their success in this has resulted in the formation of an informal mutual defense pact between the four villages (Bochnia, Brzesko, Gdow, and Dobczyce). The ORMOs of the various villages cooperate in patrolling the region and are highly motivated but poorly equipped. They are mostly armed with sporting rifles and improvised melee weapons (although a few of the best fighters are equipped with military weapons taken from the defeated marauders). The locals feel they have things pretty well in hand, and their reaction to Wojsko Ludowa deputations will be friendly, but totally nonsupportive (after all, what's in it for them?).

GDOW

Gdow is still a quiet village some distance off the main roads in the hills overlooking Bochnia, which is 15 kilometers away. Many of Bochnia's people fled here when the marauders reached them, and a few decided to stay.

KALWARIA

Kalwaria was burnt to the ground last year by the Krakow ORMO for harboring a marauder band. Only ruins remain.

KRZESZOWICE

This village is now abandoned and has been looted of practically everything of value.

MIECHOW

A Soviet convoy was caught here and destroyed by a NATO air sortie late in the war. Local inhabitants managed to get several of the vehicles running again and sold them to Krakow in exchange for weapons and ammunition for the local ORMO, which is now one of the best equipped of such organizations in the area. They will be slightly sympathetic to the Wojsko Ludowa cause but will not be able to contribute more than 2D6 fighters armed with AK-74s.

MYSLENICE

Located on the main road south from Krakow into the Carpathian Mountains toward Czechoslovakia, Myslenice was the site of a minor rebellion a year or so ago in which the locals overthrew their pro-Soviet town leaders and set up a communal farmers' council that has governed ever since. The village formerly made extra income by hiring out its ORMO as guards for trade caravans headed to and from Czechoslovakia, but as trade has slacked off, so has this income.

NIEPOLOMICE

In return for help in disposing of a group of bandits holding the mayor hostage, this village has become the site of another *robotniki* resettlement experiment. The influx of population has tripled the size of the village and severely overloaded the local agriculture. Since Krakow was unwilling to settle an ORMO detachment this far from the city, the *robotniki* were simply dumped on the locals, who keep them in virtual slavery (in Krakow they at least had the hope of eventual citizenship). Of 200 *robotniki*, less than 120 now survive. The overworked *robotniki* would be willing supporters of the Wojsko Ludowa, although less than half of them are suitable for use as fighters.

NOWY HUTA

The steel mills and factories of Nowy Huta were the target for a tactical air strike in early 1998, and the city was destroyed by three 20-kiloton airburst nuclear devices. The remains are now a barren tangle of twisted girders and fused brick, with only the metal skeletons of the largest buildings standing. Radiation has dropped in the two years since the city's destruction, but unprotected characters will still pick up 1D6 rads per four hours while they are in the central portions of Nowy Huta.

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

OJCOW

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

and other odd rock formations are the openings of several hundred caves.

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

The partisan band that once held the Stronghold of Ojcow (a ruined castle with a still-standing 14th-century octagonal tower) has departed, taking their weapons and supply caches with them.

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

Baron Ojcow, nicknamed *Watyly Franz* (Crazy Frank), still spurns the outside world and has managed to fend off all attackers. Perhaps a personal appeal by Father Niekarz (reinforced by the presence of the Black Madonna) would have a better chance of gaining the castle and its supplies for the use of the Wojsko Ludowa.

OLKUSZ

Once a fair-sized city, Olkusz was abandoned when fallout from the Katowice-Sosnowiec nuclear attacks drifted across the area. A few people had moved back into the city for a time, but the radiation proved to be too strong, and the city is once again deserted.

OSWIECIM

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

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

PRESZIWICE

Preszowice is a village of several hundred people which was burned to the ground by marauders last year. Nothing remains but blackened rubble.

SKAWINA

Skawina is a village 15 kilometers southwest of Krakow which was deserted early in the war and is largely undamaged, though

many buildings have fallen into disrepair. Last spring, an experiment by the city of Krakow settled 300 *robotniki* in the village in an attempt to simultaneously relieve population pressures on Krakow, placate the increasingly restive noncitizens of the city, and establish a viable agricultural community to serve as a source of food in coming years. A small garrison of Krakow ORMO oversee things, but the settlers have been promised autonomy as soon as they show an agricultural surplus.

The first harvest was large enough to feed the village, but left no surplus. The experiment has been a success from the standpoint that it removed 300 mouths from Krakow's overburdened economy, but Krakow now wants to move more *robotniki* into the village, something which the first group of settlers is not happy about. If the ORMO garrison could be dealt with, the Wojsko Ludowa would have a village full of enthusiastic supporters.

SLOMNIKI

This village stands at a road junction 40 kilometers north of Krakow. The site of a marauder ambush of a Krakow merchant convoy last year, much of the village was burned out during the fighting. Only occasional scavengers passing through from time to time can be encountered here.

TUNEL

Tunel was a small but important rail junction 35 kilometers north of Krakow. Devastated by conventional air strikes during the war, it is now abandoned.

TYNIEC

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

Because of its defensibility and its national historical significance, Tyniec became the stronghold for a small band of anti-Soviet partisans who have turned to farming out of a need to survive. A captured Soviet armorer's truck secured three dozen AK-74s, six RPK-74s, and two PK machineguns, in addition to two crates of 5.45 B and a few shots of other assorted ammunition. The truck itself counts as a portable workshop (see the Equipment List). It would take very little persuasion to convert the village to the Wojsko Ludowa cause, and only a little more to obtain half of their arsenal.

USCIE SOLNE

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

WIELCZKA

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

The mines are a labyrinth of galleries, corridors, and white rooms with gleaming walls of salt crystal. There are over 150 kilometers

of underground passageways, and three chapels, including the renowned St. Anthony Chapel which was carved from a single block of rock salt in 1675.

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

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

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

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

The strange, underground colony at Wielczka has largely been ignored by Krakow, and few outside the immediate area even know of its existence (they assume the mines were flooded years ago). The place would make an excellent base for the Wojsko Ludowa if the inhabitants could be persuaded into cooperating. This last will probably require a personal visit by Father Niekarz and considerable persuasion.

WOLBRUM

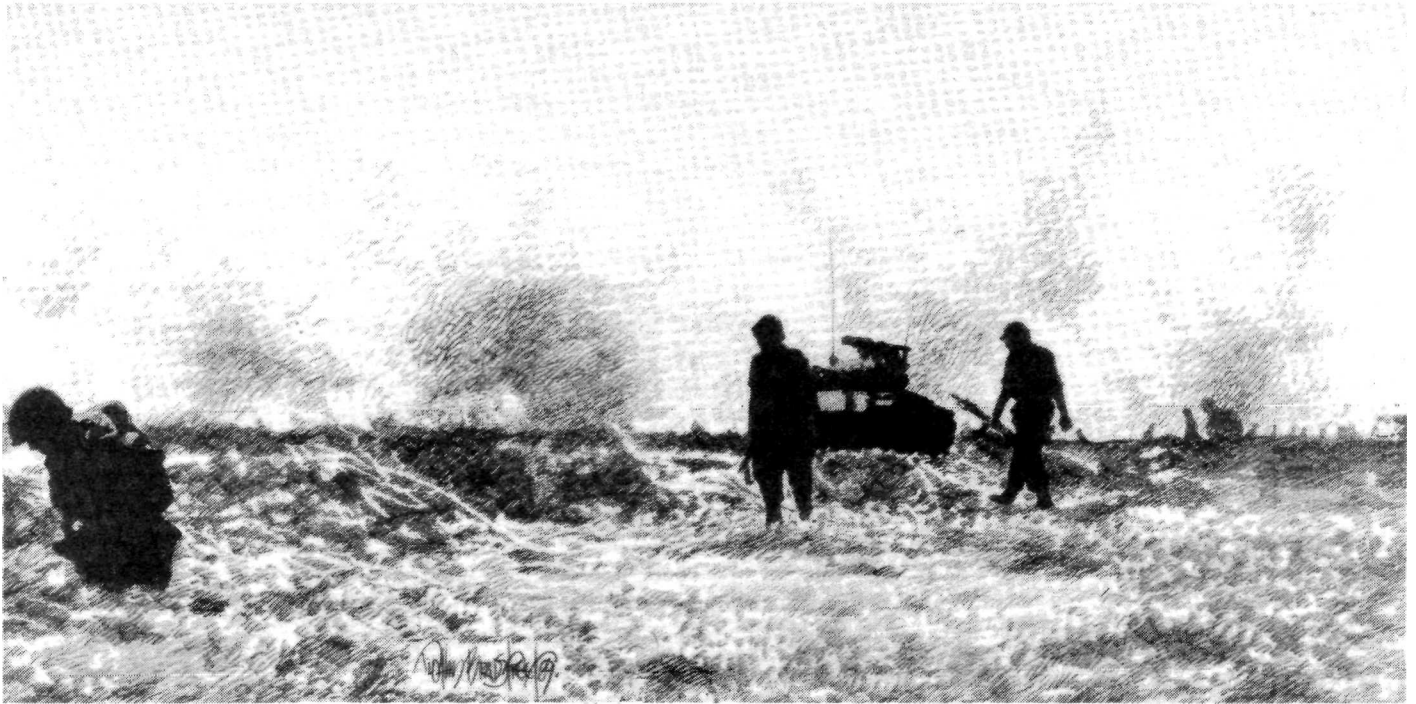
Wolbrum was abandoned during a plague and never reoccupied. Fear of the still-radioactive Sosnowiec industrial complex has also helped to keep people away.

ZABIERZOW

Located just beyond the ruins of Krakow's airport, Zabierzow is one of the outermost outposts of Krakow's defenses. Krakow ORMO are nearly always stationed here, and the village is the site of a settlement experiment similar to that going on in Skawina.

ZEBRZYDOWSKA

Zebrzydowska is one of the villages which ships food to Krakow in exchange for manufactured goods, especially tools and reloaded cartridges. Unlike most villages in southern Poland, its harvests have been fairly good lately, and Zebrzydowska has been able to accumulate a small surplus. Because of its trade with Krakow, its ORMO is well equipped, its citizens reasonably well fed, and the town extremely desirous of keeping things pretty much as they are. Envoys from the Wojsko Ludowa will be received coldly (after all, what have they to offer Zebrzydowska?).



ORGANIZATIONS

The following is a list of important organizations or groups the characters may encounter in or around the city of Krakow.

ORMO

The city defense force, or ORMO, has the responsibility for keeping the several marauder bands in the surrounding area at bay and for keeping the peace in Krakow. They guard every main road into the city, patrol the city streets, guard each gate, and man the inner city walls. They stop and question all strangers, and guard vital city installations, such as the power plant and the food warehouses. There are often large numbers of off-duty troops at the various bars and nightclubs throughout the city during evening hours.

Referee's Notes: The ORMO includes Elite and Veteran troops from the Polish 8th MRD and from the Warta (the bodyguard of the previous ruler of Krakow), as well as Novice and conscript troops from Krakow's civilian population. The veterans will, for the most part, be NCOs, officers, and older experienced soldiers; they account for about one in four of the city's ORMO.

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

The commanding officer of the ORMO is *General Diwizji* Zygmunt Bohusz-Szyszek. His senior staff officers include Colonel Wladimir Bzduliec and Major Wojciech Szczepanski. The Krakow ORMO has a total strength of about 7200 men and women when fully mobilized. Of these, 1490 are standing regular armed troops, 3500 are part-time militia, 606 are military logistical and support troops, and approximately 1600 are unarmed laborers. About 475 armed militia are active at any given time, giving the Krakow ORMO a normal active combatant force of about 1850. The actual numbers change from time to time as casualties, retirees, deserters, and new recruits come and go.

While the number of support personnel seems high under the

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

The Krakow ORMO is technically organized as follows, and most units are fairly close to these figures. As with most armies, the totals vary daily.

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

Rifle companies are grouped in battalions, of which there are a total of 10. Each battalion has three rifle companies and a mortar battery. The mortar battery consists of two platoons, each of two squads. Each squad consists of a five-man mortar crew (with 120mm mortar), and each platoon is commanded by an NCO (giving the platoon a total of 11 men).

The battery headquarters detachment includes the commander and the senior NCO, one radio operator, and 15 unarmed ammunition porters. The rifle battalion headquarters includes a total of 21 men, consisting of a commander, deputy commander, senior NCO, four signalers, one unarmed medic, two unarmed clerks, two unarmed mess orderlies, two runners, and a complete rifle squad for headquarters security. Thus, each battalion has a total of 350 men.

In practice, there are four battalions active at any one time. The 84th, 221st and 241st Battalions are the regular standing infantry forces of the city. The other seven battalions are actually militia,

each one serving for one day a week on a rotating basis.

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

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

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

Two of the operational tanks and five of the dug-in tanks are T-80s, while the remainder of the city's tanks are T-72s. All of the dug-in tanks have had their tracks and engines removed, and the engine compartment is used for additional ammunition storage and a small addition to crew working space. Rangefinders and radios have also been removed, but underground phone lines have been laid to each tank. The autoloading have been cannibalized on the tanks, which is why each vehicle at full readiness has a crew of four (one commander, one gunner, one loader, and one telephone operator). The five operational tanks are fully functional, thanks to the extensive cannibalization conducted on the others.

Artillery: Most of the heavy ordnance available to the Krakow ORMO is concentrated in the 8th Artillery Brigade, which is a small administrative headquarters controlling a variety of weapons. All weapons are grouped in batteries of similar equipment, and batteries are controlled by four battalion headquarters: the 8th (multiple rocket launchers), 18th (antitank), 81st (field guns) and the 83rd (mortars). Each battalion headquarters consists of 14 men (commander, deputy commander, senior NCO, senior gunner, gunnery instructor, clerk, senior armorer, assistant armorer, and six signalers), all of whom are regular soldiers on permanent active duty. The battalion headquarters is responsible for crew training and equipment maintenance on a continuing basis and for command and control when mobilized.

There are a total of 14 artillery batteries of various types, all militia serving one day of duty per week on a rotating basis. Thus, usually two batteries are on duty on any given day. The 14 batteries consist of the following:

- Three howitzer batteries (81st Battalion), each with 36 men and two 122mm D-30 towed howitzers. (There is an additional D-30 howitzer in storage.)
- Three antitank gun batteries (18th Battalion), each with 20 men and two 125mm Rapira-3 towed antitank guns.

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

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

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

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

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

The mounted company consists of three cavalry platoons and a headquarters platoon. Each cavalry platoon numbers 20 men in two squads of eight men each and a four-man headquarters. The company's headquarters platoon includes a four-man command group, a four-man supply section with pack mules, an eight-man machinegun squad, and an eight-man antitank squad. The company has a total of 84 men, 84 horses (plus 17 remounts) and 16 pack mules. Squad- and platoon-sized elements of the mounted company conduct many of the patrols in the area around the city and operate on foot nearly as often as they do mounted.

The motorized company is organized and equipped the same as the mounted company, except that vehicles are substituted for horses. Each platoon is carried in a single 2½-ton truck. The company command group rides in a UAZ-469 command car, the supply section operates two 272-ton trucks (with trailers and stills), and the machinegun and antitank squads are carried together in a single 2½-ton truck. Like the mounted company, the motorized company conducts numerous foot patrols in the area of the city. Convoy escorts are often augmented with one of the motorized platoons of the company. In addition, at least one platoon is always on alert status to respond to emergencies.

The headquarters company consists of a four-man command group with two UAZ-469 command cars, a six-man signal section with one ¼-ton radio truck and two dispatch motorcycles, an eight-man supply platoon with four 2V2-ton trucks, a medical section with two unarmed medics, an unarmed six-man mess section, and a 20-man maintenance platoon.

Engineers: The 81st Engineer Battalion is the controlling headquarters for all military and civil engineering work done in and around Krakow. The battalion headquarters consists of 16 men

(commander, deputy commander, senior NCO, two signalers, five orderlies, four clerks, and two drivers) and controls four companies.

The First (Mine Warfare) Company is in charge of laying, clearing, and maintaining the minefields that surround the city. It has a cadre of 12 regular engineer officers and men and, at present, 350 civilian *robotniki* (technically counted as militia reservists, although they are subject to full-time duty when and if required, and over 100 are usually working at any given time). Actual strength of the company fluctuates (accidents happen fairly frequently).

The Second (Technical Engineering) Company contains a cadre of 11 regular engineering officers and men and 150 unarmed militia workers. The militia in the second company are much better off than most laborers, as nearly half of them are tradesmen or specialists of one sort or another. The technical company is responsible for virtually all skilled engineering and construction work in the city, as it contains many of the surviving carpenters, electricians, plumbers, bricklayers, etc.

The Third (Construction) Company is the largest of the four, with a cadre of 40 regular officers and men (including one full rifle platoon as guards) and 550 *robotniki*. The *robotniki* are usually divided into work gangs of 20 to 100 and are employed in unskilled work such as rubble clearance or harvesting. Rations are limited, quarters are inadequate, and medical care nonexistent. Consequently, the work gangs suffer constant attrition, but never lack for new recruits from the starving refugees that wander to Krakow.

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

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

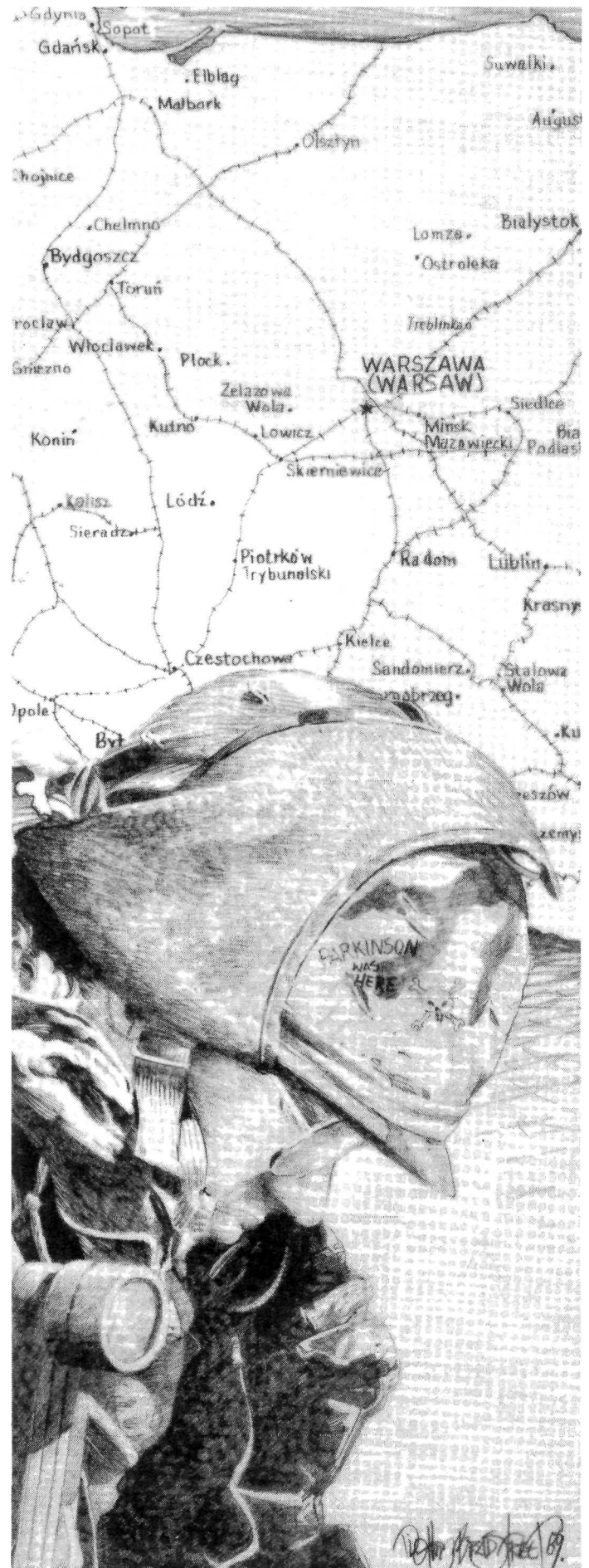
Supply: The 8th Supply and Transport Battalion controls the collection and distribution of most consumable supplies in the city. It consists of 176 regular officers and men and 550 additional drivers, laborers, and militia infantry. The battalion has gradually taken over refuse collection (but only within Srodmiestcie), alcohol distillation, food collection, storage, and distribution, and raw material salvage. The battalion includes 14 platoons of militia infantry who provide guard detachments for the city's food warehouses and alcohol storage facilities.

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

ORMO Duty Stations

The following details the duty stations of the Krakow ORMO.

The Outer City: Three battalions are on duty at all times to provide perimeter defense. The 84th Battalion is responsible for the western approaches to the city and also oversees the farms centered around the old Park Jordana and Blonia Krakowskie. Its



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

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

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

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

Each checkpoint is a small improvised open bunker, usually covered with wood, corrugated tin, or canvas to provide protection from the elements. During the day each is manned by a platoon headquarters and one squad. Six checkpoints in each battalion, coded C on the Krakow and Environs map on page 17, are manned by a rifle platoon HQ and a rifle squad; the other two, coded D on the map, are manned by a weapons platoon HQ and a machinegun squad. At night the checkpoints are not manned.

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

Srodmiescie: The area inside the city walls proper is the responsibility of the 241st Battalion. Like the perimeter battalions, the 241st maintains the battalion HQ, two rifle companies, and the mortar battery on duty during the day and one rifle company on duty at night.

The battalion mans a total of 10 checkpoints at the gates into the Old City. One rifle company is responsible for the northern and eastern gates, while the other is responsible for the western and southern gates. In the northwest sector, the rifle company headquarters and two rifle squads man the checkpoint at St. Florian's Gate.

A tank is also dug in at this position with a broad field of fire to the north up the road to Warsaw. The checkpoint at the other northern gate is manned by the weapons platoon headquarters and a machinegun squad, while the three eastern gates are each manned by a rifle platoon headquarters and a rifle squad. The company headquarters of the southern company is based at a dugout and guard tower at the foot of Wawel Castle. A dug-in tank here can cover either of the two southern gates with its turret.

One gate is manned by a weapons platoon headquarters and a machinegun section while the other is manned by personnel from the company headquarters and a rifle squad. An additional rifle squad is on duty at the company headquarters bunker. Each of the three western gates are manned by a rifle platoon headquarters and a rifle squad.

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

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

Kopiec Kosciuszki: The Kopiec Kosciuszki overlooks the entire city and is the anchor for the defenses of the western approaches. Its permanent garrison consists of the 8th Recon Battalion (271 men), the headquarters elements of the 8th Artillery Brigade and its subordinate battalion headquarters (64 men), the headquarters, maintenance, and quick reaction elements of the 84th Tank Battalion (23 men), and the 4th (Machinery) Company of the 81st Engineers (68 men) for a total of 426 men. The 120mm mortars of two militia batteries (a total of eight tubes) are permanently dug-in within the perimeter but are usually not manned. The multiple rocket launchers and antitank guided missile launchers of the artillery brigade, along with spare weapons and parts, are in the artillery motor pool.

At all times two men on duty are at each guard tower as observers and gate traffic controllers. These guards are drawn from a single platoon of the 8th Recon Battalion. The bulk of the platoon is on duty at the headquarters building, with the platoon leader serving as duty officer. At least one additional recon platoon is almost always training or on call on the Kopiec, as well as the tank battalion's alert force and most of the armored recon company.

Depending on how many patrols are out in the countryside, more recon troops may be present. While not as strong in manpower as most other units in the defensive belt, the troops of the recon battalion are alert and experienced soldiers, the best in the garrison.

THE NAJEZDZCIE WARSAWSKIE

The Najezdzie Warszawskie (raiders of Warsaw) have suffered at the hands of the Krakow ORMO. Most of the group was killed in combat or fled the region, but a few members of the group still infest the area southeast of Krakow. One of the group's three supply caches survives and is still being used by one small band. Its contents are now totally ammunition, all the food and weapons having been removed to replace losses incurred in combat with the ORMO. Although small, it could still prove of value to the characters or to the WL. The cache contains:

9mmP: 11 shots	.30-.30: 12 shots
7.62mmT: 5 shots	12 gauge: 12 shots
5.45mmB: 360 shots	.380 auto: 3 shots
7.62mmL belted: 300 shots	Crossbow bolts: 12
7.62mmL loose: 8 shots	

RADA

The *rzadzenie miejski* (town government), or *rada*, meets in the *ratusz* (town hall). It consists of 15 members, eight of whom are required by city law for an official quorum. Their primary responsibility is judicial; they try cases brought before them. Citizens have the right to bring grievances before the *rada*, and the body's chief duty these days is the adjudication of civil disputes. The ORMO has taken to holding military tribunals (sometimes at the scene of a crime) to deal with criminals, without recourse to the *rada*. Indeed, most of the important governmental duties of the city have been gradually taken over by *General Diwizji* Zygmunt Bohusz-Szyszek and his immediate subordinates.

The *rada* has little power these days, but it has great symbolic importance in that it provides the people with a shadow of rep-

resentation. This is the only reason Bohusz-Szyszek has not tried to do away with it.

Bohusz-Szyszek is the nominal leader of the *rada*, appointed by them to fill out the uncompleted term of Josef Kutrzeba, but he only attends meetings about once a week. Leczek Ostrowski is the senior *rada* member, and chairs the meetings when Bohusz-Szyszek is not there. Andrej Szostek, Wasyl Wojtyla, and Casimir Brzezek are others. Each leads a small faction of the craftsmen or merchants in the city and could muster a following of citizens for public demonstrations of civil displeasure, should it come to that.

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

WARTA

The Warta was the personal guard of Dowodca Kutrzeba, and as such no longer exists. Personnel and equipment of this group were absorbed into the ORMO and now serve with that organization.

ZBIEGI

Zbiegican mean "deserters" or "runaways" and also "refugees." It is a somewhat scornful word applied to the thousands of homeless wanderers who have converged on Krakow and been refused entrance to the city. The ORMO has orders to turn away those who cannot demonstrate skills useful to the city or some means of support (like vehicles to sell, for instance). *Zbiegi* can be encountered almost anywhere outside the Old City, usually in wandering bands of individuals, sometimes in larger groups organized in more-or-less settled communities of 100 or more.



Zbiegi are frequently used as a cover by marauder groups. The community living in the Dworzec Główny Station is an example. *Zbiegi* are a ready source of cannon fodder for would-be revolutionaries or others who have a need to create a riot or military crisis. They can be readily stirred to action by demagogues who promise food. Individual camps often have their own leaders. These individuals will sometimes be marauders exploiting the refugees if the camp is being used as a cover for bandits. *Zbiegi* are ripe for agitation by representatives of the WL.

Zbiegi encampments include the Stadion Korona, a sports stadium in Podgorze on the south bank of the Wisła; a tent city in Czarna Wies along the Piastowska Road, and the Dworzec Główny Railway Station in Warszawskie. Several thousand *zbiegi* live in the Krakow area. An exact census is impossible. The numbers of any *zbiegi* encountered on the road are determined per the encounter rules on page 14 of the *Referee's Manual*.

Wandering bands can be found anywhere. They usually stay on the roads, since off-road approaches to the city are heavily mined. Most are armed only with knives. A few carry bows, antiquated rifles, or pistols which they use for hunting. Most have traded any modern weapons or ammunition they may have had for food. In a riot or when acting as bandits, they will be armed with whatever comes to hand, including improvised spears, clubs, and rocks. As a rule, any *zbiegi* who is well armed is probably a marauder in disguise.

ROBOTNIKI

Zbiegi who do not have needed skills (such as distilling, hand crafts, chemistry, masonry, explosives, or bicycle making, to name a few) are offered the opportunity to purchase citizenship by working for one year in the city farms or industries as indentured laborers (*robotniki*). *Robotniki* are prime candidates for WL agitation, and many willing (if not able) supporters are to be found among the thousands in and around Krakow.

During the day, *robotniki* will be found working under guard in fields and factories in or near the city. Since they are under guard, the characters are unlikely to encounter them unless they become *robotniki* themselves.

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

NEIGHBORHOOD GANGS

Certain areas outside of Śródmieście are informally ruled by gangs. Some of these were originally criminal bands existing in Krakow before the war, others are bands of refugees which laid claim to a particular area as a turf to be scavenged. Some gangs operate small flophouses for transient citizens of Krakow. Other gangs serve as a source of muscle for various groups, including the KGB, DIA, and Guz Stanisław's organization. In the couple of years since the events of **Free City of Krakow**, however, most have gone into protection rackets. In these, a gang will extort valuables (usually food or salvage) rather than scavenge for them itself and threaten violence to those who do not comply. In return, the gangs protect the scavengers in their territory from other gangs, marauders, and bandits. The gangs are strongest south of the Wisła, but also exist in the areas of Warszawskie, Kleparz, Wesola, and Kazimierz in lesser strength. The size and weaponry of individual gangs varies and should be determined by the referee (who may wish to consult **Free City of Krakow** for details).

WOJSKO LUDOWA

The Wojsko Ludowa is a small force composed of hunters and farmers and dedicated to the expulsion of the Soviets (and, less violently, all foreigners) from Poland.

The Wojsko Ludowa had considerable success against the Soviets in 2000, but late last year it was nearly destroyed in battle against a band of marauders. Although the Wojsko Ludowa did prevail, the group took severe casualties and was forced to hole up in the town of Tychy for several months, where a sympathetic population sheltered them. The defeat was a disaster in two ways. The leader of the Wojsko Ludowa, Father Wojciech Niekarz, was wounded in the battle and has not been able to travel extensively since that time. Worse, most of the Wojsko Ludowa's best fighters were killed or wounded, and the organization is now severely short on experienced soldiers and military leaders. Everything would have been pretty bleak for the Wojsko Ludowa had it not been for the Black Madonna.

The acquisition of the Black Madonna, a religious icon and secular symbol of Polish independence, has been an important victory for the Wojsko Ludowa. For centuries, the icon has been a symbol of Polish nationalism and independence, and was taken up in the '70s by Solidarność, the Polish workers' union, in its clashes with the communist government over political reform. The powerful symbolism of the Black Madonna has drawn sympathizers from throughout the region. The icon's benefits have proven a two-edged sword, however.

The Wojsko Ludowa has no real command structure or organization; major actions are decided by a plebiscite of members. This situation was acceptable when the organization had only a couple of dozen members, but now that its numbers have swollen to several hundred, it has become a genuine liability. Father Niekarz wants to split the group into small cells, one in each sympathetic community, and a number of roving recruiting/raiding units. Each cell and roving unit needs to have a cadre of trained fighters in order to be able to train others. This (and the father's disability) is what has held up the plan. The father needs a master tactical training school in order to train the cadres who will form the core of each cell.

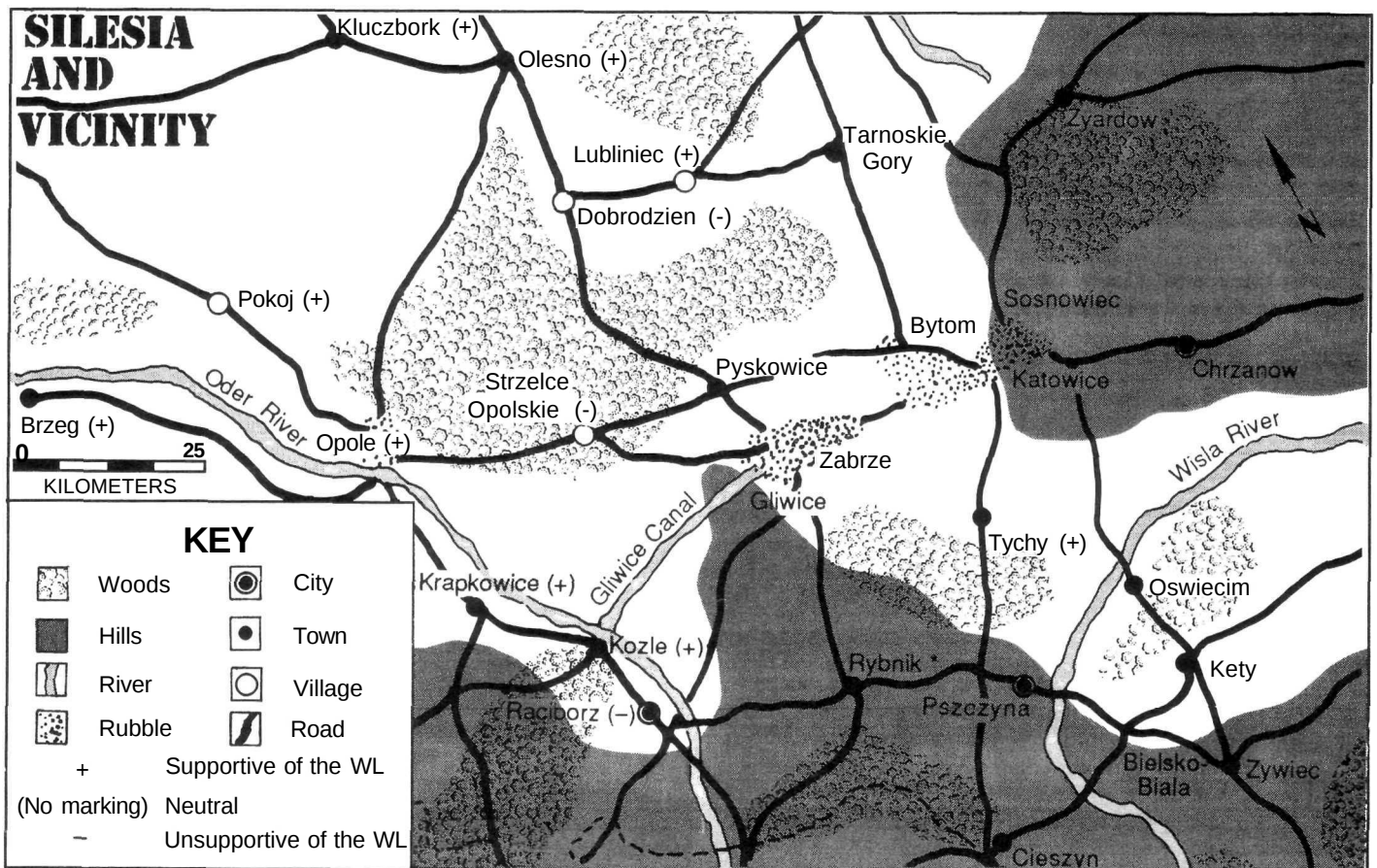
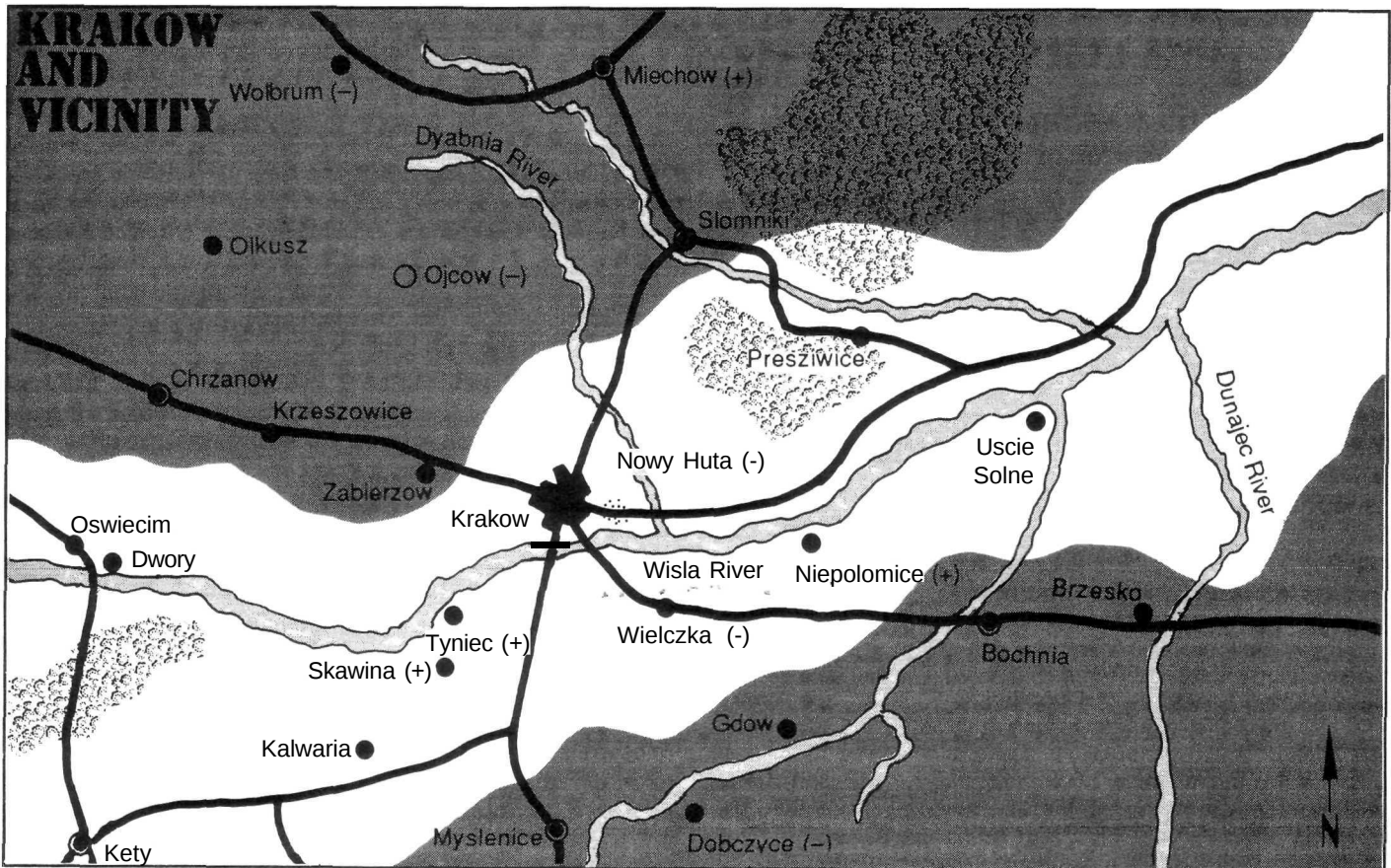
Recruiting Grounds: The town of Tychy in Silesia is the source of the largest number of WL members because of the occupation of that town by the king of Silesia (see page 43 for details). Upon the occupation of Tychy, Father Niekarz has moved his headquarters to the wooded hills just south of Zyrdow, where he maintains an encampment for the 300 volunteers that have flocked to his side now that he has the Black Madonna.

Local support, obviously, is quite high in Zyrdow, or the Wojsko Ludowa could not remain there. Because of this, Father Niekarz plans to keep his headquarters here and begin the first of his tactical training schools here when he acquires sufficient instructors.

The map on page 27 shows the location of communities sympathetic to the Wojsko Ludowa. The entries for the individual communities discuss the potential for support from these communities. The referee must adjudicate individual recruiting attempts based on the characters' actions and the individual community or group involved.

Numbers: As mentioned above, the Wojsko Ludowa now contains 320 able-bodied fighters who are encamped near Zyrdow. It has reached the point where Zyrdow cannot support any more members, and Father Niekarz wants to split the WL up into smaller cells (as noted above). These small cells will be more difficult to wipe out and will be able to continue recruiting on a wide front.

SYMPATHETIC TOWNS



Weapons: A variety of civilian and military small arms, including several crossbows and one RPG-16, are in use by the WL. The military weapons are primarily Warsaw Pact, but include NATO equipment as well. The WL is short of ammunition for everything but the crossbows. Transport is provided by a few horse-drawn wagons plus a few vehicles liberated from marauders, Soviets, foreign armies, etc.

Raids: Characters putting together a raiding party will have to choose from the pool of recruits available at the time. During a given week, there will be 3D6 Novice NPCs, 2D6 Experienced NPCs, and 1D6 Veteran NPCs available for any given mission. The referee should reroll for each week, not for each mission. The target of a raid should have been the subject of one or more recon missions in the recent past. These may have been conducted by the characters or by suitable NPCs. In either case, the referee must determine the information gained and allow the characters to formulate their own plans.

NPCs

As mentioned elsewhere, specific NPC reactions will be governed by the characters' previous activities in the region, if any.

FATHER WOJOIEKARZ

Father Wojciech Niekarz is a Jesuit priest and leader of the Wojsko Ludowa. Born and raised in Gliwice in 1933, Wojciech Niekarz witnessed the German invasion of Poland in 1939. He joined the Polish Communist Party at 17 but became disillusioned within a few years and renounced his membership. Wojciech left Poland to enter the priesthood, and entered the Jesuits. The German occupation and the subsequent Soviet domination of his native land instilled in him a fervent patriotism, and his training as a Jesuit hardened him like steel in a furnace. He returned to Poland in the 1960s and joined in the labor movement there. He was jailed several times as a result of this. His imprisonment fueled his hatred of the Soviets until it was almost as large as his hatred of the Germans. When NATO invaded in 1997, he was refused enlistment in the Polish Army because of his age. In 1998, Father Niekarz formed the Wojsko Ludowa to free Poland of outsiders.

Father Niekarz' xenophobia does not extend to English speakers (American, British, Canadian, Irish, etc.) because the British entered WWII when Poland was invaded. He does not feel a contradiction between this Anglophilia and the fact that British, Canadian, and American units participated in the 1997 NATO invasion.

Father Niekarz speaks English (80%), Czech (20%) and Latin (90%) in addition to his Polish. He carries no personal weapons but can fight and shoot if he has to. He will happily help any English speakers he comes across, but the best treatment Germans or Soviets can expect is to be told to leave as quickly as possible.

Last year, Father Niekarz was wounded in a battle with a marauder band, and although the wound has healed, it has left him with a severe limp. Standing is painful for him, walking even more so, and running is out of the question. This injury has curtailed his activities somewhat, and he is now forced to depend increasingly on others, such as Elzbieta Grzebieniowski.

NPC Motivation Results: *Heart Ace:* Justice. Father Niekarz wants justice for his country and his people. *Club Ace:* Father Niekarz is inclined to take aggressive action to achieve his goals.

ELZBIETA GRZEBIENIOWSKI

Elzbieta was a student at Lodz when the Sino-Soviet War began,

and her husband Jerzy was soon conscripted. Jerzy was wounded in the Warsaw Pact's spring 1996 offensive and returned to Poland to recuperate. He was recovered enough to reenter service in October of that year, just in time to be sent to Germany to oppose the invading FRG forces. He was reported missing in action in December, and Elzbieta has heard nothing about him since that time. She fervently believes that Jerzy is still alive, based on nothing more than a powerful internal "feeling."

Elzbieta enlisted in the Polish armed forces in 1996 and completed a truncated basic training in time to be assigned to the staff of the Polish 14th Motorized Rifle Division, where she came to know its commander, Julian Filipowicz. Filipowicz considered her to be one of the more capable officers in the division and nicknamed her *Glownia* (Firebrand). Elzbieta served with the 14th throughout the war until Filipowicz left the Polish Army and set up his own state in southern Poland. Elzbieta was horrified at this treason and deserted, taking several members of the 14th's headquarters with her.

At the present time, Elzbieta is the second in command of the Wojsko Ludowa, where she has proven a very able administrator and a consummate politician (she is more than a little responsible for holding the fragile Wojsko Ludowa coalition together), but her capabilities as a soldier leave something to be desired. "Elzbieta is a talker, not a fighter," Father Niekarz often says.

NPC Motivation Results: *Heart Jack:* Wisdom. In Elzbieta, this trait manifests itself as a strong talent for political infighting. *Club 3:* Elzbieta is not easily impressed by threats of violence.

ANDRZEJ OSTROWSKI

Andrzej Ostrowski was a machinist in Katowice until the war ended his livelihood. When the bombs fell, Andrzej happened to be visiting his cousin in Zyrdow, and thus escaped death. Too old for regular military service, Andrzej enlisted in the local ORM, where his talents soon took him to the position of commander. Under his effective leadership, the local forces managed to defeat the hordes of marauders that infested the area north of Katowice after the national government broke down, and Zyrdow escaped the fate of many other communities that were destroyed at the hands of bandit scum. Always highly patriotic, Andrzej was a willing recruit to the WL when Father Niekarz came through town, and it was largely due to his urging that the priest relocated to Zyrdow.

Competent as Andrzej is, he has no instructional talents and is only able to serve as a leader when what the WL needs most is teachers. His loyalty to the cause is without question, however, and he is probably the finest tactical commander at Father Niekarz' disposal. He will not be happy at the father's decision to employ foreigners, but a display of tremendous military talent combined with instructional skills will convince him. Andrzej's only other major character flaw is that he is too defensive-minded.

Referee's Note: Andrzej's main function in life is to provide an NPC military leader to supplement the characters' talents.

NPC Motivation Results: *Club Ace:* War leader. Andrzej is a more than competent fighter. *Heart 9:* Andrzej is extremely loyal to the cause of the WL.





A LAND UNDER A CLOUD

Silesia is a region located in the southwestern part of Poland on the border with Czechoslovakia. At various times throughout history, Silesia has been a part of the Austrian Empire, the Prussian Empire, and (during WWII) Nazi Germany. After WWII (as part of a general restructuring of eastern Europe, where the Soviet Union took over sections of eastern Poland and Poland absorbed sections of eastern Germany), Silesia became part of Poland, where it remained until it declared its independence in April of 2000 (first as a margravate, then, less than a year later, as a kingdom).

Silesia possesses extensive mineral resources. Its coal deposits cover an area of over 2000 square miles and represented the nation's principal energy resource before the war. The coal is of the gas-producing type, which makes it somewhat dangerous to mine (especially with low technology equipment such as must be used in 2000 and after), but also gives it a high caloric value and makes it an efficient fuel. Silesia also produced large quantities of silver, zinc, iron, and copper from rich veins of these metals.

With this vast pool of resources available, it was not surprising that Silesia became one of the most heavily industrialized areas in Europe. Indeed, before the Sino-Soviet war, Silesia was the industrial heartland of Poland.

Mines and chemical and metallurgical plants abounded in the region. Coal mining operations took place in the center of Silesia, in the south near Rybnik, and in the east around Jawor, and Trzebinica. The largest concentration of metallurgical plants was located in the Gliwice-Katowice-Sosnowiec area. The nearby Kosciuszko Works at Chorzow was the largest metallurgical factory in Silesia. Lead and zinc foundries were located in the Katowice region. Chemical factories were located at Oswiecim/Dwory, Chorzow, and Katowice. There were two large coal-fired power stations at Jawor.

Silesia was also the most densely populated region of Poland. The Gliwice-Katowice region had a prewar population of almost three million. A large number of these were highly trained technicians, engineers, scientists, and skilled artisans. Before the

war, Gliwice was the home of the Polytechnic School of Higher Studies, an institute which turned out some of the finest engineers and architects in Europe.

THE WAR

Shortly after the Sino-Soviet War broke out in 1995, the whole Silesian region went to full-scale production. Even at that, the industries were hard put to supply the Soviet war effort. When the first Polish divisions headed for the Far East, however, the workers of Silesia had seen that they were among the best equipped of the Warsaw Pact forces.

The war was brought home in October of 1996 when the Bundeswehr crossed into East Germany. At that time, the Luftwaffe launched a series of long-range interdiction strikes. One of the primary targets was the Gliwice-Katowice complex. Other targets soon followed.

The Luftwaffe paid a heavy price for their success. The area bristled with anti-aircraft sites, and special attention had been given to dealing with low-level raids. In addition, the Polish 337th Fighter Squadron, equipped with MiG-29s, wreaked havoc on the Luftwaffe's Tornados. Based out of Balice Airfield near Krakow, the squadron soon became known as the "Eagles of Silesia."

The picture in the air changed dramatically when the Americans and their NATO allies (Great Britain and Canada) entered the war in December of 1996. The US Air Force was fresh and well equipped, while the Poles were worn out. Numerous targets were leveled, including the oil fields and refineries near Uscie Solne. As replacement pilots, spare parts, and jet fuel became scarce, the Polish Air Force faded from the skies.

In April 1997, the final blow fell. The German Third Army crossed the Polish frontier in the Gorlitz area. Its objective was to take Silesia and to secure the southern flank of the NATO drive eastward into the USSR.

The fighting raged all through the spring and summer. Wroclaw was pounded into rubble and overrun in early May. Gliwice, Katowice, Chorzow, and Bytom were seriously damaged by NATO airstrikes.

The NATO allies had committed no less than seven divisions to this operation, and the Poles were soon overwhelmed. The Polish 2nd MRD and 12th TD, already badly mauled from the fighting in Germany, tried to stem the tide. The 12th TD held Opole while the 2nd MRD fell back to Gliwice. The Soviet 35th GMRD was encircled and virtually destroyed trying to retake Wrocław. ORMO and ZOMO battalions rallied to the defense of their homeland and took their place in the line. In many cases the ZOMO fought shoulder to shoulder with workers its members had helped suppress during labor unrest only a few years earlier.

The campaign reached its climax at the Battle of Częstochowa in May of 1997. There the pact's last reserves, the Polish 6th Pomeranian Air Assault Division (AAD), held off two NATO divisions for three days. Although the 6th was destroyed as a fighting unit, its members' stubborn defense gave the survivors of the 12th TD and 2nd MRD time to withdraw up the Wisła River valley.

NATO didn't hold Silesia very long. By mid-August 1997, the German Third Army was withdrawing from the area. Częstochowa was retaken on September 12th, the rest of Silesia by the first of October.

The Polish triumph was shortlived, however. As the nuclear exchange heated up, the industrial complexes of Silesia were singled out for destruction early on. City after city vanished in a fireball as October faded into November. Gliwice, Katowice, Zabrze, Chorzów, Bytom, Sosnowiec, Częstochowa—all were hit, their passing marked by mushroom clouds.

Spring of 1998 brought no relief. Those who survived the bombings, the invasion, and the nuclear devastation were now struck by plague and famine. From a prewar population of three million, fewer than 100,000 survive, scattered throughout Silesia.

In the year 2000, new forces are at work in Silesia. The ragtag survivors are trying to eke out a living from the rubble. Though the devastation is great, the land is healing slowly, and many men would make it theirs alone. One of these is Julian Filipowicz, who now calls himself the King of Silesia.

FROM COLONEL TO MARKGRAF TO KING

The Polish 14th MRD was considered one of the best units in the 1st Polish Tank Army. The division had a good service record dating back to 1996. Its commander, Julian Filipowicz, was regarded by his superiors as a brilliant officer with great potential. In the summer of 1999, the division was posted to the Gliwice-Katowice area for rest and refitting. At the time, the division's strength was 2000 men and five operational tanks.

The only other forces in the area were a brigade of ZOMO, divided into three battalions (stationed in Pyskowice, Kozle, and Strzelce Opolskie respectively), and some local ORMO.

When the Soviet 9th TD mutinied in September of 1999, spawning numerous bands of marauders in Silesia and elsewhere, elements of the 14th MRD and local ORMO units moved against them. The ZOMO stayed behind to provide security in the rear areas.

After a series of bloody battles, the mutineers were pushed northward. The ORMO units that fought alongside the 14th were rewarded with the captured weapons and supplies. More important, however, was the combat experience that the affair gave them. The price they paid was high—the ORMO took 700 casualties (the 14th took 500).

During that winter, Colonel Filipowicz moved his headquarters to Racibórz. There he was joined by his wife and family. It was from Racibórz that Filipowicz began a campaign against what he called "malcontents, bandits, and traitors." The ORMO battalions from

Pyskowice, Kozle, and Strzelce Opolskie were reinforced with detachments from the 14th MRD. The ZOMO troops were left to their own devices.

Colonel Filipowicz began converting some of his units (regular and ORMO) to horse cavalry (looting several local horse-breeding farms in the process) to enable them to move cross-country faster (horses don't need their grain distilled—they use it directly). Some of these units were armed with the traditional Polish cavalry weapon, the lance, in addition to assault rifles and light machine-guns.

Filipowicz' forces became increasingly proficient at tracking down marauders and exterminated several large bands. The biggest battle against marauders was fought on February 6th, 2000. A 30-member band was surprised in the woods between Pyskowice and Strzelce Opolskie. After a brief but furious firefight, the seven survivors surrendered and were taken to Racibórz for interrogation. They were never seen again.

The Coup: In the early morning hours of March 1st, the citizens of Pyskowice, Kozle, and Strzelce Opolskie were awakened by gunfire. Army and ORMO squads swarmed the streets, telling civilians to stay inside until the situation stabilized.

The ZOMO barracks were surrounded and stormed. The Kozle ZOMO were massacred. The Strzelce Opolskie ZOMO held out for most of the day before its remnants fled westward towards Opole. The detachment in Krapkowice surrendered without firing a shot. The few remaining officials of the Polish government and the Polish Communist Party were arrested, and the last vestiges of the central government in the region were eliminated.

In a proclamation to the people, Filipowicz revealed signed confessions from the survivors of the bandit gang. These implicated senior officers of the ZOMO and local officials in crimes ranging from accepting bribes to kidnapping. More damning was a report from a junior officer of the ZOMO (commander of the Krapkowice detachment) that the accused were preparing to rise up in revolt and declare themselves in league with the Polish Free Congress. The accused were found guilty before a military court and executed.

Throughout the latter part of March, Colonel Filipowicz toured the region. He met with the Rybnik *rada* and received permission to station army units there. He spoke with everyone from farmers in their fields to merchants in town, acting more like a politician than a military leader.

On April 12, Filipowicz received orders from what was left of the Pact High Command to move against NATO concentrations on the Baltic coast. He sent the messenger back saying that he was heavily engaged against bandits and could not move. He ignored subsequent orders.

On the 16th of April, he declared all the territory his troops occupied to be the free and independent Margravate of Silesia. The 14th MRD and the local ORMO units became the Wojsko Śląskie (Army of Silesia).

The DIA and KGB, when they found out, sent in teams to negotiate with the new warlord. The KGB team arrived first. Their orders were to either bring the markgraf into the Soviet camp or kill him. After a few days of fruitless discussions, the KGB realized that the markgraf was not going to cooperate with them. They tried to assassinate him, but succeeded only in killing Filipowicz' son, Roman. Filipowicz himself escaped with minor wounds. The KGB agents were killed.

When the DIA team showed up on June 9th, Filipowicz refused to meet with them, saying he wanted nothing to do with either side. His destiny and that of his people, he said, was in his hands and

his alone. The DIA team attempted further contact and seems to have been executed by the markgraf or on his orders.

Late last year, the markgraf evidently became unsatisfied with his title and proclaimed himself king of Silesia. This was received with adulation by the citizens of Raciborz (who evidently relished the thought of their city being the capital city of a kingdom).

EXPANSION

The back of Filipowicz' mind has harbored one ultimate dream since 1999: to rule Poland—a Poland stretching from the Baltic to the Black Sea (as he once confided to Major Stranski in an uncharacteristic moment of confidence before the purges). Although unrealistic, this dream has come to be his ultimate unexpressed agenda, the underlayment to all his plans and schemes. For him to achieve his ultimate dream, he will require a solid base, and that base will be Silesia, with its vast mineral resources.

TREASON AND PURGES

Filipowicz has grown increasingly paranoid in the last year and has begun to view almost everyone around him with suspicion and distrust. The failure to rebuild Silesia's industrial base, the problems inherent in ruling a country, the failure of his diplomatic approaches towards Krakow—all these could not be natural. In Filipowicz' mind these things could only be the result of conscious actions by his enemies, since nature intended him to succeed. The Liga Handlowy was the most blatant of his enemies, but that group of tradesmen and low-born mechanics could not possibly be the only source of his problems, he reasoned. There must be traitors within his own household, traitors who revealed his plans before he could put them into action, disloyal intriguers who fight him at every turn.

Filipowicz resolved to be clever. He laid traps for his enemies by telling different things to different subordinates and determining who leaked information by the sort of rumor that soon spread throughout the household. Soon he knew who his real supporters were in his own household, and after he had dealt with them, he could finally start to work on his enemies further afield.

The resulting purges cost Filipowicz dearly. The machinations of Rudolf Geissmar, an officer in the army, caused accusations to be lodged against Major Stanislaw Stranski, the commander of Filipowicz' bodyguard and one of the most loyal men a ruler could ever ask for.

Stranski managed to escape with his life, but the betrayal of trust by one he had thought so highly of had a devastating effect on Stranski (see below).

Many officers in the army fell before Filipowicz' wrath, victims of the king's delusions. Geissmar himself eventually came under suspicion and was relieved of his command only a few weeks before the start of this adventure.

To ensure the loyalty of his barons, Filipowicz tested them as well, using various techniques. He found some to be disloyal. These he left in place, but he planted spies to keep an eye on them. Others seemed to be loyal, but he planted spies in their midst to keep an eye on them anyway—just in case. Those with families were urged to send them to Raciborz for various reasons, all of which seemed quite reasonable and very convincing. Barons with children were encouraged to send them to one of the schools founded by Marja Filipowicz (Julian's wife and queen of Silesia). Nothing was ever said overtly, but the implication was very strong: Filipowicz' guests were also hostages to insure the loyalty of his barons.



REBELS

As the king became paranoid, so did his barons. Fearful lest they appear disloyal, local officials began to crack down on dissenters and complainants lest such activities reflect poorly on their own zeal. With the normal inequalities in food distribution attendant upon the poorer harvests of late 2000 and early 2001, the population became increasingly restive, and the official reaction increasingly totalitarian. With the exception of the city of Raciborz, most of the population of Silesia is beginning to have second thoughts about their new king, but few of them are courageous enough to speak openly nowadays.

A few, however, have taken action. In every city except Raciborz, small groups of anti-Julian plotters are beginning to form. Colonel Stark of the DIA has managed to contact most of these groups and is advising them on security, communications, propaganda, etc. These groups are responsible for an increasing number of thefts from military barracks (mostly weapons and ammunition) and a great many nasty slogans painted on walls, but Stark has advised them against any major action until they build their strength.

SPYING FOR THE KING

Working for the king of Silesia is a dangerous job, and part of the danger comes from the king's own paranoia. Filipowicz is seeking spies and agents provocateurs for use against his many "enemies." He prefers to use non-Poles for this purpose but will take whatever he can get. Because of his paranoia, spies may be hired to set traps for other spies, and the characters first assignment may be to set a trap for another of the king's agents—or may be a trap designed to test the characters' loyalty.

The king will pay in gold, ammo, weapons, or whatever the characters ask for. He pays fairly well when he has spies left alive to pay.

THE ECONOMY

Although Silesia was at one time heavily industrialized, the main economic activity at the present time is agriculture. Industrial rebuilding is a major program of the *markiz*, but the people seem to be more interested in eating than in making submachineguns and generators. Silesia now manages to produce enough to feed its population, and harvests were good enough (until recently) to build up a significant agricultural surplus, which was exported. Coal also plays an important part in the region's economy. The mines at Rybnik have been reopened, but at a fraction of their prewar capacity because of the lack of heavy machinery. Until recently, most of the coal produced was traded for food, but improved agriculture has changed that. Now the bulk of the coal is exported to Krakow.

Reconstruction: Most of the population is devoted to agriculture, but a portion is engaged in salvage of the bombed-out industrial facilities. Salvage parties of civilian laborers, under the "protection" of the Silesian Army, work in those portions of former industrial cities (such as Gliwice or Sosnowiec) which were not too badly damaged. These salvage expeditions yield repairable machine tools, parts, and raw materials for the industrial renaissance the *markiz* envisions.

The plan to restore the electrical generating plants at Jawor has foundered due to a lack of sufficient numbers of skilled laborers. People who know how to keep a generator the size of a house running are rare in southern Poland after 1999. Of course, running a generator is only possible after the damage of three years of marauders, looters, and scavengers has been repaired.

The army has kept the roads relatively clear of bandits, and trade flourished for a time. Silesia is one of the few places in southern Poland (or anywhere in Poland for that matter) where a party can travel without being attacked by bands of marauders.

Exports: Just over half of Silesia's coal production is exported, most of it being sent to the Wisla for transport to Krakow in exchange for that city's manufactured goods. The former breweries at Cziesz provide enough methanol that a small surplus can be exported. The recent acquisition of the breweries at Tychy will soon enable the king to solve his liquid fuel problems (for the time being). Methanol is increasingly distilled; ethanol requires edible material and is becoming almost as much of a luxury as petroleum.

Imports: Krakow provides the bulk of Silesia's imports (by value). The main items are machine tools to rebuild the shattered industrial plants and medical supplies for Silesia's hospitals. Weapons and munitions are increasingly in demand and increasingly expensive, as Krakow's merchants have become concerned at the military growth of Silesia. Most ammo must now enter Silesia through the offices of mercantile middlemen, with consequent increases in cost at every step of the way. Filipowicz is very anxious to start his own armaments industry and relieve the dependence on "foreign" (and thus undependable) industries.

SOCIETY

Each major town (except for Strzelce Opolskie) is ruled by a baron and a *rada* (town council). The *rada* runs the day-to-day affairs of the town and its surrounding farmers, the baron (who is also head of the *rada*) is responsible for the defense of the town and its dealings with other towns. *Radas* are elected by the citizens of the town, and their size varies. Barons are usually appointed by the king (except in the case of the baron of Rybnik, who was elected by the citizens and confirmed by the markgraf). A baron can theoretically be replaced at any time, but in practice this has never been done. Baronies are not hereditary in Silesia. When a baron dies, the king may appoint any successor he desires; he need not appoint the heir.

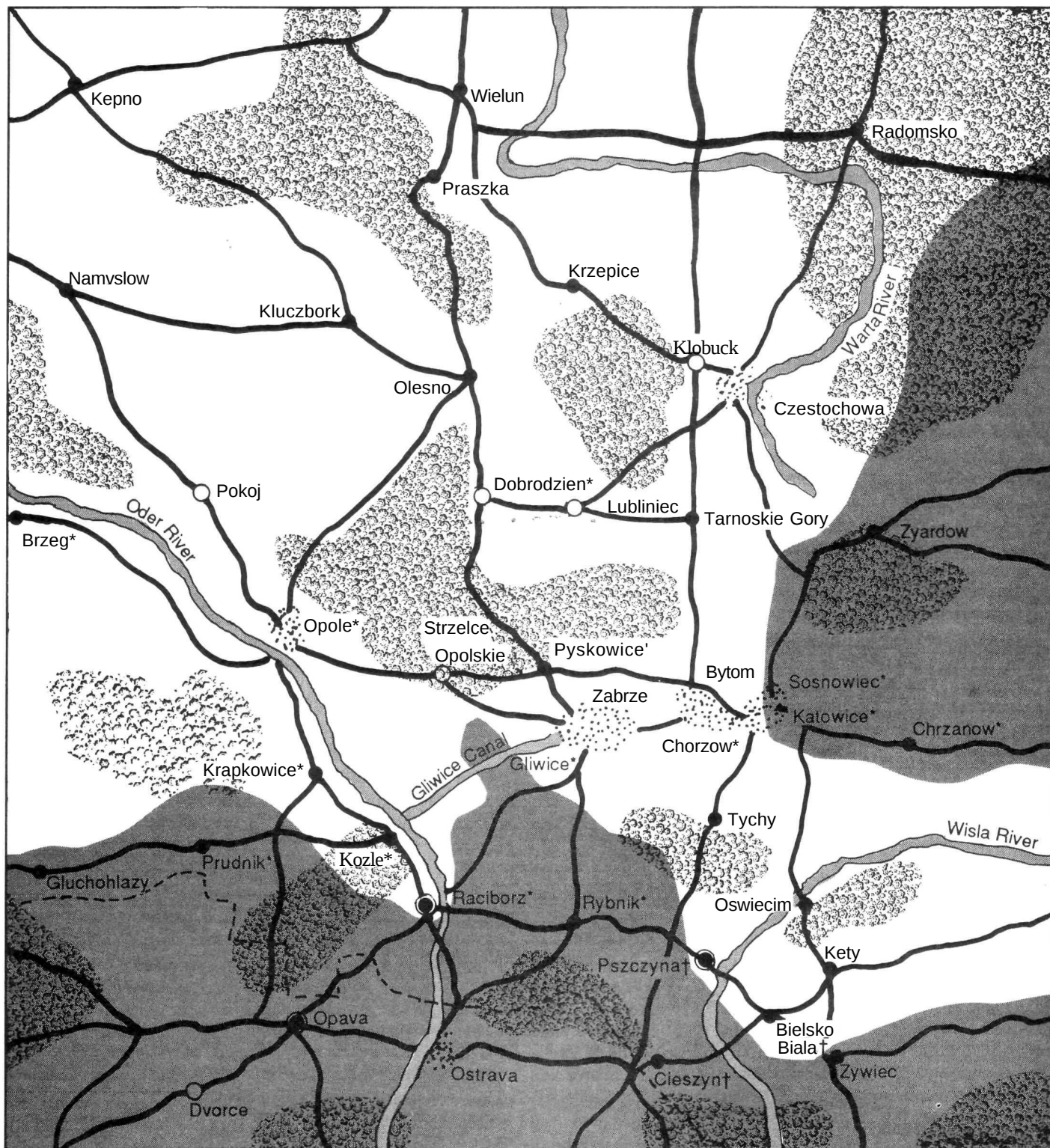
Smaller villages are ruled by mayors who are elected annually by their citizens. The markgraf may remove a mayor at any time. Such villages are responsible for their own defense and law enforcement (usually by maintaining small bands of armed civilians, who are called up for a specific task and then dispersed when it is accomplished).

Law enforcement is in the hands of the local *radas* and mayors. Exact procedures vary from place to place, but generally the armed forces also serve as police. Trials are usually held before the mayor or the *rada* (this varies from town to town). Executions can only be carried out by a baron on the authority of the king or his authorized agents (generally military commanders). As mentioned above, dissent or criticism (especially of the king) is viewed as reflecting poorly on the local officials, and is heavily discouraged these days.

THE STATE OF THE MILITARY

Formed around a cadre from the Polish 14th MRD, the Wojsko Slaskie (Army of Silesia) is the military arm of Julian Filipowicz, the markgraf of Silesia and commander of the 14th MRD. The division was part of the Polish First Tank Army which was sent to lower Silesia in the summer of 1999. When Colonel Filipowicz declared himself ruler of Silesia, his division followed him.

The Army of Silesia has a threefold purpose. The first is to defend the area against any armed incursion. This means marauders,

**KEY**

City



Village



Hills



River



Town



Woods



Rubble



Road

0 25
KILOMETERS

* Part of the Kingdom of Silesia

† Part of the Liga Handlowy

SILESIA

since the Soviets have ceased to become a real threat, and Krakow remains more an economic enemy than a real one. The second is to patrol the roads and keep them open and safe for military supply or merchant convoys. The third (and not the least important) is to let the people of Silesia know that the markgraf is watching over them.

The WS patrols the area indicated as being inside the Kingdom of Silesia on the map on page 33. They are especially active in the area around Strzelce Opolskie. Whenever the basic game Encounter Table indicates a result of "Army" or "Military convoy" inside the margravate, this encounter will be with a unit of the WS or a convoy guarded by the WS. The Silesian Army garrisons at Kozle, Krapkowice, Pyskowice, Raciborz, Rybnik, Strzelce Opolskie, and a few other towns discussed on pages 40-43. In addition to the garrison forces, regular patrols move along the roads and in the woods around Strzelce Opolskie, as well as the major roads between cities. These patrols are primarily ORMO cavalry but may be one of the regular cavalry units as well. An "Army" encounter in these areas is 90 percent likely to be a unit of the WS. The WS is armed with a variety of military and civilian weapons. Regular units are largely equipped with Warsaw Pact equipment, ORMO units have a larger proportion of NATO and civilian arms (including bows and crossbows), as well as more primitive weapons such as homemade hand grenades. Many of the mortars are Wojo models. The commander in chief of the Army of Silesia is King Julian himself, but the field commander is Jerzy Kowaczy (a former major in the Polish 14th MRD). Several foreign units have not yet been completely absorbed into the Silesian Army, and as such retain considerable autonomy.

Numbers: The Army of Silesia has a total strength of 12,000 when fully mustered. Of these, 900 are support personnel. The WS is organized as follows:

Infantry: The basic combat unit is the 500-man battalion. These consist of a headquarters company, three rifle companies, and a heavy weapons company. There are six of these battalions, with each battalion serving a two-month active period per year. The type of equipment used varies with the unit.

There are two standing regular battalions, plus a *legion obcokrajowiec* (foreign legion) of foreign nationals organized in the same manner.

At any given time, 3000 men are available for normal duties.

Cavalry: Two 250-man regular cavalry units exist. These are the *szybkikawaleria* (fast cavalry), equipped with OT-65s and broken down into five squadrons of 50 men and 10 vehicles each (each squadron has two OT-65s and eight other light transport vehicles such as UAZ-469s, trucks, and so on). The second is the *pancerna kawaleria* (armored cavalry) This unit contains five operational T-80s (all that remains of the Polish 14th MRD's tank strength) and eight BMP-Bs from the same source. Each cavalry unit maintains a 50-man guard unit at Raciborz, attached to the king's bodyguard.

The ORMO cavalry is organized into four 300-man regiments, armed with lances and a variety of firearms. They are mounted on horses and have almost no heavy weapons. These regiments are used primarily for patrol work. Three of these units are undistinguished, but the Pyskowice ORMO (see Pyskowice on page 43) is better trained and equipped than most. This ORMO unit prefers to call itself the *Lansja Slaskie* (Silesian lancers) and is the equivalent of a regular unit of the WS.

Artillery: The Silesian Artillery Corps is broken down into four 50-man batteries of six 120mm mortars plus transport and fire direction equipment. All of the 14th MRD's heavy artillery and

towed antitank guns have been lost. Artillery is attached to WS units as needed.

NPCs

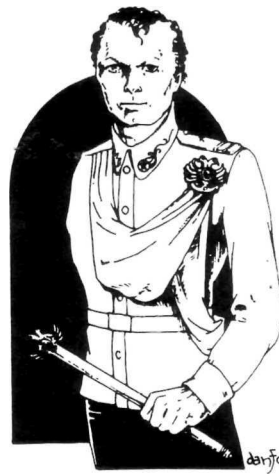
The referee must decide which, if any, of the following NPCs will be encountered in Silesia.

CAPTAIN ILARION V. FEDORENKO

Fedorenko left Silesia recently, after the Spetznaz unit he was with broke up under mysterious circumstances. He went into business for himself as a hired assassin and can be brought into this adventure if the referee wishes. His characteristics are fully described in the modules **Black Madonna** and **Return to Warsaw**.

JULIAN FILIPOWICZ

Julian Filipowicz is without a doubt the dominant personality in Silesia. His influence can be felt from Lublin to Wroclaw.



When his division (the Polish 14th MRD) was posted to the Gliwice-Katowice area, it was a homecoming of sorts for Filipowicz who was born in Gliwice. In April of 2000, Filipowicz declared Silesia independent of all authority except his own. The 14th MRD and local ORMO supported him and swore an oath of personal loyalty to him.

Filipowicz took the title of *krol* (king) because he believes that the only hope for Poland in the present world is a return to the days of the nobility. Filipowicz believes that it is his destiny to guide Poland back into greatness again. He sees himself as cast in the same mold as Casimir III, Jan Sobieski and other greats in Polish history.

When the players meet the king in person, he will impress them. He is a tall, powerfully-built man who appears to always dominate whoever he is with. His piercing blue eyes seem to look right into you. He gives the appearance of a man very much in control of things. He has a dry sense of humor and appreciates a good joke.

After the initial informalities, the king will loosen up a bit. He is fond of quoting classics, especially Shakespeare (which he reads in English) and Joseph Conrad. The players will find it hard not to like him.

NPC Motivation Results: *Spade 1, Spade Ace:* Along with this obsession for power, the king is also paranoid. He has a network of informers throughout the domain. They help him keep tabs on the loyalty of his underlings and his subjects. He trusts virtually no one except his wife. He will reward good service and loyalty handsomely, but he will also punish incompetence and treachery severely. If he were to see the players as a threat to his authority or his ultimate goal, he would not hesitate to kill them.

Underneath all the good fellowship and kindness, there is a different Filipowicz, a ruthless man with a manic obsession for power, which he long ago learned to conceal. Not content with ruling Silesia, Filipowicz dreams of someday ruling a new Poland, one that stretches from the Baltic to the Black Sea. He will use any and all means necessary to achieve this goal.

The king is a Veteran NPC and speaks Polish (100%), German

(75%), English (80%), and Russian (90%).

It would be easy enough to play the king as some sort of stereotypical fascist maniac. This would be a great injustice to both the players and the king. Filipowicz is a complex person with many conflicting currents to his character. Referees should play him as such.

MAJOR STANISLAW STRANSKI

Stranski was once the commander of the Strasniki Slaskie (the Silesian Guard), the king's personal bodyguards. Because of the machinations and plotting of Rudolph Geissmar, however, the king began to suspect his loyalty (ironically, it was Stranski who was the most loyal of any of Filipowicz' followers). Stranski fled the palace ahead of King Julian's arrest warrant and is now hiding in one of the small villages somewhere in Silesia. With his military experience, he would be a perfect candidate for leader of a rebellion in Silesia or for recruitment into the WL.

NPC Motivation Results: *Heart King, Heart 5:* Stranski is a man of the highest integrity and moral character and is really out of place in the present situation. He speaks only Polish and is an Elite NPC.



MAJOR RUDOLF GEISSMAR

Major Geissmar showed up in Raciborz in the spring of 1999, claiming to have been an officer in the Austrian Army. Geissmar

struck a deal with the *rada*. In return for food and shelter, he would train and lead the town's ORMO. When Colonel Filipowicz and the Polish 14th MRD moved into Raciborz, he kept Geissmar as the chief advisor to the ORMO. During the winter of 1999, Filipowicz asked Geissmar to form a special military unit composed of what deserters and refugees he could find with military experience. The only stipulation was that they could not be Polish or Russian. By June of 2000, the unit (called the *legion obcokrajowiec* (foreign legion) had a strength of 400, mostly Germans and Austrians but including quite a few Americans.

Geissmar was imprisoned in Raciborz as part of the king's continuing battle against his enemies, real and imagined, but has managed to bribe his way to freedom only a few days before the character's arrival. At the referee's option, Geissmar could be found working with Colonel Stark of the DIA (and effectively dooming any network Stark manages to start). Characters with previous knowledge of Geissmar's personality may want to fill Colonel Stark in on his new partner's past activities.

NPC Motivation Results: *Diamond 7, Spade 3:* Geissmar is motivated largely by greed and is a boastful and tiresome braggart. He is an Experienced NPC.

LIEUTENANT PAVEL B. GULASHEV

Pavel Gulashev lost all interest in the war when SSD-1109 broke up. He now travels southern Poland in the guise of the monk Brother Paul, helping out however he can and searching for a good game of chess.

MAJOR NIKOLAI S. VOLKHOV

Major Volkhov was killed under mysterious circumstances in January.





RACIBORZ

Raciborz is a city of considerable importance in 2001, being the capital of the kingdom of Silesia and one of the major remaining population centers in southern Poland.

The city of Raciborz (or Ratibor, as it is known in German) is one of the oldest communities in Silesia. Situated on a ancient trade route through the Moravian Gate into Czechoslovakia, the earliest mention of the city is in documents of the 12th century, but there were settlements on the site dating well before that. The city was granted a charter in 1235 and served as the residence of the dukes of Raciborz as well as capital of an independent principality until it became tributary to Bohemia in 1327. The city became part of the Hapsburg domains in the 16th century, was annexed by Frederick the Great of Prussia in 1742, and remained a part of Germany until 1945, when it was ceded to Poland in a post-WWII boundary restructuring.

Two-thirds of the city had been destroyed during WWII, but by 1995 it had become a minor industrial center producing machinery, cosmetics, building materials, and processing of sugar, flour, leather, and tobacco.

THE WAR

Raciborz received minor damage from air attacks, mostly on the industrial sections of town. Most of the damage to the city was done by fire, looters, and the occasional riots that characterized every major city in Poland (indeed, most cities in Europe) as the inhabitants fled to the countryside to escape catastrophes, real or imagined. Raciborz, however, was never subjected to nuclear attack, and much of the industry is intact, albeit in bad shape, after years of neglect.

In 2000, Raciborz became the capital of the self-styled Markiz Slaskie (markgraf of Silesia), Julian Filipowicz, who was later to proclaim himself king. He occupies Raciborz Castle, a renaissance-style building near town. Filipowicz takes great pride in his capital city, and goes to great lengths to keep it clean, orderly, and well defended. The city is constantly patrolled by units of the Royal

Guard, and the streets are quite safe (certainly more so than any other city in Poland at this time). Because of this, he and his family are well loved by the locals despite the discontent and unrest that is beginning to occur in other cities.

REINDUSTRIALIZATION

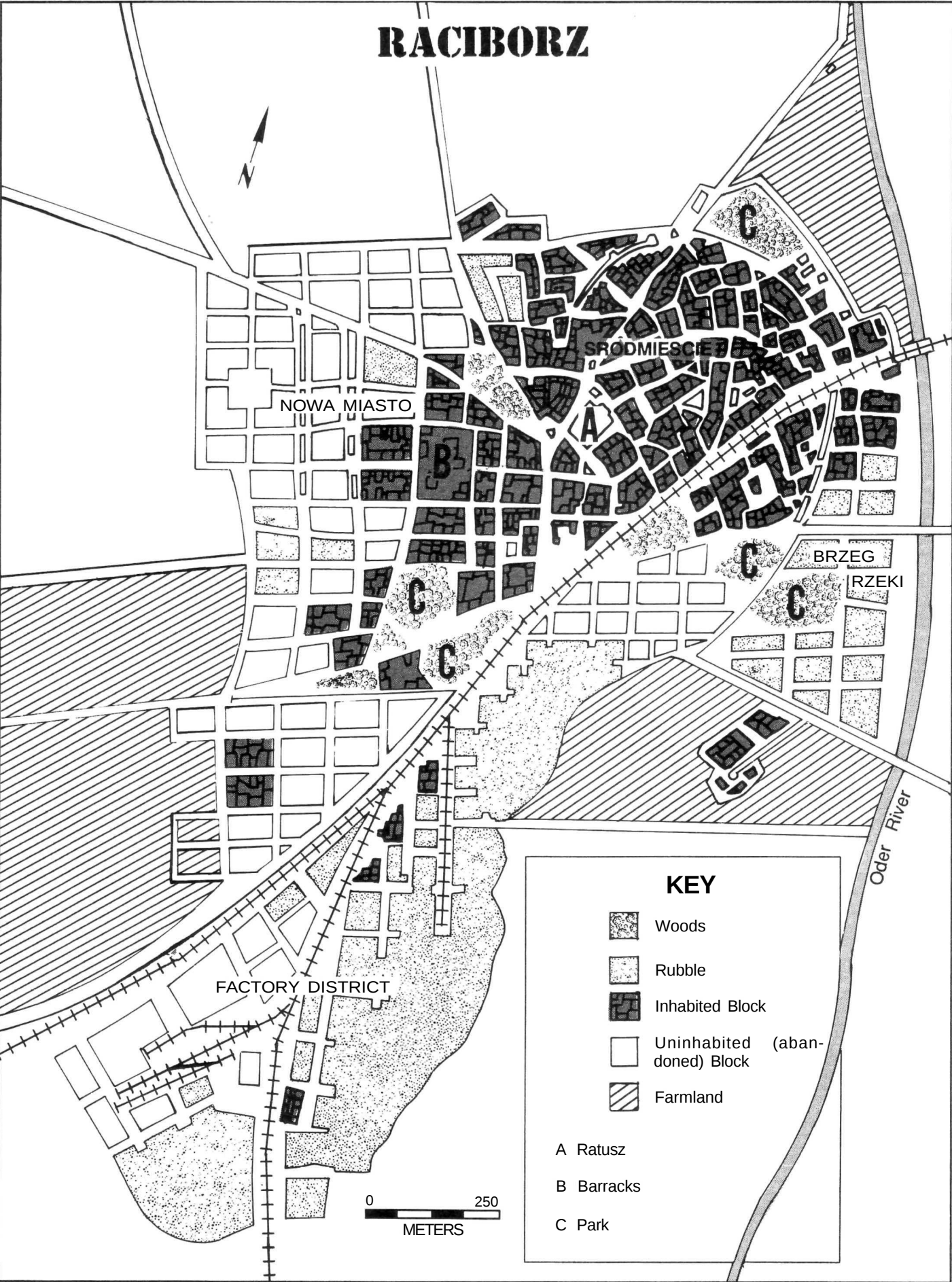
One of the major goals of Julian Filipowicz seems to be doomed to failure (or at least only marginal success, which is as bad as failure from his standpoint). The industrial section of Raciborz was not badly damaged by military action, but fire, rust, looters, and neglect have all taken their toll. Raciborz' reindustrialization was intended to serve as an inspiration to the rest of Silesia—instead it has served as a grim prototype for failure.

The factories of Raciborz were placed under military occupation soon after Filipowicz and his soldiers arrived to stop looting and scavenging. Although this was not completely successful at first, the industrial district was soon cleared of "those two-legged termites" as Filipowicz described the scavengers. Special salvage teams consisting of anyone who claimed to have ever worked in a factory were formed and assigned to reclamation duties, but it soon became apparent that simply preventing further damage from the elements was going to be a major undertaking.

A further complication was the fact that many of the factories were set up to make things that society no longer required. A tobacco processing plant had no utility, now that almost no one was growing tobacco. A cosmetics factory was practically as useless restored to full function as it was when it was wrecked. It was not enough to just get the factories working again—they had to be retooled as well, which required knowledgeable workers and considerable material support.

The salvage teams had their hands full, and their failure was not total, but their success was not complete enough.

One or two factories have been cleaned up, and a pilot chemical plant has actually achieved full operation. It manufactures a trickle of the basic chemicals needed in the production of explosives and/or ammunition, most of which are now sent to the prototype ammunition factory at Strzelce Opolskie.



The City

In order to arrive in Raciborz, in the heart of Silesia, the characters are assumed to have arrived at some suitable cover story for their presence. No special encounter tables are given for the city; random encounters are either with citizens or members of the city guard patrols. In either case, the characters will be regarded with suspicion and semihostility even after they produce whatever documentation excusing their presence they have managed to obtain.

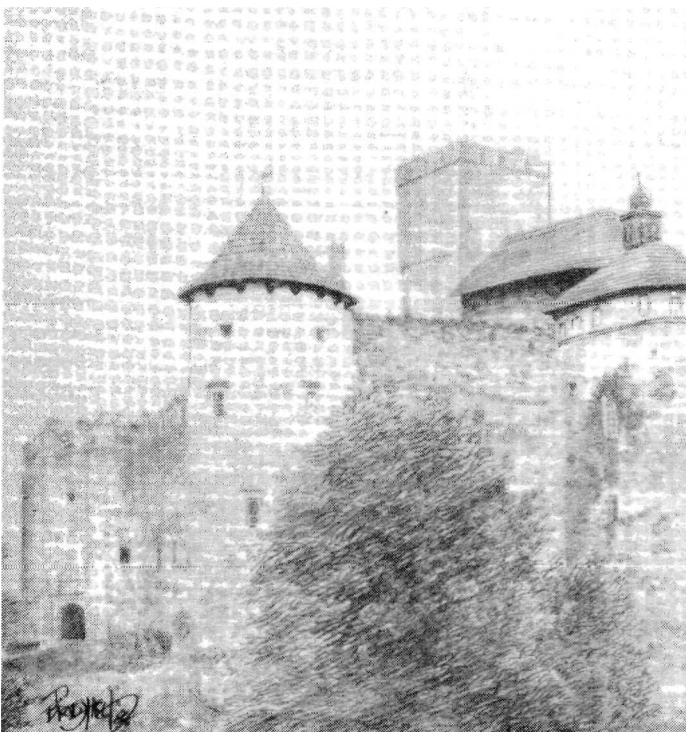
The major regions of the city are discussed below, and the referee should use this material in conjunction with the maps in this chapter to adjudicate any adventure situations that may occur in the city.

SRODMIESCIE

The oldest section of Raciborz is the northeast part of the city nearest the river. This section consists mostly of 18th-, 19th-, and early 20th-century buildings laid out according to the essentially random street pattern typical of premodern urban areas. This is the section where the city hall (*ratusz*) is located and where the members of the city's *rada* meet. The barracks of the Silesian Royal Guard is also located at the western edge of Srodmiescie, on the campus of a former technical college.

NOWA MIASTO

Meaning "new city," Nowa Miasto is the name for the portion of the city rebuilt after the destruction of WWII. The district contains some of the new factories, but mainly consists of ugly high-rise apartment buildings, a few skyscrapers, several small parks, and the remains of the city zoo (the parks and zoo are now converted into farmland). The upper levels of the higher buildings are uninhabitable due to a lack of functional elevators (or the electricity to power them), but the lower levels of these and the other buildings in this region contain the homes of factory workers and the workshops of the various small craftsmen that Filipowicz has encouraged to settle in the city.



BRZEG RZEKI

The Brzeg Rzeki (riverside) district consists of warehouses and docking facilities for water traffic up and down the Oder (mostly north into Silesia—little river traffic moves south into Czechoslovakia these days). It is thinly inhabited by merchants and heavily covered by city guard patrols to protect the merchants and their goods. Colonel Stark of the DIA is most active in this area as it is easiest for him to come and go here.

FACTORY DISTRICT

The southern third of the city consists predominantly of factories and their associated warehouses. This area was the portion of the city hardest hit during the war and is still filled with large areas of rubble, despite the best efforts of scavengers, looters, and Silesian government salvage teams.

The factory district consists of wide bands of abandoned buildings, interspersed with an occasional factory or inhabited warehouse. It is too heavily patrolled to have much in the way of a transient population except in that part of the district south of the railroad switchyards.

Raciborz Castle

Located about seven kilometers outside of the city, Raciborz Castle is typical of many old Polish aristocratic residences. Expanded, modified, rebuilt, and modernized dozens of times since the 16th century, it is no longer really a castle in the formal sense of the word, since it is not built for defense but to serve as a deluxe country residence. In that it now serves as a personal fortress, however, it can be said to be truly a castle once again (especially since the occupant is a king).

DEFENSES

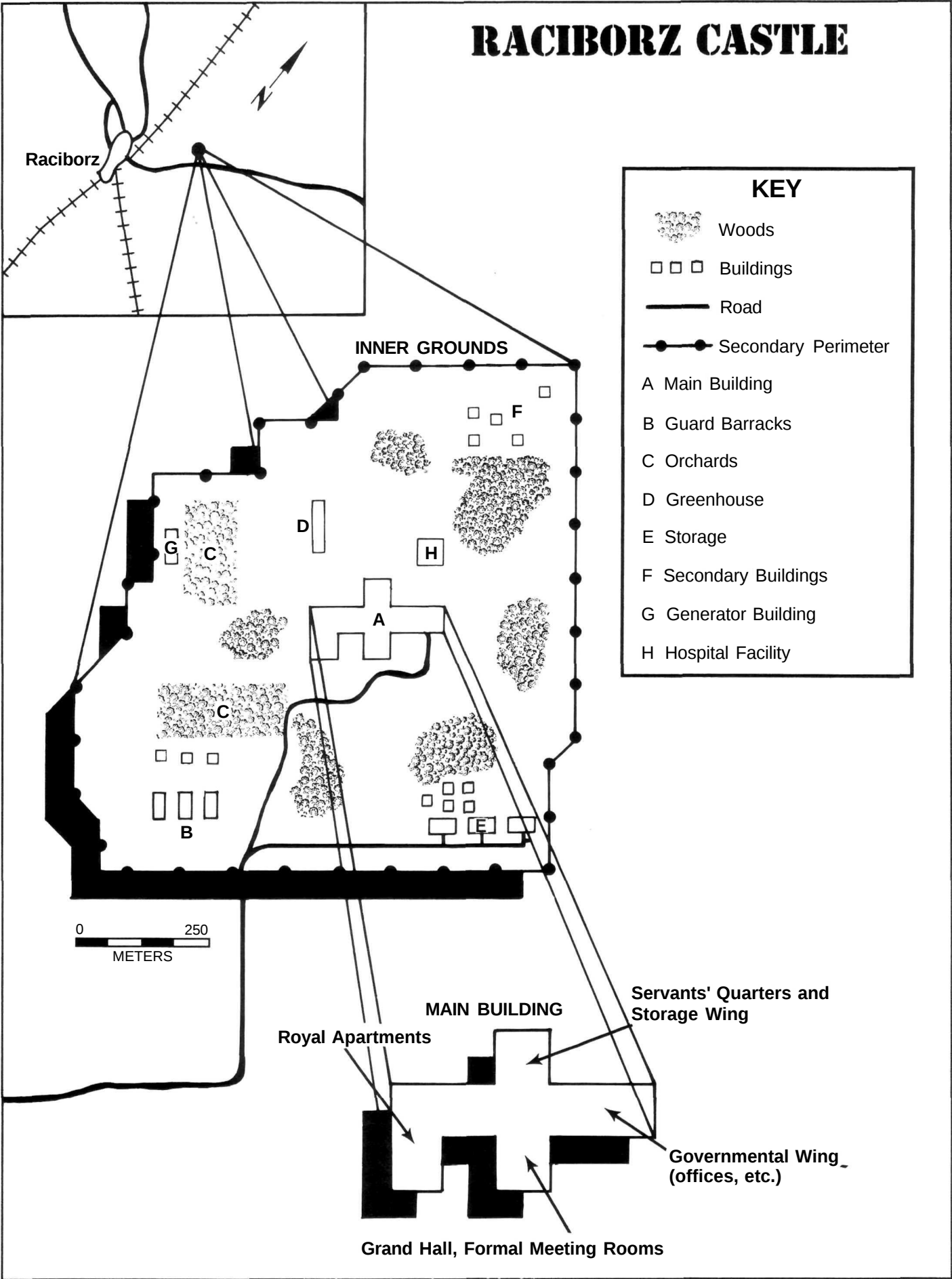
The castle grounds are completely surrounded by a high, chain-link fence which is patrolled constantly. The perimeter is not designed to withstand a formal siege by a large enemy force but is intended to make entry difficult for small parties of assassins, which the king particularly fears nowadays. Inside the outer fence is a second security perimeter consisting of more aesthetically pleasing barriers such as hedges, wooden rail fences, and the like (since it is within sight of the main building in some places), but it is equally as well patrolled as the outer barrier. Detached from the main building but inside the inner barrier (hidden behind orchards or ornamental woods) are the barracks the full complement of the Silesian Royal Guard (when they are not on duty elsewhere), a small power generation facility, warehouses, storage buildings, and dozens of smaller buildings necessary to the castle's operation.

THE CASTLE

The rambling building complex houses the royal apartments of the king, his family, and his closest retainers, as well as stables, a small gymnasium, a greenhouse, a completely equipped private hospital, and even a small archery range.

The main operations of the government of Silesia are operated from this castle. All government records are stored here, all government planning is done in the meeting rooms of the castle, and all of the formal ceremonies of state are carried out here.

The players are unlikely to penetrate inside the private portions of the building, so a complete interior diagram is not given. However, we have presented certain selected segments in more detail.





PLACES OF INTEREST IN AND AROUND SILESIA

This chapter contains an annotated listing of all major communities in the kingdom of Silesia and the surrounding area. All communities are in Poland, unless otherwise noted.

BIELSKO-BIALA

Once the largest textile-producing center in Poland, Bielsko-Biala still produces textiles, but neither in the quantity nor the variety of former days. A small, thriving foundry and machine shop complex survives, representing one of the more important remaining industrial centers in Silesia. The town is a key member of the Liga Handlowy (Mercantile League), along with Pszczyna, Cieszyn, and Zywiec. King Julian allows the league to maintain its own standing ORMO because he values the industrial capacity the league controls and dares not openly oppose it. He would not be averse to a few key officials of the league meeting with "unfortunate accidents."

BRZEG

Brzeg was at one time the home of the Polish Ducal Piast family. Its main feature is Brzeg Castle, built by Prince George II (1547-1588) in imitation of Wawel Castle in Krakow. The town also contains a museum, St. Helga's Church (built in 1349 and containing the tombs of the Dukes of Brzeg), and another of George's projects, the town hall.

Brzeg has suffered minimal damage from the war. During the 1997 NATO offensive the town fathers surrendered and welcomed the NATO forces. When NATO withdrew, the Soviets moved in and inflicted brutal reprisals on the town.

Brzeg is currently ruled by a 60-man garrison of the Wojsko Slaskie, who threw out the marauder band that had previously been terrorizing the community. Some inhabitants are beginning to grumble that there seems to be less difference between the two as time passes.

BYTOM

Bytom is now a mass of rubble. It suffered conventional air and artillery attacks, and was hit by a nuclear weapon in October of 1997, completing its destruction. The ruins of the town are still dangerously radioactive (1D6 rads per minute), but the surrounding villages are beginning to be resettled, primarily by refugees from farther north who are so desperate for land that they don't mind the slight danger.

CIESZYN

A small town on the Polish-Czech border, Cieszyn (also called Tesin) was once famous for its breweries. Now these same facilities produce alcohol as the town's major export (both methanol and ethanol). Cieszyn is thus an important member of the Liga Handlowy (with the cities of Pszczyna, Bielsko-Biala, and Zywiec) and has greater autonomy than other cities in Silesia. The local *rada* elects the baron, who is then confirmed by the king.

CHORZOW

Chorzow suffered the same fate as Bytom. Nothing is there but ruins.

CHYZANOW

This city was abandoned when fallout from the Katowice-Sosnowiec nuclear strike passed over. The buildings are largely intact. Several groups of people returned to the city after things cooled down, but they were either killed or driven off by a large band of marauders, mainly deserters from the Soviet 9th Tank Division. These marauders were eventually taken into the Silesian Army (distributed among various units as replacements). The city is now a prime area for the relocation of refugees from the north, although the area has not yet acquired enough population to rate a baron in the king's mind (presently it is governed by a local military commander). Chyzanow once had extensive locomotive works, but these were destroyed by conventional air raids. An extensive salvage project in these yards has recently been abandoned.

CZESTOCHOWA

Czestochowa was an industrialized town on the Warta River, with a prewar population of 250,000. The city was the site of several smelting and steel-making plants. The city's real fame, however, came not from industry but from religion. The Jasna Gora Monastery formerly attracted a million Catholic pilgrims from all over the world each year.

They came to venerate the icon known as "Our Lady of Czestochowa," or "The Black Madonna." Due to this icon, the city was called the "Spiritual Capital of Poland." Today the city is a shattered ruin, its streets filled with rubble.

DOBRODZIEN

Dobrodzien is currently occupied by an American unit, B Troop, 1st Squadron, 116th Armored Cavalry Regiment (Idaho National Guard). Actually, occupied is not the right word. During 1997, B Troop was located in Dobrodzien and made a very favorable impression on the locals. When B Troop returned in 2000, they were welcomed as heroes.

Because of this, B Troop decided to spend the winter in Dobrodzien. The town itself looks like a fortress. There is a wall around it with firing positions for the local ORMO and their American allies. The commander of B troop, Captain Molly Warren, has been formally declared the baroness of Dobrodzien by Julian of Silesia, although the 116th has not been incorporated into the Army of Silesia.

DVORCE (CZECH)

Dvorce is a small mountain town in northern Moravia, bypassed by the war. The locals farm and hunt much as they did before the war. There is a local militia force armed with a quantity of military small arms, hunting rifles, and crossbows.

The people of Dvorce distrust strangers but can be won over by demonstrations of nonhostility.

GLIWICE

Once the home of the Polytechnic School of Higher Studies, the city of Gliwice had a prewar population of over 200,000. Approximately 40 percent of its inhabitants were scientific workers and students.

The city was hit about four years ago by three 200-kiloton nuclear bombs and is now a shattered ruin.

GLUCHOHLAZY

Gluchohlazy has managed to survive the war more or less intact. Before the war, it was more famous for its health resort than for its industrial activity. The city of Gluchohlazy was recently occupied (against its will) by the Czech semimarauder band known as Marczak's Legion. Its citizens will happily support the Wojsko Ludowa if freed from these oppressors.

KATOWICE

Katowice was one of the primary industrial and administrative centers in Poland. It had large coal mines and lead foundries, in addition to sizeable pharmaceutical plants. Katowice was destroyed by the same nuclear strike that wiped out Bytom and Sosnowiec.

KETY

Kety was largely destroyed by a pitched battle between the Krakow ORMO and a band of marauders and is now deserted except for a handful of scavenging refugees.

KLOBUCK

A small town west of Czestochowa, Klobuck was abandoned when Czestochowa was nuked. Since then, it has become a haven for refugees and a prime target for marauders. Its buildings have suffered considerably from neglect and an occasional firefight.

KLUCZBORK

This town currently has a garrison of 100 soldiers, formerly with the Soviet 129th Motorized Rifle Division. The soldiers and the locals get along quite well, and when the 129th formally pulled out last year, this group deserted and became the city's ORMO. King Julian would like to absorb Kluczbork into Silesia, but so far the populace is not receptive to the idea, and Julian does not want to fritter his military strength away in pursuit of minor goals such as this.

Since the locals and the soldiers are getting along so well, little sympathy for the Wojsko Ludowa exists in the city.

KOZLE

One of the towns controlled by the king of Silesia, Kozle is located at the junction of the Oder River and the Gliwice Canal. The canal has been closed from fear of radioactive contamination.

The town is currently ruled by Janos Wallenski. Wallenski, given the title "Baron of Kozle," is a capable administrator who has won the respect and admiration of the townspeople by his unceasing efforts to improve their lot. Wallenski is beginning to have doubts about his king's sanity, and would be open to recruitment by the Wojsko Ludowa if he could be convinced they had a chance of defeating the Wojsko Slaskie.

KRAPKOWICE

Another river town that is controlled by King Julian, Krapkowice is currently ruled by Josef Towadzien, Baron of Krapkowice. Towadzien, known as Josef Pijak (Joe the Drunk), is a poor excuse for a governmental leader, but he is unquestioningly loyal to King Julian and that is an almost overriding consideration these days. He is also far enough away to be relatively safe from the king's increasingly violent delusions. The town is left to run itself (and considering Towadzien's administrative abilities, that is probably a good thing). As a result, things tend to be a little looser in Krapkowice than many towns, and it, ironically, is the home of one of the few genuine rebel movements in Silesia. The Wojsko Ludowa should have little trouble starting a network in this community.

KRZEPICE

Krzepice is controlled by a small band of American soldiers (stragglers from the 5th Infantry Division) who settled in the community as part of an agreement with the locals. The soldiers provide protection from marauders in return for food and shelter. The arrangement is stable and mutually beneficial for both sides.

LUBLINIEC

Lubliniec was used as a battlefield by two bands of marauders and suffered considerably in the process. Most of the prewar buildings are shattered ruins, but the surrounding farmland is good, and refugees have found the town a pleasant place to settle. The town is not yet a part of the kingdom of Silesia, but this event is only a matter of time. The locals are not looking forward to this and would be very sympathetic to the Wojsko Ludowa, if approached properly.

NAMYSLOW

Namyslow is currently garrisoned by a group of former Soviet soldiers who elected to remain when the 129th MRD withdrew. Relations are fairly cordial between citizens and soldiers, but the locals would probably get along with anyone who didn't oppress them and protected them from marauders. Representatives of the Wojsko Ludowa would be well received, but would have a hard time whipping up any tangible support.

OLESNO

Olesno is also occupied by a detachment of Soviet soldiers, also formerly of the 129th MRD. The commander, Captain Anatoli Borisovski, simply refused to obey orders to withdraw and kept his entire command intact and in town. Borisovski is not an enlightened ruler, and the locals are growing more restive with each passing month. The citizens of Olesno would be happy to be free from their oppressors, and would probably receive delegates from the Wojsko Ludowa with open arms (the Soviets will be less appreciative of their visit).

OPAVA (CZECH)

A Moravian coal-mining town that dates back to the 12th century, Opava is a clean and beautiful town despite its main industry. At one time the capital of Silesia, Opava's main features are a 72-meter clock tower, a Gothic cathedral, and numerous parks (now converted to agricultural use). The Czech 14th MRD and other units have moved into town, which the townspeople treat as a mixed blessing.

Seven kilometers south of Opava is an 11th-century castle, the Hradec a Opavy, which has become the personal residence and headquarters of Lieutenant General Bruno Stribrosyn, commander of the 14th MRD and (by default) the Czech 1st Air Assault Brigade (stationed in a small village five kilometers east of Opava). Stribrosyn, technically the governor of Moravia, is not the most competent administrator and has spent most of the last year dithering while his underlings have seen to the area's government. Fortunately for the people of Moravia, these people are competent and quite loyal (with one singular exception). The recent defection of the commander of the 3rd BGB has caused a good deal of unrest and discontent, but no concrete action.



OPOLE

The city of Opole is located on the Oder River halfway between Katowice and Wroclaw. Originally settled in the 10th century, it grew to importance as a crossing site. Opole was destroyed in 1997 by the advancing Germans. The city was the scene of an especially hard-fought battle—what NATO air strikes didn't knock out, the artillery of the German Third Army did. When the dust settled, Opole lay in ruins.

The city is presently inhabited by several hundred refugees and deserters from various military units in the area. The river valley is a fairly rich agricultural area, however, and the refugees who settled here have had better harvests than much of the rest of the country. Last year the local farmer's council approached Julian of Silesia about the city's incorporation into the kingdom, and this event was accomplished. Julian's choice of a baron, a former marauder named Ignacy Bieniek, was not as pleasing to the locals, but Bieniek is backed up by 40 soldiers, and the locals have little say in the matter now. The Wojsko Ludowa would find Opole fertile recruiting ground. They might even be able to expel Baron Bieniek totally, although this would have other repercussions.

OSTRAVA (CZECH)

Before the war, Ostrava was a dingy steel and coal town, the location of the Vitkovice Iron Works (founded in 1830 and one of the largest in Europe) and an important communications hub. Ostrava was destroyed by a 200-kiloton nuclear bomb on 7 November 1997, and the center of the town is not inhabited. The outskirts of Ostrava (only partly damaged by the bomb and no longer dangerously radioactive) and the villages surrounding the city are now occupied by the 3rd Silesian Border Cavalry (Czech), under the command of Miklos Bily, Baron of Ostrova. The city and territory surrounding it have been incorporated into the kingdom of Silesia, although it retains more local autonomy than other baronies.

POKOJ

The word *pokoj* means "peace" in Polish, and the little town is aptly named. It is a quiet, pastoral place, nearly untouched by the war. The citizens of Pokoj are anxious to remain independent of Silesia, but now that Opole and Brzeg have been incorporated, their annexation is almost inevitable. Pokoj, ironically, has a fairly well armed and experienced ORMO, a heritage of a relatively peaceful occupation by Soviet soldiers (some of who chose to settle locally rather than withdraw last year).

PRUDNIK

Before the war, Prudnik was famed as the location of numerous fine examples of Renaissance and baroque architecture. For protection from a band of Czech marauders, Prudnik voluntarily joined Silesia and is now governed by the commander of the local Silesian Army detachment, Michal Borecki, whose regime is fair and even-handed. Borecki needs a few more months of peaceful occupation before he will be named baron of Prudnik. The locals are fairly well satisfied with their lot, and will not be very receptive to advances by the Wojsko Ludowa.

PSZCZYNA

Before the war, the town of Pszczyna was renowned as the home of the powerful German Hochberg family. The main feature of town was and is the ducal castle. Originally built in the 12th century, the castle was rebuilt in 1870 as a museum. The castle is surrounded by a large park that was recently converted to

agriculture. The town also possesses a baroque town hall and several old churches.

The town is physically intact, although large portions of it are abandoned. The Liga Handlowy (which includes Bielsko-Biala, Cieszyn, and Zywiec) is headquartered here and is probably the second most powerful force (after the Silesian Army) in Silesia. The profits from mercantile and industrial activities have enabled the Liga to hire a well equipped mercenary force, and the towns of the Liga have managed to retain control of their own affairs. Approaches by the Wojsko Ludowa will not be well received in any of the towns of the Liga Handlowy.

PYSKOWICE

When the Gliwice-Katowice area was hit by nuclear bombs in 1997, the inhabitants of Pyskowice fled the town. They hid in nearby coal mines until the fallout had subsided. The town was gradually reoccupied but had deteriorated somewhat during the interval it was deserted.

After several raids by marauders (mostly deserters from the Soviet 9th TD), the citizens of Pyskowice were overjoyed when elements of the Polish 14th MRD moved in. The soldiers were welcomed as defenders and friends. Many of the soldiers came, from the area originally.

Pyskowice is now held by the king of Silesia through the baron of Pyskowice, Major Franz Esterhalzy. Esterhalzy (former commander of the 23rd Motorized Rifle Regiment) is a stern but just leader. The citizens respect him for his fairness and he, in turn, sees that they are protected.

The people of Pyskowice are especially proud of their ORMO. This 300 man cavalry unit is armed with automatic rifles and lances, which they handle with great proficiency. The unit is unofficially called the Lansja Slaskie (Silesian Lancers).

Franz Esterhalzy is one of the few barons the king trusts completely—his children are "attending school" in the town of Raciborz.

RACIBORZ

See pages 36-39 for a description of the city of Raciborz.

RYBNIK

Rybnik is one of the few coal-mining centers to escape largely undamaged. Although deep-shaft mines are mostly unworkable in the year 2000, new shallow mines (and the upper reaches of older mines) can yield small quantities of coal. This coal is Rybnik's major export and makes it very important to the king's reconstruction plans.

An interesting facet of the local government is that the king's representative, Piotyr Bukowski (now called baron of Rybnik) is also the head of the local miners' union. Bukowski has the distinction of being the first elected baron in the region. His appointment was a concession to local politics in order to gain access to the miners' expertise (far more important than the mines themselves).

The majority of the citizens of Rybnik support the rule of the king, but a small group wants to break free of his rule and align itself with the newly forming Liga Handlowy. Bukowski feels that the best hopes for the town lie with the king, despite recent events.

SOSNOWIEC

Another mass of ruins, the city was destroyed in the same strike that destroyed Katowice. Units of refugees driven by soldiers work

the ruins searching for salvageable materials. It is not a duty that guarantees a long lifespan.

STRZELCE OPOLSKIE

More of an armed camp than a town, Strzelce Opolskie lies in partial ruin. The town is garrisoned by a 200-man unit of the Wojsko Slaskie and serves as a forward base for the area. A large storage facility has been established in one of the intact sectors, and the king is working to establish an arsenal in town in hopes that he can end Silesia's dependency on Krakow for munitions. To this end, he has brought in chemists and workers knowledgeable in the manufacture of explosives and has managed to revitalize a small, coal-fired electrical plant to generate power.

TARNOWSKIE GORY

Tarnowskie Gory is one of the oldest mining sites in Silesia. Lead and zinc have been mined here since the 12th century.

Tarnowskie Gory was heavily damaged in 1997 and was abandoned shortly after the bombings of Poland began. The only inhabitants are a band of 60 marauders who hide in the old mining galleries (those that haven't flooded) that stretch beneath the town and the surrounding countryside.

TESIN

See Cieszyn.

TYCHY

Tychy was originally developed as a residential community for the industrial centers in the Gliwice-Katowice area. Like Cieszyn, the town was famous for its breweries. These breweries now turn out alcohol for the king of Silesia, who occupied the town last winter.

An interesting feature of the town is the large railroad tunnel that runs under its east-west axis. It was in this tunnel that the townspeople hid to escape the effects of the nuclear strikes to the north. The tunnel is still used by many occupying soldiers as living quarters. Tychy was the headquarters and chief recruiting center for the Wojsko Ludowa until the occupation, and its citizens are still sympathetic to the Wojsko Ludowa's cause. Many of the townspeople fled when the town was occupied, and these form the core of the WL loyalists.

ZABRZE

Zabrze was devastated in the same nuclear strike that destroyed Gliwice. Nothing remains but ruins combed by teams of unwilling salvagers under the guns of Silesian soldiers.

ZYARDOW

Zyardow is the new headquarters of the Wojsko Ludowa, after that group was forced out of Tychy last year. See page 26 for more details.

ZYWIEC

This town is a member of the Liga Handlowy (with Pszczyna, Bielsko-Biala, and Cieszyn). The mayor, Josef Pazmirak, wants nothing to do with the king, and helped form the Liga to counter his growing power.

The commander of Zywiec's ORMO, Abel Sajor, is secretly in the pay of the king and reports on its activities. The king is unwilling to move against the league until the other member towns have been penetrated, and Sajor has not been able to arrange their infiltration.



SILESIAN ORGANIZATIONS

The following is an annotated listing of important organizations or groups that the player characters may encounter in and around Silesia.

CZECH 14TH MOTORIZED RIFLE DIVISION

Originally raised with recruits from northern Moravia, the 14th MRD has been in combat since 1997. They spearheaded the Warsaw Pact offensive into southern Germany in 1997 and 1998 and were badly mauled during the 1998 NATO counteroffensive. They were returned to Moravia in 1999 for rest and refitting, and have been there ever since.

A couple of years ago, the 14th moved into the city of Opava and the surrounding countryside. Many of the soldiers are from the area, and the 14th received a warmer welcome than is usually accorded soldiers in the world of the year 2000. The 14th and the citizens of Opava are now working to rebuild the region. The commander of the 14th, Lieutenant General Bruno Stribrosyn, had dreams of ruling a large territory, including Moravia and Silesia, but these have withered with the increasing power of King Julian. General Stribrosyn is now satisfied to "rule" Moravia. Stribrosyn has been demoralized by this defeat and has retreated into his castle, where he no longer takes an active part in the government of Moravia, leaving this up to his subordinates.

The 14th's current effective strength is 2000 men and 16 tanks (six of which are inoperable and are presently serving as pillboxes around the headquarters at Hradec a Opavy). The 14th's supply and support services (200 men) and the tank battalion (200 men, 10 tanks) are in Opava. Divisional HQ is at Hradec a Opavy, just outside of Opava. The remaining 1500 men are divided roughly evenly into three battalions, deployed in a rough triangle around Opava.

The 14th is mostly equipped with standard Czech small arms (see the Players' Charts in the basic game under Personal Weap-

ons), but it has a few soldiers armed with NATO weapons as well. The division has 10 operational T-72 tanks and a quantity of alcohol, but ammo and spares are in short supply, and the tanks are held in reserve for emergencies.

Unless the characters decide to go south of Silesia or take service with the king and are sent into Moravia as spies, the chances of their running into the 14th are slim.

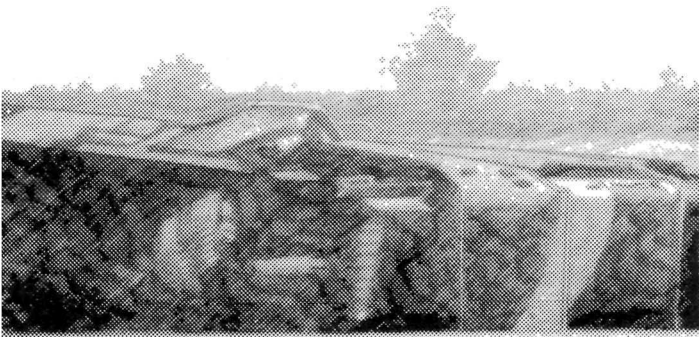
CZECH 1ST AIR ASSAULT BRIGADE

Although few in number, the Czech paratroopers are one of the most efficient fighting forces left in the area. They were posted to Opava in the fall of 1999 after Krakow declared itself a free city. Before that, they had been stationed in the Plzen area where they conducted a number of deep penetration raids against the NATO forces in southern Germany.

The paratroopers act as scouts and intelligence gatherers for General Stribrosyn and the 14th MRD (see the previous section). Since a majority of them are engineers, they can often be found assisting the local populace in various construction projects. Recon teams of the 1st roam the areas along the Czech-Polish border, but they occasionally venture further afield. An encounter of "Army" in this region is likely (at the referee's option) to be from the 1st AAB.

Referee's Notes: The soldiers of the 1st AAB can be of great help to the players. The Czechs are under no particular orders to capture or hold Americans or to start any sort of trouble. They can be a great source of intelligence if treated properly. They are willing to swap war stories, food and drink, songs, and weapons. If offered the right inducement, they can also supply a combat engineer. In sum, the soldiers of the 1st AAB can be useful friends or deadly enemies. The 1st AAB was not enthused over General Stribrosyn's scheme to take over Silesia.

There are 100 effectives in the 1st AAB, organized into a headquarters section and nine 10-man patrol sections. Four Elite NPCs, two Veteran NPCs, and four Experienced NPCs are in the headquarters section; one Elite NPC, three Veteran NPCs, and six Experienced NPCs are in each patrol section. Two members of



each section are armed with AKR submachineguns, the rest carry AK-74 assault rifles. If heavy action is expected, an RPK-74 automatic rifle will be issued to one man in each section. The brigade also has two vz54 sniper rifles and six Skorpion SMGs available for special operations. Transport is "borrowed" from the nearest source as needed (i.e., they steal it, like everybody else). Elements of the 1st AAB can be found anywhere in a 50-kilometer radius of Opava.

SILESIA 3RD BORDER CAVALRY BRIGADE (CZECH)

This unit is included here because it is not technically part of the Silesian Army and often operates independently of King Julian's orders (or knowledge). In August of 1998, this brigade (then known as the Czech 3rd BGB) was virtually destroyed during the NATO offensive. After the front stabilized, it was withdrawn to Opava, where it has remained.

The commander, Captain Miklos Bily, has set up an agreement with the local merchants to provide security and convoy escort services in return for food and shelter. The troopers found this duty very much to their liking.

Unfortunately, when the Czech 14th MRD moved in, the bottom fell out of the market for escorts.

Bily and his men are essentially bandits in uniform (not uncommon for this time and place). Before the arrival of the 14th MRD, Captain Bily had a good thing going. He was not above staging an attack on a convoy to drum up business. When the 14th ruined his business late last year, Bily turned the city of Opava over to the king of Silesia, in return for an appointment as baron of Opava. Since that time he has become increasingly oppressive, and the local populace has been correspondingly restive, but open rebellion has been avoided.

The 315 effectives of the brigade are equipped with a mixture of submachineguns, mostly vz24s. Some troopers carry AKMR assault rifles and a few have AK-74 assault rifles. In addition, the brigade has two 120mm mortars on improvised horse-drawn carriages. Despite the name, only a little over 100 of the brigade's personnel ride horses.

LIGA HANDLOWY

At the moment, the Liga Handlowy (Mercantile League) is the second greatest power in Silesia (next to King Julian). Last year, to help restore the economy, provide for their common security, and counter the rising power of the Markiz Slaskie (the markgraf of Silesia), the towns of Bielsko-Biala, Pszczyna, Cieszyn, and Zywiec formed a cooperative association with a common military force and coherent "foreign policy." Since two of the allied towns, Cieszyn and Zywiec, produce coal in fair quantities, the group rapidly became vitally important to the king's ambitious plans for reindustrialization, and the Liga Handlowy soon had almost total control of what little industry remained in Silesia. This served to reinforce the dependence of the king on outside sources of manufactured goods and is holding back his plans for territorial expansion.

The king is unwilling to attack the towns militarily, however. He could undoubtedly win, but he would probably destroy the infant industries he desperately needs to cultivate in the process. For this very reason, King Julian seeks to use every means at hand to subvert, infiltrate, and eventually absorb the towns of the Liga non-militarily.

Because of this, the Liga might be persuaded to support the Wojsko Ludowa if its leaders can be convinced that the Wojsko Ludowa can form a viable military force. The Liga Handlowy is one of the few organizations able to donate funds, supplies, and weapons. Courage and patriotism can only take you so far in a fight, after all.

MARCZAK'S LEGION

After the offensive of August 1998, the Czech 8th Border Guard Brigade was posted to the interior around the area of Dvorce. Lieutenant Piotr Marczak, the highest ranking officer to survive, assumed command of what was left of the brigade. When the Soviet 9th TD mutinied a year later, Marczak took the act as inspiration to a greater deed and defected (with his entire unit) to the US military government, renaming his unit Marczak's Legion. He decided to relocate in the woods south of Gluchohlazy.

The DIA sent an advisor, 1st Lieutenant Dan Brennan, and a small shipment of arms, food, and other necessary supplies. They intended to turn Marczak's Legion into a viable anti-Soviet guerrilla force.

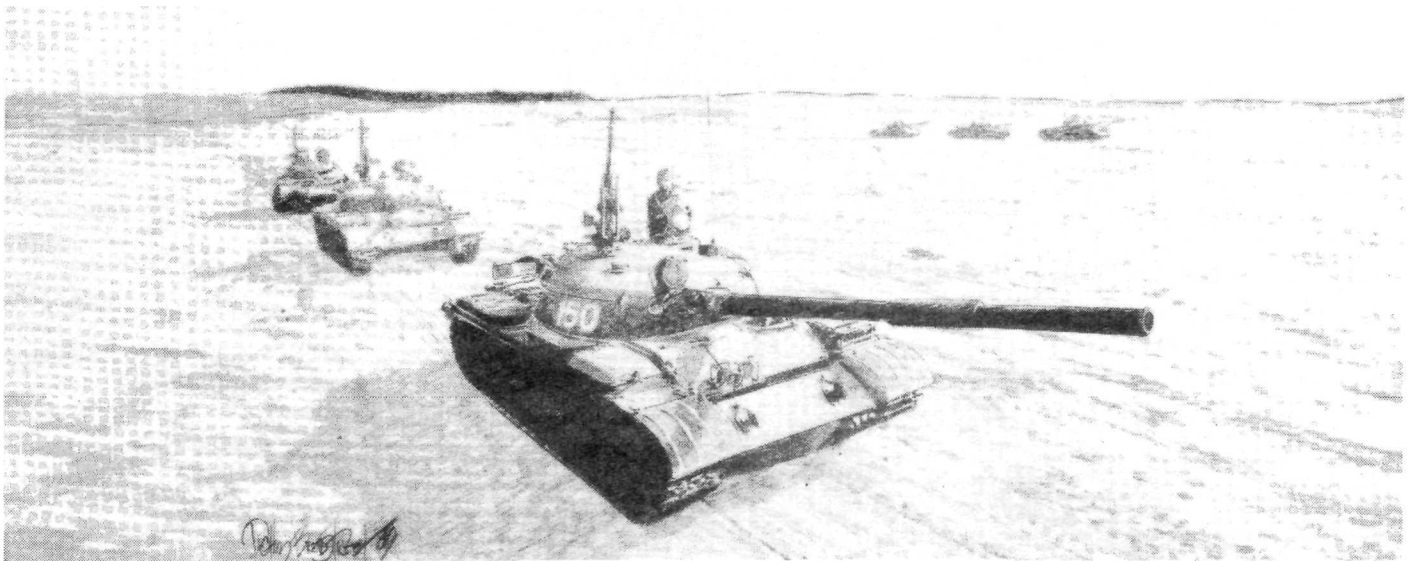
Marczak and Brennan had other ideas. They intended to use the DIA aid to set up their own state (paying lip-service to the US), but they have thus far only succeeded in becoming tin-pot dictators. The aid was cut off long ago, and late last year the legion was driven from Czechoslovakia by the Czech 14th MRD and 1st AAB and has resettled (like a nest of wasps) in the town of Gluchohlazy, just across the border in Poland.

Piotr Marczak still commands Marczak's Legion, aided by Dan Brennan and Sergeant Emil Ratkas. The current effective strength of the legion is 214. There is no permanent organization, merely ad hoc task-oriented groups. The legion carries a mixture of small arms (about half NATO, half Warsaw Pact). They have a few RPG-16s, two UAZ-469s and two 5/4-ton trucks.

The citizens of Gluchohlazy, of course, are unhappy under the rules of Marczak and his band and are ripe for recruiting into the WL camp.

WOJSKO LUDOWA (WL)

This organization is dealt with in its own section, beginning on page 26.



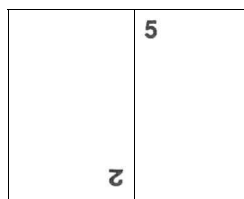
APPENDIX I: LAST BATTLE

The small-scale raids and other fights inherent in the situation presented in **White Eagle** are very well suited for adjudication with the **Twilight: 2000** rules. However, **White Eagle** also contains the potential situations for a number of medium- to large-scale battles of the sort for which the **Last Battle** boardgame was designed. This appendix contains a sample battle scenario: a raid to obtain ammunition (and weapons if the opportunity presents itself). Similar raids could be put together where the objective is to obtain food, medical supplies, or vehicles, or to liberate prisoners taken in previous raids. Conversions from **Twilight: 2000** to **Last Battle** are fully detailed in the latter game.

CONVOY

This scenario represents an ambush on a resupply convoy approaching Strzelce Opolskie (or any other location of the referee's choosing).

Maps:



Objective: The Wojsko Ludowa must overpower the convoy guards and escape with at least 20 units of supplies. To do this they must neutralize or drive off the convoy guards and make off with the supplies before the Silesian reaction force overtakes them. Ideally, the WL player should make off with one or more trucks as well.

Initial Conditions: The WL player has the initiative and sets up first.

Special Rules: Each truck can carry troops or supplies (one unit of supplies is considered the same as one trooper); the Silesian player determines what is in each individual truck. All trucks must be loaded to capacity with either troops or supplies.

A human porter can carry half a unit at full speed or one unit at half speed. A packhorse can carry two units at full speed or four

units at half speed. Human porters can load themselves in one turn; horses must be loaded by humans at a rate of one unit per turn per human loading them (no more than two units per turn total). Loading cannot be accomplished if a counter is doing anything else during the turn (i.e., moving, fighting, etc.).

Scenario Length: Variable.

DEFENDER: ARMY OF SILESIA

Silesian Forces: The convoy, consisting of five trucks (use all truck counters, regardless of color), six troops (four AR, two SMG), and one leader, and the reaction force, consisting of 12 mounted troops (eight AR, four SMG), and two leaders. No more than half of the Silesian troops may be Veterans, the rest are Trained.

Silesian Fire Support: None.

Silesian Morale: The Silesians should be considered as two separate forces for purposes of morale: the convoy guards, and the reaction force. Thus, the morale points are: Guards Hesitation: 2, Guards Break: 4; Reaction Hesitation: 7, Reaction Break: 14.

Silesian Setup: The convoy must enter from the east edge of the map on the road and exit from the west edge, also on the road. The reaction force enters from any hex on the west edge of the board 2D6+10 turns after the ambush begins (that is, from the turn when the first shot is fired).

ATTACKER: WOJSKO LUDOWA

Wojsko Ludowa Forces: The Ambush party, consisting of eight troops (two AR, three rifle, two SG, one PST) and two leaders, and the porter party, consisting of 10 unarmed porters (represented by some expedient measure such as blank counters, pennies, etc.), four packhorses and one leader. All porters are Novices, all members of the ambush party are Trained.

Wojsko Ludowa Fire Support: None.

Wojsko Ludowa Morale: Hesitation: 6, Break: 12.

Wojsko Ludowa Setup: Both parties may set up at any suitable concealed position on the map. The porter party should be in a position to overtake the convoy after the convoy guards have been neutralized.

WINNING

The WL player must exit the board with at least 25 units of supplies. Trucks would be welcomed and any captured weapons even more prized. Any other result is a Silesian victory.

APPENDIX II: A HISTORY OF THE BLACK MADONNA

This appendix is provided for the benefit of referees who do not own the **Twilight: 2000** module **The Black Madonna**.

THE PAST

Without a doubt the most famous icon in Eastern Europe, the Black Madonna is the symbol of Polish Catholicism and nationalism. The Poles officially call the icon "Our Lady of Czestochowa," but because of its badly smoke-stained condition, it has become popularly known as the Black Madonna.

According to legend, it was painted by the Apostle Luke on a wooden tablet made by St. Joseph for the Holy Family in Nazareth. Over the years, it made its way from Jerusalem to Constantinople. In 988, the Madonna was given to Anna, wife of Prince Vladimir of Kiev, and transported to that city (it is, therefore, a revered relic to Ukrainians as well as Poles).

The icon was brought to Poland in 1382 by Prince Wladislaw Opolszyk from his castle in Belz in the Ukraine. Prince Wladislaw had ties with the house of Anjou in both Naples and Hungary. He built a chapel and monastery on the Jasna Gora (Hill of Light) for the Paulite monks who would care for the icon.

Three scratches on the right cheek of the Madonna's face are said to have been put there by thieves (who were immediately struck dead, according to legend). This was done in 1430, after which veneration of the icon greatly increased. Other kings of Poland built a church to house the icon in 1616 and fortified the Jasna Gora between 1620 and 1624. In 1655, the monastery was the only stronghold that had not fallen to the invading Swedish Army. The Swedes besieged it, but it held out against long odds, and became a rallying point for the Poles. The invaders were defeated.

The Black Madonna was acclaimed "Queen of Poland" in 1656. In 1717 it was solemnly crowned Queen of Poland in the name of Pope Clement XI.

Czestochowa withstood another Swedish siege over the years, but fell to the Russians in 1771. The Prussians and the French also occupied the city in later years. Czestochowa's fortifications were dismantled in 1813 by order of the Tsar.

Between 1772 and 1795, Poland was divided between Prussia, Russia, and Austria. From 1795 until 1918, Poland ceased to exist as an independent nation. A kingdom of Poland was reestablished in 1815, but it was nothing more than a Russian puppet-state. During this time, the Madonna was temporarily taken to Russia. The faith of the Polish people kept alive their nationalism and vice versa. The Black Madonna became a symbol of their spiritual, cultural, and national identities. When Poland became an independent nation again after WWII, thousands of Poles flocked to the Jasna Gora to give thanks to the Madonna of Czestochowa for preserving them.

In 1925, a full scholarly examination of the icon showed that it had been painted in the ninth century, in what was then the Byzantine Empire's province of Greece. This revelation made no difference to the people of Poland. The Black Madonna, the Queen of Poland, Our Lady of Czestochowa, would always represent the soul of Poland.

In 1966 over a million pilgrims gathered at the Jasna Gora to

celebrate the 1000th anniversary of the coming of Christianity to Poland. In 1982 Poles again gathered at Czestochowa to celebrate the 600th anniversary of the Madonna's arrival in Poland. Leading this celebration was the most famous Polish churchman of all time, Pope John Paul II.

In August 1980, Solidarnosc (Solidarity, the Polish union movement) was born during protests at the Lenin Shipyard in Gdansk. The image of the Black Madonna was worn as a badge by Solidarity members as a symbol of their national pride.

When the NATO forces invaded Poland in the spring of 1997, the central government decided to keep the icon at the Jasna Gora. To move the Madonna to a safer place, it was felt, would have been a sign of defeatism. On June 7, 1997 the Jasna Gora was destroyed in the fighting around Czestochowa, and the Madonna was buried in the rubble of the monastery.

THE PRESENT

By what he describes as a miracle (and will not discuss further), Father Wojciech Niekarz has managed to secure the Black Madonna. He intends to use it to rally the people of Poland to his cause, but he has hidden it in what he describes as "a safe place" to protect it from those who covet its power. He will, he says, bring the icon out of hiding once each year and display it to the assembled representatives of the Wojsko Ludowa, but it is vital that the icon remain hidden for now.

THE FUTURE

Once he has achieved his dream of an independent Polish republic, Father Niekarz eventually intends to rebuild the Jasna Gora monastery at Czestochowa and house the icon there once again.





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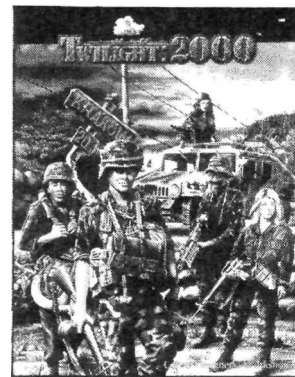
THE WHITE EAGLE

Return to Europe 3

When they found the Black Madonna over a year ago, the group gave it to Father Wojciech Niekarz. In **The White Eagle**, Father Niekarz and his people's army must face down the armed might of their only competitor—the Markgraf of Silesia. Both armies march under the standard of the white eagle of Polish independence, but only one can triumph.

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Hangs
in the
Balance.



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"Don't tell me, let me guess. We have to save western civilization again, right?"

We all thought Ski was crazy. "We are the last hope of civilization in Poland," he said. "Julian is a dictator. Krakow is run by a bunch of gouging, mercantile profiteers. There are bandits everywhere, and the only one who cares about the Polish people is Father Wojciech. We have to help him—it's the only way to keep everything from sliding into the pit."

All of us in the squad argued for hours. I said helping Father Wojciech is insane and is only gonna get us all killed. We should hole up somewhere and see what the situation is in the spring.

So who are we linked up with? Guess.

In **White Eagle**, powerful forces are struggling to control a nation. The armed might of King Julian of Silesia is matched against the equally powerful economic force of the free city of Krakow. Opposing them both is the Wojsko Ludowa (People's Army) of Father W. Niekarz. Krakow has mercantile connections, money, and technological expertise. The "king" has military expertise and a steadily expanding government of local warlords backed by an organized military. Father Niekarz and his followers have a devout belief in the righteousness of their cause, a burning desire to see Poland free of tin-pot dictators and petty warlords backed by "soldiers" who are nothing more than bandits—and the Black Madonna of Czestochowa, a religious icon and a powerful symbol of Polish nationalism.

For the WL's banner, Father Niekarz has chosen a white eagle (the traditional symbol of Poland) on a red field (red and white are the Polish national colors). The People's Army has no stockpiles of weapons and ammunition, no vast treasury, no great military leaders. That's where you come in....

White Eagle outlines what has happened in southern Poland since the players last saw the region: the transmutation of General Julian Filipowicz into the despotic King Julian, the power struggle within Krakow for control of the region's industrial economy, the deteriorating agricultural situation that threatens to spark another round of civil unrest within the towns and villages of Poland—these factors and others threaten the fragile blossom of civilization.

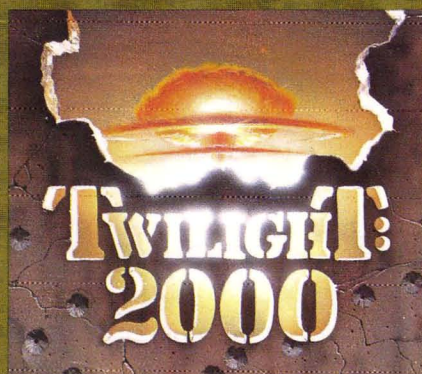


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Tristan Scan