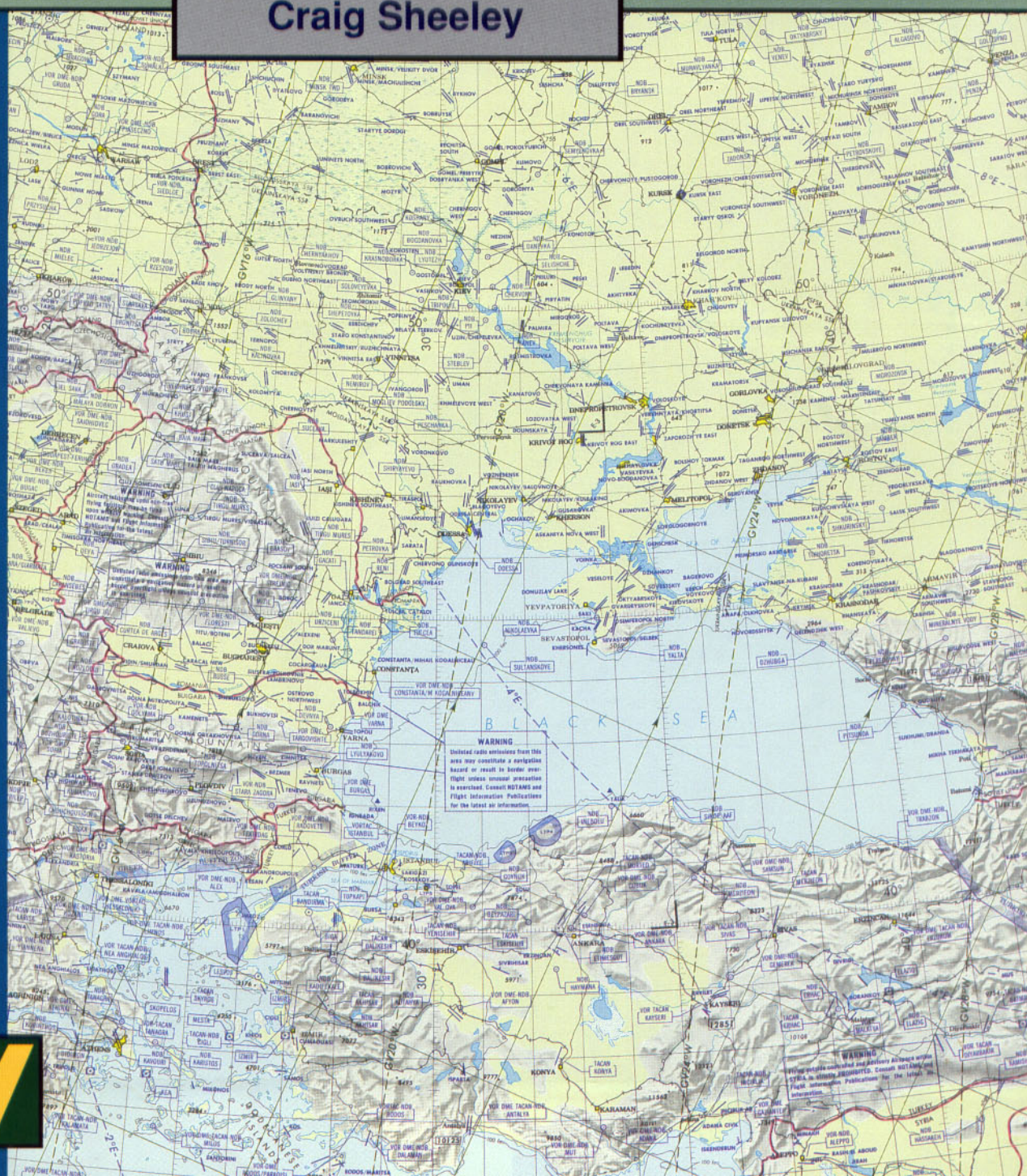


TWILIGHT: 2000 2nd Edition

2017

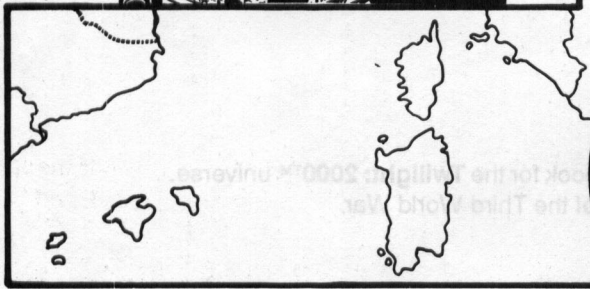
East EUROPE Sourcebook™

Craig Sheeley



GDW

EAST EUROPE *Sourcebook*



**TWILIGHT:
2000**

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GDW

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East Europe Sourcebook™

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Introduction

Information is vital to any military campaign. Without it, armies blindly wander without real objectives, blundering into the enemy by chance, with no opportunity for advance planning or preparation. This sourcebook deals with the military situation in the 17 nations of East Europe as of 1 July 2000, with an eye toward providing **Twilight: 2000** referees and players with the information they need to run their campaigns.

Why East Europe? The original **Twilight: 2000** campaign began there because that was the central theater of the war. Every major belligerent had troops on the ground there, and by 2000 most of them still do. East Europe is where it all began, and it remains the most popular campaign setting for the game. The military situation in East Europe is wide open, and gives referees a wide variety of options to choose from, allowing them to take almost any approach to a campaign they wish. Characters can justifiably be of almost any nationality, thrown together by whatever circumstances the referee dictates. Adventuring groups can have a wide variety of equipment and weapons, facilitating interest and involvement by both players and referees.

BACKGROUND

Each chapter deals with a single country (except for the Balkan countries and the nations resulting from the breakup of the former Yugoslavia). The entry for a given country contains a short summary of that particular country, placing it in historical, demographic, and economic perspective with the other nations in the region and in the world. Each nation has a map showing the position of military forces within (and sometimes without) its borders, and showing the borders themselves where these have shifted. The major troop movements of the war are outlined, along with the general course of the war in that area. In keeping with past sourcebooks, all information is as of 1 July 2000, so that individual campaigns will have a benchmark in time from which to proceed.

CHRONOLOGY

The chronology in version 2.2 is a slight variation from **Twilight: 2000** 2nd edition, and a considerable modification of the original version of the game. Everything is historical up until August of 1991, when the Soviet coup was defeated. In our hypothetical timeline, the coup succeeds, and we are freed from the need to constantly modify our game "history" as the years pass and events overtake our game chronology. The situation represented by the game as of the year 2000 remains constant through all of the various chronologies.

It is not necessary to have version 2.2 of **Twilight: 2000** in order to use this sourcebook (although it is highly recommended). In fact, we have included the tables on pages 101-103 specifically for people who do *not* have version 2.2, in order to give them the updated vehicle ratings. The vehicles in version 2.2 were updated and slightly modified to bring them into line with the most recent information available at the time of printing, and slightly reorganized to make them more useful in play. Conspicuous by its absence is the LAV-75, a proposed vehicle design that never got much past the drawing board, but which we included in the original game because it looked interesting. The LAV-75 joins the Sergeant York SPAA system and the M1A2 "Giraffe" in the limbo of **Twilight: 2000** vehicles that have been overtaken by reality (this is a problem with any speculative writing).

PRICE LIST

Three of the weapons mentioned in this sourcebook are not covered in **Twilight: 2000** version 2.2. Their performance ratings are given on the relevant vehicle pages; their price, weight, and availability codes are given below for the weapons themselves (where relevant) and their associated ammunition.

MG-42 MG

The MG-42 is a WWII German design that heavily influenced almost every subsequent machinegun, the US M60 in particular. The version used in the game is one manufactured by Yugoslavia during the post-WWII period. The weapon can be mounted on a tripod (NLT) but is most commonly used with a bipod when not in a vehicle mounting.

Wt: 12 kg

Price: \$1400 (S/R)

8mmM (7.92x57mm Mauser): Used in the MG-42 MG.

Wt: 10 kg per case of 3x100-round belts (30 rounds per kg).

Price: \$30 per case (S/S).

76.2mm Gun

The 76.2mm gun used on the PT-76 amphibious light tank is a WWII Soviet weapon, widely used on vehicles of that era, but rather outdated by 2000.

76.2mm APHE:

Wt: 7 kg

Price: \$800 (R/S)

76.2mm HEAT:

Wt: 4 kg

Price: \$750 (R/S)

76.2mm HVAP:

Wt: 3 kg

Price: \$900 (—/R)

76.2mm HE:

Wt: 6 kg

Price: \$700 (R/S)

82mm Recoilless Rifle

This weapon is mounted on the OT-62B/TOPAS-2A. It can also be used on a PHT mount as a separate heavy weapon, but this is usually done only by militias and irregular forces (regular armies have better support weapons at their disposal).

Wt: 91 kg (includes PHT)

Price: \$30,000 (—/R)

82mmR HE:

Wt: 11 kg

Price: \$950 (—/S)

SCALE CORRECTION

The separate map for **East Europe Sourcebook** was reduced from the original, and the scale is incorrect. The correct ratio is 1:7,000,000 (1 cm = 70 km), and the following should be used:





THE BALTIC COUNTRIES

The three nations at the northwestern-most tip of the Soviet Union have been distinct and normally independent nations for the majority of their history. Despite their close proximity, the resources possessed by each have dictated different life-styles and economies for each nation.

For most of their modern history, the three nations have cooperated economically. The diversity of their three economic bases leaves each one of the three nations needing the other two.

The peoples of these nations have a long history of stubborn independence, willing to fight oppressors when they could. Leaders in the abortive freedom movement of the 1980s, they declared themselves independent as soon as the Soviet Union's control collapsed.

The three countries share similar terrain as well. The Baltics consist of alternating swamps and dense forests. While these are charmingly sinister in fairy tales, they are less attractive in real life. Driving and maintaining transportation links through this territory has always been a problem, and military operations are practically impossible. Only a few highways and rail lines penetrate the forest, making all transport difficult.

HISTORY

The Baltic states were part of other countries for centuries. Estonia had been under the Czars' thumb from the 1600s, Latvia and Lithuania had been parts of Sweden, Poland, or Russia at different times. In 1918, the countries were granted independence from the Russians (although Latvia had to fight for actual independence until 1922), and remained separate from the new Soviet Union for a space of years. Under the terms of the German/Soviet Non-Aggression Pact, Soviet forces reoccupied them in 1939-1940. This sat poorly with the countries' population, and many fought against the Soviets. The Estonians were particularly anti-Russian: The German Wehrmacht included several Estonian ally divisions, and some Estonians continued the fight into the 1950s in a guerrilla war, calling themselves the "forest brethren." Arrayed against the might of the Soviet Union, their war didn't last very long.

When the independence movement of the '80s started, the Baltics began to hope that they might be freed from their position, and took part in the protests of the time, suffering troops moving into their cities to preserve order. Lithuania was first, overthrowing the Soviet rule through democratic elections, and suffered the worst, with troops occupying cities and seizing all internal communications. As conditions worsened in the rest of the USSR, the troops were withdrawn, and Lithuania achieved practical independence. The dissolution of the Warsaw Pact and the subsequent chaos in Moscow prompted a Baltic Declaration of Independence, where Estonia, Latvia, and Lithuania denounced the new hard-line government as illegal, and declared that the entire Soviet Union was to be dissolved.

The war with China hardly touched the Baltics. As long as they

didn't cause trouble, the Kremlin hard-liners were happy to leave them alone. Tied economically to the rest of the Soviet Union, Baltic supplies and products continued to flow eastward, purchased to support the war effort.

The "come as you are" war developing out of Poland also left the Baltics relatively untouched. The only direct assaults on Baltic soil were the tactical nuclear strike on Riga, capital of Latvia, and a cruise missile that nuked the fission power plant at Ignalina, in Lithuania.

Collateral damage from the war was much more devastating. Deprived of the major market of the Soviet Union, there was no place to trade Lithuanian produce, Latvian wood products, and Estonian oil. In addition, the influx of machine parts, ores, vehicles, chemicals, and other material stopped dead, along with the rest of the Soviet economy. Baltic industries shut down, deprived of the materials to work and a reason to work. The destruction of the Ignalina fission plant deprived most of Latvia and Lithuania of electrical power. With no more oil to fire boilers, the power plant was the last source of commercial power. Only the Estonians managed to hang on to some vestiges of prewar life, using the country's oil shale for fuel. The hard winter of 1998 and disease decimated the population: The Baltics went from a total of almost 8 million people to scarcely 2 million.

Today the Baltic nations are small, sparsely inhabited countries of isolated rural villages and very few functioning cities. The populace lives largely the same sort of life that their ancestors did, struggling against the elements to raise enough food to survive. Fortunately, the remnants of war are far to the east and west, otherwise life would be a lot more difficult than it is, as none of the nations have a standing army to speak of.

PEOPLE

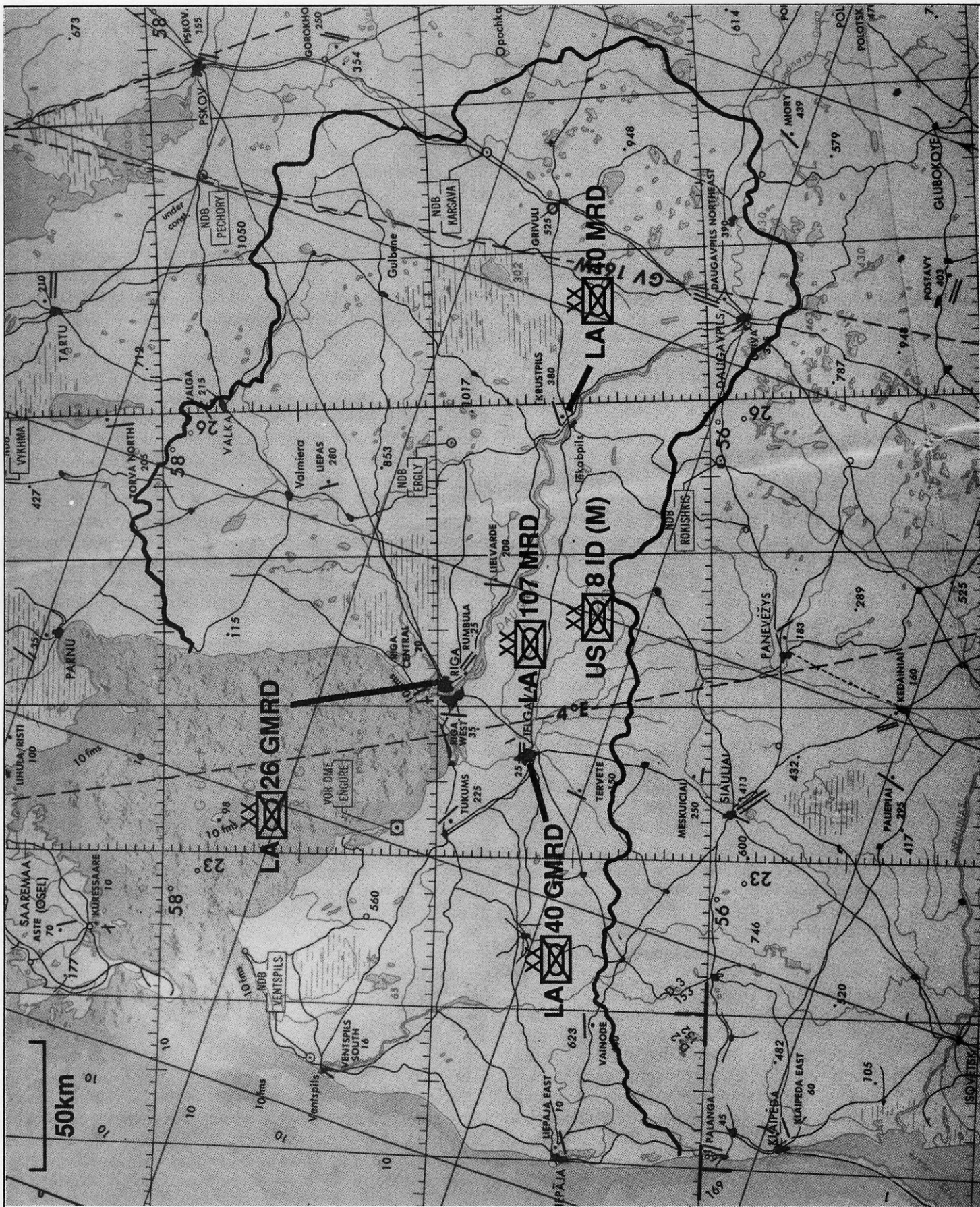
The people of the Baltics are largely Slavic Caucasians. Like most of the embattled peoples of the new world of the 21st century, they are close and wary with strangers, but are well-meaning enough if they are convinced of friendship and good intentions.

Religion has always been important to these people. In the hard times of the present world situation, it has assumed even more importance. In the case of the Baltics, religious differences, in addition to cultural differences, have been divisive.

Estonia

GEOGRAPHY

Estonia is positioned at the tip of the Baltics, with the Soviet Union to the east and Latvia to the south. The country is dotted with small cities at intervals, separated by the forests and swamps. Each was linked to the others by rail, and in some cases, highways. Those cities that remain in use are the capital, Tallinn, and the cities



of Narva, on the old Russian border, Kohtlarjarve, on the north coast, Tartu, deep in the interior, Parnu and Haapsalu, on the Gulf of Riga, and Sarevere, between Tallinn and Tartu.

TRANSPORTATION

In Estonia, all roads lead to Tallinn. The roads east to Narva, west to Haapsalu, and south to Parnu, Sarevere, and Tartu are still maintained and in decent shape, as are the rail lines paralleling these roads. Other roads exist as deteriorated blacktop or as crumbling tracks. Since most of the vehicle traffic along the roads is animal-drawn, this is sufficient.

The Estonian rails are well-used, and a government-run train company keeps a collection of makeshift steam engines (fueled by oil distilled from oil shale) and rolling stock moving along those rails. For many of the small settlements in the interior, the trains are the only contact with any outside civilization. Without the trains, oil shale could not be shipped from the country's interior to Tallinn, nor could manufactured supplies be shipped back to the interior from the capital.

POPULATION

The Estonian populace is more urban than that of the other Baltic states. The capital of Tallinn and the city of Tartu still have electrical power for industrial use, thanks to their shale-cracking plants. Of an estimated population of 500,000 people, more than 300,000 live in cities. Specific population distribution is as follows: Tallinn (165,000), Tartu (70,000), Narva (25,000), Kohtlarjarve (10,000), Parnu (15,000), Haapsalu (10,000), Sarevere (5000). The rest of the population lives in small settlements along the rail lines.

INDUSTRY AND ECONOMY

Estonia's main industry is the mining and refining of oil-bearing shale. The country's oil shale deposits comprised 60% of the former Soviet Union's oil-shale supply. In an age where petroleum is scarce, Estonia is rich. Cracking and refining plants are present in Tallinn and Tartu. Most of the refining is done at Tallinn, after the shale is shipped north by rail. Estonia has other natural resources, forestry and phosphate mining, but the oil business carries most of the country's economy with it. The refined oil, largely industrial lubricants, is shipped south by train or loaded onto boats at Tallinn for trade with Konigsberg and the rest of East Europe. If new motor oil is ever encountered in East Europe, it probably came from Estonia.

Estonia does possess enough shale to expand its industry into making petroleum fuels, but prefers not to. After all, a great many vehicles will run on alcohol, but you can only recondition oil so often...

There are other industries in Estonia. At one time, Estonia was one of the Soviet Union's largest producers of commercial goods. Enough machinery remains in the cities to produce a trickle of ammunition, firearms, machine parts, and even furniture! All thanks to industrial electrical power and comparatively healthy trade with Finland (Helsinki is only about 85 kilometers away) and Konigsberg, which supplies the raw materials for Estonia's factories.

Estonia lacks vehicle-manufacturing industry, and has to rely on machining parts for old trucks and cars, as well as having the odd vehicle imported from Konigsberg.

ESTONIANS

The people of Estonia are more Slavic than Russian. The local language is Estonian, in the Finnic group of the Altaic family (see **Twilight: 2000**, page 47). The most predominant religion is Evangelical Lutheran.

Most Estonians are somewhat anti-Russian. After all, Estonia was so violently anti-Russian that the Germans were able to recruit Estonians to fight the Soviet Union, and Estonian guerrillas continued to fight after World War II.

The heavy Protestant influence in Estonia has produced some bad blood with Lithuania (the difference in the way Lithuania was treated by the Germans had something to do with it, too). Latvia's mixed population serves as a buffer between Estonian and Lithuanian hatreds.

Because of their urbanization, average Estonians consider themselves superior to, or at least more sophisticated than, their southern neighbors. Estonian industries also mean that the average Estonian has more possessions than the average Latvian or Russian. Where a gun and plenty of ammo would be considered a luxury, an Estonian considers it a moderately expensive tool.

GOVERNMENT

The government of Estonia is an elected legislative body, composed of representatives from the various cities. Rural Estonians have the right to vote, but must travel to a city (or cast their votes via rail mail) to do so. The number of representatives is determined by the population of each city, one representative per 5000 votes, and the legislative body meets in Tallinn.

Actual government authority extends to control of the railroad, dictating shale-mining and oil-refining quotas, command over the army, and setting import tariffs. The actual job of making things work is left up to private companies and businesses in a free market economy. There is a printed paper currency based off the old ruble system, but most people prefer barter—it's not taxable—and retain their rubles for purchasing government services, such as passage on the railroad.

ARMED FORCES

Estonia's armed forces consist of relatively few soldiers, largely acting as guards for the railroads and highways. Since Estonia has no real external enemies, its army keeps internal peace, sort of glorified sheriffs. There is the possibility of armed threat from Lithuania, but poor economic conditions and the presence of the 26th Guards in Riga make such a threat unlikely.

In case of actual war, the Estonians are expected to rise to the defense of their homeland, swelling the army with guerrilla volunteers.

Subordination: None

Current Location: Estonia

Manpower: 750

Tanks: None

Latvia

GEOGRAPHY

Latvia is the middle Baltic state, bordered on the north by Estonia, on the south by Lithuania, and on the east by the Soviet Union. Like its northern neighbor, it is a country filled with swamps



and forests, its small cities linked to the capital, Riga, by roads and rails. Only a few settled areas remain: Riga (though some of it was demolished by nukes), Ventspils, Jurmala, and Liepaja on the coast, Jelgava to the south, Daugavpils to the extreme southeast, and the settlements of Strenči and Sigulda along the north-south railroad.

TRANSPORTATION

Latvia has always been poor in terms of motor vehicles. This situation merely intensified when petroleum became unavailable. Most of the transport in Latvia is now done by either boat or animal transport—the roads, poor as they are, are still good enough to allow wagons and beasts of burden. And since the farthest journey to Daugavpils is only 160 kilometers from Riga, these trips take less than a week.

There is one active rail link through Latvia, the railroad from Estonia to Lithuania. It passes through Riga.

POPULATION

Latvia's urban centers cannot support most of its population. The coastline between Riga and Jurmala is lined with the houses of fishermen, creating a sort of rural suburb of the two cities. The bulk of the country's estimated 900,000 people either live along the coast, fishing, or farm in the country's interior, mostly along the southern rail corridor. Urban populations are as follows: Riga (205,000), Daugavpils (20,000), Liepaja (35,000), Jelgava (30,000), Jurmala (20,000), Ventspils (27,000).

INDUSTRY AND ECONOMY

Latvia used to have a vigorous industrial economy. The ravages of war have all but put paid to this, reducing the little country to poverty. There are still some ironworks in the interior, retrieving bog-iron from the swamps, but for the most part the Latvians survive by fishing and farming, trying to gather enough food to have a trade surplus so that they can barter for machined goods from Estonia.

LATVIANS

Latvia is occupied by a mix of peoples: Ethnic Russians and Slavics predominate, the main language being Latvian, in the Baltic group of the Balto-Slavic family (see **Twilight: 2000**, page 47) and Russian. Religious beliefs are also mixed. Lutheran is the most common religion, but there are also large amounts of Roman Catholics and Russian Orthodox worshippers in Latvia. This mixture promotes tolerance, and makes Latvia a perfect buffer state between the enmity of Estonia and Lithuania.

Although considered poor by both Estonians and Lithuanians, the Latvians ignore this, too busy eking out a living to care.

GOVERNMENT

Like its Baltic neighbors, Latvia also had a representative democratic form of government. With the breakdown of communications after the war, this form of government was dropped as impractical. The government now consists of a coalition of mayors, more a loose collection of city-states than a unified country.

ARMED FORCES

When Latvia was a real country, the armed forces allowed in Latvia were composed of Latvian volunteers—the Soviet Union

found it easier to let them make up their own defenses. During the war, the Soviet Union raised a Category III motorized division from Latvia, largely from the people of Riga. When Riga was damaged by nuclear weapons, the 26th Guards Motorized Rifle Division decided that it had had enough of the war and revolted, returning to Riga as a self-appointed defense force. The 26th is the largest military presence in the region, and the Latvians are justifiably proud of it, straining their poor economy to maintain their troops.

The 26th is not a luxury. The command of the Soviet 11th Guards Army has plans to bring Latvia back into the Soviet fold, and the 26th is not the only military presence in the country. The 40th GMRD at Jelgava was only defeated a year ago, and the 40th MRD is still an annoying nuisance at Jekabpils (although it is largely contained by partisans). The real threat is the 107th MRD, which retreated to its homeland after the summer assault of 2000 drove it from Poland. At the moment, the 107th and the 26th have an uneasy truce, a tense situation which bothers the citizens of Riga. The addition of the American 8th Infantry at Bauska serves to complicate the situation.

26th Guards Motorized Rifle Division

The 26th Guards remains near Riga as the self-appointed army of Latvia. With the Soviet-loyal 40th Guards and the 40th MRD sitting at Jelgava and Jekabpils respectively, the 26th's mission is clear.

Subordination: None

Current Location: Riga, Latvia

Manpower: 4000

Tanks: 28 T-72s

40th Guards Motorized Rifle Division

A Category III division from the Baltic MD, the 40th Guards was activated in December 1996. The division was not used in the European war, however. Instead, it was given the order to attack and defeat the renegade 26th Guards, returning Latvia to Soviet control! In 1999, the two clashed near the ruins of Riga, and the 40th Guards was mauled. The division returned to Jelgava and settled in to rebuild its strength.

Subordination: 11th Guards Army

Current Location: Jelgava, Latvia

Manpower: 500

Tanks: 4 T-72s

40th Motorized Rifle Division

A mobilization-only division of the Baltic MD, the 40th was mustered in early 1998 and equipped as a cavalry force. It has remained loyal to the Soviets, and is often involved in skirmishes with a strong Latvian partisan group calling itself the Baltic Liberation Front.

Subordination: 11th Guards Army

Current Location: Jekabpils, Latvia

Manpower: 500 cavalry

Tanks: 4 T-72s

107th Motorized Rifle Division

The 107th was a Category III division from the Baltic MD. Activated in December 1996, it was not ready for action until the summer of 1997. It saw some action in western Lithuania. A victim of the NATO counterattack of 2000, the 107th fled the Polish border

to return to Riga. The 107th is still nominally under the command of the 11th Guards Army, but has struck a truce with the 26th GMRD, and refuses to take part in any actions against the 26th.

Subordination: 11th Guards Army

Current Location: Near Riga, Latvia

Manpower: 4000

Tanks: 36 T-64s

US 8th Infantry Division (Mechanized)

During its drive through Poland in the summer of 2000, this division actually managed to get lost in Latvia, passing completely through Lithuania. It is currently in cantonment in the Latvian swamps around Saldus, trying to figure out what to do next, since it is completely cut off from its own lines.

Subordination: US XI Corps

Current Location: Bauska, Latvia

Manpower: 1000

Tanks: 2 M1s, 7 M1A1s, 2 M8 AGSs, 9 Stingrays

Lithuania

GEOGRAPHY

Like the rest of the Baltics, Lithuania is a combination of swamps, bogs, and forests. Unlike the other Baltics, this terrain is resource-poor—Lithuania has practically no mineral resources.

This largest of the Baltic states also has the largest population, but its cities are smaller than its neighbors'. Once manufacturing centers, most of them are now little more than road-centers: Vilnius, Kaunas, Klaipeda, Siauliai, and Panevezys.

TRANSPORTATION

A single rail-link from distant Estonia runs through Siauliai to the capital at Vilnius, bringing manufactured goods and motor oil. The rest of Lithuania is linked by its deteriorating road net, travelled by animal-drawn wagons and the rare motor vehicle.

POPULATION

The population of Lithuania is largely rural, living off of their herds and small crops. This simple life-style worked well for the people of Lithuania, for when technology became unavailable, its loss wasn't critical. Because of this low-tech adaptability, Lithuania didn't lose as much of its population as the other Baltics did. Nearly 2 million people live in Lithuania, spread out across the bleak countryside. Of these, around 750,000 live in the remaining cities: Vilnius (250,000), Kaunas (200,000), Klaipeda (150,000), Siauliai (100,000), and Panevezys (100,000).

INDUSTRY AND ECONOMY

Before the war, the nuclear power plant at Ignalina provided most of Lithuania's electric power. Other power came from imported fuel oil. The war finished that—a cruise missile destroyed the power plant, and the supply of fuel oil dried up as it was used closer to home. Now, what little power there is in Lithuania comes from alcohol-fired generators, attempting to keep some of the industry going. Lithuania's industrial capacity is normally devoted to food-processing; preserved food is a commodity that is always in demand.

The bulk of Lithuania's economy depends on the rural farmers

and their ancient occupation of animal husbandry. Combined with the fishing from the coastal city of Klaipeda, the food produced is Lithuania's only export.

LITHUANIANS

Once, Lithuania was a part of Poland. When the country was declared a separate country in 1918, no one was more pleased than the Lithuanians, who considered themselves non-Poles, non-Russians, and nearly non-everyone else. Its largely Roman Catholic populace didn't agree with its neighbors, and Lithuanian devotion to their religion cost the Lithuanians dearly in World War II. When the nation was occupied by the Germans, nearly 200,000 Lithuanians were killed—partisan activity sparked mass reprisal killings in order to eliminate resistance. The Lithuanians never forgave their Estonian neighbors for joining the Germans against the Soviet Union.

Poor and rural, Lithuanians are just as proud and stubborn as the rest of the Baltic peoples. The accomplishment of gaining governmental freedom peacefully, through sheer collective will, buoys up the average Lithuanian, allowing him to ignore the fact that his lot is probably the poorest in the Baltics. To curry favor with a Lithuanian, praise his government—and don't mention his economy. The main language is Lithuanian, in the Baltic group of the Balto-Slavic family (see **Twilight: 2000**, page 47)

GOVERNMENT

Lithuania's split from the Soviet Union was motivated by a Lithuanian desire for self-government. It is noteworthy among all the republic revolutions that Lithuania threw off the Soviet hold through election and legislation—the separatists actually took over the government and separated legally, by the book. Although Lithuania has suffered great losses in the post-war world, its people have steadfastly clung to their elected government, farmers proudly gathering at nearby towns to elect their representatives to the nation's parliament.

The Lithuanian government's duties consist of providing a postal system, in order to maintain communications across the country, collecting meager taxes to fund the postal system, and sponsoring the parliament, which spends most of its time arguing about how the taxes are to be spent.

ARMED FORCES

Lithuanian armed forces are not maintained by the government, which can't afford such luxuries. Local militias made up of volunteers are scattered around the country—each city has a sizable volunteer militia that acts as a police force and rallies in time of military need, and numerous "posse" militias are formed in the countryside when needed. These militiamen provide their own food, weapons, equipment, and transport, and fight their battles in the old partisan fashion. Despite their lack of expensive high-tech armaments, the militiamen can deny their rough country to a much more well-equipped army.

Subordination: None

Location: Each city in Lithuania, scattered through the countryside

Manpower: 50-100 men in the country, 1000-10,000 men in the city

Tanks: None

RUSSIA

Note: Since this book is more concerned with Eastern Europe, the far eastern part of Russia will be ignored in favor of information concerning that part of Russia west of the Ural Mountains.

HISTORY

The modern history of Russia started with the Bolshevik Revolution that destroyed the centuries-old Czarist government. As the first nationally communist country, Russia conquered or annexed the rest of the Czarist territories, finally unifying into one of the international powers under the lead of dictator Josef Stalin. Following World War II, the Soviet Union stayed in the limelight, unifying Western powers against it and sponsoring revolutions and wars around the world.

In the 1980s, the cost of the Cold War began to tell against the Soviet economy. Even the central republic of Russia felt the pinch, unable to adequately supply its people with housing, fuel, and food. Mikhail Gorbachev's policy of *glasnost* looked like it might break down the barriers between the Soviet Union and the rest of the world, allowing the Russians to look forward to financial support from the West.

Then, in 1991, Kremlin and neo-Stalinist hard-liners seized the government and destroyed the hopes of *glasnost* forever. Within a year, the people of Russia were hurting again, since the government had to try to rally the resources of the remaining Soviet Union while fighting insurgents and rebels in central and east Asia. The war continued to escalate into a full-blown war with China as the years passed.

The people of Russia were directly untouched by this war, although they felt the results of the war efforts in short rations and short spirits. Conflict moved closer to home when the Soviet government moved troops against Belarus and Ukraine in 1996, invading secessionist countries on the border. The sight of military convoys became common. Morale was actually improved by the signing of the Treaty of Collective Security, for it promised aid against the combined forces of Belarus and seemingly imperialist Germany.

When the war started, the Russians were left directly untouched, a situation they hadn't seen since World War I. Instead, resources and men went east and west to fight distant wars, and some Russians even hoped that they would be spared the agony of direct involvement with the war again.

Their hopes were in vain. When the nuclear weapons started falling, NATO aircraft and cruise missiles began hitting targets in Russia itself. Roads, bridges, industries, supply centers, rail centers, marshaling areas—almost every Russian city had a target worth nuking. Soon, the country's cities were spotted with radioactive ruins.

When the nukes stopped falling, the Soviet war effort was practically destroyed. Russia was devastated, its once-proud industry gone, its people reduced by famine, war, and pestilence.

GEOGRAPHY

Russia is bounded on the north by the Arctic Sea, on the west by the Baltics and Poland, on the south by Ukraine, Georgia, Azerbaijan, Kazakhstan, Mongolia, and China, and on the east by the Pacific Ocean. It is huge, one of the largest countries in the world. Temperatures range from moderate to cold across its immense expanse; winters are almost always severe.

Worth mentioning are the militarily dreadful seasons. In summer, Russia is hot and dry, plagued with dust. Autumn is tolerable, presaging the terrible winter, with its deep cold and deep snow. When spring arrives, the snow melts and the country is transformed into a muddy slough (as invading armies have discovered to their chagrin). To compensate for this, Russia has elevated roads, but many of those roads are just being repaired to minimum standards.

TRANSPORTATION

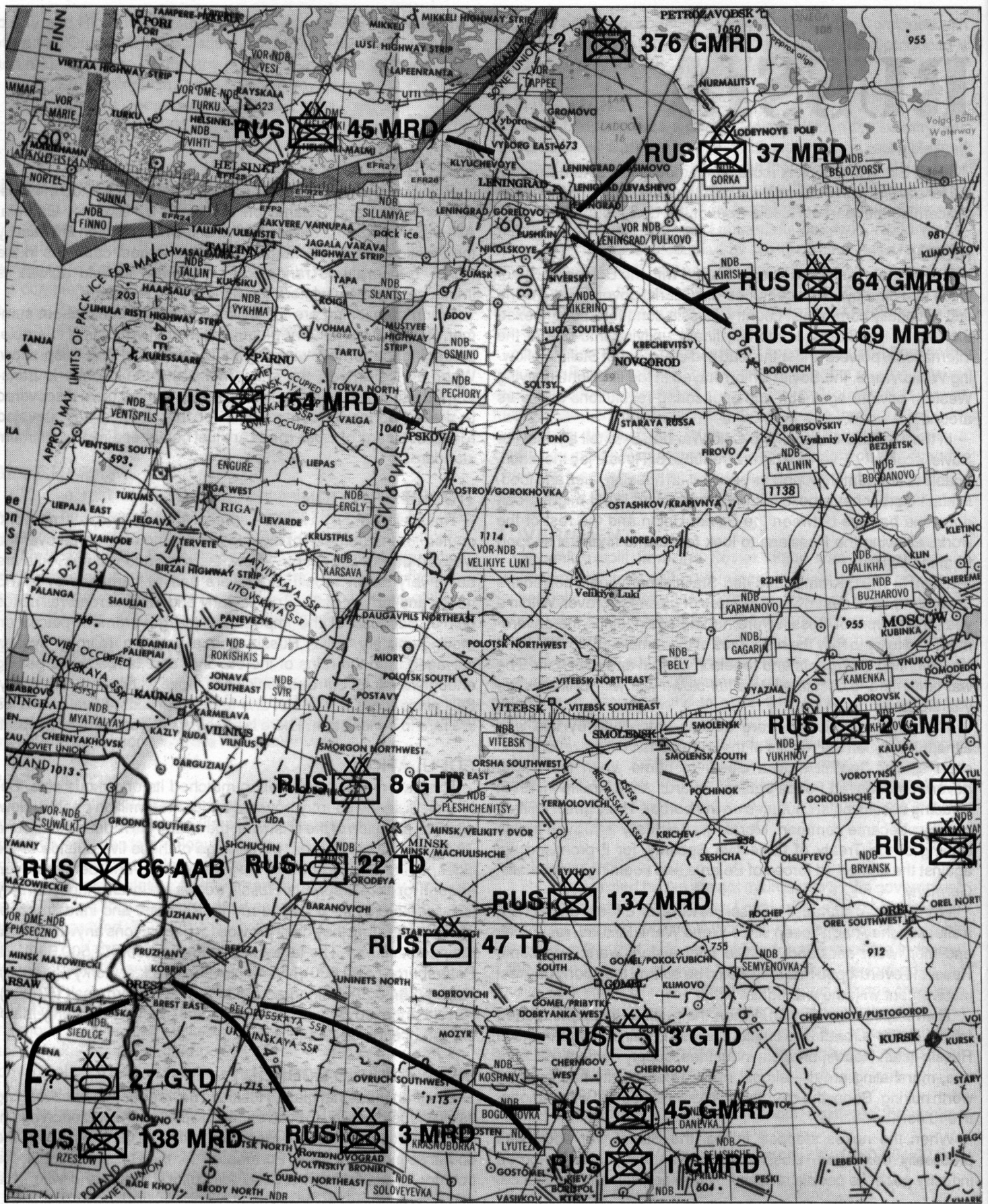
Russia used to have an impressive road and rail network, crafted for the purpose of moving troops and commerce over the western part of the country. Now, the road and rail networks are being very slowly rebuilt. Both were heavily damaged by NATO nukes and tactical strikes, particularly bridges and road/rail nexus points. Because of the importance the government places on moving military units, Russia has a growing railroad system salvaged from the ruins of the old one, and its roads are getting enough repair for off-road vehicles to move without great difficulty. Still, since there is little fuel and few good roads, private vehicles are rare to nonexistent. There is almost no private motor transport.

POPULATION

Russia's massive population matched its enormous size. Before the war, the country boasted almost 150 million people. Now, after the privation of the Last War, the country is reduced to around 70 million people. A great percentage of these live outside of the cities, trying to grow enough food to survive and perhaps even enough for a small surplus. Russia's cities are in fair shape, but they lack fuel to provide power to run their utilities and infrastructure, which means that they can't provide for populations anywhere near their peak figures. The largest cities are Moscow (2,500,000), St. Petersburg (1,290,000), Nizhny Novgorod, a.k.a. Gorky (396,000), Kazan (284,000), Volgograd (263,000), and Murmansk (53,000). Russia annexed Belarus, and its capital, Minsk, is the only major city left occupied (490,000).

INDUSTRY AND ECONOMY

Once an industrial giant, Russia is now reduced to scavenging its old industries to try to build enough to pick up the war effort again. Merely turning out spare parts for existing vehicles taxes the country's industrial base. Fortunately for the Russian people, the country has long been a good agricultural base, and when the



376 GMRD

RUS 45 MRD

RUS 37 MRD

RUS 64 GMRD

RUS 69 MRD

RUS 154 MRD

RUS 2 GMRD

RUS 8 GTD

RUS 22 TD

RUS 86 AAB

RUS 137 MRD

RUS 47 TD

RUS 27 GTD

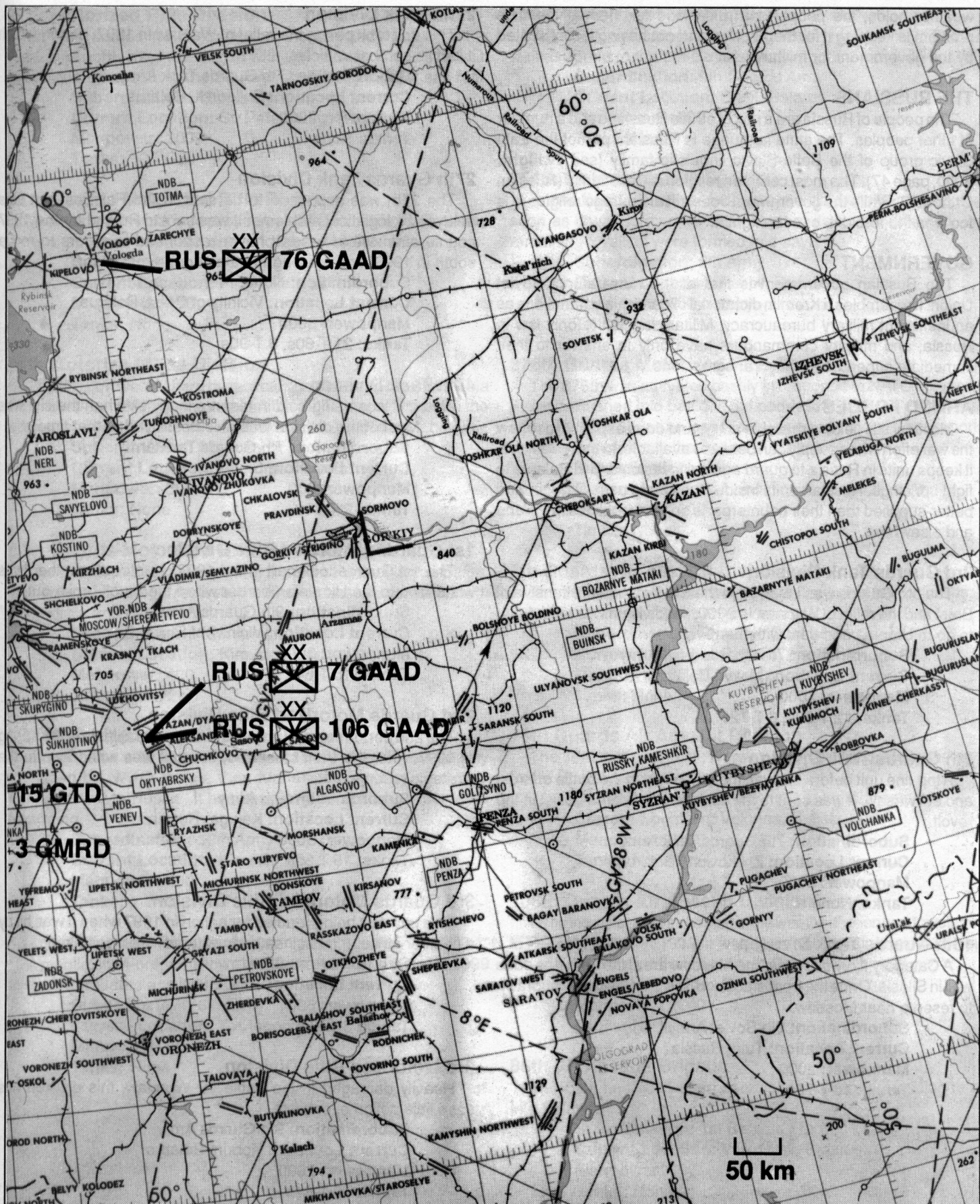
RUS 3 GTD

RUS 138 MRD

RUS 3 MRD

RUS 45 GMRD

RUS 1 GMRD



weather holds, the people can raise food for themselves. The problem is keeping it for themselves and not having it confiscated by the government for military use.

THE RUSSIANS

The people of Russia are a mix of ethnic Russians and a number of other peoples. The state language is Russian, part of the East Slavic group of the Balto-Slavic linguistic family (see *Twilight: 2000*, page 47). The most common religion is Christianity (Russian Orthodox). While the government does not encourage religion, it is too weak to forbid it, or even fight it.

GOVERNMENT

The Russian government is that of the now-defunct Soviet Union. It resembles a Kremlin dictatorial oligarchy, and functions as an inefficient military bureaucracy. Military law is the only law in Russia, and military commanders have only to answer to their immediate superiors for any transgressions.

ARMED FORCES

Moscow still fields a massive army, and does expect it to renew the war effort when supply can be made available. In the meantime, it keeps units in Russia to guard against invasion and in Belarus to fight uprisings. Russian units inside Russia are usually larger and better-supplied than their counterparts on the front lines in Poland and elsewhere.

3rd Guards Tank Division

The 3rd Guards was involved in the Soviet Counteroffensive at Brest and the relief of Warsaw. In 2000, the division was scheduled to go to Ukraine and deal with the revolt.

Subordination: 7th Guards Tank Army

Current Location: Mozyr, Belarus

Manpower: 3000

Tanks: 12 T-80s, 6 T-72s

8th Guards Tank Division

A top-line unit before the war, the 8th fought in the battle of Brest and at Warsaw. It was sent to the Ukrainian border to assist in the revolt.

Subordination: 7th Guards Tank Army

Current Location: Zhitkovichi, Belarus

Manpower: 3000

Tanks: None

15th Guards Tank Division

A Category II division from the Moscow area, the 15th has done well in Silesia. Once the front stabilized, the division was withdrawn to reserve near Moscow.

Subordination: 9th Soviet Army

Current Location: Tula, Russia

Manpower: 2000

Tanks: 16 T-72s

22nd Tank Division

This unit took part in the relief of Warsaw in 1997, during which it lost its combat vehicles.

Subordination: 7th Guards Tank Army

Current Location: Soligorsk, Belarus

Manpower: 2000

Tanks: None

27th Guards Tank Division

The 27th was supposed to be sent to the Far East but was delayed by logistical problems. It was sent to Poland for the 1997 counteroffensive instead. It never responded to orders to move south in 1998, and is thought to have gone marauder.

Subordination: None

Current Location: Vicinity of Brest, Belarus

Manpower: 3000

Tanks: 21 T-80s, 3 T-90s

47th Tank Division

This unit was being held in reserve in Minsk when the city was nuked. Most of the division was also destroyed at that time.

Subordination: 7th Guards Tank Army

Current Location: Slutsk, Belarus

Manpower: 300

Tanks: 2 T-64s

1st Guards Motorized Rifle Division

The 1st Guards took part in the 1997 counterattack, then was withdrawn to the Ukrainian border when the revolt broke out.

Subordination: 9th Guards Army

Current Location: Vicinity of Pinsk, Belarus

Manpower: 3000

Tanks: 18 T-64s

2nd Guards Motorized Rifle Division

The 2nd performed well in the bitter battle for Silesia in the spring of 1997. After the front stabilized, the unit was withdrawn to the strategic reserve.

Subordination: 9th Army

Current Location: Kaluga, Russia

Manpower: 3000

Tanks: 15 T-55s

3rd Guards Motorized Rifle Division

This unit was being readied for action in 1997 when it was hit by a nuclear strike. It has since been withdrawn for rebuilding.

Subordination: 9th Army

Current Location: Tula, Russia

Manpower: 600

Tanks: 3 T-72s

3rd Motorized Rifle Division

Heavily damaged in the battle for Wroclaw, this division has seen little action ever since.

Subordination: 9th Guards Army

Current Location: Kobryn, Belarus

Manpower: 2000

Tanks: 10 T-64s

37th Motorized Rifle Division

This unit started in Hungary before the war, and was sent to the Far East shortly after war began with China. After China's defeat, the division was sent to the St. Petersburg area for rest and refit.

Subordination: 18th Army

Current Location: St. Petersburg, Russia

Manpower: 2000

Tanks: 10 T-72s

45th Guards Motorized Rifle Division

The 45th was virtually destroyed by NATO forces in the Petsamo campaign. It has been withdrawn to the immediate rear.

Subordination: 9th Guards Army

Current Location: Pinsk, Belarus

Manpower: 100

Tanks: None

45th Motorized Rifle Division

The division was hit hard by tactical nuclear weapons in the Kola Peninsula in 1997, then mauled by NATO forces during the offensive. The 45th has been withdrawn for rebuilding.

Subordination: 6th Army

Current Location: Primorsk, Russia

Manpower: 300

Tanks: None

64th Guards Motorized Rifle Division

The 64th was decimated during the Kola Peninsula campaign. Withdrawn to strategic reserve, the division has had problems with low morale and desertion.

Subordination: 18th Army

Current Location: Kirovsk, Russia

Manpower: 400

Tanks: 3 T-72s

69th Motorized Rifle Division

This division was sent to Norway in 1996, where it was heavily damaged by NATO forces, then further damaged by air strikes during retreat to Russia. It has been sent to strategic reserve for rebuilding.

Subordination: 18th Army

Current Location: Kirovsk, Russia

Manpower: 200

Tanks: 1 T-64

137th Motorized Rifle Division

A mobilization-only unit, the 137th was called into action in 1999 to fight marauders and bandits.

Subordination: 6th Army

Current Location: Svetogorsk, Russia

Manpower: 4000

Tanks: None

138th Motorized Rifle Division

The 138th was called up to be a garrison for Borisov. In 2000, it was assigned to the 9th Guards Army.

Subordination: 9th Guards Army

Current Location: Brest, Belarus

Manpower: 4000

Tanks: None

154th Motorized Rifle Division

Drawn from Latvia, the 154th was in a state of mutiny almost as soon as it was formed in 1998. Most of its troops deserted; the remaining loyalists were formed into cavalry.

Subordination: 6th Army

Current Location: Pskov, Russia

Manpower: 100 cavalry

Tanks: None

376th Guards Motorized Rifle Division

The 376th was activated hastily in response to NATO moves on Finland. Rushed into battle, it did poorly and suffered great casualties. By 1998, it was no longer answering commands, and reports from the area identify the unit as a marauder.

Subordination: None

Current Location: Finno-Soviet border, Russia

Manpower: 2000

Tanks: None

7th Guards Air Assault Division

The 7th was used in Norway, where it suffered heavy losses. It has been withdrawn to strategic reserve.

Subordination: Strategic Central Command

Current Location: Ryazan, Russia

Manpower: 2000

Tanks: None

76th Guards Air Assault Division

The 76th took part in the Norway campaign and was withdrawn to the St. Petersburg area.

Subordination: Red Banner Leningrad Front

Current Location: Vologda, Russia

Manpower: 2000

Tanks: None

106th Guards Air Assault Division

Used in the Far East at the start of the war, the division was transferred to Poland in 1997. In 1998, it was withdrawn to strategic reserve.

Subordination: Strategic Central Command

Current Location: Ryazan, Russia

Manpower: 2000

Tanks: None

86th Air Assault Brigade

The 86th has been used sparingly for deep-penetration raids into Poland.

Subordination: 1st Belarus Front

Current Location: Volkovysk, Belarus

Manpower: 600

Tanks: None



WARNING
Aircraft infringing upon Non-Free Flying Territory may be fired on without warning. Consult NOTAMS and Flight Information Publications for the latest air information.

WARNING
Unlisted Radio Emissions from this area may constitute a Navigation Hazard or result in Border Overflight unless unusual precaution is exercised. Consult NOTAMS and Flight Information Publications for the latest air information.

WARNING
Aircraft infringing upon non-free flying territory may be fired upon without warning. Consult NOTAMS and Flight Information Publications for the latest air information.

The positions of military units inside Poland are shown on pages 232-233 of Twilight 2000

POLAND

HISTORY

Poland was a group of separate principalities united under a nominal king until the 18th century, when it was divided (over several decades) between Prussia, Russia, and the Austro-Hungarian Empire. After the defeat of Germany in World War I, the country was unified and made an independent republic in 1918. It became contested territory in World War II, when it was again partitioned between Hitler's Germany and Stalin's Soviet Union. When the Germans drove the Soviets out in 1941, they stayed until the Soviets returned in 1944. The stamp of Stalinist rule rested firmly upon the country until 1956, when a well-publicized revolt in Poland made headlines around the world. The riots were repressed, but the Poles rose again in the 1970s, protesting for better living and working conditions. Self-governing unions formed in 1980, along with the union/political group Solidarity. Their protests brought government overreaction, including martial law, but the unrest the unions also brought continued throughout the decade, culminating in free elections in 1990.

The new free government had problems. Not only did it have to cope with a flagging economy, but it had to deal with a border dispute with Byelorussia and growing militant pro-German sentiment in Silesia. As the years passed with little improvement (a situation that persisted across Europe), Poland's government grew more uneasy with Germany's intentions. When the Germans stacked troops along the Polish border in 1995, the government brought more Polish units to readiness and attempted to negotiate with Belarus (nee Byelorussia). The negotiations failed, and the Warsaw government met with other former Warsaw Pact nations to negotiate the Treaty on Collective Security. The treaty doomed Belarus, and Poland began to move troops into its section. Some of the troops (seven, to be exact) protested the move and effectively started World War III.

Pro-German ethnic organizations started heavy protests, and resisted repression with military force. The Polish government sent in troops, and the situation escalated to include border skirmishes with German units. By mid-summer, Germany and Poland were formally at war with each other, invoking the participation of both NATO and the New Warsaw Pact.

The rest is history. Poland soon became one of the most fought-over patches of ground since eastern France in World War I. But where France had seen the horror of chemical weapons, Poland suffered the ultimate atrocity of nuclear weapons, used very freely between units and cities. When the mushroom clouds had blown away, all that was left was the no-man's land that today's world calls Poland.

GEOGRAPHY

Poland is bordered on the north by the Baltic Sea, on the northeast by Lithuania, on the east by Russia/Belarus and Ukraine, on the south by the Czech and Slovak Republics, and on the west

by Germany. It is a fertile land of river-crossed terrain, with some hills coming off the Carpathian Mountains in the south. Its temperature is sub-temperate, with short summers and cold winters.

TRANSPORTATION

Poland used to have a pretty good railway system, and a decent road system. The roads were not overused, for there was only one automobile for every nine people, but, then, the roads weren't massive interstates like those in the United States. Since the beginning of the war, the railways have been systematically destroyed or looted, and the roads have proven inadequate for surviving the armored assaults that have poured across the country. Private transport is practically nonexistent, since all fuel and lubricants are hoarded by military units.

POPULATION

Before the war, Poland's population stood at 38,300,000. Between the casualties of war, the victims of disease and starvation, and the refugees, the country barely boasts 9 million people now. The heavy military population has forced the survivors into cities in order to defend themselves, so a surprising number of Polish cities are still inhabited, despite the effects of bombs and nuclear strikes. Large cities include Warsaw (the pre-war capital, a.k.a. *Warszawa*) (152,000), Łódź (104,000), Kraków (a medieval capital) (85,000), Poznań (69,000), Gdansk (48,000), Szczecin (41,000), Wrocław (38,000), Bydgoszcz (37,000), Katowice (36,000), Lublin (32,000), Białystok (29,000), Sosnowiec (26,000), Gdynia (20,000), and Częstochowa (18,000).

INDUSTRY AND ECONOMY

Between the constant warfare and the nuclear war, Poland's industry has been effectively destroyed. Almost nothing remains of the industrial base that once produced goods for a great deal of the Warsaw Pact, or of the deep coal shafts that supplied coal to those industries. Some low-level industry remains, and the various military units in the country attempt to keep up maintenance efforts, but for the most part Poland's economy has returned to agriculture in the middle of a wasteland.

THE POLES

The Polish people are split between two major groups: the ethnic Poles and the German/Prussians. The official language is Polish, but in some of the northern provinces, German is more commonly spoken. The ethnic Germans tend to favor their western cousins, while the Poles do not, and it is this division which got Poland invaded in the first place.

Most of the Poles and Germans are deeply religious, particularly in such perilous times (God is all they have left to depend on). 95% of the country is Catholic.

Once a friendly, trusting people, the horrors of unending war

have soured the populace of Poland. Ethnic Poles, Germans, and Silesians are as apt to avoid or shoot strangers as they are to greet them.

GOVERNMENT

There is not a cohesive country left for a civil government to govern. What government exists does so in the form of town councils and military units keeping control in their areas. There is not a military commander above the rank of colonel, however, that does not dream of ruling the country.

ARMED FORCES

Poland is an armed camp of Warsaw Pact, Polish, and NATO units. Scarcely 100 kilometers can be traversed without running across some military camp or patrol area. Most of these forces are underequipped and undersupplied, so they have a habit of stealing supplies and equipment from whomever they can.

With the new year of 2001 on the way, local inhabitants are fearful that one side or the other will begin full-scale military operations again, or at least try to, with the inevitable civilian consequences.

POLISH ARMY

The Polish Army manages to hang on to some sort of organization, despite the large amount of foreign troops on its soil. At least Polish units have the advantage of sympathetic populace.

5th "Saxon" Tank Division

This division has been in distinguished action since the beginning of the war.

Subordination: Polish 1st Tank Army

Current Location: Podgaje/Jastrowie/Pila, Poland

Manpower: 3500

Tanks: 16 T-72s

10th "Sudeten" Tank Division

Subordination: Soviet 4th Tank Guards Army

Current Location: Pleszew/Kalisz, Poland

Manpower: 2000

Tanks: 5 T-72s

1st "Warsaw" Motorized Rifle Division

Subordination: Polish 2nd Army

Current Location: Czaplinek/Mirosławiec/Rusinowo, Poland

Manpower: 2500

Tanks: 7 T-72s

Krakow ORMO

(ex-8th "Dresden" Motorized Rifle Division)

The Polish 8th MRD no longer exists, having formed the core of the defense force of the Free City of Krakow.

Subordination: None

Current Location: Krakow, Poland

Manpower: 2000, + 6000 militia

Tanks: 2 T-80s

9th "Dresden" Motorized Rifle Division

Subordination: Polish 1st Army

Current Location: Palanow/Miastko/Bytow, Poland

Manpower: 2500

Tanks: 10 T-55s

14th Motorized Rifle Division

The commander of this division has set himself up as leader of an autonomous state in southern Poland, styling himself the Markgraf of Silesia.

Subordination: None

Current Location: Raciborz, Poland

Manpower: 1500

Tanks: None

2nd Cavalry Division (ex-2nd "Warsaw" MRD)

This unit was badly mauled in the beginning of the war, and was refitted with horses instead of vehicles.

Subordination: Polish 1st Army

Current Location: Gdynia, Poland

Manpower: 200 cavalry

Tanks: None

3rd Cavalry Division

Formerly the 3rd "Pomeranian" MRD, this unit was decimated by the Germans in 1997 and reformed as horse cavalry in 1998.

Subordination: Polish 1st Army

Current Location: Slupsk/Ustka/Lebork, Poland

Manpower: 1000 cavalry

Tanks: None

12th Cavalry Division

This division was formed from the remnants of the 11th TD in 1998.

Subordination: Polish 1st Army

Current Location: Koscierzyzna/Gniew/Tczew, Poland

Manpower: 1500 cavalry

Tanks: None

13th Cavalry Division

This division was reformed from the remnants of the 13th "Kashubian" TD in 1998.

Subordination: Polish 1st Army

Current Location: Chojnice/Czluchow/Sepolno, Poland

Manpower: 1000 cavalry

Tanks: None

17th Cavalry Division

This division was reformed from the remnants of the 15th MRD in 1998.

Subordination: Polish 2nd Army

Current Location: Dobiegniew/Strzelce/Wronki, Poland

Manpower: 2000 cavalry

Tanks: None

19th Cavalry Division

This division was reformed from the remnants of the 20th "Kalisz" TD in 1998.

Subordination: Polish 1st Army
Current Location: Malbork, Poland
Manpower: 600 cavalry
Tanks: None

7th "Lusatian" Marine (Naval Assault) Division

This division was held in reserve throughout most of the war in anticipation of an opportunity for an amphibious landing in the Baltic. It was committed to action in 1998 as infantry and has been there ever since.

Subordination: Polish 2nd Army
Current Location: Walcz, Poland
Manpower: 600
Tanks: None

1st Polish Free Legion (ex-1st BGB)

Formerly the 1st Border Guard Brigade, this group is now a large guerrilla force that controls the roads between Poznań and Głogów. The DIA partially supplied this group when practical, but the grounding of the last cargo aircraft has stopped airdrops.

Subordination: None
Current Location: Leszno, Poland
Manpower: 450
Tanks: None

3rd Border Guard Brigade

Subordination: Polish 1st Army
Current Location: Gdynia, Poland
Manpower: 300
Tanks: None

4th Border Guard Brigade (Cavalry)

Subordination: Polish 2nd Army
Current Location: Walcz, Poland
Manpower: 400 cavalry
Tanks: None

5th Border Guard Brigade

Subordination: Polish 2nd Army
Current Location: Człopa, Poland
Manpower: 400
Tanks: None

6th Border Guard Brigade

Subordination: Soviet 4th Guards Tank Army
Current Location: Łódź/Zgierz, Poland
Manpower: 400
Tanks: None

7th Border Guard Brigade

Subordination: Polish 1st Tank Army
Current Location: Chodzież, Poland
Manpower: 100
Tanks: None

8th Border Guard Brigade

Subordination: Soviet 22nd Cavalry Army
Current Location: Sroda/Wrzesnia, Poland
Manpower: 200
Tanks: None

2nd Polish Free Legion (ex-10th Border Guard Brigade)

This unit has ceased to obey higher headquarters, and its members are now acting as anti-Soviet partisans, hiding in the large forests between the towns of Czerk and Nowe.

Subordination: None
Current Location: Czerk/Nowe, Poland
Manpower: 300
Tanks: None

11th Border Guard Brigade (Cavalry)

Subordination: Soviet 4th Guards Tank Army
Current Location: Lask, Poland
Manpower: 400
Tanks: None

12th Border Guard Brigade

Subordination: Polish 1st Army
Current Location: Dabrowka, Poland
Manpower: 400
Tanks: None

RUSSIAN ARMY

1st Tank Division

Sent to the Far East in 1995, the 1st TD was returned to Europe in 1997.

Subordination: 1st Guards Tank Army
Current Location: West Central Poland
Manpower: 3000
Tanks: 9 T-80s

9th Guards Tank Division

Originally stationed in Hungary, the 9th was sent to the Far East, then returned to Europe in 1997. It has engaged in several battles since returning to Poland.

Subordination: 1st Guards Tank Army
Current Location: West Central Poland
Manpower: 4000
Tanks: 24 T-72s

10th Guards Tank Division

The 10th was stationed in Poland before the breakup of the original Soviet Union. Withdrawn in 1989, it was returned in 1996, where it fought well through several campaigns. In 1999, the division revolted and declared for NATO.

Subordination: None
Current Location: Warsaw area, Poland
Manpower: 1000
Tanks: 6 (variety unknown)



11th Guards Tank Division

This division has been heavily engaged against Bundeswehr units since the onset of the war.

Subordination: 1st Guards Tank Army

Current Location: West Central Poland

Manpower: 500

Tanks: 3 T-80s

12th Guards Tank Division

The 12th GTD has been part of the 3rd Shock Army for the entire war, fighting in every major campaign and suffering accordingly.

Subordination: 3rd Shock Army

Current Location: Central Poland

Manpower: 500

Tanks: None

25th Tank Division

The 25th TD has been part of the war in Poland since 1996.

Subordination: 1st Guards Tank Army

Current Location: West Central Poland

Manpower: 1000

Tanks: 4 T-72s

38th Tank Division

The 38th was scheduled to be sent to the Far East, but the German invasion stopped that. After heavy fighting throughout 1996-97, the unit stopped responding to Front HQ and is believed to have turned marauder.

Subordination: None

Current Location: Northern Poland

Manpower: 3000

Tanks: 15 T-72s, 1 T-90, 7 T-80s

12th Guards Motorized Rifle Division

The 12th GMRD has been active in every Polish campaign.

Subordination: 20th Guards Army

Current Location: Southern Poland

Manpower: 4000

Tanks: 32 T-72s

20th Guards Cavalry Division

The 20th Guards was surrounded by German units at the beginning of the war. The survivors were converted to cavalry.

Subordination: 8th Guards Army

Current Location: Central Poland

Manpower: 1000 cavalry

Tanks: None

21st Guards Motorized Rifle Division

The 21st GMRD has spent the entire war fighting valiantly in Germany and Poland.

Subordination: 2nd Guards Army

Current Location: Southern Poland

Manpower: 1000

Tanks: 5 (variety unknown)

21st Motorized Rifle Division

This unit saw some action in the Balkans in 1998 before being sent to Poland in 2000.

Subordination: 4th Guards Tank Army

Current Location: Central Poland

Manpower: 3000

Tanks: None

39th Guards Motorized Rifle Division

This unit has participated in every major campaign in Central Europe. In 1998, it absorbed the remnants of the 47th GMRD.

Subordination: 8th Guards Army

Current Location: Central Poland

Manpower: 3000

Tanks: 27 (variety unknown)

43rd Cavalry Division

Originally a motorized rifle division, the unit was decimated in 1997. The survivors were sent to Belarus where the division converted to horse cavalry and redeployed in Poland in 2000.

Subordination: 22nd Cavalry Army

Current Location: Northern Poland

Manpower: 2000 cavalry

Tanks: None

89th Cavalry Division

When raised, the division was supposed to be motorized rifles, but a shortage of vehicles caused them to outfit with horses instead. After a stint as security in Romania, the division was sent to Poland.

Subordination: 22nd Cavalry Army

Current Location: Northern Poland

Manpower: 300 cavalry

Tanks: None

94th Cavalry Division

The 94th was a top-notch motor rifles division, but unabated warfare nearly destroyed the unit by 1999. It was withdrawn, rebuilt as cavalry, and redeployed in Poland.

Subordination: 20th Guards Army

Current Location: Southern Poland

Manpower: 1000 cavalry

Tanks: None

96th Cavalry Division

This ex-MRD was converted to cavalry and sent to Poland in the summer of 2000.

Subordination: 22nd Cavalry Army

Current Location: Northern Poland

Manpower: 1400 cavalry

Tanks: None

103rd Motorized Rifle Division

A shortage of motor transport has made this a leg-mobile division, but the unit does have some old and obsolete armor.

Subordination: 2nd Guards Army

Current Location: Southern Poland

Manpower: 4000

Tanks: 28 (variety unknown)

117th Motorized Rifle Division

The 117th was raised near Kiev to serve as a security force in Ukraine. Many of the personnel refused service and disappeared into the countryside.

Subordination: 2nd Guards Army

Current Location: Southern Poland

Manpower: 100

Tanks: None

124th Motorized Rifle Division

Subordination: 4th Guards Tank Army

Current Location: Central Poland

Manpower: 3000

Tanks: None

127th Cavalry Division

This unit has been active as security against NATO raiders since 1999.

Subordination: 3rd Shock Army

Current Location: Central Poland

Manpower: 2000 cavalry

Tanks: None

129th Motorized Rifle Division

Subordination: 3rd Shock Army

Current Location: Central Poland

Manpower: 3000

Tanks: None

131st Motorized Rifle Division

A shortage of vehicles makes this division leg-mobile, although it operates a small rag-tag fleet of armored vehicles. Expect to find light armor of all nationalities with this unit.

Subordination: 8th Guards Army

Current Location: Central Poland

Manpower: 2000

Tanks: None

132nd Cavalry Division

This unit was designated as cavalry due to a lack of vehicles. This fits its commander very well, as he is a Don Cossack. The 132nd has seen very little action.

Subordination: 20th Guards Army

Current Location: Southern Poland

Manpower: 3000 cavalry

Tanks: None

157th Motorized Rifle Division

This division was raised to fight partisans in Romania. On the way, it was struck by a nuclear weapon, and the survivors were sent to Poland.

Subordination: 2nd Guards Army

Current Location: Southern Poland

Manpower: 1000

Tanks: None

AMERICAN ARMY

The units of the American military are largely in cantonment during the winter, recovering from the debacle of the summer offensive of 2000. The units represented below are only those on Polish soil; there are many times more just across the border in Germany.

50th Armored Division

This division was deployed to Europe in 1997 and was attached to US VII Corps. Late that year it was shifted to the command of US XI Corps.

Subordination: US XI Corps
Current Location: Kolobrzeg, Poland
Manpower: 2000
Tanks: 5 M60A3s, 16 M1s, 12 M1A1s

5th Infantry Division (Mechanized)

The division was moved to Europe in 1996. In 1997, it was transferred to control of *Panzergruppe Oberdorf*. The division fought through southern Poland and participated in the Battle of Czystochowa. In the summer of 2000, the division spearheaded the US XI Corps' drive into Poland.

Subordination: US XI Corps
Current Location: Poland
Manpower: 3000
Tanks: 9 M1s, 21 M1A1s, 12 M1A2s

2nd Marine Division

During 1997, the regiments of the division carried out numerous amphibious and conventional missions throughout the European Theater. In the spring of 2000, the division participated in the 3rd German Army's offensive into northern Poland by launching amphibious assaults against the Polish Baltic coast and across the Vistula estuary.

Subordination: US XI Corps
Current Location: Bialogard, Poland
Manpower: 4000
Tanks: 8 M1s

116th Armored Cavalry Regiment

Deployed in Europe in 1997, the regiment fought rearguard actions during the retreat from Warsaw. Although suffering heavy casualties, the regiment maintained unit cohesion. In 1999, the regiment was transferred to US XI Corps, and participated in the summer offensive of 2000.

Subordination: US XI Corps
Current Location: Nowogard, Poland
Manpower: 600
Tanks: 6 M8 AGSs

CANADIAN ARMY

Canadian forces entered the war in Germany in 1996, and fought with distinction there and elsewhere in the world.

4th Mechanized Infantry Brigade

Throughout most of 1997, the 4th MIB operated as part of US V Corps. In January of 1998, the brigade was assigned to US XI Corps, and took part in the corps' drive into northern Poland in the spring of 2000. The brigade is currently in cantonment in Karlino, Poland.

Subordination: US XI Corps
Current Location: Karlino, Poland
Manpower: 1000
Tanks: 6 Leopard Is

GERMAN ARMY

There are more German units in Poland than units of any other Western power. The Germans seem set upon remaining in Poland more than any other nationality.

29th Panzer Division

The 29th entered combat in December 1996, and remained in combat for years, participating in the Silesia campaign of 1997 (taking heavy casualties from air strikes), and in the Czechoslovakia campaign of 1998 (again suffering heavy casualties). In 2000, the 29th was part of the German 3rd Army's offensive in northern Poland.

Subordination: German III Corps
Current Location: Northern Poland
Manpower: 3000
Tanks: 16 Leopard 2(I)s, 5 Leopard Is, 3 T-72s

6th Panzergrenadier Division

The 6th crossed into Poland in 1996 as part of a reserve force. During withdrawal from Poland in 1997, the unit was hit hard by air strikes. In the summer of 1998, the division was involved in heavy fighting around Stuttgart and was withdrawn for rebuilding. In 2000, the division took part in the German 3rd Army's offensive.

Subordination: German III Army
Current Location: Northern Poland
Manpower: 2000
Tanks: 10 Leopard 2(I)s, 2 M1A2s

21st Panzergrenadier Division

This division engaged Warsaw Pact forces in 1996. In 1997, the division was part of the drive through southern Poland, taking part in the battle for Czystochowa. The division covered the withdrawal of *Panzergruppe Oberdorf*, suffering heavy casualties in the process. It was part of German 3rd Army's summer 2000 drive into northern Poland.

Subordination: German III Army
Current Location: Northern Poland
Manpower: 1600
Tanks: 4 Leopard 2(I)s, 1 M1A2

CZECHOSLOVAKIA

The country of Czechoslovakia was an enforced union of the kingdoms of Bohemia and Moravia, plus Slovakia, all once a part of the Austro-Hungarian Empire. For a thousand years, the Hungarians had occupied and dominated Slovakia, while the Bohemians and Moravians maintained a tenuous independence. The arrangement was ended as part of the political border-shuffling following World War I, with Austria-Hungary stripped of its provinces. In the north, the Czech and Slovak areas became Czechoslovakia.

The combination proved fruitful. Czechoslovakia soon became the most industrialized and prosperous country in East Europe. Prague flourished as a center of culture and arts. Envious eyes were cast upon the union, and the German invasion in 1938 was not much of a surprise.

The defeat of Nazi Germany wasn't much of a victory for the Czechoslovakians. The Czechs (formerly Bohemians and Moravians) didn't think much of the Soviets, and actually served as German allies during World War II. Toward the end of the war, the Germans pulled their troops out of the country, leaving it to be liberated by allied forces. It was given to the Communists, who set up a rigid, oppressive, Stalinist government. The country's population and resources were directed toward the benefit of the Soviets. Czechoslovakia's industry was turned into one of the largest MBT manufacturers in the Soviet Bloc.

Authoritarian governmental controls continued into the mid '60s. In 1968, more liberal policies were voted into being. Moscow took exception with these policies and directed Warsaw Pact forces to invade in August 1968. Once there, military control remained, with garrison troops preventing further protests.

Still, even the presence of Warsaw Pact troops couldn't control the Czechoslovakians. Anti-government protest groups formed in the '70s, in direct response to internal repression. The protests started small with posters, poetry, plays, and propaganda—the "Velvet Revolution." As repression faltered, the protest groups grew bolder, and actually staged widespread political demonstrations in 1988. These blossomed into common occurrences in 1989, and the Communist government began instituting political reforms. By 1990, free elections were staged, and the Communist government of Czechoslovakia ceased to exist. The elected government was the first such government to appear in the countries of the Warsaw Pact.

The political struggle to deal with the country's problems began immediately. The former Communist government had left the country in a bit of a mess. Once, the industries had been the pride and envy of the Warsaw Pact. Now, they were ramshackle antiques. When the USSR collapsed, many of the markets those industries had served collapsed with it. Unemployment ranged upwards of 20% in some Slovakian areas. Furthermore, natural resources had been wantonly consumed without regard for the country or its people, leaving almost one-third of the countryside ecologically ruined.

Separatist Slovakian factions arose almost immediately, citing decades of control and economic domination from the Czech countries as a reason for a free Slovakia. Indeed, Slovakia had suffered the most under Communist rule, and was the most devastated part of the

country, economically and ecologically. These factions were small at first, but as years of economic debate passed, the populace began to agree. In 1992, the country of Czechoslovakia was split into the two countries of the Czech and Slovak Republics.

The two republics tottered along in the following years, attempting to solve their internal problems and avoid becoming involved with the political maneuverings taking place around them. Some measure of prosperity began to return as their less-industrialized neighbors began to depend upon Czech and Slovak power facilities, and the tank factories of the two countries began production again—even Novy Jicin's T-54 plant, the only such plant in the world, stopped dismantling T-54s and started refurbishing them for war again. In the turbulent East European scene, any tank could be useful, even an obsolete 1050s design.

Still, the republics couldn't ignore the chaos on all sides. In 1996, the Czech Republic joined the New Warsaw Pact as a safety measure. Reluctantly, it stood by the treaty and moved in support of Poland when Germany invaded in the summer. The Slovak Republic refused to enter the war at all. It supplied its Czech neighbors with armaments at a reduced price, and built an army to defend its country, but had no interest in entering the next world war.

Relatively well-equipped and close to home (short supply lines), the Czech Army provided major support to the Warsaw Pact armies. In order to enhance this performance, Warsaw Pact armies invaded the Slovak Republic in 1997, forcibly reuniting the countries. This same effectiveness, and those short supply lines, prompted NATO to use nuclear bombs on Czechoslovak cities, roads, and factories in 1997, destroying the region's ability to support modern warfare.

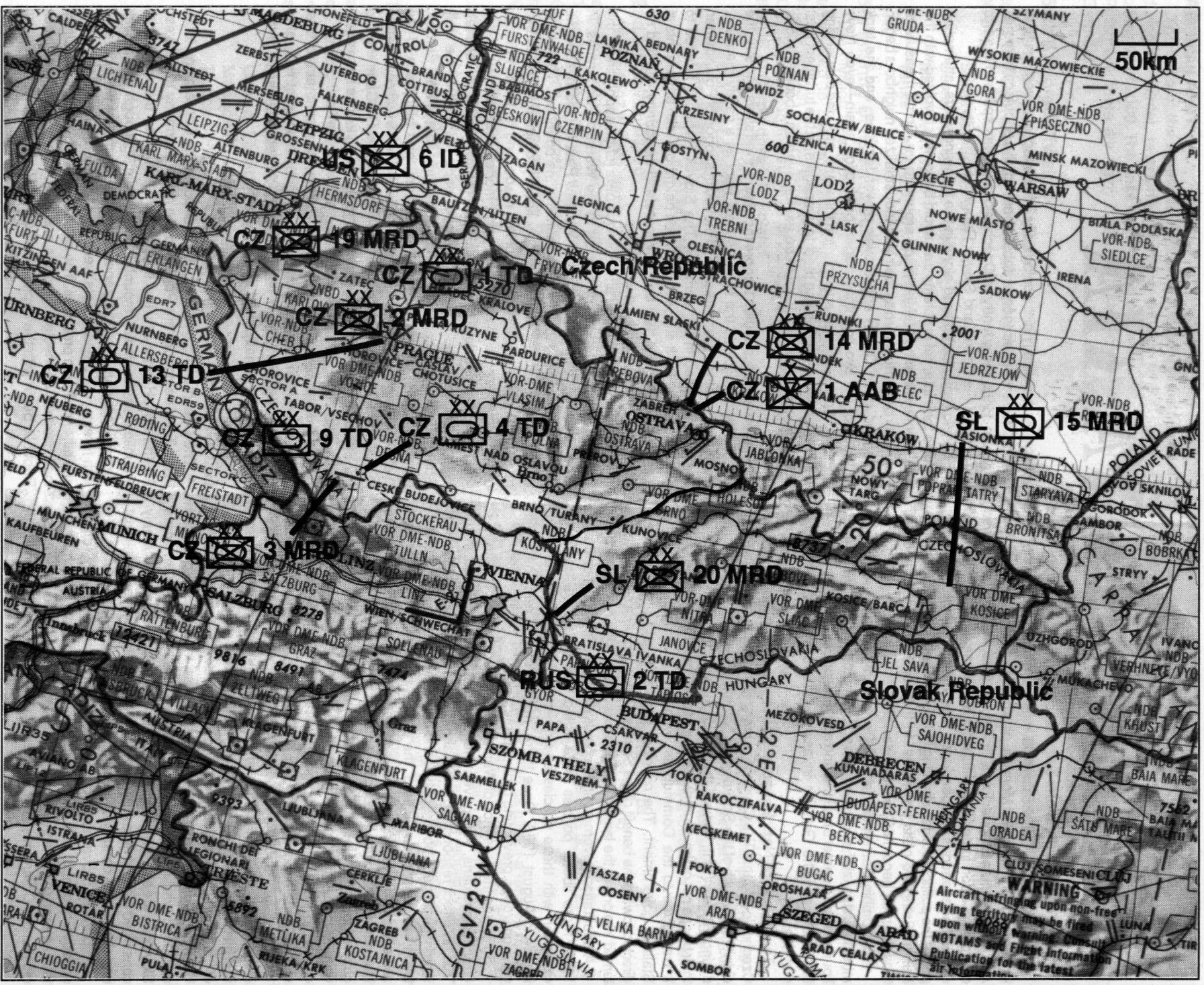
The bombs also destroyed any chance the country had of recovering to prosperity and progress. Prague, once the seat of the Holy Roman Empire, the capital of Bohemia, cultural seat of East Europe, home to poets, writers, singers, performers, and birthplace of the "Velvet Underground," was devastated. Czech forces that could return to their homeland did so; others entered cantonment in Germany and Poland. As a last act of defiance, the Czechs and Slovaks once again declared their republics separate, if mutually supportive.

The two republics stand today as crumbling, dying remnants of their past hopes. After surviving decades of tight Communist rule, after years of struggling toward reconstruction, the ebullient spirit of the Bohemians has finally been destroyed.

GEOGRAPHY

The Czech and Slovak Republics straddle the Carpathian Mountains. Their neighbors are Poland to the north, Germany to the west, Austria and Hungary to the south, and Ukraine to the east. Both republics share similar mountainous terrain, although the Slovak Republic's is rougher and steeper. Once, the mountains were covered with forests, but these forests were significantly reduced by acid rain and other pollution problems. The cities of both republics radiate from their capitals, connected by roads and rails. The cities of the Czech Republic begin with the capital, Prague (or Praha), near the western

50km



WARNING
Aircraft intruding upon non-free flying territory may be fired upon without warning. Consult NOTAMS and Flight Information Publication for the latest air information.

center of the country. The cities of Liberec, Pardubice, and Hradec Kralove sit 60-70 miles northeast of the capital. Pilsen is as far west, and Ceske Budejovice is as far to the south, nearly to the Austrian border. Olomouc lies along the eastern road to Ostrava and Poland, while Brno straddles the road to Bratislava, the Slovak Republic capital. From Bratislava the roads lead east to Zilina, Nitra, and Kosice, less than 100 kilometers from the border with Ukraine.

TRANSPORTATION

Once, Czechoslovakia possessed a road and rail network as excellent as any of the Western European nations, and better than some. Motor vehicles were common and plentiful, rivaling the automobile density of the United States of America. In the early 1990s, the republics boasted one car for every three citizens, and one motorcycle (including mopeds, lest the impression be given that the republics were cycle-gang heaven) per 10 citizens.

The nuclear attacks concentrated on this transportation system, reasoning correctly that the most effective way to limit Czech involvement in the war was to make it nearly impossible for supplies and munitions to traverse the countryside. To this end, road interchanges and vital passes were hit, destroying and contaminating the areas. Additional conventional smart-bomb attacks destroyed every bridge capable of supporting motor vehicle traffic. When the attacks stopped, the transport system was so thoroughly smashed that it would have to be rebuilt rather than repaired. In their weakened conditions, the republics couldn't even afford to repair their bridges, much less rebuilding the nuked sections.

Since then, some small repairs have been made, largely the construction of crude bridges to allow light traffic to cross. The Czech government is trying to reactivate the rail system, or at least part of it, so it can get trains running from the mountains to Prague. The Slovaks gave up, lacking the ability to move the heavy machinery needed to carve mountainsides into roads and rail lines. Most surface traffic in the republics is done with animal-drawn carts or on horseback.

POPULATION

Hit hard by harsh winters, a lack of power and supplies, and still reeling from the nuclear onslaught, the inhabitants of the republics are much fewer in number than before the war. Where they used to have a combined population of over 15 million people, the republics can barely boast 5 million souls now: Prague (150,000, a little over one-tenth of its former population), Liberec (50,000), Pardubice (61,000), Hradec Kralove (72,000), and Pilsen (75,000). Ostrava and Olomouc, capable of trading with the nearby Poles, have 200,000 and 150,000 people respectively. Ceske Budejovice and Brno weren't as fortunate and lost over half their populations, shrinking to 160,000 (Brno) and 80,000 (Ceske Budejovice). The industrial city of Zlin was cut off in the mountains, and only 60,000 people live there now.

The Slovak Republic's capital of Bratislava was luckier, for it wasn't directly attacked. Still, other factors took their toll, and the city's people shrunk to 370,000. Slovakia's population consists of about 3 million in the countryside and the following cities: Nitra (100,000), Zilina (95,000), and Kosice (157,000).

INDUSTRY AND ECONOMY

Coal-fired power plants powered the industries of Czechoslovakia for decades. They produced so much power that Czechoslovakia was capable of exporting electricity. At one time, this export accounted for 56% of the country's Gross National Product. The results were

predictable: The combination of rapacious mining and dirty burning produced plant-killing poisons that destroyed much of the country's forests. In an attempt to alleviate this, the Czechoslovakian government concentrated on building nuclear power plants. The project had succeeded in replacing 29% of the country's coal-generated power with nuclear power by 1991.

Unfortunately, these plants weren't terribly safe (by Western standards), and became less so when improperly maintained—and especially when electromagnetic pulses fried their control circuits. A few were destroyed, or had accidents, polluting the countryside around them with the threat of radioactive contamination. Most were shut down and abandoned, their reactions scuttled and their fissionables removed, before the bombing began.

NATO concentration on transport networks stripped the republics of the ability to move materials from place to place. Without raw materials, the intact industries fell into disuse (it hardly mattered, for without coal, the power plants couldn't provide power to run the factories anymore). To this day, the factories and refineries of the Czech and Slovak Republics languish, ready to work again if only supplied with power and materials.

What little industry is left in the republics is on the level of cottage industry, nearly a return to the rural blacksmith and backroom manufacturer.

THE CZECHS AND THE SLOVAKS

Statistically, the people of the sundered country of Czechoslovakia are a mixture of Bohemians, Moravians, and Slovaks, with some German, Romanian, Polish, and Hungarian minorities. Gypsies also are a sizable (that is, sizable enough to be counted) minority. The area's major religion is Christianity (with over a third of that Roman Catholic). The official and most-used language is Czech, although the state language of the Slovak Republic is, of course, Slovak. Both Czech and Slovak are part of the West Slavic group of the Balto-Slavic family (see *Twilight: 2000*, page 47). The language of the Gypsies, Romany, is part of the Indic group of the Indo-Iranian family.

As a people, the Czechs and Slovaks are, and have been, infected with an unusual sort of common-sense optimism—this is to say that they come through disaster after disaster without losing hope, and they seem to do it all with a sense of ironic humor. This attitude produced the legendary artists, writers, and poets of Prague, as well as fostering and furthering the famous "Velvet Revolution," the non-violent overthrow of the Communist government of Czechoslovakia.

On a personal level, the Czechs and Slovaks are, despite their different cultural biases (the Bohemians and Moravians, who became the Czechs, were influenced by the Austrians, and the Slovaks were influenced by the Hungarians), very much alike. They seem to be more willing than most to do something about their problems, rather than just complaining about them. They have been rather friendly to strangers, although they are now highly biased against Westerners from the NATO alliance—after all, who was it that destroyed their countries? As such, Americans, Germans, and Englishmen are not likely to be well-received in the Slovak Republic, and even less-well received in the Czech Republic.

It remains to be seen if the people of these republics can overcome the catastrophe which has befallen them.

GOVERNMENT

Both republics have elected governments, featuring elected parliaments that then elect a prime minister. The representatives are

supposed to be drawn from all corners of each nation, but with the difficulty of travel and communications, the Czech representatives tend to come from the middle of the Czech Republic, and the Slovak representatives come from Bratislava. With the poor conditions in the republics, government duties are limited to trying to repair the roads and to giving orders to the troops within the borders.

ARMED FORCES

The armed forces of the Czech and Slovak Republics are similar in makeup, but have different missions. The Czech armed forces are supposed to guard the republic, as well as still pursuing the war with Germany and Western forces. The Slovak army is charged with defending the borders of the Slovak Republic, and that is all. Because of this difference, and the fact that the Slovak Republic had neither the resources or the population to build and support a large army, the Slovak Army is smaller.

The troops in each country are nominally under orders of each republic's government, since each republic is under martial law. However, local military commanders do pretty much what they want to do, ignoring orders from the civilian governments.

1st Tank Division

This unit is currently in cantonment.

Subordination: Czech 1st Army

Current Location: Liberec, Czech Republic

Manpower: 1800

Tanks: 6 T-72s, 2 T-55s

4th Tank Division

This unit is currently in cantonment.

Subordination: Czech 4th Army

Current Location: Ceske Budejovice, Czech Republic

Manpower: 1100

Tanks: 2 T-72s

9th Tank Division

This unit is currently in cantonment.

Subordination: Czech 4th Army

Current Location: Pilsen, Czech Republic

Manpower: 1100

Tanks: 1 T-72, 3 T-55s

13th Tank Division

This unit is currently attached to the Czech High Command Reserve, which means that it is the military government of the Czech Republic.

Subordination: Czech High Command Reserve

Current Location: Prague (Praha), Czech Republic

Manpower: 1400

Tanks: 6 T-72s

2nd Motorized Rifle Division

This unit is currently in cantonment.

Subordination: Czech 1st Army

Current Location: Libkovice, Czech Republic

Manpower: 1200

Tanks: None

3rd Motorized Rifle Division

This unit is currently in cantonment.

Subordination: Czech 4th Army

Current Location: Cesky Krumlov, Czech Republic

Manpower: 1400

Tanks: 1 T-54

14th Motorized Rifle Division

At the start of the war, this was a tank division. The 14th spearheaded the drive into Germany in 1997 and was badly mauled in the 1998 counteroffensive. It was reorganized as a motorized rifle division and sent to Moravia. It is no longer obeying orders from headquarters.

Subordination: None

Current Location: Opava, Czech Republic

Manpower: 1900

Tanks: 6 T-72s, 3 T-55s

15th Motorized Rifle Division

The 15th is the real Slovak government east of Zilina, a more-or-less local army which resists the idea of sharing with its meager resources with the rest of the Slovak Republic, as well as with the Czechs.

Subordination: None

Current Location: Presov, Slovak Republic

Manpower: 1200

Tanks: None

19th Motorized Rifle Division

This unit is currently in cantonment.

Subordination: Czech 1st Army

Current Location: Teplice, Czech Republic

Manpower: 1100

Tanks: None

20th Motorized Rifle Division

This unit is in cantonment in Bratislava, serving as the military arm of the Slovak Republic.

Subordination: None

Current Location: Bratislava, Slovak Republic

Manpower: 1300

Tanks: 2 T-55s

1st Air Assault Brigade

The 1st AAB conducted a number of deep-penetration raids into Germany in 1997 and was transferred to the Opava area for rest and refit in the fall of 1998.

Subordination: None

Current Location: Opava, Czech Republic

Manpower: 100

Tanks: None

Soviet 2nd Tank Division

This division fought well against the initial German invasion, and was heavily engaged in combat throughout the war. It stopped answering orders in early 1999, and is thought to be operating as a marauder band at this time.

Subordination: None

Current Location: Near Bratislava, Slovak Republic

Manpower: 2000

Tanks: 6 T-80s

HUNGARY

HISTORY

Once part of the Austro-Hungarian Empire, the nation of Hungary ceased to be a major player in European politics after World War I. During World War II, it allied with Germany and supplied troops for the Eastern Front. In late 1944, the leader of Hungary proclaimed an armistice, and was immediately arrested by the Germans, who then installed a new government. Soviet forces began their liberation of Hungary in late 1944 also, and by January of 1945 held most of the country (the most notable exception being the capital city of Budapest), when they established their own Hungarian government. Budapest fell in February of 1945, and the Soviet-backed government became predominant.

The pro-Stalinist government was not favored by the people or by the Catholic Church in Hungary, and there was a general anti-Soviet uprising in 1956, which was brutally quashed by military action. The protests and unrest of the '80s led to political change, and in 1989 the Communist government of Hungary was abolished, and the Republic of Hungary was born.

Relations with Germany and Romania were strained. Hungarian efforts to bring the Romanian government to the bargaining table were rebuffed, and racial violence against ethnic Romanians living in Hungary increased. As Germany became more radical and the new Soviet Union swallowed Belarus and attacked Ukraine, the Hungarian government became concerned for its own safety, and entered the New Warsaw Pact in 1996. Later that year, aided by its allies, the Hungarian Army invaded Romania. NATO declared war on Hungary and began bombing in 1997. By 1998, Hungary was broken as a national power.

Currently, Hungary is a nation of farmers and other ruralites trying to eke out a living from the soil. Its military power exists only to attempt to hold on to Hungarian conquests in Romania.

GEOGRAPHY

Hungary is a wooded, fertile country, bordered by the Slovak Republic to the north, by Austria and Slovenia to the west, by Croatia and Serbia to the south, and by Romania and Ukraine to the east. The climate is temperate, with long, dry summers and severe winters.

TRANSPORTATION

Hungary's road and rail net suffered extensively from uncontested NATO bombing during the early stages of the war. This tactical bombing strategy was explained as the organization's attempt to assist the Romanian war. As a result, much of the road network is not suitable for high-speed traffic (most of the interchanges were knocked apart). The rail network was almost completely destroyed by the loss of 94% of its rolling stock.

Strangely enough, there is some transport still rolling in Hungary. Trade with the Soviets in Romania supplies enough motor oil

to maintain wheeled vehicles for military units, and civilians obtain some through black market trade with those units.

POPULATION

Hungary's population has dropped from a pre-war total of over 10 million to around 6 million people. Most of them were rural before the war; the use of nuclear weapons on Hungary's cities drove even more people away from urban areas. Now, the only cities still occupied are those where there are military units to provide an economic base: Budapest (942,000), Debrecen (67,000), Miskolc (53,000), Pécs (49,000), and Győr (31,000).

INDUSTRY AND ECONOMY

Hungarian industry once produced chemicals. Seen as a valuable war resource, this industry was bombed by NATO (using both nuclear and conventional weapons) and destroyed. This destruction, combined with the loss of fuel shipments from Romania, stopped Hungarian bauxite and coal mining. The result was a virtual destruction of all Hungarian industry above the cottage level. Hungarian farmers made do with animals instead of tractors, and have managed to actually expand their agricultural holdings, although their existence is still at a subsistence level.

THE HUNGARIANS

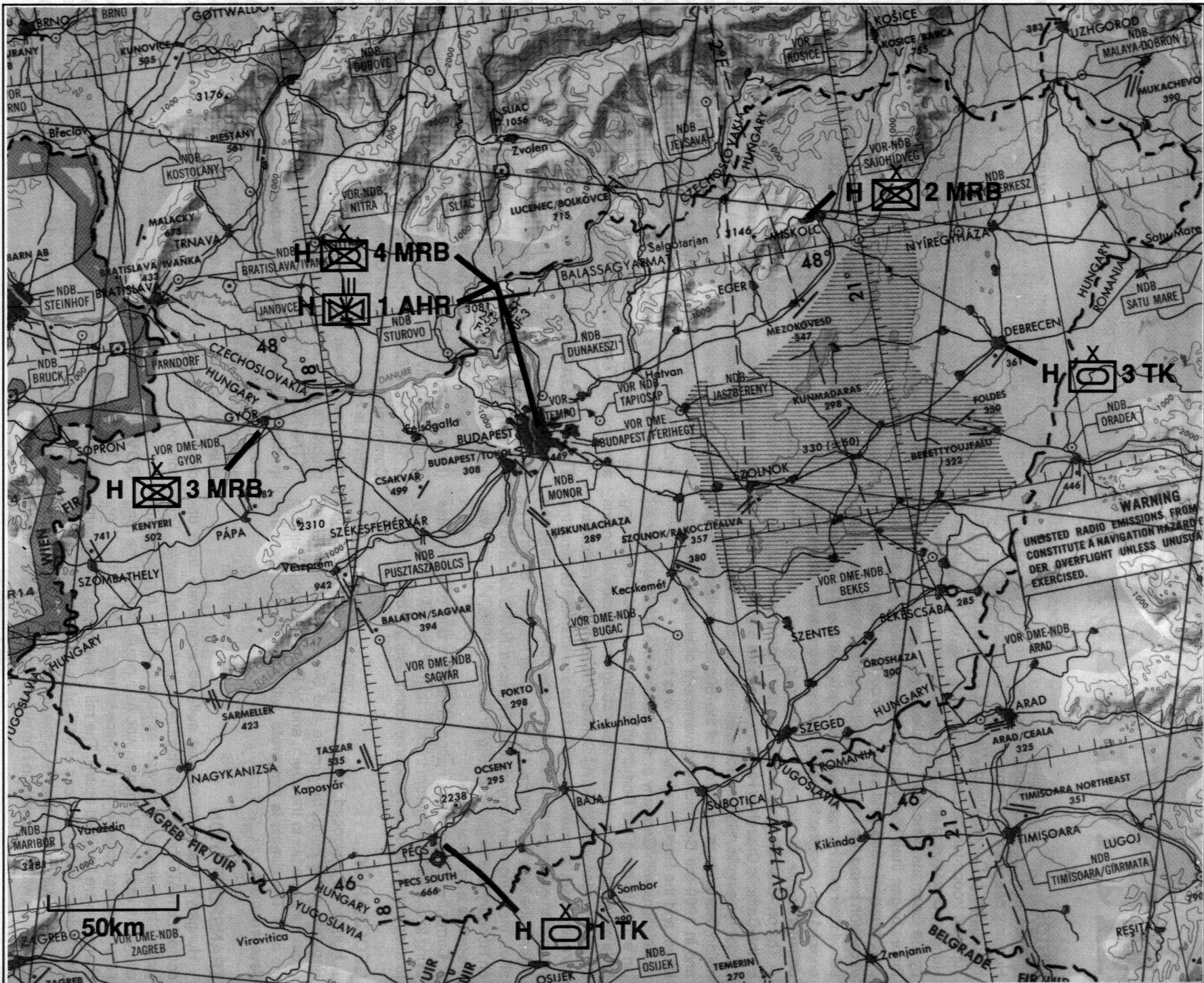
The people of Hungary are largely ethnic Hungarians, but over 5% of the population is composed of ethnic Romanians, predominantly in the western part of the country. Smaller fractions of the population include Germans, Croats, Serbs, Slovaks, Slovenes, and other ethnic groups. The majority of the populace is Christian (Roman Catholic). Hungarian is part of the Ugric group of the Altaic language family (see **Twilight: 2000**, page 47).

The Roman Catholic Church was a strong political force before Communism. Now that the Communist government is gone, the church is once again a potent political force. The military government doesn't have the resources or inclination to deal with the problems of the populace, so the church steps in to do what it can.

The racial unrest between ethnic Hungarians and ethnic Romanians has lapped across the border. Romanian partisans often cross to attack Hungarian supply convoys (convoys usually engaged in taking supplies out of Romania), and they terrorize the Hungarians as a matter of form. Hungarian military personnel don't travel in the northeastern part of Hungary without an armed convoy.

GOVERNMENT

The pre-war government of the Republic of Hungary was never dissolved; it was merely forgotten during the war. The military government of Hungarian High Command has taken control of the country, control which is exercised only within the radius of military patrols.



ARMED FORCES

Most of the Hungarian Army spent the war in action against Romania, or on internal security duties. The Hungarian 5th Army command has dissolved, and the corps now reports (ostensively, at least) directly to the Hungarian High Command Headquarters in Budapest.

1st Tank Brigade

In cantonment around Pécs, this unit is dug in to resist guerrilla attacks from Serbs striking north across the border.

Subordination: 1st Combined Arms Corps

Current Location: Pécs, Hungary

Manpower: 600

Tanks: 5 T-72s

2nd Tank Brigade

For more information, see "Romania," page 32.

Subordination: 3rd Combined Arms Corps

Current Location: Oradea, Romania

Manpower: 600

Tanks: 5 T-72s

3rd Tank Brigade

This brigade is in cantonment, and acts as an extension of the military government, since it is not strong enough to venture into Romania in the face of guerrilla activity.

Subordination: 2nd Combined Arms Corps

Current Location: Debrecen, Hungary

Manpower: 300

Tanks: 3 T-72s, 2 T-55s

1st Motorized Rifle Brigade

For more information, see "Romania," page 32.

Subordination: 3rd Combined Arms Corps

Current Location: Cluj, Romania

Manpower: 700

Tanks: 3 T-55s

2nd Motorized Rifle Brigade

In case of emergency, the brigade is to assist the 3rd Tank Brigade in repelling Romanian invaders.

Subordination: 2nd Combined Arms Corps

Current Location: Miskolc, Hungary

Manpower: 400

Tanks: None

3rd Motorized Rifle Brigade

The 3rd is dug in around Győr to defend from the possibility of allied attack from Austria.

Subordination: 1st Combined Arms Corps

Current Location: Győr, Hungary

Manpower: 600

Tanks: None

4th Motorized Rifle Brigade

This unit is in cantonment.

Subordination: High Command Reserve

Current Location: Budapest, Hungary

Manpower: 500

Tanks: None

1st Assault Helicopter Regiment

The personnel of this regiment have been serving as infantry, since lack of fuel has grounded their aircraft. The unit is presently in cantonment around the outskirts of Budapest.

Subordination: High Command Reserve

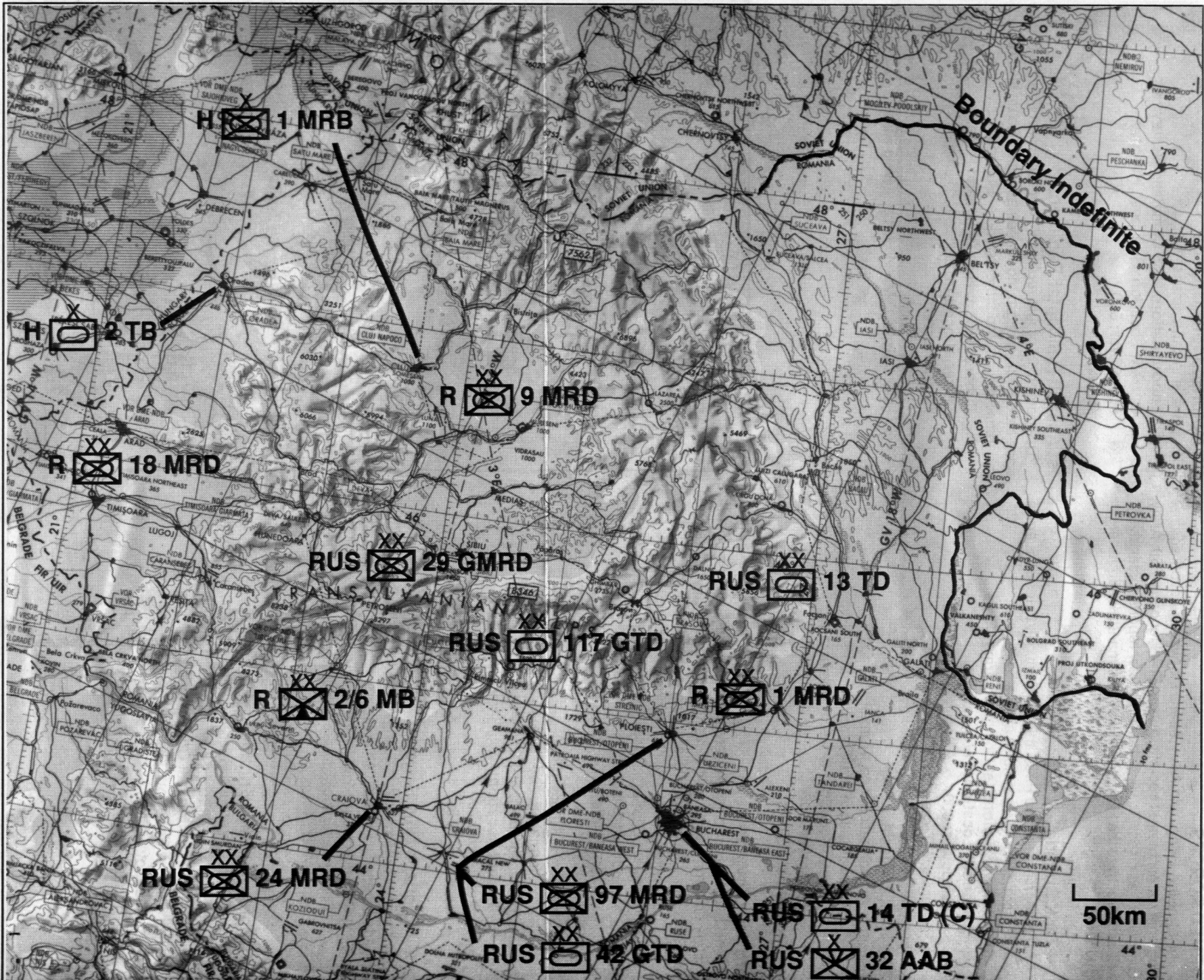
Current Location: Budapest, Hungary

Manpower: 200

Tanks: None

Helicopters: 2 Mi-24 Hinds, 4 Mi-8 Hips





H  1 MRB

H  2 TB

R  18 MRD

R  9 MRD

RUS  29 GMRD

RUS  13 TD

RUS  117 GTD

R  2/6 MB

R  1 MRD

RUS  24 MRD

RUS  97 MRD

RUS  14 TD (C)

RUS  42 GTD

RUS  32 AAB

Boundary Indefinite

50km

ROMANIA

HISTORY

Romania was created from a hodge-podge of small kingdoms that were conquered by the Ottoman Empire in the late Middle Ages. (As a matter of historical and popular interest, one of these territories is Transylvania.) After World War I, Romania was united as a single country. It entered World War II as a German ally in order to fight Stalin's government, and Romanian troops served on the Russian Front. In August 1944, the Romanian government saw the handwriting on the wall (and the approach of Soviet troops) and switched sides. Romania ended up in the Soviet sphere of influence, along with the rest of East Europe.

The country remained a Soviet food and wine producer until the mid-1980s, when the excesses of the country's dictatorial ruler, President Nicolae Ceausescu, drew international attention. His policies and record of ignoring civil rights angered the rest of Europe, and both France and Germany withdrew their ambassadors in 1989. In the same year, demonstrations in Budapest protested resettlement of ethnic Hungarians. Ceausescu's police broke up the demonstrations with excessively brutal violence. This sparked a popular uprising, and Ceausescu was overthrown by the end of the year and executed.

The new coalition government suffered from infighting as various parties jockeyed for control. International relations were also stymied. In 1990, Romania refused to attend a summit meeting with Hungary to discuss the conditions of Magyars (ethnic Hungarians) living in Romania. Ethnic Romanians in the Soviet Republic of Moldavia rioted and went on strike in 1991, demanding political autonomy and eventual union with Romania. The Ukrainian government protested on behalf of the ethnic Ukrainians living in Moldavia. The riots were suppressed by SVD (the Romanian security forces) troops, and Moscow accused the Romanian government of fomenting the unrest. Romania claimed that it was not acting in retaliation, but arrested five KGB agents who they claim had been inciting unrest among Romanian ethnic Hungarians. The situation didn't get better with time, and in 1995 Magyars began rioting in Transylvanian cities. When the riots were suppressed by Romanian riot police, the Hungarian government claimed that the Romanian government was waging a sort of genocidal conflict. In 1996, the situation came to a head when Romanian police killed a man crossing the Hungarian border, claiming he was a Hungarian smuggler. Hungary suspended diplomatic relations in response. Three days later, a train station at Cluj was blown up. The Hungarian government claimed it was Romanian government provocateurs, while the Romanian government claimed it was Hungarian spies. In order to prevent such actions, Romanian police began arresting Magyars en masse. The Magyars seceded from Romania and set up a rival capital at Oradea. When Romanian troops moved north to deal with insurrection, Hungary protested, formally recognizing the new government. When Romania refused to cease hostilities, Hungary,

Bulgaria, and Soviet troops invaded the country in a suspiciously rapid fashion. Romania declared war and appealed to NATO for aid. Forces from Ukraine and Serbia came to assist, declaring war on the trio themselves. Ukraine and Romania agreed to unify Moldavia with Romania as an act of alliance, and NATO recognized the two countries as new members of the organization. Claiming the need to assist its NATO allies, Turkey attacked Bulgarians at Thrace (critics claim that it was just a good excuse for something they were going to do anyway). With the general war raging throughout East Europe, the Romanian war swiftly became one of attrition, with the Soviets sending in third-rate units. The Romanians were better, but the amount of Soviet troops simply began to overwhelm them. In 1997, the end came when the Soviets started using tactical nuclear weapons after the Serbs withdrew to defend their own home. Romania was captured, its army run off to the mountains, where they began to plague the Soviets and Hungarians who remained to occupy the country.

The hard winter struck Romania with disease, killing off many more people than the war. Still, the country seems to be recovering from its catastrophe, due to its dependence on agriculture. Only the constant warfare between the guerrilla Romanian units and the occupation troops keeps the general war alive.

GEOGRAPHY

Romania is bounded on the north by the Slovak Republic and Russia, by Hungary on the northwest, by what's left of Yugoslavia on the southwest, by Bulgaria on the south, by the Black Sea on the east, and by Ukraine to the northeast. It includes the former Soviet Republic of Moldavia, which joined Romania in 1996.

The country is a mixture of extremely mountainous terrain, river valleys, and agricultural flatlands. The Carpathian Mountains run right through the middle of the country. It has truly temperate weather, which is to say the worst of both worlds: hot summers and cold winters. Its cities and roads did not suffer as much nuclear devastation as others in Europe, because the Soviets were using most of the nukes, and they didn't want to destroy vital objectives such as the famed Ploesti oil fields. Therefore, most Romanian cities are in fairly good repair, and still occupied.

TRANSPORTATION

Transportation in Romania is largely by road. The railways could be easily repaired, but are too vulnerable to partisan attacks. Therefore, the armed forces in the country move by road, as do some of the people. Romania is one of the few places where automobiles are seen working, since not that many were destroyed, and the wine-producing country can make plenty of alcohol to power them.

POPULATION

Most of the people of Romania/Moldavia live in the rural areas,

a pattern remaining from before the war. The importance of agriculture has always dictated a rural populace, and the loss of urban services following the war only reinforces this pattern. Ten million of Romania's 14 million people live in the country, particularly in the former Republic of Moldavia, where 85% of the terrain is used for cultivation. Still, a number of Romanian cities still retain enough population to deserve the title: Bucharest, the pre-war capital (1,470,000), Kishinev, the former capital of Moldavia (356,000), Constanza (250,000), Iasi (190,000), Timisoara (163,000), Cluj (159,000), Galati (108,000), Brasov (104,000), Craiova (102,000), Ploesti (101,000), Braila (96,000), Oradea (84,000), and Buzau (75,000).

INDUSTRY AND ECONOMY

Romania and Moldavia were never industrial powerhouses like Czechoslovakia. Industrial capacity was largely limited to processing the natural resources and products of agriculture: Ploesti's oil, wines, vegetables, and so on. There is very little industry left now: only a few refineries at Ploesti, and a number of wine-makers scattered across the country. Agriculture is booming, though, and Romanians (and the occupation troops) eat better than most of the rest of Europe.

THE ROMANIANS

Romania and Moldavia are occupied by a typical East European mix of Slavic peoples. The primary peoples of the country are ethnic Romanians, ethnic Hungarians, and ethnic Ukrainians. They practice Christianity, although the ethnic Hungarians are largely Roman Catholic, and the ethnic Romanians are largely Romanian Orthodox, a fact which only increases friction between the two peoples. The official language of the country is Romanian, but ethnic Hungarians flaunt this by openly communicating in Hungarian and ignoring Romanian. Romanian is part of the East Romance Group of the Romance Linguistic Family (see **Twilight: 2000**, page 47). Moldavian is almost identical to Romanian.

The bad blood between the Hungarians and Romanians goes back into ancient history, a litany of disagreements, wars, and atrocities that extends into the present. The invasion of Romania is just the latest indignity. Because of this, Romanians and Hungarians react very badly to each other, and both peoples will be suspicious of strangers, until they can determine whose side the strangers are on.

GOVERNMENT

Romania has no central government. Instead, there are two military spheres of influence (central Romania, including Ploesti and Bucharest, under control of the Soviets, and western Romania, under control of the Hungarians). The rest of the country is lawless, but fairly peaceful. Military power there rests in the hands of the partisans, and they leave the populace alone, concentrating their efforts on the invaders. The exception to this is in the western part of the country, which is Magyar territory. There, the partisans harass the ethnic Hungarians, as well as the Hungarian occupation forces.

ARMED FORCES

ROMANIAN ARMY

Only four Romanian units remain somewhat intact, with a

cohesive unit structure, although they no longer have a higher command to report to. A multitude of others have fragmented into guerrillas, haunting the mountains. Hungarian and Soviet forces are included here, since they are in possession of large parts of the country. All units of all nationalities are equipped with Warsaw Pact equipment, and are usually at a loss for fuel (with the exception of the Soviets near the Ploesti oil fields), ammunition, and general supply.

1st Motor Rifle Division

Subordination: None

Current Location: Near Bucharest, Romania

Manpower: 900

Tanks: 1 TR-85

9th Motor Rifle Division

This division operates as partisans fighting the Hungarian occupation, north and northwest of the city of Cluj. They have plenty of support from ethnic Romanians.

Subordination: None

Current Location: Cluj area, Romania

Manpower: 1100

Tanks: None

18th Motor Rifle Division

This division operates as anti-Hungarian partisans in the vicinity of Timisoara.

Subordination: None

Current Location: Timisoara area, Romania

Manpower: 1100

Tanks: 2 TR-85s

2nd/6th Mountain Brigade

This unit is an amalgamation of the two Romanian mountain units, and is dispersed in cantonments along the Danube River, in the Turnu Severin area.

Subordination: None

Current Location: Turnu Severin area, Romania

Manpower: 900

Tanks: None

HUNGARIAN ARMY

2nd Tank Brigade

This unit is in cantonment, dug in against constant partisan attacks.

Subordination: 3rd Combined Arms Corps

Current Location: Oradea, Romania

Manpower: 600

Tanks: 5 T-72s

1st Motorized Rifle Brigade

This unit is dug in and doesn't patrol much. It is, in essence, a beleaguered security force keeping control of Cluj, constantly battered by the partisans in the area.

Subordination: 3rd Combined Arms Corps

Current Location: Cluj, Romania

Manpower: 700

Tanks: 2 T-55s, 1 TR-85

SOVIET ARMY

32nd Air Assault Brigade

The 32nd saw a lot of action during the war, staging a multitude of deep-penetration strikes into Austria and the Balkans. They have enough gasoline from the Ploesti oil fields to keep some of their helicopters flying, and are used primarily as a rapid-response force in the Romania/Ukraine area.

- Subordination:** Danube Front
- Current Location:** Bucharest, Romania
- Manpower:** 750
- Aircraft:** 2 Mi-28s, 3 Mi-27s

24th Motorized Rifle Division

The 24th was deployed in Romania in the 1997 summer offensive, and remains as part of the Soviet occupation force.

- Subordination:** 38th Army
- Current Location:** Craiova, Romania
- Manpower:** 4000
- Tanks:** 36 T-72s

97th Motorized Rifle Division

The 97th was ambushed during the drive on Bucharest in 1998. A massive partisan attack routed the division, and it was withdrawn to Ploesti for protection. The unit is now the permanent garrison of the Ploesti area.

- Subordination:** 38th Army
- Current Location:** Ploesti, Romania
- Manpower:** 600
- Tanks:** 4 T-72s

13th Tank Division

A Category II division, the 13th was sent into action against Romanian forces in summer 1997, when it participated in the destruction of the Romanian Army and the capture of the Ploesti oil fields. It has remained in position there, controlling the fields and defending against partisan attack.

- Subordination:** 3rd Guards Tank Army
- Current Location:** Central Romania
- Manpower:** 3000
- Tanks:** 1 T-80

14th Tank Division (Cavalry)

This unit was a Category II division as well. Equipped to near TO&E strength, it was sent into Romania in April 1997, but fared poorly and was mauled, losing most of its vehicles. Because of this, it was converted to actual horse cavalry. It now functions as the main patrol defense of the Bucharest area.

- Subordination:** 3rd Guards Tank Army
- Current Location:** Bucharest
- Manpower:** 1000 cavalry
- Tanks:** 1 T-72

42nd Guards Tank Division

The 42nd was another Kiev Category II division, like the 14th. It joined the Danube Front reserves, and was ordered into action in August 1997, where it spearheaded the Ploesti campaign and destroyed Romanian forces routed by nuclear weapons. It remains guarding the Ploesti oil fields from major attack.

- Subordination:** 3rd Guards Tank Army
- Current Location:** Ploesti, Romania
- Manpower:** 3000
- Tanks:** 27 T-72s

117th Guards Tank Division

The 117th was one of the rare casualties of the war, a division actually hit by a NATO nuclear strike. The unit had to be reorganized as cavalry, and is heavily engaged in anti-partisan activities.

- Subordination:** 3rd Guards Tank Army
- Current Location:** Central Romania
- Manpower:** 400 cavalry
- Tanks:** 2 T-72s

29th Guards Motorized Rifle Division

This division was sent into action against Romania and Yugoslavia in 1997. The year 1998 was spent fighting Romanian partisans and resurgent Romanian military units. Late that year, the division was ambushed and nearly destroyed. It stopped answering commands and is thought to have become marauders.

- Subordination:** None
- Current Location:** Somewhere in Romania
- Manpower:** 300?
- Tanks:** None?



UKRAINE

HISTORY

The country of Ukraine began, at different times, as part of Lithuania and Poland. The actual country appeared politically in 1917, when it declared its own independence as part of the Bolshevik Revolution sweeping Russia. The Bolsheviks overran Ukraine and occupied it in 1918, until the Treaty of Brest-Litovsk ceded the country to Germany, as part of the Russian defeat in World War I. Following the war, the Bolsheviks attempted to retake Ukraine, a civil war watched closely by the Western nations—Churchill wanted England to go to war against the Bolsheviks, and some aid was sent to assist the “White Russians,” as the anti-Bolsheviks were known. In the end, the Bolsheviks won, conquering Ukraine in 1920. This didn’t stop the Ukrainians from outbursts of nationalism. The new leader of the Bolsheviks, Josef Stalin, ordered repressions and atrocities to keep the rebellious populace under control.

Ukraine was invaded during World War II for its agricultural resources. During the see-saw war, 6 million Ukrainians were killed.

Repressive Stalinist control returned to Ukraine for the next 40 years. Even the progressive policies of *glasnost* meant little for the people of Ukraine; its conservative leadership made certain that government control was not relaxed. When changes did arrive, they were directly due to the largest nuclear accident the world had seen (up until the nuclear holocaust of the present war)—the accident at the Chernobyl nuclear power plant. Chernobyl brought the country into international focus, and fault for the incident was laid on the country’s leaders. The process gained momentum, assisted by the political chaos of the Soviet Bloc, and the state of Ukraine declared itself independent in 1989.

The hard-liner pogrom of 1991 came as a shock for the government of Ukraine, which joined its neighbor Belarus in denouncing the new government and its new USSR. Soviet troops moved to secure both countries, allowing them to keep their governments as long as they toed the Soviet line. This hostility was returned in force in 1996, when Ukrainian troops declared their allegiance to the government of Ukraine, supporting it against the Soviets in hopes that losses on the China front will keep the central government from sending military units to reconquer the country. They were wrong, of course: The Soviets sent troops to both Ukraine and Belarus, and the fighting began anew. The hostilities were put to an abrupt end by the nuclear war, when NATO bombs fell on any Soviet unit that looked like a good target.

The bombings put paid to Ukraine’s importance to the Soviet Union. The Kremlin deemed that the rebellious nation was hardly worth the trouble of wasting more valuable units on it. The Soviets pulled out of the region, leaving it to the natives, who vowed that Russians shall never again control their country.

GEOGRAPHY

Ukraine is bounded on most of its eastern border by Russia. To

the west, it shares boundaries with Romania, Poland, Slovakia, and Hungary. To the south, Ukraine and its island/peninsula Crimea lookout over the Black Sea. Its terrain ranges from the Carpathian Mountains in the west to the Dnieper (Dnipro) River Valley which bisects the country. The weather is temperate, particularly in the southern part of the country.

TRANSPORTATION

Even before the war, Ukraine had trouble getting fuel for its vehicles. Deemed a group of troublemakers by the Russians, oil was diverted from the Caucasus oil fields for the Russian economy. The roads and rail net in Ukraine were left untouched by both Soviet and NATO bombing, and are some of the best left in the former Warsaw Pact territory. The fact is that there just isn’t enough gasoline and lubrication oil left to run very many vehicles.

Those with animal transport, or their own vehicles, can go from one end of Ukraine to another. Even the rail bridges are still intact, but aging from lack of maintenance.

The lack of gasoline has had less of an effect on traffic in the Black Sea. Wind-driven ships are very popular, and quite economical. It is even rumored that there are some few ex-Soviet nuclear submarines running around in the sea, but these rumors are impossible to confirm or deny.

POPULATION

Ukraine’s pre-war population of 52 million people has suffered from the other two horsemen of Revelations: disease and famine. Millions died from diseases that would have been easily cured before the war; a cholera epidemic swept four of the country’s major cities in 1998. The hard winter killed more from starvation. Still, 37 million survive, mostly living in the country where the food is raised. The huge cities are largely abandoned (although Kiev is partially nuked-out, it is still populated), for there is no way to get clean water and power for them. Those still occupied to some extent are Kiev, the capital (1,890,000), the coal-mining city Donetsk (2,804,000), Dnipropetrovsk (3,590,000), Odessa (1,468,000), Kharkov (995,000), Sevastopol/Balaklava (863,000), Kirovohrad (520,000), Lvov (311,000), and Khmelnytsky (259,000). Donetsk and Dnipropetrovsk can support such large populations by generating power from the area’s abundant coal.

INDUSTRY AND ECONOMY

Fortunately for the Ukrainians, the country’s economy was based on two items: coal and agriculture. The coal shafts were sunk deep during the industrial age, and some small-scale mining is possible to fuel the power plants in coal country. The country’s black soil had always been fertile and rich, with exports of vegetables and vodka going to other countries in the Soviet Union. Now, the export situation is not as critical, and the foodstuffs are kept at home. While Ukraine is not likely to become a major world

industrial power in the near future, the people are less likely to starve than those in many other countries.

Of special import are the country's five nuclear power plants. All of these have been either bombed or sabotaged, by the Soviets, NATO, dissidents, or other unknown attackers. The areas around these plants are avoided by the wise—although none of them have approached Chernobyl's level of radiation.

THE UKRAINIANS

The Ukrainians are a fiercely independent people, happy to be free of outside rule for the first time in a very long time indeed. Even if the world had to fall apart around them to accomplish freedom, they're still optimistic about the future, for if they're in bad shape, Russia and everyone else who would conquer them are in worse shape.

The country's official language is Ukrainian, part of the East Slavic group of the Balto-Slavic linguistic family (see **Twilight: 2000**, page 47). The majority of the populace is Christian.

With the lack of active government assistance, the average Ukrainian has become fairly self-sufficient. They are friendly to non-Russians, but are still wary of strangers—there are too many marauder bands in the country to trust people you don't know.

GOVERNMENT

The country's government still rules from Kiev, and is a conglomeration of representatives from country districts, former military officers, and prosperous citizens. The assembly doesn't manage to accomplish much, for the Ukrainian government is very, very poor. There are those who think this fact does more good than harm. The one positive task the government accomplishes is to operate a courier service across the nation, as a sort of "Pony Express" and general warning system.

ARMED FORCES

UKRAINIAN ARMY

Ukraine doesn't really have much in the way of standing armed forces. When the Soviets attacked in 1997, most of the few Ukrainian units left were destroyed and disbanded. However, the conflict left quite a few weapons lying about, and every settlement has its own weapons cache, and plenty of people trained to use them. The cities have larger militias, equipped with wagons, light artillery, and some tanks. Most of these are commanded by former Ukrainian officers.

There are some remnants of Soviet units left in Ukraine. Some have turned marauder, others claim to be loyal to the Kremlin.

18th Guards Tank Division

The 18th has a checkered past, raised as a Category II division from the Kiev MD. Heavily engaged in the war against China, the division was brought back to Europe and assigned to the Bulgarian assault in 1997. After taking heavy losses there, the division was withdrawn to Ukraine for rebuilding. While there, the unit stopped returning orders, and is believed to have gone rogue.

Subordination: None

Current Location: Ukraine

Manpower: 2000

Tanks: 2 T-72s

27th Tank Division

The 27th was native to Ukraine. Sent to the Chinese front, it saw heavy action before being returned to the western front, where it took part in the 1998 summer offensive. After taking heavy losses, the unit declared for NATO and returned to Ukraine, near the Lvov region.

Subordination: None

Current Location: Western Ukraine

Manpower: 4000

Tanks: None

4th Motorized Rifle Division

This division was raised from the Kiev MD and was converted to MRD status in late 1997. The division saw limited action in Romanian-occupation duty during 1998. It was ordered to Ukraine in 1999 to fight the Ukrainian rebels. Upon arrival, the unit revolted and has fought several actions since, against both loyalist and rebels alike.

Subordination: None

Current Location: Near Uman, Ukraine

Manpower: 2000

Tanks: 4 T-72s

341st Tank Division

This unit was making its way from Ukraine to the western front in 1997 when it was hit by a tactical nuclear weapon. The survivors refused to follow any more orders from the Soviets and have made their way back to Ukraine, where they operate as a sort of super-militia unit; farmers one day, soldiers the next.

Subordination: None

Current Location: Near Vinnytsya, Ukraine

Manpower: 600

Tanks: 2 T-55s

66th Guards Motorized Rifle Division

The 66th Guards was raised in the Carpathian MD, and only saw limited service in Romania. In late 1998, the division left its occupation position in central Romania and turned marauder. It is thought to be somewhere near the Moldavian/Ukrainian border.

Subordination: None

Current Location: Moldavian/Ukrainian border

Manpower: 600?

Tanks: 4 (variety unknown)

72nd Guards Motorized Rifle Division

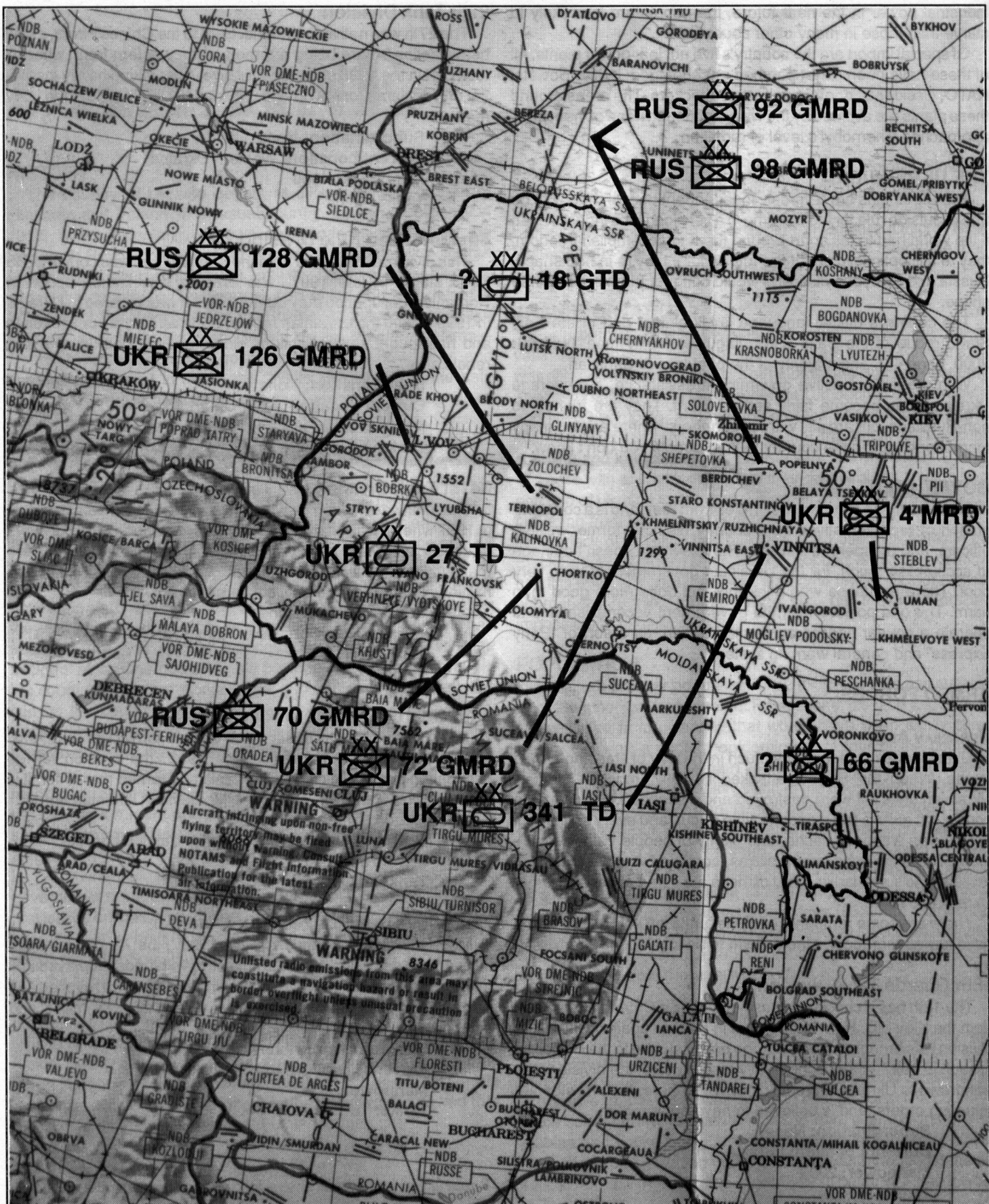
Mobilized around Khmelnytsky in 1997, the 72nd's entry into the war was postponed while administrative blunders delayed unit readiness. Once the unit was up to combat strength, it revolted and declared for Ukraine. The division is now the city's militia and combat arm.

Subordination: None

Current Location: Khmelnytsky, Ukraine

Manpower: 3000

Tanks: 18 T-72s



RUS 128 GMRD

UKR 126 GMRD

UKR 27 TD

RUS 70 GMRD

UKR 72 GMRD

UKR 341 TD

RUS 92 GMRD

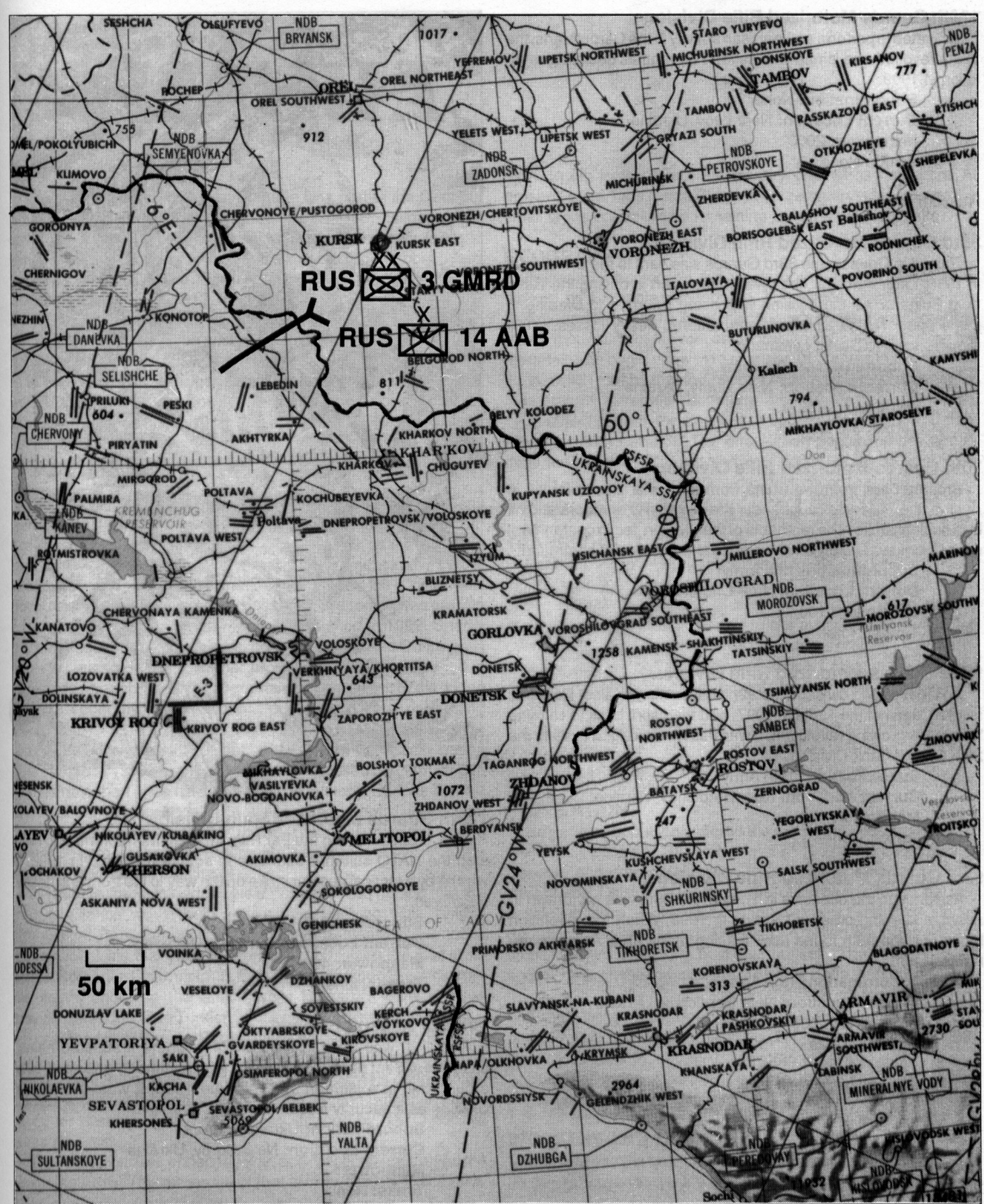
RUS 98 GMRD

UKR 4 MRD

UKR 66 GMRD

WARNING
Aircraft intruding upon non-free
flying territory may be fired
upon without warning. Consult
NOTAMS and Flight Information
Publication for the latest
air information.

WARNING 8346
Unlisted radio emissions from this area may
constitute a navigation hazard or result in
border overflight unless unusual precaution
is exercised.



126th Guards Motorized Rifle Division

Activated to perform anti-partisan activity in the Carpathians, the 126th revolted and joined with several other units declaring revolution in 1999.

Subordination: None

Current Location: Near Lvov, Ukraine

Manpower: 2000

Tanks: None

RUSSIAN ARMY

33rd Guards Motorized Rifle Division

Raised in Odessa, the 33rd Guards was sent to the China front in 1996. Later that year, the division took part in driving the Turks from Bulgaria. As the division was being returned to Ukraine, it came under NATO air attack and suffered heavy losses. It still remains loyal to Soviet command.

Subordination: 19th Army

Current Location: Near Sumy, Ukraine

Manpower: 600

Tanks: 3 T-72s

70th Guards Motorized Rifle Division

Brought back from the China front to bolster Soviet forces in Austria, the 70th was caught near Kiev by NATO bombers and hit by a nuclear strike. The remnants of the division fled to cantonment near Chortkov. The division is still loyal to the Soviet command.

Subordination: 13th Army

Current Location: Near Chortkov, Ukraine

Manpower: 100

Tanks: None

92nd Guards Motorized Rifle Division

An Odessa MD division, the 92nd saw action against Romania in 1996, against the Turks in 1997, and then sent back to Ukraine to fight the growing revolution. It was heavily damaged fighting the 20th Guards Tank Division.

Subordination: 19th Army

Current Location: Near Berdichev, Ukraine

Manpower: 400

Tanks: None

98th Guards Motorized Rifle Division

Assigned to the offensive in Thrace, the 98th was withdrawn to assist in keeping order in Ukraine in 1998. When the revolution broke out, the 98th found itself fighting many of its former comrades-in-arms.

Subordination: 19th Army

Current Location: Near Berdichev, Ukraine

Manpower: 4000

Tanks: 4 T-72s



128th Guards Motorized Rifle Division

The 128th served in the Far East in 1996, then returned to help stop the NATO summer offensive in southern Poland in 1998. It was hit by a tactical nuclear strike on the way to the front and nearly destroyed.

Subordination: 13th Army

Current Location: Ternopol, Ukraine

Manpower: 400

Tanks: None

14th Air Assault Brigade

The 14th was used in the Far East, where it suffered heavy casualties. Sent back to Ukraine, it was reinforced and used as a ground unit in Austria in 1998. In late 1998, it was returned to Ukraine as a security force.

Subordination: Ukrainian Front

Current Location: Near Sumy, Ukraine

Manpower: 750

Tanks: None

BULGARIA

HISTORY

Like the rest of the Balkans, Bulgaria was part of the Ottoman Empire. After achieving independence in 1908, Bulgaria was caught up in the favorite pastime of the Balkans: namely, trying to expand national borders at the expense of one's neighbors. Allied with Serbia and Greece, Bulgaria took part in the little-known Balkan Wars of 1912-1913. The Bulgars were given the job of invading Thrace, and of conquering Istanbul, if they could. While Istanbul was not taken, the wars did net plenty of land for Bulgaria and its allies, land which was steadily lost over the years.

In the World Wars, Bulgaria showed poor judgment by allying with Germany both times. In 1944, the country was occupied by the Soviets. In 1947, Bulgaria became a "Peoples' Republic," and remained one of the staunchest Communist Bloc states, internationally known for its notorious "Bulgarian assassins" and not much else.

Change came to Bulgaria in 1988, when semi-free elections were permitted as part of the political movement drifting down from Czechoslovakia. Protest marches began in 1989, as the populace began to make its displeasure with the government known. Poor economic conditions made matters worse for the Communist government. Things were so bad that limited rationing was put into effect. Democratic government was established in 1992. Shortly thereafter, government scandals, concerning both old Communist and new interim leaders, further eroded Bulgarian confidence in their government. Finally, governmental affairs stabilized, along with the economy (which was still poor, but at least not getting worse).

Bulgaria was still trying to better itself when the assassination riots started in 1995. A Bulgarian national accused of attempting to assassinate the Turkish president died in custody. Despite Turkish protestations of innocence, the news touched off anti-Turkish riots. Turks were advised to leave Bulgaria. Riots in Turkey, protesting Bulgarian riots, echoed the sentiments, bad blood left over from the days of the Ottoman Empire.

In 1996, Bulgaria joined the New Warsaw Pact, hoping that the military alliance would help shield them from possible Turkish aggression. As it turned out, the alliance fostered pre-emptive aggression. Late that year, Bulgarian troops joined the joint invasion of Romania. On Christmas Eve, Turkey invaded Bulgaria from the south, choosing the attack while Bulgaria's borders were scantily defended. The Turkish attack went better than the Bulgarian one; the New Warsaw Pact alliance shifted Soviet troops from Romania to Bulgaria to fight the Turks in 1997. Unable to maintain the pace with other calls for their forces, the Soviets used tactical nuclear weapons to break the Turkish forces, and Bulgarian forces raced for Istanbul, a drive which was stopped by NATO nuclear weapons.

The nuclear strikes ended the war, and practically destroyed the Bulgarian Army. The remnants of that army withdrew to Bulgaria,

there to dig in to protect the country against its neighbors. At present, conditions inside Bulgaria verge on anarchy, outside the small areas controlled by remaining Bulgarian military units.

GEOGRAPHY

Bulgaria is located on the western shore of the Black Sea, flanked by Romania, Macedonia, Yugoslavia (what's left of it), Turkey, and Greece. Three of the country's borders are spared the heavy mountains of the rest of the Balkan countries, although the mountains do begin anew in the interior. Bulgaria is in a temperate zone, which means that the country suffers the worst of seasonal temperature extremes—summers are usually hot, and winters cold, differing from the country's southern neighbors and their Mediterranean climates. The once-urban population has largely deserted the cities. The countryside is dotted with these once-proud sprawls, each surrounded with fields growing food to sustain their ever shrinking populations. A crude road network still links them.

TRANSPORTATION

Before the war, motor transport in Bulgaria was limited. Following the war, it is even more limited. Most road traffic is animal-drawn. Some small amounts of motor transport can be found (there is a large quantity of old Russian trucks available for salvage, left over from the war); the problem is that there is precious little fuel oil or (more importantly) lubricating oil at hand. Most of the time, the only way to acquire oil is through trading with or raiding the Romanians.

Bulgaria's rail system wasn't first-rate, but it was passable. The ravages of war have utterly destroyed it. Scavenging of the rails and rolling stock have completed the destruction.

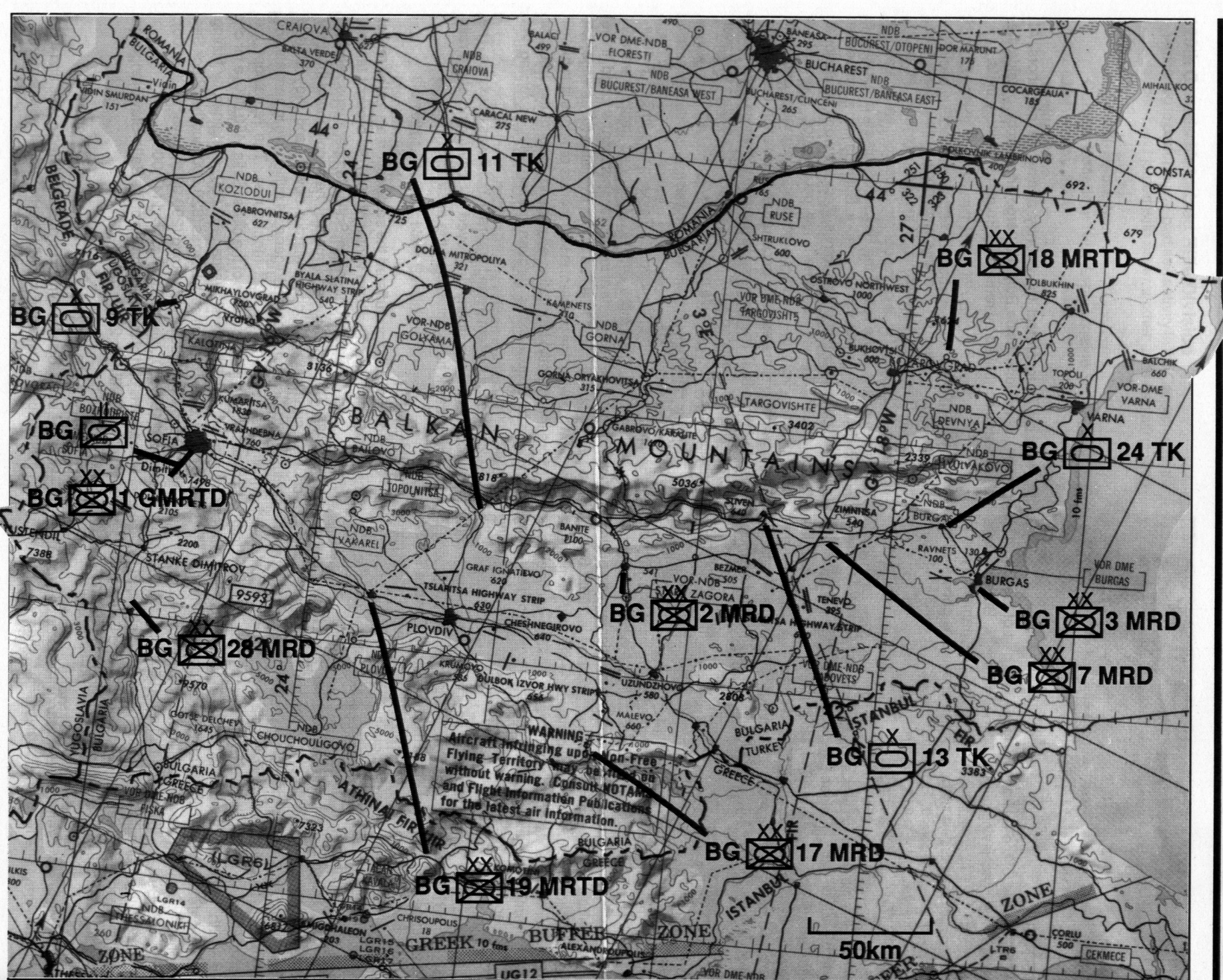
POPULATION

Bulgaria's population suffered the same reversals as the rest of the world's peoples. The hard winter of 1997-98 brought famine, disease, and crop destruction—in Sofia, temperatures reached lows of -30° Celsius. In the end, most of the people found that they couldn't survive in the cities without power, and they started returning to the land. Most of Bulgaria's 4 million live in hamlets and small clusters of hastily built farmhouses. The remainder are spread through the remnants of the cities: Sofia (450,000, a far cry from its old 2 million-plus), Varna (400,000, sustained by fishing and home to the trading fleet), Burgas (320,000, another Black Sea port), Plovdiv (300,000), Khaskovo (290,000), Lovech (203,000), Razgrad (153,000), and Mikhaylovgrad (47,000).

Bulgarian is part of the Slavic group of the Balto-Slavic language family (see **Twilight: 2000**, page 47).

INDUSTRY AND ECONOMY

Bulgaria used to be known for its manufactured goods and wine (in 1991, Bulgaria was the world's fourth largest wine exporter).



However, when the war deprived the country of fuel and electricity, the manufacturing shut down, as did exports. Bulgaria had always been in a tenuous position economically, since less than a third of the country's power requirements were produced domestically.

The wine-growing still survives, since it requires no fuel or electricity. Together with other crops, agriculture dominates Bulgaria's economy. The wine trade enables the Bulgarians to buy oil from Romania and some manufactured goods from Greece and Ukraine (via the Black Sea).

THE BULGARIANS

The Bulgarians are a mixture of peoples: Macedonians, Serbs, Turks, Romanians, etc. The official language of Bulgaria is Bulgarian, but other languages are common as well. The majority of the population is Christian, with a sizable minority of Moslems.

Like many of their Balkan neighbors, the peoples of Bulgaria are wary of strangers (which means anyone they don't know personally; it's worse if you're obviously a foreigner). Considering the long history of political flux in the Balkans, this paranoia is understandable.

GOVERNMENT

The Bulgarian government has returned to a dictatorial oligarchy, composed largely of military leaders. It maintains power by crude military might. The government is largely concerned with maintaining its own power (that is, keeping the people from killing them and snaffling all the luxuries that they can for themselves) and defending the borders, particularly the Turkish and Macedonian. Providing for the Bulgarian people is not on the government's agenda.

ARMED FORCES

The Bulgarian Army is poor, almost in less technically advanced shape than the army that invaded Thrace in 1912. Typically, Bulgarian formations lack motor transport, artillery, tanks and other AFVs, and good supply.

1st Guards Motorized Rifle Training Division

The 1st Guards was used as a reinforcement for the Bulgarian push into Romania. It suffered heavy casualties and was withdrawn for rest and refit in 1997. It has stayed in cantonment in Sofia ever since.

Subordination: Bulgarian 1st Army

Current Location: Sofia, Bulgaria

Manpower: 800

Tanks: None

2nd Motorized Rifle Division

Details of this unit's participation in the war are vague. The fact that the unit didn't take part in any major campaigns suggests that it was left as a home defense unit.

Subordination: Bulgarian 2nd Army

Current Location: Stara Zagora, Bulgaria

Manpower: 2000

Tanks: None

3rd Motorized Rifle Division

The 3rd also didn't participate in the war that much. Its location in Burgas explains its large boat complement.

Subordination: Bulgarian 3rd Army

Current Location: Burgas, Bulgaria

Manpower: 1500

Boats: 39

7th Motorized Rifle Division

In theory, the 7th functions as a secondary line of defense in case of Turkish attack.

Subordination: Bulgarian 3rd Army

Current Location: Yambol, Bulgaria

Manpower: 1200

Tanks: None

17th Motorized Rifle Division

In 1993, the 17th was disbanded in order to cut military costs. In 1997, it was hastily reassembled and sent into action in Romania. In 1999, it was withdrawn to Bulgaria to assume internal security duties.

Subordination: Bulgarian 2nd Army

Current Location: Khaskovo, Bulgaria

Manpower: 1200

Tanks: None

18th Motorized Rifle Training Division

The 18th was little more than a training unit during the war, its trainees shipped out to other units as soon as they were trained. After the war, the cadre remained an effective military unit, and was assigned to Shuman to watch the Romanians.

Subordination: Bulgarian 3rd Army

Current Location: Shuman, Bulgaria

Manpower: 1400

Tanks: None

19th Motorized Rifle Training Division

The 19th's war history and assignment parallels that of the 18th, save that it is positioned to train new troops for the 1st and 2nd Armies.

Subordination: Bulgarian 2nd Army

Current Location: Pazardzik, Bulgaria

Manpower: 1800

Tanks: None

28th Motorized Rifle Division

It is believed that the 28th was one of the divisions caught by the Turkish Christmas attack. Badly battered during the ensuing campaign, it was withdrawn to the Sofia district for re-arming, where it has remained.

Subordination: Bulgarian 1st Army

Current Location: Blagoevgrad, Bulgaria

Manpower: 1000

Tanks: 2 T-55s

9th Tank Brigade

The 9th was one of the spearheads of the Romanian assault. It was battered, but held on until the recall in 1998. It is presently in cantonment.

Subordination: Bulgarian 1st Army

Current Location: Mikhaylovgrad, Bulgaria

Manpower: 600

Tanks: 3 T-55s

11th Tank Brigade

Little is known of the 11th's participation in the war. It remains in cantonment, dominating the road from Burgas.

Subordination: Bulgarian 2nd Army

Current Location: Karlovo, Bulgaria

Manpower: 500

Tanks: 4 T-55s

13th Tank Brigade

As with the 11th, little is known of the 13th's wartime activities. It is also positioned along the Burgas/Sofia Road, consolidating the government's power there.

Subordination: Bulgarian 3rd Army

Current Location: Sliven, Bulgaria

Manpower: 300

Tanks: 4 T-55s

24th Tank Brigade

The 24th serves as another control link along the Burgas/Sofia road, patrolling the road and collecting "tolls" (a euphemism for highway robbery).

Subordination: Bulgarian 3rd Army

Current Location: Aytos, Bulgaria

Manpower: 400

Tanks: 3 T-55s

Army Reconnaissance Battalion

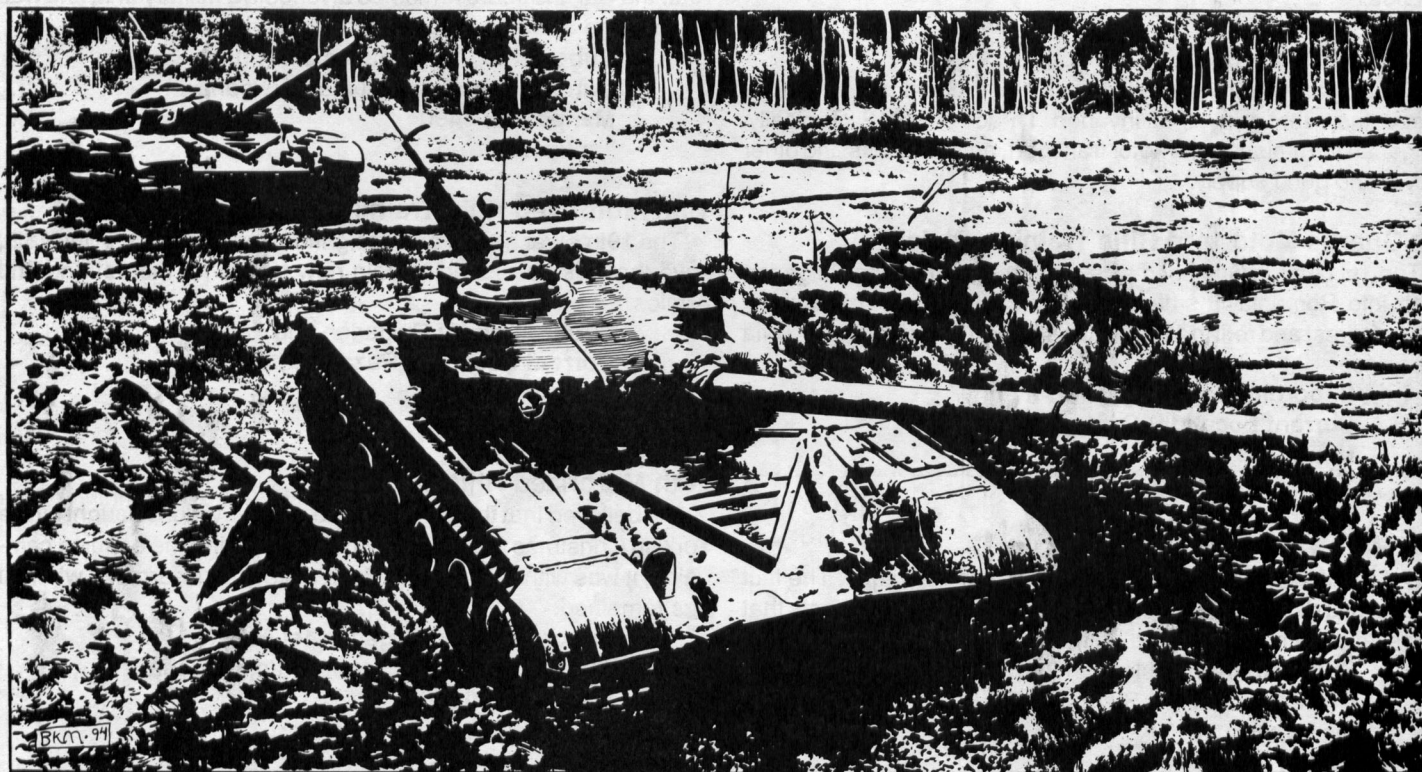
The Army Recon Battalion's actions during the war are vague. At present, it serves as an escort service and elite guard for the military junta that rules Bulgaria.

Subordination: Bulgarian 1st Army

Current Location: Sofia, Bulgaria

Manpower: 100

Tanks: 4 BRDM-2s



ALBANIA

HISTORY

The territory of Albania was ruled by the Turks for 400 years. It was established as an independent country in 1912. This independence lasted until 1943, when the country was occupied by the Germans, who were driven out in 1944. The government which established itself (and took credit for driving out the Germans) was a rigidly Communist one. Contrary to normal Communist practice in East Europe following World War II, Albania's government did not look to the USSR for guidance and support. Instead, it sided with the People's Republic of China, a political thorn in Russia's side. This alliance waned after the death of Mao Zedong.

Albania's government shared the problems of the breakup of the Communist Bloc. In 1990, anti-government demonstrations took place and were violently suppressed. Yugoslavian press claimed that hangings took place. The Albanian government announced reforms at this time, reforms to be enacted at a later time. Despite these promises, Albanians began to flee the country. Unrest continued into 1991, culminating in the establishment of a coalition government. The coalition lasted long enough to hold democratic elections in 1992, giving Albania a representative government.

Albania managed to avoid involvement in the European war until 1997, when Albanian troops accompanied Greek troops in the drive into southern Serbia. The drive was successful, and Albania laid claim to the Kosovo province of Yugoslavia. Greece and Italy disagreed, casting their support for Serbia's claim to the area. Albania protested, to no avail, then threatened to withdraw from the alliance. When the other members of the alliance refused to budge, Albania did withdraw, and Albanian troops began sporadic attacks on Greek troops and Greek holdings. They were assisted in this by Albanian partisans from Macedonia and Kosovo, who had no reason to love the Greeks.

When the effects of nuclear war caught up to the Mediterranean, Albania suffered as well. Suddenly, there was no one to trade with, no source for raw materials, no reason to keep the industries going. This was in addition to the new untrustworthiness of their former allies. The American intervention into the Yugoslavian territories was the last straw—suddenly Albania had to deal with a relatively fresh foe on the northern flank. A couple of battles later, very little was left of the battered Albanian Army.

GEOGRAPHY

Albania is bordered by Bosnia to the north and east, Greece to the south and east, and the Adriatic Sea to the west. It is a small country, barely 200 miles long and 75 miles wide. Its terrain is fairly mountainous. The climate is typically Mediterranean, although stormy winter weather has been known to include tornadoes. It has only one large population center, the capital of Tiranë; the rest of the population scattered about the country in small towns and cities. In the past, a poor road system linked the smaller towns, while better

roads and rails connected the larger areas. Since the war and the loss of economic partners, Albania's urban areas have declined along with its population. Other than villages, only the city of Tiranë and the towns of Durrës, Vlorë, Elbasan, Kavajë, and Lushnjë are still inhabited by any significant number of people, the first two towns being on the coast and the others by virtue of the rail net to Tiranë.

TRANSPORTATION

Albania's transportation network has never been one of the world's best. As a poor country, the terrain made an American-style surface road network too costly to be contemplated. However, Albania did make and maintain a fairly good rail network. Thanks to the oil and gasoline available in the country, some of the trains still run on something resembling a schedule.

POPULATION

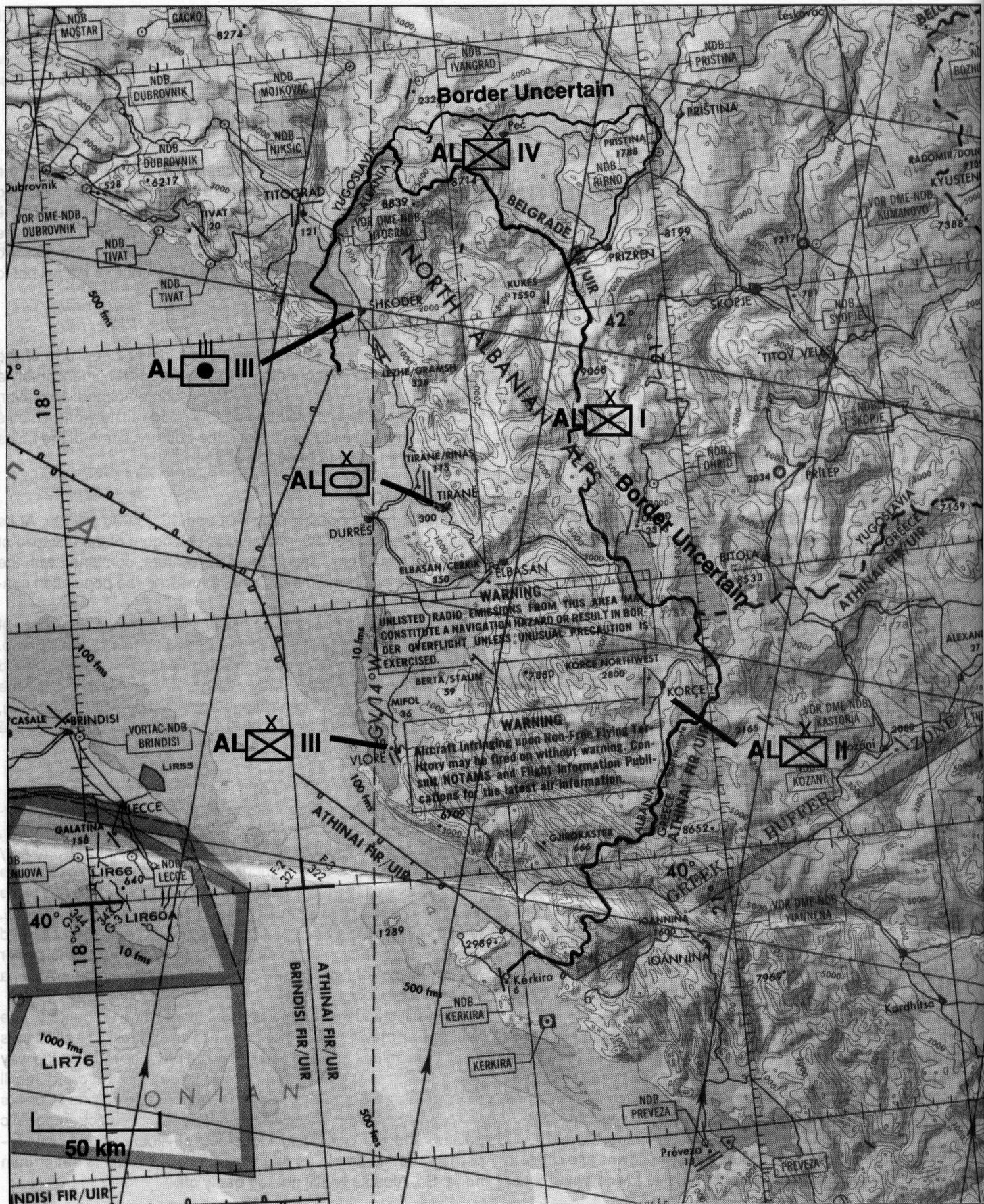
Albania has a population of around 1,500,000 people. At its height, it had 3,300,000 inhabitants. The rigors of the collapse of the world's economy and of the hard winters, combined with the effects of widespread disease, have lowered the population considerably.

Most of Albania's remaining citizens live either on the shore of the Adriatic Sea or relatively close to the nation's capital, Tiranë. Some still man mining outposts for the purpose of extracting oil and coal from the mountains. Other outposts include the dams. But the biggest population concentrations are around Tiranë (200,000), Durrës (50,000), Vlorë (43,000), Shkodër (40,000), Lushnjë (30,000), Elbasan (29,000), and Kavajë (26,000).

INDUSTRY AND ECONOMY

Albania enjoyed a historically brief period of industrial development. Compared to the ancient and still well-practiced art of fishing, Albania's industrial age was short indeed. Once, though, industry eclipsed fishing and other agricultural pursuits as the biggest slice of Albania's GNP pie, due to the fact that the country was one of the world's largest producers of chromium ore, a vital strategic metal. Gifted with ample supplies of offshore oil and onshore coal, and assisted by a farsighted decision to rely on hydroelectric power rather than petrol-fired or nuclear-generated power plants, Albania was not too badly off.

This still stands in the world of the post-war 21st century. The fishing fleet may not be motor-powered any more, but it still brings in fish. The mines and refineries may not produce much in the way of chromium ore, but the industries that refined the ore can still manage some manufacturing. A few hydroelectric power plants were repaired after they were shut down by electromagnetic pulses, and the cities and industries of Albania have power—perhaps not as ample as might be liked, but some is better than none. So, Albania is still not too badly off.



THE ALBANIANS

The people of Albania don't really differ too much from their Slavic and Greek neighbors, other than the fact that for much of their history, the people of Albania had been a bastion of Roman Catholicism in the midst of Greek Orthodox Catholicism. One thing that marks them is their fierce independence and lack of sociability, a legacy of over 400 years of Turkish occupation. Like their neighbors, Albanians tend toward thin-skinned emotions (by American standards), pride, and staunch defense of their country. Due to American intervention in Serbia, Americans are thought of as the enemy at the moment. Albanian has no close roots to any modern language, and forms the sole member of its own group and family (see **Twilight: 2000**, page 47).

GOVERNMENT

The current government of Albania is a popular military dictatorship, the Albanian High Command, which handles food, energy, and resource rationing, as well as defending the country's borders. The dictatorship grew out of the period of martial law. Once declared, the reigning parliamentary government delegated more and more power to the military until it practically ceased to exist. For a change, the people of Albania aren't protesting the dictatorship, since both the military and the civilian populace have enough to keep busy just surviving and trying to make what few improvements can be made.

ARMED FORCES

Most Albanian armed forces are a hodgepodge of locally raised and equipped militia units posted at the country's borders. The government is rightly concerned that the relative prosperity might provoke invasion, either military or refugee, from Albania's neighbors. The military units block passes and patrol the sea in what few motorboats remain in service, most of the internal-combustion fuel produced in the country is reserved for military use. A few large units of troops are kept in readiness near major towns, not for repressing the populace but for shipment by rail to any trouble points. Some of the units are still in parts of what used to be Yugoslavia, left there from the offensive.

Tank Brigade

This unit is presently in cantonment and likes to consider itself the main strike force of the Albanian High Command.

Subordination: Albanian High Command
Current Location: Tiranë, Albania
Manpower: 500
Tanks: 3 T-55s

I Infantry Brigade

This brigade is currently in cantonment and incorporates the six remaining 12cm mortars and crews of the II Artillery Regiment.

Subordination: Albanian High Command
Current Location: Debar, Yugoslavia
Manpower: 300
Tanks: None



II Infantry Brigade

This brigade is presently in cantonment.

Subordination: Albanian High Command
Current Location: Korçë, Albania
Manpower: 400
Tanks: None

III Infantry Brigade

This brigade is presently in cantonment.

Subordination: Albanian High Command
Current Location: Vlorë, Albania
Manpower: 300
Tanks: None

IV Infantry Brigade

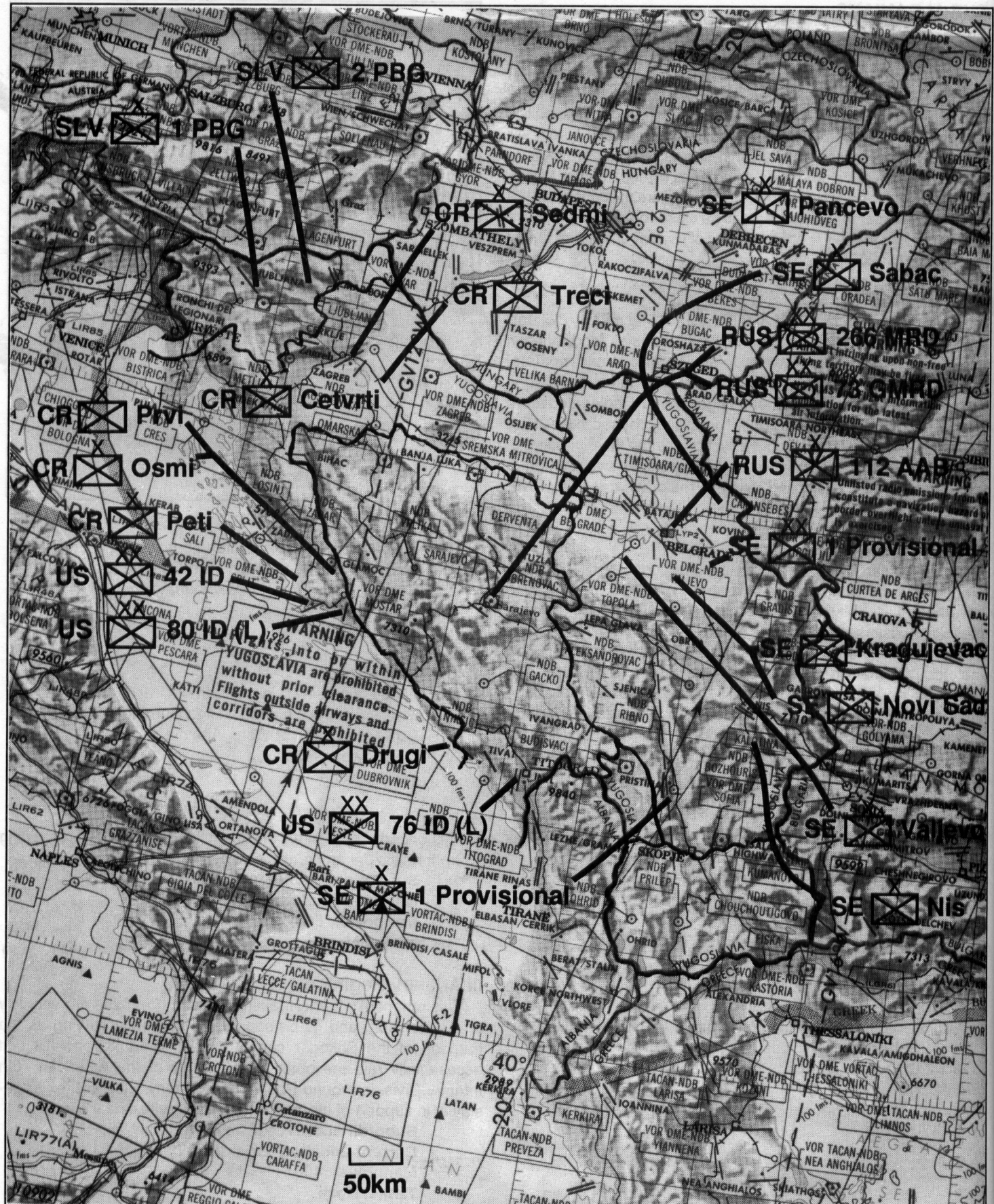
This brigade is presently in cantonment with the two remaining 152mm howitzers and gun crews of the I Artillery Regiment.

Subordination: Albanian High Command
Current Location: Pec, Yugoslavia
Manpower: 500
Tanks: None

III Artillery Regiment

This regiment's four remaining 122mm howitzers are very low on ammunition, and its personnel are presently serving as the garrison of the Shkodër cantonment. Partisans from this unit occasionally raid the outer cantonments of the American 76th Infantry Division around Podgorica (formerly Titograd), ex-Yugoslavia, in support of the anti-American guerillas near there.

Subordination: Albanian High Command
Current Location: Shkodër, Albania
Manpower: 400
Tanks: None



THE YUGOSLAVIAN SPLINTERS

Internal dissension and ancient grudges have split the once-unified country of Yugoslavia into the countries of Slovenia, Serbia, Croatia, Bosnia-Herzegovina, and Macedonia. *Disclaimer:* The political situation among the former Yugoslavian countries is so fluid that any current information gathered will probably be out of date by the time it is issued.

HISTORY

Modern impetus for a unification of the Slavic nations surfaced in the 19th century. Negotiations culminated in 1917 with a pact between Serbia and the other Slavic states. The agreement merged the states under the rule of the Serbian monarchy, an unwise move, for the Serbian kings tended to rule with an iron hand. Resentment against the royal family soon followed, and King Alexander was killed by Croat extremists in 1934. His son was too young to rule, so the old king's brother Paul was installed as regent. Paul favored the rising Third Reich, and wanted to cooperate with the Germans. Anti-German sentiment was high, and Yugoslavian Air Force officers murdered Paul in a 1941 coup.

Deprived of an ally, Germany invaded the country soon after Paul's death. Resistance groups formed to fight the invaders, and their makeup set the political tone for the country for decades to come. The two most powerful partisan organizations were the Serbian "Chetniks," who favored the monarchy and the Yugoslavian government-in-exile, and the National Liberation Army, led by country's future ruler, Marshall Tito. During the war, the NLA discredited the "Chetniks'" political power by linking them with German collaboration. When the Germans pulled out at the end of the war, the communist NLA took over.

Although initially welcomed into the communist fold, Tito often found himself at odds with the Soviets over matters of policy, so much so that Yugoslavia was expelled from the Soviet-dominated Cominform in 1948. For the next 32 years, Tito led his country's politics in varied opposition to Warsaw Pact politics. This ended when he died in 1980.

Tito's death marked the beginning of citizen protests and government scandals throughout the 1980s. Many of these scandals dealt with government misconduct that went far beyond the country's borders. For example, the *Agrokomerc* scandal concerned the country's banking system. A 1987 investigation found that loans had been made on spurious grounds to over 200 international companies and organizations, costing the country billions with no chance of recovery.

With the iron Marshall gone, separatist movements found voice, clamoring for independence from the suffering state. In 1991, Croatia, Slovenia, and Bosnia-Herzegovina officially seceded from Yugoslavia. The Serbian-dominated national government sent troops to the secessionist countries, whose militias fought back. State troops met with some success in Bosnia, which was too

close to Belgrade and too weak to defend itself adequately. In 1992, the Bosnian government appealed to the central Yugoslavian government to withdraw occupying troops from the province, an appeal which was ignored. In response, Slavic regions rose in support of Bosnia-Herzegovina, despite religious differences, and the fighting escalated into a full-scale guerrilla war on all sides. Hungarian and Italian units trickled across the borders to assist Croatia and Slovenia respectively. In 1996, a Yugoslavian expeditionary force was dispatched to Romania to assist against the Soviet/Hungarian/Bulgarian invasion. Its presence was sorely missed, for Slav forces continued to grow in strength, engaging Serbian units in internecine warfare. In 1998, Italy entered the political fracas, issuing its delineation of the borders of Croatia, Serbia, and Slovenia, as much as an international admission that the unified country of Yugoslavia was no more. Greece annexed Macedonia, supported by Albania, which also wanted to claim the province of Kosovo. Greece and Italy agreed to support Serbia's claim to the region, which didn't sit well with Albania. At first the country protested, then withdrew from the alliance, and Albanian units began covert war against Greek units.

That same year, the greater war to the north caused Hungary and Italy to withdraw their forces, as much as allying against NATO. With their firepower gone, the NATO-friendly Serbs put together another expeditionary force, this one to drive north in an attempt to link up with NATO lines. The Serbian force was defeated at Lake Balaton and driven back, but the gesture was appreciated. In 1997, the Soviets, alarmed at the possibility of a NATO invasion, stationed troops in Bosnia-Herzegovina to repel such a move.

That is exactly what happened. Remembering the Serbs' gesture and sensing a possible thorn in the Warsaw Pact's side, the US sent an army group to the shattered country in 1999. They went into action against partisans and the Soviet forces almost immediately. As the calendar notes the close of the old millennium and the opening of the new, fighting continues in the area, with partisan gangs and military units bombarding and shooting nearly everything in sight. The once-populous countryside is deserted and devastated, with the more fortunate Slavs and Serbs fleeing the country for safer war zones.

GEOGRAPHY

The former country of Yugoslavia is bounded by the Mediterranean to the south, by Italy to the west, by Austria and Hungary to the north, by Bulgaria to the east, and by Albania to the southeast. It is "officially" split into the countries of Croatia, Slovenia, Bosnia-Herzegovina (often shortened to Bosnia), Serbia, and Macedonia. The bulk of the country to the south shares a hilly/mountainous terrain, declining to river-riven hills and fields in the northern area. The climate is Mediterranean, with mild winters and summers.

TRANSPORTATION

Large-scale transport has ceased in Yugoslavia. The train tracks have been cut by partisans, who also destroyed the rolling stock, and vandalized by the populace, who use the railroad ties for firewood and the metal for building. Almost no major bridge has survived, having been blown up by one side or another. The roads are still intact, but crossing the country's major rivers is difficult at best. Practically no private motor vehicles remain in service. If there is fuel for them, their engines are better used for generating power and running machinery.

POPULATION

The country had a population of 23 million people in 1992. By 1993, this had dropped dramatically. By the present, the apocalyptic horsemen of war, famine, and pestilence have dropped the population to an estimated 10 million (some sources believe this to be a very liberal estimate indeed). Most of the people cluster together in rural villages or in the cities, attempting to make whatever kind of living that they can.

The combined effects of a decade of war and the disasters of World War III have left the area with few functioning cities. Yugoslavia escaped the nuclear attacks which so devastated other countries, but the internecine warfare raging through the country has done more destruction than any tactical nuclear attack could do. The only difference between deserted Yugoslavian cities and those elsewhere in the world is that the Yugoslavian ones don't have radioactive zones in them.

Some cities do continue to function on what remains of their resources:

In Serbia: Belgrade (the former capital, also known as Beograd) (703,000), Novi Sad (95,000), Nis (85,000), Kragojavak (84,000), Subotica (62,000), and Podgorica (a.k.a. Titograd) (36,000).

In Macedonia: Pristina (79,000), Shopje (56,000).

In Bosnia-Herzegovenia: Sarajevo (75,000).

In Croatia: Zagreb (58,000).

In Slovenia: Ljubljana (43,000).

INDUSTRY AND ECONOMY

The area's industrial power is destroyed, and only a few small factories remain. Those people not part of the few that attempt to keep industry alive make their living herding animals or farming. Manufactured goods are practically invaluable, and command tremendous prices—lubricating oil is priceless, and a case of ammunition will bring enough food to feed a platoon for a month.

THE YUGOSLAVIANS

The people of the warring countries trace their roots to three peoples: the Greeks of Macedonia, the Slavs of the west, and the Serbs of the eastern areas. The Slavs and Serbs used to be the same people, but the Byzantine Empire created the designation to discriminate between a group of Slavic people that were allies and those that were not—after all, it wouldn't do refer to allies as Slavs ("slaves"), would it?

These three peoples had a history of disagreement and antagonism. These feelings were increased by the little-known war fought near the beginning of the century, and then by the Slavic collaboration with the Nazis in World War II. The Slavs were repressed during the Tito reign, and never liked the Serbian government to begin with, so it was little wonder that they seceded once Tito died.

Strangely, the divisions in Yugoslavia are cut along ethnic lines rather than along religious lines. For instance, the people of Croatia and Slovenia are largely Christian, and those of Bosnia-Herzegovenia are Moslem, but they unite against the Christian Serbs. And while the Serbs and the Macedonians are largely Christian, the Macedonians are Macedonian Orthodox, a church not recognized by Serbia.

The peoples of the Balkan Peninsula have been at war with one another for so long that they have learned to mistrust anyone they're not familiar with. Winning their trust is difficult, but once won, it takes major betrayal to destroy it—the people of this splintered country are at war, and have to find allies wherever they can.



GOVERNMENT

Each of the countries of Yugoslavia has its own government. Since there are few things for these governments to do except fight each other, they tend to consist of war councils more than anything else.

Both the US and the Soviet Union have troops in the country. The Soviets and the Warsaw Pact back the splinter countries against the Serbs, a reaction to the Tito years. The first drives were successful, and captured Beograd, which it is trying to hold against Serbian forces. Because of this, the US backs the government of Serbia. In addition, Albania has some forces in the southern part of Serbia, trying to exert that country's claim on the Kosovo district.

ARMED FORCES

The military situation in this area is as fluid as the borders, and is frequently the cause of the fluid borders....military units rarely know who they're going to be fighting the next day, because alliances and partisan groups tend to shift so often. The place is a military snake-pit, with the ferocity of engagement making up for the lack of nuclear devastation.

The military forces listed below are the major ones known to military intelligence. They do not take into account the militia possessed by every major city, home-guard organizations whose training ranges from sub-standard to decent, and whose equipment can be surprisingly good, since the cities depend on their soldiers' preparedness and prowess for survival. Sometimes parts of these militias can be found in the field, operating with ally military formations.

SERBIAN ARMY

As noted, major cities have their own militias. Anti-Soviet guerilla bands in the vicinity of Beograd help protect that city. In addition, the Serbian Republic has organized a number of military units.

1st Provisional Infantry Division

This unit is engaged in containing the Soviet forces in Beograd.

Subordination: Serbian High Command

Current Location: South and east of Beograd, Yugoslavia

Manpower: 2000

Tanks: 3 M-84s, 1 M47

1st Provisional Mountain Brigade

These men are set against Albanian regulars and irregulars north and east of Pec, Yugoslavia.

Subordination: Serbian High Command

Current Location: Kosovska Mitrovica, Yugoslavia

Manpower: 700

Tanks: None

Novi Sad Infantry Brigade

This unit provides support for the containment of Soviet forces in Beograd.

Subordination: Serbian High Command

Current Location: Vicinity of Beograd, Yugoslavia

Manpower: 300

Tanks: None

Sabac Infantry Brigade

This brigade has recently recovered the city of Vrsac from a large group of marauders, and is consolidating its hold on the region.

Subordination: Serbian High Command

Current Location: Vrsac, Yugoslavia

Manpower: 500

Tanks: None

Valjevo Infantry Brigade

This unit is engaged in containing the Soviet forces in Beograd.

Subordination: Serbian High Command

Current Location: Southwest of Beograd, Yugoslavia

Manpower: 500

Tanks: None

Pancevo Infantry Brigade

This brigade is in cantonment in the city of Tuzla, attempting to regain control of the region from the lawless elements currently in control.

Subordination: Serbian High Command

Current Location: Tuzla, Yugoslavia

Manpower: 600

Tanks: None

Nis Infantry Brigade

This unit is in action against Bulgarian-backed marauders around the city of Lescovak.

Subordination: Serbian High Command

Current Location: Lescovak, Yugoslavia

Manpower: 400

Tanks: None

Kragujevac Infantry Brigade

This unit is engaged in containing the Soviet forces in Beograd.

Subordination: Serbian High Command

Current Location: Vicinity of Beograd, Yugoslavia

Manpower: 400

Tanks: None

CROATIAN ARMY

The army of Croatia has eight infantry brigades, local militias, and a number of anti-American guerrilla groups near Split.

Prvi Brigade

Subordination: Croatian Republic

Current Location: Vicinity of Split, Yugoslavia

Manpower: 400

Tanks: None

Drugi Brigade

Subordination: Croatian Republic

Current Location: Dubrovnik, Yugoslavia

Manpower: 800

Tanks: None

Treci Brigade

Subordination: Croatian Republic
Current Location: Sisak, Yugoslavia
Manpower: 450
Tanks: None

Cetvrti Brigade

This unit has recently been heavily defeated by the US 42nd Infantry Division (Light) north of Split, and has withdrawn to cantonment to refit and recruit.

Subordination: Croatian Republic
Current Location: Lovrec, Yugoslavia
Manpower: 200
Tanks: None

Peti Brigade

Subordination: Croatian Republic
Current Location: Sibenik, Yugoslavia
Manpower: 500
Tanks: None

Sedmi Brigade

Subordination: Croatian Republic
Current Location: Zagreb, Yugoslavia
Manpower: 600
Tanks: None

Osmi Brigade

Subordination: Croatian Republic
Current Location: Vicinity of Split, Yugoslavia
Manpower: 200
Tanks: None

SLOVENIAN ARMY

As usual, the Slovenians depend on local militias at major cities, and have two infantry units.

1st Provisional Brigade Group

This unit is in cantonment in Ljubljana, the provisional capital.

Subordination: Slovenian Military Council
Current Location: Ljubljana, Yugoslavia
Manpower: 600
Tanks: 1 M4A3E8, 2 M-84s

2nd Provisional Brigade Group

This unit is in cantonment in the city of Celje.

Subordination: Slovenian Military Council
Current Location: Celje, Yugoslavia
Manpower: 400
Tanks: 2 T-55s

SOVIET ARMY

73rd Guards Motorized Rifle Division

The 73rd spent most of the war performing internal security. In 1999, it was sent to Yugoslavia.

Subordination: 20th Army
Current Location: Sarajevo, Yugoslavia
Manpower: 4000
Tanks: 32 T-72s

266th Motorized Rifle Division

The 266th was involved in the Romanian campaign until Romania collapsed, when it was shifted to Yugoslavia for anti-partisan activity.

Subordination: 20th Army
Current Location: Sarajevo, Yugoslavia
Manpower: 4000
Tanks: None

112th Air Assault Brigade

Active in the Balkans since the beginning of the war, the 112th was supplied with oil from the Ploesti oil fields, and was able to airlift into Beograd. Since then, the situation has deteriorated, and airlift of fuel has been difficult, so the unit's helicopters are grounded.

Subordination: Southern Front
Current Location: Beograd, Yugoslavia
Manpower: 700
Tanks: 2 Mi-28s, 3 Mi-17s

AMERICAN ARMY

42nd Infantry Division

The 42nd pulled security duty in the US during the nuclear exchanges of 1997-98. In the fall of 1999, it was deployed in Yugoslavia by sea, and entered combat against Croatian Army units.

Subordination: US IV Corps
Current Location: Split, Yugoslavia
Manpower: 3000
Tanks: 6 M60A3

76th Infantry Division (Light)

A reserve training division, the 76th suffered considerable losses moving overland in Virginia, before sailing for Yugoslavia.

Subordination: US IV Corps
Current Location: Podgorica (formerly Titograd), Yugoslavia
Manpower: 1000
Tanks: None

80th Infantry Division (Light)

Subordination: US IV Corps
Current Location: Various coastal cantonments east of Split, Yugoslavia
Manpower: 3000
Tanks: None

GREECE

HISTORY

As a matter of legend and history, Greece is supposed to have been one of the wellsprings of Western culture. As the home of Greek philosophy, science, and steady resistance to the encroachment of the Persian Empire, Greece's star waned after Alexander the Great. Since that time, Greece has been a minor player in world politics. During World War II, Greece's contribution was scarcely noticeable. Its contribution to international politics following the war was almost nil; as soon as Greece was liberated from German occupation, the country was plunged into civil war between monarchists and communists. This war lasted five years, with the monarchists emerging triumphant to establish a constitutional monarchy.

Greek politics continued to remain fluid. In 1964, the weak government was supplanted by a military coup. While claiming to be democratic, the military government made haste to remove all opponents of the new regime from power. The pattern of coups and new governments continued for the entire last half of the century, right up until the end of the century.

Greece's adversarial relationship with Turkey, dating back to the time of the Byzantine Empire, remained as steady as Greece's politics were volatile. In the 20th century, the primary bone of contention between the two countries has been the island of Cyprus. When Turkey invaded Cyprus in 1996, Greece sent troops to the island and declared war on Turkey, attacking forces in Thrace. In order to defend the Adriatic, Greece negotiated a mutual defense pact with Italy, and declared the sea off-limits to NATO ships and all trade to Turkey, to keep that country from receiving reinforcements. That same year, the Greek Navy intercepted a NATO convoy bound for Turkey. NATO declared war on Greece, and Italy declared war on NATO. In order to neutralize the Mediterranean threat, NATO aircraft attacked Greek naval assets and began nuking Greek industrial centers.

The Greek government collapsed soon afterward, a situation familiar to the Greek people, and another military revolt put a junta of generals (those controlling the last Greek units) in charge. The junta went straight into decisive action and annexed the country of Macedonia. The Macedonians resisted, and the generals fell to arguing among themselves over what to do. In the end, the junta fell apart and each general, commanding his own military unit, set up his own regional dictatorship. The end result is an ironic return to a sort of city-state setup, unconsciously mimicking the situation during the golden age of Greek culture.

GEOGRAPHY

Greece is largely a peninsula, with a small "panhandle" connecting it to Thrace. It is bounded by Turkish Thrace on the east and by Bulgaria, Macedonia, and Albania to the north. Greece is a sparsely wooded, mountainous land with many inlets along the coast, enjoying a moderate Mediterranean climate.

TRANSPORTATION

Even in its heyday, Greece did not have a large motor vehicle population to use its twisting roads. After the war, the scarcity of gasoline and spare parts has made a motor vehicle into an extremely rare sight, and animal transport has taken over the roads once again. The railroads were good, but they have also suffered from the war and the shortages following it. No trains run on the deserted rails now.

Boats are the most popular and the most rapid form of transport in Greece. Since few of the populated areas are farther than a day's walk inland from the sea, and there are plenty of little fishing villages, travel by boat is the best way to go from one part of the country to another.

POPULATION

As noted earlier, Greece is largely a collection of city-states, former suburbs made into military camps, the populace clustering around them for protection. Many of the 4 million people of Greece are still independent, not trusting the various city-state governments, and live in small villages (most of them fishing villages). Over 20% of the population does live in the city-states: Athens (176,000), Thessaloniki (200,000), Piraeus (112,000), Patras (85,000), Larisa (49,000), Iraklion (on Crete) (100,000), Volos (35,000), Kavalla (30,000), Khaniá (on Crete) (22,000), Sparta (9000), and Corinth (5000).

INDUSTRY AND ECONOMY

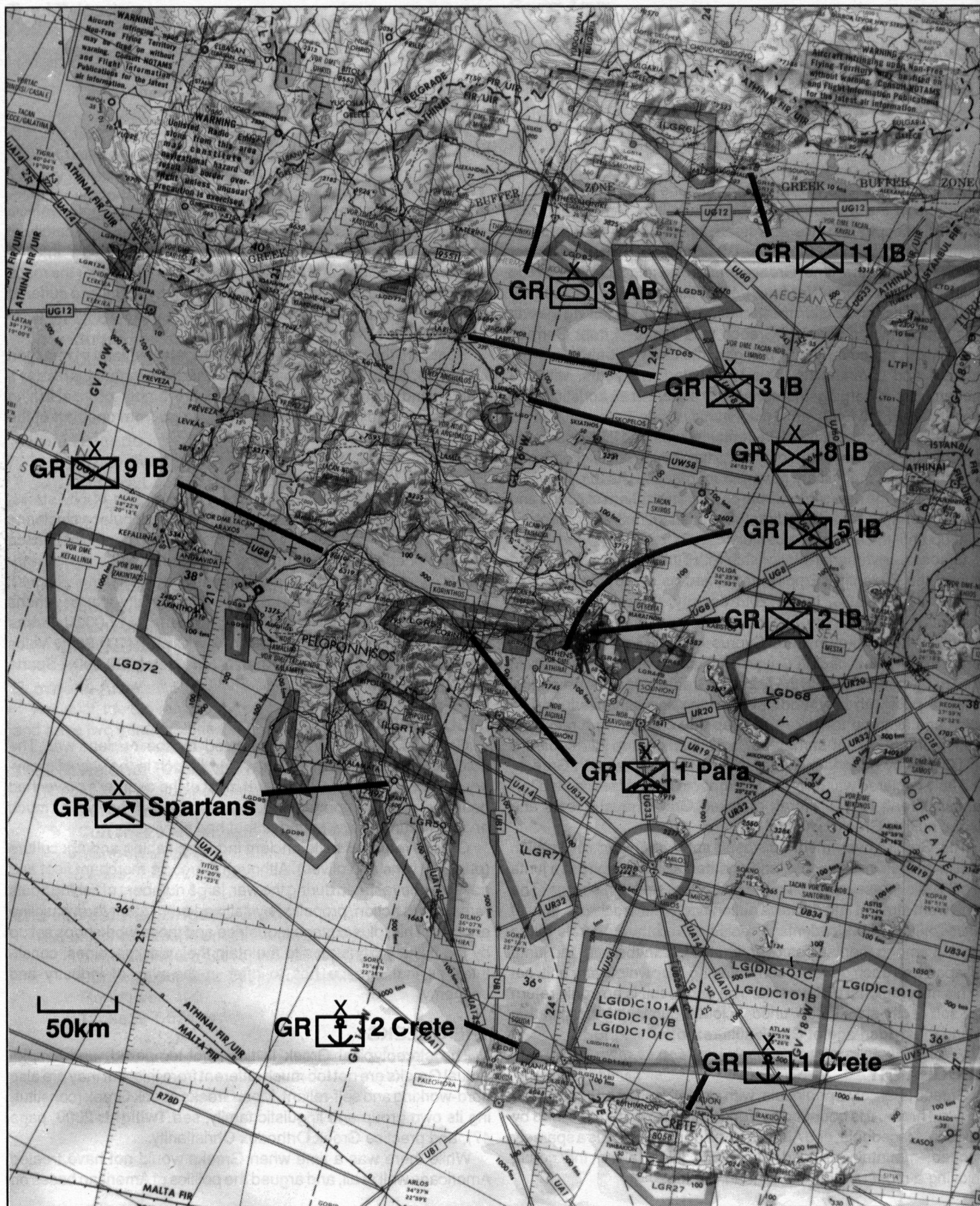
Greece's industry was devastated by the nuclear war. The political turmoil that followed prevented much in the way of recovery of what remained. Seeing that most of the country's power had been provided by imported petroleum products, there wasn't much energy to run the few factories that had survived.

Greece returned to its ancient industry, fishing and agriculture (primarily wine and olives). Although Greece's merchant fleet and navy was devastated during the war, large numbers of fishing boats remained in action, propelled by sail and oars rather than gasoline engines. This, plus cottage industries and those workshops set up by the military city-states to maintain their war machines, constitutes all that Greece has to offer in the way of industry and economy.

THE GREEKS

The stereotypical Greek is fiery, hot-tempered, and simple. Actual Greeks are not too much different from this, but they are also hard-working and self-reliant. Most Greeks speak Greek (constituting its own group and linguistic family, see **Twilight: 2000**, page 47), and practice Greek Orthodox Christianity.

While there was a time when Greeks would not have treated Americans well at all, and argued the politics of American bases on



Greek soil or American ships in Greek waters, etc., now the Americans are lumped in with other foreigners, who are suspect, according to the average Greek. Still, Greeks will not hesitate to deal with foreigners if they think it is to their advantage.

Greek politics, once the central point of many an argument, have sadly fissioned into little city-state pockets, thereby depriving the whole country of the most popular source of discussion.

GOVERNMENT

Greece does not have anything resembling a central government. Although many other countries really have the same form of government, regional rule by military cantons, Greece doesn't even have a central government to claim the title.

The city-states are military dictatorships, each busy controlling its immediate area and patrolling its boundaries to keep out other city-state probes and foreign military incursions (only the governments of Kavalla and Thessaloniki have to seriously worry about the latter, since they are close to Turkish Thrace).

ARMED FORCES

Greek armed forces lost a great deal of equipment during the war. Most of their vehicles and tanks were left in the splintered country of Yugoslavia, destroyed in Thrace, or abandoned in Macedonia. The remaining vehicles are prized and form the basis of many a city-state's strength.

Greek soldiers are organized into NATO-style squads, and are likely to be armed with a strange mixture of military and civilian firearms. Greece's poor industrial situation has made the black-powder firearm and archery popular among the civilian populace, and these weapons are likely to appear on the battlefield, since able-bodied civilians are often pressed into field service. Shotguns are also extremely common.

The Greek Navy, such as it is, consists of waterborne forces of the coastal city-states. Most of these are large, sail-driven fishing boats fitted with medium machineguns or even titanic black-powder "boat guns" (see the sidebar on page 56). Some few motorboats and patrol craft remain, but these are hoarded like gold, since they are the Mediterranean equivalent of cruisers!

3rd Armored Brigade

This unit is currently in cantonment. It has close ties to the 11th Infantry Brigade, and will send reinforcements if the Turks attack out of Thrace again.

Subordination: None

Current Location: Thessaloniki, Greece

Manpower: 5000

Tanks: 3 T-72s, 1 T-55

Boats: 15

2nd Infantry Brigade

This unit is currently in cantonment.

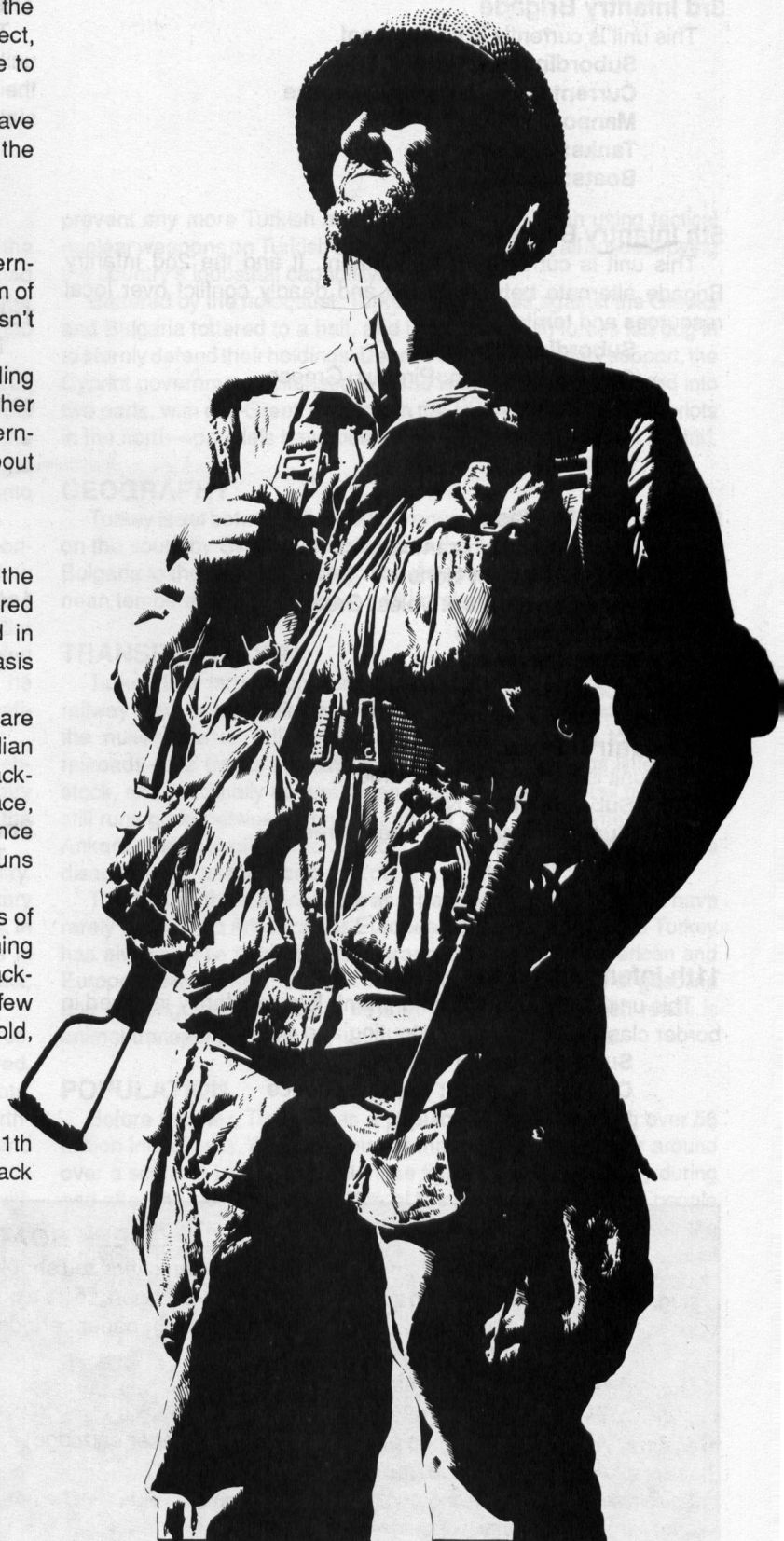
Subordination: None

Current Location: Athens, Greece

Manpower: 3500

Tanks: 1 T-62

Boats: 40



3rd Infantry Brigade

This unit is currently in cantonment.

Subordination: None

Current Location: Larisa, Greece

Manpower: 750

Tanks: 2 T-55s

Boats: None

5th Infantry Brigade

This unit is currently in cantonment. It and the 2nd Infantry Brigade alternate between truce and deadly conflict over local resources and territory.

Subordination: None

Current Location: Piraeus, Greece

Manpower: 2500

Tanks: 2 T-55s

Boats: 51

8th Infantry Brigade

This unit is currently in cantonment.

Subordination: None

Current Location: Volos, Greece

Manpower: 2000

Tanks: None

Boats: 38

9th Infantry Brigade

This unit is currently in cantonment.

Subordination: None

Current Location: Patras, Greece

Manpower: 1500

Tanks: None

Boats: 24

11th Infantry Brigade

This unit is currently in cantonment. It is constantly involved in border clashes with Turkish scouting and patrol units.

Subordination: None

Current Location: Kavalla, Greece

Manpower: 3000

Tanks: 2 T-62s

Boats: 14

The Spartans

The Spartans are the remnants of several Greek special forces units which have set up a pseudo-Spartan society. They defend their land-locked city, and occasionally hire out to other nearby city-states as mercenaries.

Subordination: None

Current Location: Sparta, Greece

Manpower: 1000

Tanks: None

Boats: None

1st Paratroopers

The 1st Paratroopers are the last intact Greek special forces units, and deadly rivals of the Spartans, considering their southern cousins to be akin to traitors.

Subordination: None

Current Location: Corinth, Greece

Manpower: 250

Tanks: None

Boats: 5

1st Crete Brigade

This unit is currently in cantonment. Most of its strength is naval.

Subordination: None

Current Location: Iraklion, Crete

Manpower: 450

Tanks: None

Boats: 40

2nd Crete Brigade

This unit is currently in cantonment. Most of its strength is naval.

Subordination: None

Current Location: Khaniá, Crete

Manpower: 350

Tanks: None

Boats: 20

GREEK BOAT GUN

This monster percussion smoothbore musket is an oversized shoulder arm with an .80 caliber (20mm) bore, firing a conical lead slug. It's simple to make and easy to supply with ammunition, so it's a popular secondary "cannon" for the smaller Greek patrol boats.

Ammo: .80 caliber (20mm) (powder and ball), paper cartridge

Weapon Wt: 6.84 kg (empty)

Mag: 1 individual (muzzleloader)

Weapon Price: \$549 (R/S)

Ammo Wt: 0.157 kg per round (prepared paper cartridge)

Ammo Price: \$1.57 per round

Weapon	Rld	Dam	Pen	Bulk	Mag	—Recoil—		Range
						SS	Burst	
Boat Gun	5	5	3-4-5	12	1i	3	—	22 rounds to 20
on (P) mount					—	—	44 rounds to 40	

TURKEY

HISTORY

Turkey was what remained of the dissolving Ottoman Empire by the early part of the 20th century. For hundreds of years, the empire had ruled the territory as part of the sultanate of Constantinople. After World War I, the empire broke up, and its various territories had the job of forming their own governments.

In Turkey, a military leader named Mustafa Kemal took over, unifying his forces to battle the Greeks, who had control of old Byzantium, the principal part of which was Thrace. His forces drove the Greeks from the area, and Kemal Atatürk ("father of Turks"), as he renamed himself, set about the task of dragging the new country into the 20th century.

He had a task doing it. Not only was he trying to industrialize a non-industrial country, but he instituted far-reaching reforms, including secularization of the state, the abolition of the Islamic court system and religious instruction in schools, adoption of the Gregorian calendar and the Latin alphabet, the emancipation of women, and the banning of polygamy. Once he had put the country on a steady course, he stepped down as virtual dictator, entering history as the most beneficial, benevolent, and truly well-meaning dictators of the century.

Turkey continued with the civilian government Kemal had established, through the country's neutrality in World War II, until a military coup took control in 1960. The effects of the coup didn't last, and the country was returned to civilian control by the end of the decade.

Not that the government had an easy job of governing the country. The continued turbulence of the populace led both civilian and military governments to a habit of banning left-wing political organizations. In addition, bad blood persisted between Moslems and Christians in Thrace, and between Turks and Armenians and Kurds in the east, angry differences that occasionally erupted into violence.

Turkey's main international problem concerned the island of Cyprus. In 1974, Greece backed a pro-Greek coup on the island. Angered, Turkey sent troops to counteract the coup and protect Turkish patriots. These troops remained, establishing a Turkish enclave on the northern part of the island. This bone of contention remained, until the island was reunified in 1993 and the troops were withdrawn.

As matters worsened in the late '90s, Turkey became involved with Bulgaria. In 1994, an assassination attempt was made on the Turkish president. A Bulgarian national was accused of the act, but died in custody. The Bulgarians accused Turkish authorities of murder, and worse, and there were anti-Turkish riots in Bulgaria. Turkey moved its II Division into Thrace as a defensive gesture. The bad blood continued to persist until 1996, when Turkey joined the general war by invading Bulgarian territory bordering Thrace. The situation deteriorated in 1997 as Cyprus entered the picture again: Turkish nationals held pro-Turkish demonstrations which turned into riots. The Cypriot Army was called out to stop the riots, and the Turkish government responded by once again sending troops to the island. Greece sent forces as well, to help the Cypriot government, and declared war on Turkey at the same time, following up with an assault on Thrace. Turkey responded by throwing troops into Thrace to fight the Greeks, even to the extent of pulling units out of Bulgaria, which allowed the Bulgarians and Soviets to stop the Turkish offensive. In order to

prevent any more Turkish trouble, the Soviets began using tactical nuclear weapons on Turkish cities and road centers, all but destroying the country's industrial capability.

Battered by the holocaust, Turkey's offensives against the Greeks and Bulgaria tottered to a halt, and the few Turkish forces left dug in to sternly defend their holdings. Deprived of Greek military support, the Cypriot government collapsed and the island was all but divided into two parts, with pro-Greek Cypriots in the south and pro-Turk Cypriots in the north—parallels have been drawn with the situation in Ireland.

GEOGRAPHY

Turkey is set between the Mediterranean and Black Seas, bordered on the south by Syria, by Kurdistan to the west, and by Greece and Bulgaria to the east. It is a very mountainous country, with Mediterranean temperatures to the west and harsher climate to the east.

TRANSPORTATION

Turkey is a large, sprawling country, once traversed by a good railway system and a fair road network. This changed drastically when the nukes started falling. The nuclear war put paid to Turkey's railroads—the tracks are still there, but there's precious little rolling stock, and practically no fuel for engines. The meager rail traffic that still runs goes between Istanbul and the army encampment outside Ankara, with patrolled tracks. Most of the other railroad tracks are disappearing, as the locals find other use for their iron.

This leaves the road network as a transport route. The roads have rarely been up to American or European standards, because Turkey has always been short on motor transport (again, by American and European standards). With the current increased scarcity of gasoline and working motor vehicles, 99% of the traffic on Turkish roads is animal transport. Even army units prefer horses to trucks.

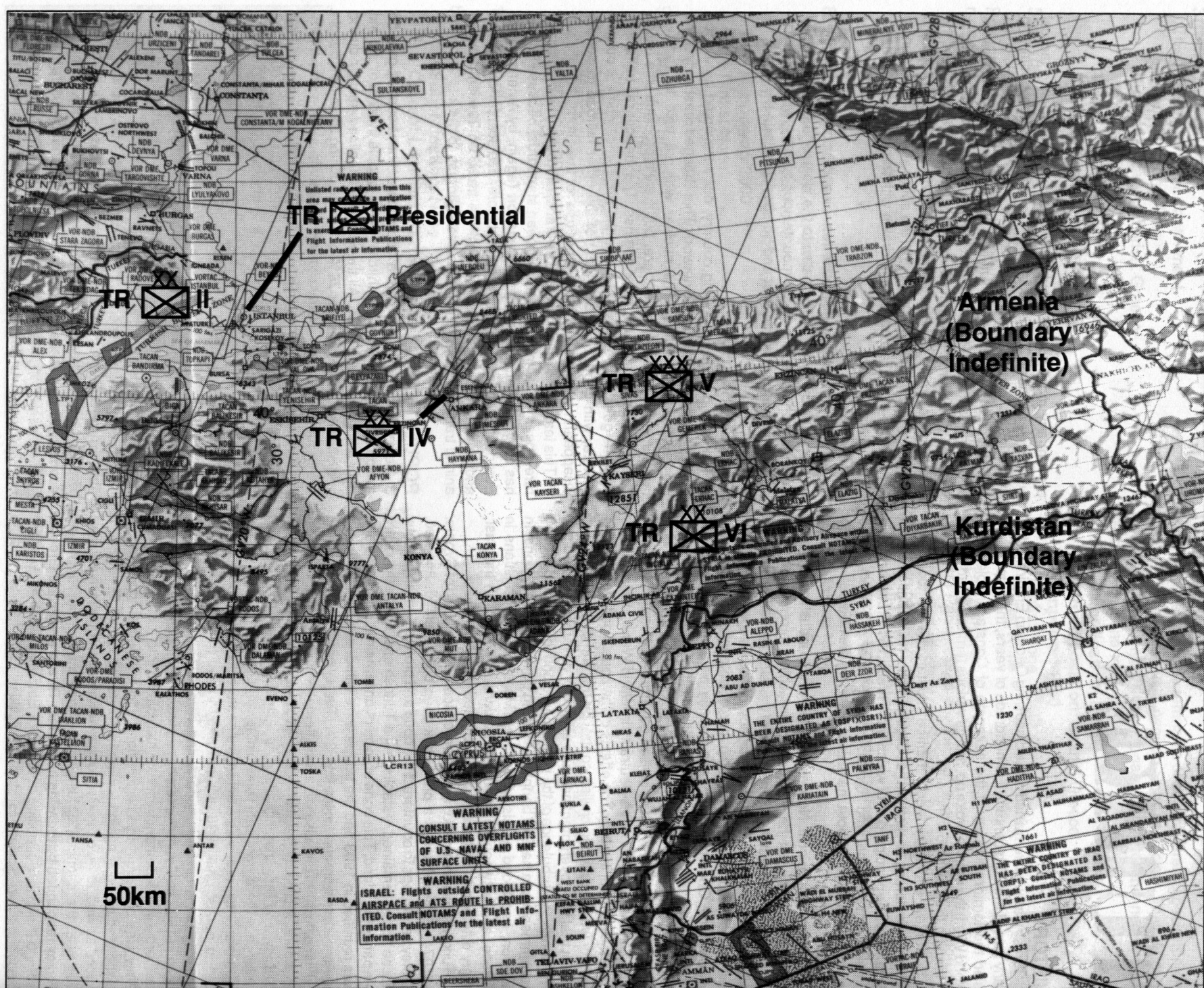
POPULATION

Before the war, Turkey was a populous nation, boasting over 56 million inhabitants. Almost a third of these people lived in or around over a score of large cities. All these figures declined sharply during and after the war. Now, over 75% of the remaining 33 million people live in the countryside. Many of them live within a day's walk of the largely ruined cities. Those cities which are left inhabited are Istanbul (5,390,000), Adana (500,000), Gaziantep (390,000), Izmir (1,000,000), Konya (203,000), Mersin (200,000), and Malatya (73,000).

INDUSTRY AND ECONOMY

At one time, Turkey was a textile capital of the world. This industry, along with the rest of its industry, perished when the Soviets set about destroying Turkey's industrial capacity. What little industry remains is concentrated in Istanbul, which was fortunate in that its nuke missed. This industry is government-run, and concentrates on maintaining the Turkish Army and government. Elsewhere, industry has fallen to the cottage level. The loss of heavy industry barely bothered the bulk of the rural economy, which had been concentrated on fishing and agriculture anyway.

Electrical power generation in Turkey is now found from local generators only. Before the war, Turkey's electrical power was generated from oil and



KURDISTAN

The "country" of Kurdistan was created as the result of a Kurdish revolution in 1999. Seeing that the Turks were seriously weakened by the war, and noting the equal weakness of Soviet forces from Georgia, the Kurds rose in bloody revolt, using partisan tactics to drive the invaders (meaning both the Turks and the Soviets) from "their country." This country contains the worst and most mountainous parts of Turkey, bordering Iraq, Georgia, and Armenia. For the most part, the Turks weren't too unhappy to lose it. The Kurds, though, are happy with their new country, defending it partisan-fashion from all comers.

Kurdistan has only one city, Diyarbakir (168,000), which also serves as its capital and major population center. The country's entire population is thought to number around 400,000, although it is difficult to get accurate figures in 2000.

The official government of Kurdistan is a council of elders, largely religious leaders, who make decisions regarding the country. These decisions are largely concerned with intramural matters between villages, settlements, and clans, since Kurdistan has no taxes, precious little tax base, or international relations.

Kurdistan does not have an official army. The country relies upon the well-armed and fanatically independent populace to defend it from foreign incursion. In the absence of a common enemy, clan warriors usually practice on fighters from other villages and clans—judging these altercations is one of the largest problems on the government council agenda. Kurdish soldiers can be expected to use a hodge-podge of Soviet equipment and small arms. They have few vehicles, since they lack supplies and spares to keep them running, and have almost no heavy artillery, but they do have light mortars and plenty of hoarded RPGs and crew-served weapons available if the need arises.

coal-fired plants, with some small hydroelectric contribution. These plants, and their fuel supplies, were destroyed during the war.

THE PEOPLE OF TURKEY

Most of the people in Turkey could be called Turks. They share a common culture, descended from the Turks of the Ottoman Empire, and they speak the same language (Turkish, a member of the Turkic group of the Altaic linguistic family, see **Twilight: 2000**, page 47). Almost everyone in Turkey, Turk or not, follows the religion of Islam.

The urbanites of Turkey were pretty much destroyed during the war, either by nuclear fire or by the chaos and anarchy that followed. This has left Turkey occupied by independent ruralists, people used to making their living from the land. Most have fallen back on time-honored tribal customs of centuries past (some never abandoned those customs for the modern world in the first place), including a rural distrust for anyone who's not a daily neighbor. The military is viewed as a necessary evil, a nuisance, or the enemy, depending on how the soldiers treat the locals. Foreigners, particularly Westerners, are viewed poorly indeed. Soviets, Greeks, and Bulgarians would do well to disguise their nationality; Americans are tolerated once they have proven themselves friendly.

GOVERNMENT

Once upon a time, Turkey had a presidential government, presiding over a national security council. This government still exists, although it's not much more than a military dictatorship. It's not much of a government, though. The official government controls the area around the ruins of Ankara (it's a road hub) and officially rules from Istanbul. The rest of the country is under military control, which means governed at the whim of the local military commanders, when they can make their influence felt.

TURKISH ARMY

The armed forces of Turkey have been whittled down by attrition warring against the country's neighbors. The few remaining units below are poorly equipped, even by 2000 standards. Although Turkish troops are nominally equipped and organized to American standards, only a few men in a squad will have H&K G3 battle rifles; the rest will have semiautomatic or bolt-action rifles renovated to take 7.62mmN ammunition. Artillery is in short supply, particularly artillery ammunition.

For a more detailed breakdown of Turkish forces, see the **NATO Combat Vehicle Handbook**.

Presidential Division

This division has the majority of the trucks available to the Turkish Army, and includes five 155mm howitzers with ammunition.

Subordination: President and Council

Current Location: Istanbul, Turkey

Manpower: 3500

Tanks: 3 Stingrays, 2 M60A3s

II Division

Composed of remnants of the I and II Divisions, this force is in cantonment in Thrace, the main holding force against Greek and Bulgarian intrusion.

Subordination: President and Council

Current Location: Thrace, Turkey

Manpower: 3000

Tanks: 2 Stingrays, 5 T-72s, 3 T-55s

IV Division

This division is in cantonment near the ruins of Ankara, and constitutes the central military government of Turkey. As such, it is closely watched by the president and the council.

Subordination: President and Council

Current Location: Ankara, Turkey

Manpower: 5000

Tanks: None

VI Division

This unit is in cantonment near Gaziantep, in order to respond to any attacks from Syria.

Subordination: None

Current Location: Gaziantep, Turkey

Manpower: 2500

Tanks: 23 T-64s, 4 T-72s

V Corps

This unit is currently in cantonment near the Turkey-Kurdistan border, and is responsible for preventing an invasion from the east. As such, half of the unit is split into dozens of small units camped throughout the territory, ready to act as military partisans and hold the border until the rest of the unit responds.

Subordination: None

Current Location: Main body near Sivas, Turkey

Manpower: 7000

Tanks: 12 T-72s, 3 T-80s

ADVENTURE

THE 8-BALL DIVISION

In the summer of 2000, the 8th Infantry Division (Mechanized) took part in the summer assault. It was decided to detach the 8th from its parent formation, the US XI Corps, in order to act as a pursuit and deep-penetration unit. While attempting to pursue and flank Pact units fleeing during the assault, the 8th penetrated northern Poland, took a left turn at Sovetsk, went straight through Lithuania, and ended up stuck in the swamps of Latvia, south of the capital. The XI Corps lost all communication with the 8th at this time, and is unaware of the unit's predicament and current location.

The 8th has its problems at the moment. The reason it became stuck in the first place is a lack of accurate maps of Latvia. In fact, the only maps the unit has of Latvia are out-of-date CIA political maps, which are rather large-scale and don't show much detail. (The map of Latvia included in this book is all they have.) Because of this lack of knowledge of the country, as well as a lack of fuel to move its ponderous bulk, the 8th is rather stuck in the swamps around Bauska. Short of fuel, short of rations, and unsupplied, with the Baltic winter coming on, the 8th is behind the 8-ball.

THE 8TH INFANTRY DIVISION (MECHANIZED)

The 8th is an old division, part of the pre-war regular army. Its home was Fort Carson, Colorado. Its thousands of men and hundreds of machines were shipped to Germany in the turbulent year of 1996, deployed near Wilhelmshaven in anticipation of war. On February 6, 1997, the 8th first saw action against Soviet forces. The 8th did well until the retreat from Warsaw in the fall, when it suffered heavy losses in combat. So heavy were the losses that the 8th was declared non-combat effective and withdrawn from the front lines to be reformed. By January of the next year, the 8th had been rebuilt to combat status and was put back on the front lines in support of XI Corps. There it remained until its lightning run to Latvia.

The 8th's designation, along with its run of bad luck in the theater, has earned the division the nick-name "8-Ball." For a while, the 8th's men were proud of the name, warning others not to get behind the 8-ball. That was before a rookie officer, added after the reorganization, misread a map and landed them all in Latvia.

ORGANIZATION

Once, the 8th boasted thousands of men, arranged in three regiments. After the terrible attrition of the Third World War, the division is down to barely 1000 men. In order to make the most of what it had left, the division's organization was shaken up a bit. Instead of three regiments, it now consists of a headquarters company (including motor pool and supply), a tank company, a recon platoon, a weapons company, and five motorized infantry companies. Despite the fact that this ad hoc organization would be classified as a rump regiment by pre-war standards, in the devastated battlefield of 2000, this is a formidable fighting force.

Headquarters Company: The HQ company consists of the command platoon and its caravan (43 men, the command M113, three M577s, four HMMWVs), the supply platoon (36 men, three HMMWVs, seven trucks, nine tankers, numerous trailers), and the motor pool (23 men, 11 trucks, 10 large trailers).

Tank Company: Once upon a time, the entire tank complement of

the division was made up of M1 Abrams MBTs. Over time, the sole company has acquired whatever MBTs are available. 120mm ammunition is scarce, so the M1A1 platoons are usually held in reserve for when their superior firepower is needed.

The company is heavy, composed of four platoons. The command platoon is two M1 Abrams, one M1A1 Abrams, and one Stingray; 1st Platoon is four M1A1 Abrams; 2nd Platoon is three M1A1 Abrams and two M8 AGS; 3rd Platoon is four Stingrays; and 4th Platoon is four Stingrays.

Recon Platoon: The recon platoon is an ad hoc unit, drawn from whatever recon vehicles are in best repair. Since this is the platoon that the PCs will be with during the scenario, they are probably going to use their own vehicles. If they don't have any, the vehicles available are an FAV, a HMMWV with trailer, and an M3 Bradley. All weapons have a full load of ammunition, and all tanks are topped off with alcohol fuel.

Weapons Company: The weapons company is the strangest ad hoc unit in the division. It consists of remnants of the division's cavalry squadron and the organic artillery. The air platoon is an OH58 in decent shape, two Blackhawks (one is poor condition), and an AH64 in good repair. Ammunition for the Apache is usually scrounged from other vehicles—fortunately, the Apache is one of the early versions, armed with a 25mm Bushmaster instead of the 30mm chain gun.

The artillery detachment is nine M109 self-propelled guns and four MLRS rocket launchers. There are only enough rockets to fill $\frac{2}{3}$ of the tubes, and the howitzers have only 20 shells apiece.

The AAA (antiaircraft artillery) detachment is two M691 vehicles.

Infantry Companies: The infantry companies are organized on a more self-reliant basis than original TO&E. Each company has its own mortars, usually not more than two or three per company, its own AAA (usually two to four Stingers), and its own antitank artillery (a mixture of TOW 2s, Dragons, and Tank Breakers mounted on vehicles and carried). The troops are no longer carried in M2 IFVs; attrition has winnowed the number of IFVs from the normal 70 to a mere 42. The infantry rides in whatever is available—trucks, for the most part.

RECON ASSIGNMENT

The main problem that confronts the 8th is the lack of fuel available for the division's vehicles. Without sufficient fuel, the division won't be able to get out of the swamps with more than a fraction of its 100+ vehicles (many of them fuel-hungry gas-gulping tracked AFVs). Of course, the Latvian swamps abound in plenty of organic material to distill into grain alcohol, but making enough fuel to allow the division to move out would take months. With winter coming on, the division doesn't have enough supplies to last the time it would take to make the necessary fuel.

Therefore, the general has decided that the division will adopt a defensive position, the distilleries will begin working on what fuel they can, and the recon platoon will begin scouting forays to find out the local situation.

The recon platoon is, of course, the PCs, with whatever vehicles they have at their disposal (as noted above, if they don't have their own vehicles, there are a trio of them made available by the division). Because of the importance of their mission, the recon platoon has top priority with regards to fuel, as long as they don't overdo it (the division can more readily spare a few hundred liters of fuel for Hummers, FAVs, and motorcycles than it can to try and keep an M3 or other tracked vehicle in fuel).

The platoon's orders are to reconnoiter the immediate area (that is, within a 15-kilometer radius) to make certain that there are no hostiles in the area. After division safety has been established, the platoon is to proceed north until encountering a railroad. Once the rail line is found, then it's up to the platoon commander to decide whether to go east or west—either way, the platoon will eventually fetch up at a city.

Upon making contact with the natives, the platoon is to attempt to establish friendly relations, if at all possible. The Latvians, it is reasoned, have little love for the Soviet Union, and are not likely to be Soviet supporters or sympathizers. It is hoped that the Latvians will be friendly to Americans, who are enemies of the Soviets. In order to assist this mission, the recon platoon is assigned an interpreter, Sergeant Marshak Orville (see page 65).

LOST IN LATVIA

Thus begins the PCs' job, absolutely vital to the survival of the division. The first part, that of securing the division's territory, proceeds easily. The recon patrols rapidly discover that the division is camped seven kilometers east-northeast of the deserted city of Bauska, as well as finding the road from Birzai (in Lithuania) to Riga (with signposts indicating the distance to Riga) and the east-west railroad that divides the country. This firmly locates the division's position.

Don't let the players have too easy a time of it, though. These patrols have to cut through the swamps and bogs of Latvia, a place that makes Siberia seem cheery. Emphasize the gloomy atmosphere, the sullen swamps enshrouded in the gray clouds of fall, barren trees twisted into menacing shapes and lashed by frequent and heavy rainfalls. Nothing stays dry, the temperature is chilly—around 1°-5° C (34°-41°F)—and the sun never breaks free of the cloud cover. Even the stars are a rare sight; the nights are pitch dark most of the time.

What is worse is that the land seems to be deserted. Occasionally, the patrol finds old signs of human life—day-old horse manure on the abandoned highway pavement, horse tracks left in the mud, barely cold campfires. But the patrol never meets with any people, only the animals skulking through the forests and bogs.

Finally, when the PCs have been ranging farther and farther from the division, they discover their first natives. Intrigued by all the activity, a group of Latvian partisans have set up an ambush to discover what's going on. The bait to the ambush is a lone ox-drawn wagon rattling down the road; partisans shadow it in the woods beside the road. It is a *Formidable*: Observation task to notice these skulkers (Difficult if using thermal vision gear).

The partisans are waiting to see what the PCs do. If they hide themselves from the wagon and follow it, the wagon will proceed on to a defile and the partisans will stop the PCs and speak to them. If the PCs stop the wagon and ask the lone teamster for directions, the man driving the wagon will answer them, so long as the questions are not about unit positions or partisan movements. In return, he asks about the Americans and what they're doing here. If the PCs act in a friendly and non-threatening fashion, the partisans come out of hiding to parley. If the PCs act belligerent or frankly hostile, then the partisans attack. There are 15 of them: 10 armed with AK-74s, two manning an PKM machinegun, and three with RPG-16s. They are Experienced troops, led by a Veteran commander.

If the Americans talk with the partisans, they have to convince them that they are Americans, and they are friends (the first shouldn't be too difficult, since their gear and vehicles are American; the second depends on the PCs' actions and words). Once certain that the intruders are Americans, the partisans are very interested in negotiating with the division. Their attitude toward the negotiations depends upon the impression the recon unit gives them...

NEGOTIATIONS

The partisan leader sends a message to the division, wishing to meet and parley on neutral territory, at the intersection of the Riga-Birzai road and the Jekabpils/Jelgava railroad. The general doesn't want to take too heavy an escort, so he's taking the recon platoon (it has the best interpreter), and one of the infantry platoons that still operates with Bradley IFVs. In addition, the helicopters are ready to fly in to the rescue if there's trouble.

The partisans are wary, too. They are coming to the conference, but rather than risk their leader, they send in a volunteer, pretending to be the partisan leader. The recon unit gets to meet with him first, since it's been sent ahead to prepare the meeting and scout out the site.

The site is a cheerless intersection, marked only by the railroad bridge crossing the highway. When the PCs get there, it is deserted, and there is no sign that anyone is going to show up. Thermal vision gear and a *Formidable*: Observation roll allows them to see that the partisans are there, all right; they're just waiting in the trees several hundred meters away. Five minutes after the PCs stop at the intersection, the partisans (a party six-men strong) reveal themselves, riding up on horseback.

The party stops 10 meters from the Americans, and the leader dismounts, ceremoniously slinging his battle rifle on his horse's saddle and walking five meters forward, then waiting quietly for the Americans' response. If one of the PCs (hopefully, the team ranker) ostentatiously disarms himself and goes alone to meet the man, he impresses the negotiator. If not, the man becomes obviously annoyed and loudly challenges the Americans to declare themselves.

This first act sets the tone for the meeting. The negotiator, Mikhael, is testing the PCs on their bearing and manners. Play him as a suspicious, aloof character, asking impertinent questions about how many men, guns, and tanks are in the American unit, questioning if the Americans were followed, inquiring if they know the number and nature of military units in Latvia, wanting to inspect their weapons, etc. At no time does he insult them outright, but a Latvian would consider his questions increasingly impolite and politely refuse Mikhael's requests, particularly those about unit strengths. If the PCs do so, Mikhael is suitably impressed; if they give in to his demands, they lose face in his eyes (especially if they answered anything about the strength of the division; only fools would divulge such information).

Finally, Mikhael offers them a swig of his homemade brew (he excludes any women, unless the PCs' main negotiator is female). An *Average* test of Constitution is needed to choke down the stuff without at least a sour expression—if the PCs' negotiator carries that off, Mikhael is really impressed. He expects the PCs to offer him a toast in return.

These preliminary negotiations *are* important. If Mikhael has been snubbed or disappointed in the Americans' behavior (or if he's been seriously threatened in the meantime—like the PCs perpetually covering his escort, for instance), then he will continue to act as the partisans' leader with the General, and the partisans will fire on the Americans when the sneak attack of the 40th MBD occurs (see page 62). If the PCs didn't screw up too bad, he continues to act as the partisans' leader with the general, but the partisans merely bug out in the upcoming attack. If the PCs really impressed Mikhael, the general will meet with Vladek Choza (see page 64) directly, and the partisans will be American allies long before the sneak attack occurs.

When the general and escort finally arrive, the partisan party moves in to parley. General Julius Webb (see page 64) is glib enough to allay their fears, and the talks go smoothly. The infantry escort dismounts near its Bradleys, setting up fire zones. If the PCs don't decide to do it themselves, the infantry commander suggests that it might be a good idea for the recon unit (the PCs) to act as a mobile scout force, scoping



out the area in an ever-widening radius. If the PCs don't do this, ignore the next paragraph and go straight to the attack.

The area surrounding the meeting point is as heavily wooded and messy as the rest of the country, and there's practically no way to explore it on any vehicle larger than a motorcycle (or bicycle—see why those are included in the game?). Check with the PCs to see how far they get out into the forest—if they go more than two kilometers, they will intercept a column of the oncoming attack prematurely! A successful Formidable: Observation check is required to find them (they're not that difficult to find; this represents the chance of bumping into them). There are 10 Experienced men leading horses in a column, armed as standard Soviet troops (one has an RPK-74, and one has a BG-1 grenade launcher). An Outstanding Success with the PCs' Observation check means the Americans detect the column without being themselves detected, and they can ambush the column. Otherwise, they simply round a corner and find themselves face to face with the soldiers, on a battleground where maximum visibility is 7-10 meters. The soldiers, members of the 40th Motorized Rifle Division (Cavalry), will fight at first, but will flee if they are surprised or sustain 40% casualties. **Important Note:** If the PCs do intercept this column and radio the information back to the crossroads, the defenders are prepared for an attack and Colonel Pavel Chernel (see page 65) calls off the assault.

SNEAK ATTACK

If the PCs failed to nip the cavalry attack in the bud, then 50 men from the 40th MRD(C) gallop in from all directions to attack the parley session, catching the infantry escort by surprise. The cavalry troops race madly through the scene, firing at anything not on horseback. Depending on negotiations, the partisans might fight, or they might try to slip away in the confusion.

The PCs' involvement in this battle depends on how far away they are from the site. If they're 2+ kilometers away looking for trouble, then they're not going to get back to participate until the last stand (as discussed below). If they stayed with the camp, they are immediately involved in the battle, fighting mounted opponents flying through the mess, giving plenty of opportunity for casualties from friendly fire. The attackers don't concentrate on the PCs, but the recon vehicles will be

singled out for assault rifle fire, and any armored vehicles are attacked at least once by troops armed with BG-1 grenade launchers and RPG-16s.

The wild cavalry charge succeeds in stunning the defenders, putting most of the Bradleys out of commission. The infantrymen go to ground, trying to set up impromptu firebases, while the general, the interpreter, the partisans (if they stayed to fight), and a few of his command platoon are trapped in the ruins of the parley tent. This is the last stand. Twenty of the cavalry mass for a charge to roll right over the general and his party while the rest of the riders keep running amok to keep the infantry occupied. The PCs have a chance to either swoop in and save the day (if they were out scouting when the attack occurred), or to move to protect the general. The cavalry charge comes in from 150 meters, whooping and firing like madmen. If the PCs can pick off at least eight of them, they break the charge, and the general and his people can deal with the rest of them. If not, the charge rolls over the general's position, wounding him and killing most of the others. Whatever the outcome, after the charge, the attackers ride off, leaving plenty of wounded (the infantry made a pretty good showing) for interrogation.

A PLAN OF ACTION

General Webb may be wounded (depending on the outcome of the last stand, above) but he is still kicking. Following the debacle of the parley, Major Thomas Gage (see page 64) opts for an all-out search-and-destroy mission on the 40th MRD(C). Lieutenant Colonel Kevin Lang (see page 64) advises the reverse, that of constructing a cantonment and sending out scouting forces to locate a good way of fleeing from Latvia after the winter. If Vladek Choza met with the general, he advises seeking out General Eduard Varnazhe (see page 65) and making peace with the 26th GMRD.

In the end, the information from the interrogated prisoners clinches the decision. They knew enough of the military situation in the country to tell of the other military units around (although they know nothing of the political situation between them). They do know that the 26th GMRD is an enemy, as is the Baltic Liberation Front. Operating on the idea of "the enemy of my enemy is my friend," General Webb has decided to send a peace envoy to negotiate with General Varnazhe in Riga. Guess who he's sending?

Actually, the recon unit is going to have some more firepower with it this time. Lt. Col. Lang is bringing along his command platoon to add some impressiveness to the party. As ranking officer, he is in charge of the effort. Still, he is under strict orders from General Webb: Engagement is to be avoided if at all possible, because target identification is uncertain—after all, everyone in Latvia uses the same kind of equipment, and everyone's units look the same. Therefore, it's impossible to be certain who you're shooting at, and you might hit a prospective ally... Lt. Col. Lang is to proceed directly to Riga, avoiding contact with the enemy, and present a flag of truce to General Varnazhe. If accepted, the colonel is supposed to parley with the general and arrange for a meeting with General Webb. If the Americans befriended the partisans, Vladek Choza and some of his people accompany the convoy.

The trip to Riga shouldn't take more than a couple of hours—after all, Riga is only about 60 kilometers away! An easy journey.

THE ROAD TO RIGA

Of course it's not an easy task. Colonel Dmitri Krislov (see page 65) has been alerted to the Americans' presence by Colonel Chernel, and he's been watching them ever since. He has no intention of the Americans making their way to Riga and making peace with the 26th—such an alliance could easily destroy both the 40th GMRD and the 40th MRD(C). Therefore, he's decided to destroy the convoy before it can reach Riga. To make sure of trouble on the way, he's also sent informal warnings to both General Varnazhe and the commander of the 107th MRD that an American invasion force is on the way north, coming to take Riga.

The road to Riga isn't in very good repair, as far as taking M1 tanks across it goes. Because of the condition of the highway, the four tanks have to proceed line-astern, at 20 kph. What's even more nerve-racking is that the highway makes for a perfect ambush corridor, surrounded as it is by thick foliage on both sides, with long straight stretches of concrete that makes for a perfect firing lane. The recon unit has the job of flanking and escorting the tanks, making sure that there are no ambushes (while staying far enough away to avoid spattering mud on the colonel's precious babies). If the negotiations with the partisans went well and Choza is along, he brings 10 horse-mounted partisans with him to assist with recon.

There are three mandated encounters that occur on the trip. Referees may wish to add encounters to make the trip more interesting or exciting, as well as lulling the players—after all, the people of Latvia use this road, too, and not all of them are toting a rocket launcher for the 40th GMRD.

The first encounter is actually a fairly obvious one to a seasoned soldier. An AT-4 Spigot missile team has set up on a low hill overlooking a long stretch of the highway, and is waiting to get a shot at the tanks. Any competent soldier would have the hill eyeballed and pinpointed as a likely sniper post as soon as he spots it, so finding the Spigot team before it fires is a Difficult: Observation test (Average if the observer has thermal imaging, image enhancement, or binoculars). The range is 840 meters, and there are just three Experienced men (and a UAZ-469 that they've got parked behind the hill). They'll flee if they come under fire. If they get a chance to shoot, though, they're high enough to have a chance at a roof shot (2 in 10; roll 1D10 if they hit, and on a 1 or 2 they hit the tank's deck armor).

The second encounter is more sinister. Colonel Krislov has decided to risk one of his T-72s in another ambush. The crew hid it beneath a fallen bridge just off the highway, and are waiting for the American tanks to rumble by. With luck, they can fire from their hiding place, getting 115mm shots at the Abrams' vulnerable sides at 110 meters

range! In order to detect this threat before it reveals itself, the PCs have to succeed at a Formidable: Observation check (an Average check if they have partisans with them; the freedom fighters are used to this sort of trick). Once spotted, the Veteran tank crew gets a chance to see that they've been rumbled (they get a 10 in 20 chance of detecting the detection). If they spot their detection, or if the PCs mount an attack on the tank before their own tanks get there (and fail to destroy the tank on the first try), the T-72 pulls out, using its weapons to do as much damage to its oppressors before it gets out of range.

The last encounter is the deadliest. Sappers from the 40th GMRD have mined a long bridge across a sluggish stream culvert. Tanks can't get over the gap without the bridge, and the sappers have it wired to blow—hopefully when the tanks are in the middle of the span, a sort of grand slam. Finding the engineers themselves as they wait nearby, hands on the detonator, is an Impossible: Observation task (they're well concealed); Formidable if the searchers have thermal imaging gear. Finding the explosives is an Average: Observation check, if the PCs specifically indicate that they're checking the bridge for explosives! Disarming the explosives (before the sappers can detonate them, figuring that taking out an enemy engineer or two is better than nothing) is an Impossible: Combat Engineer task—failure means the sappers have set off 200 DP of tamped dynamite under the character's nose. (Please note that the explosives used are *dynamite*. If the PCs want to disarm the explosives with weapons fire, they surely set off the charge prematurely, blowing the middle out of the bridge.)

If the convoy manages to make its way through these three encounters, Colonel Krislov must acknowledge defeat, and make plans for the future.

MEETING THE 26TH

Krislov's actions have had effect, though. As the convoy nears the end of its journey, it is intercepted by a platoon of T-72s and a platoon of infantry aboard BMPs. These units appear five kilometers from Riga, spreading out on the sides of the highway in combat formation at 500 meters range. *They do not fire*, unless the Americans open fire! They have orders to observe the American approach, and to meet deadly force with deadly force. If the Americans open fire, they can kiss any chance of friendly relations with the 26th goodbye. The correct procedure is to approach with a truce flag and negotiate. Should the worst occur, the 26th troops are Experienced NPCs, while the vehicle crews (both American and Latvian) are Veteran NPCs.

THE ADVENTURE CONTINUES

This setting can be turned into an active campaign setting for a **Twilight: 2000** game. The PCs might have made it to Riga and actually managed to get to General Varnazhe, but a lot remains unresolved. Will the 26th GMRD assist the 8th? And if so, what are the political repercussions? (This is more likely if Vladek Choza is along to speak for the Americans.) After all, the USA and Latvia are still officially at war; furthermore, the Soviets are not likely to be happy with an American incursion virtually behind their lines, where a single well-supplied thrust could actually strike into Russia! And what of Colonel Krislov? He's not going to stop until he destroys the 26th GMRD, and the Americans as well. Lacking strength, he'll try to turn them against one another (the old "let's you and him fight" tactic). Will his Soviet superiors actually pull a stronger Soviet division into Latvia to deal with the specter of a Latvian/American alliance? Will the Americans finally find their way out of Latvia and back to the American lines, and how many enemy units will they have to battle through to get there? And which way will the 107th MRD jump?

General Julius Webb
Commander, 8th Infantry Division (Mechanized)



General Webb has been with the 8th for over a decade, and is thought of as the "Old Man" by most of his command. A competent commander, he was best known in command circles for being good company and throwing a mean party. He had hoped that a good showing in the war would impress his superiors and change his image, but the mauling the 8th took at the retreat from Warsaw

dashed that hope. The 2000 offensive gave him another chance, which was muddled when a staff officer made a mistake in navigation and landed the division in Latvia. He still hopes that, operating "behind the lines," the division can make a good showing and put some real damage into the Soviet effort before returning to friendly lines.

Personality: General Webb is very friendly and quite glib; a good, if somewhat untried, negotiator. His main goal is to get the division back to friendly lines, and rout a few Soviet units in the process.

Lieutenant Colonel Kevin Lang
Commander, Armored Company

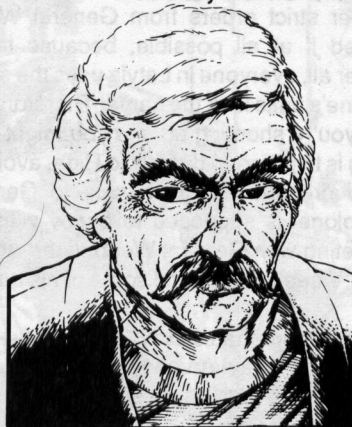


Colonel Lang is the iron-handed ruler of the division's armor. A martinet, he is not loved by his command, for he insists that the tanks be kept as clean and well-maintained as possible. In addition, he is loath to deploy "his" tanks in action unless necessary, a trait which has not endeared him to the infantry commanders. Finally, he

spends a great deal of effort making certain that his command platoon gets the best maintenance, yet the platoon rarely sees combat.

Personality: Colonel Lang is very proud and conscious of his rank, position, and perceived importance. He is also fond of wealth, and is easily bribed.

Vladek Choza
Leader, Baltic Liberation Front



Vladek Choza started off as a typical Latvian farmer, happy that the Soviets had moved out of his country. Then came the German escalation, and the danger that the Estonians would join with them (so the Soviets said), and the Russians returned to his beloved moors. They conscripted his sons, and his neighbors' sons, to form Latvian units for "self-defense." Ah, well, at least

it kept the Soviets out of the country. Then came the war, and all those men marched off to fight the West again, just like his father's stories of the Great War. His sons never came back. When the Soviets began inciting trouble in Latvia with the two 40th units, he could stand it no more. It was time for action, and he was going to stop these thugs-turned-marauders. He has been joined by a number of neighbors and like-thinking Latvians, and they've turned into quite an effective, if small, partisan group.

Personality: Vladek is a man approaching his 60th year, but is still a huge bear of a man, powerfully built, possessed of the spark of a man of action and a rural honesty and hominess that comes out well in the proper company.

Major Thomas Gage
Commander, 2nd Infantry Company



Major Gage is Colonel Lang's opposite number, a fire-eater who frequently leads his troops into battle on risky (but usually successful) maneuvers. Unconcerned about his own comforts, he prefers to make sure his men have what they need rather than padding his own living conditions. He's got a reputation as being unbribeable and honest. If he

does have a fault, it is his own high sense of personal honor—he'll brook no insults to himself or his men.

Personality: Friendly and moderately outgoing. When it comes to action, he's impatient, preferring to act rather than wait.

**Colonel Dmter Krislov
Commander, 40th GMRD**



Colonel Krislov is the sort of commander feared by all, his own troops included. He is highly intelligent, devious, and vengeful. On top of that, he is enamored of wealth, the good life, and all that goes with it. In him is reborn the robber baron of old, the successful type who outmaneuvered his neighbors into doing his bidding. His drubbing at

the hands of the 26th GMRD is still a defeat that weighs heavily on him. Now he knows that he is outnumbered and outgunned, so he turns to treachery to accomplish his goal of destroying the 26th.

Personality: A Machiavellian schemer, bent on destroying the 26th and taking over Latvia himself! On the surface, he seems to be a smooth, rational man.

**Colonel Pavel Chernel
Commander, 40th MRD(C)**



Colonel Chernel is the crafty warleader of the undermanned and under-equipped 40th Motorized Rifle Division (Cavalry). An excellent commander and natural tactician, he leads his ragtag band of cavalry into combat against superior forces and still manages to inflict damage and retire without being overwhelmed and destroyed. He is loyal

to the Soviet government, as are his men, but does not trust Colonel Krislov.

Personality: Colonel Chernel is an energetic, thoroughly driven man. He takes the same risks and hardships as his men, and always leads them into battle personally. His only indulgence in life is his nephew, Oman, who serves as his aide, sub-general, and heir apparent.

**General Eduard Varnazhe
Commander, 26th GMRD**



A young man for his position, General Varnazhe led his troops out of the killing zone of the front and brought them home to Riga. For this he is hailed as the savior of Latvia, by both his men and the people of the destroyed city, yet he refuses to take a position of leadership with the city or with the national government. In this he is wise,

for he avoids the problems of the tempestuous politics of the country.

He has received some news of an American incursion, but hasn't made any decision about the Americans, and won't until he gathers more information.

Personality: General Varnazhe is a very thoughtful and experienced man, motivated by what is best for his country.

Sergeant Marshak Orville



Marshak Orville's mother was Latvian and his grandmother was Lithuanian, which, combined with a natural facility for languages, has put Sergeant Orville in his present position. Orville is a middle-aged man who first went into the Linguistics Division with the intent of landing a desk job translating documents. He wasn't happy to be

grabbed as an interpreter and thrown in with a combat unit headed for the front. He's still not happy with his situation, because now he's set out with a recon unit, stomping around in hostile territory.

Still, he's a good interpreter, and very skilled at the Baltic language group.

Personality: Grumpy and pessimistic. Sergeant Orville is more than willing to take advantage of a chance to enjoy a little luxury. His one hope is to get out of the soldiering business and into something stable and easy.

ADVENTURE

CZECH MATE

Sometimes warfare is waged for different reasons than mass destruction. Within the confines of war, there are many goals and objectives, some of which seem to have no relation with the commonly held view of warfare as a complex exercise in devastation.

One of these seemingly unrelated goals is that of remaining in supply. The old adage of "an army marches on its stomach" is inarguably true, particularly so in an age of warfare which depends on complex technology to fight on even terms.

Twilight: 2000 is set in a situation which makes a great deal of the problems of supply. With most of the world's industrial support base gone, new supplies for men and machines become rare and valuable. For instance, without machine oil, no vehicle will remain running for very long. And new supplies of that precious oil are both difficult to come by and necessary, for you can only recondition machine oil so many times. Similarly, you can only reload ammunition brass so many times before the casings just plain wear out.

Because of this, supply depots are more closely protected than ever—they are veritable treasure-troves, immobile, vulnerable, and difficult to protect. So naturally a lot of effort is diverted to protect them...

Units on both sides of the war are always hungry for more supplies. The Czech 1st Tank Division, stationed at Liberec in the Czech Republic, is no exception. By many standards, the 1st TD is fairly well-off—after all, the division has a stable base of operations and is not in constant danger of attack. But the division is still poor, and small, and consequently second-rate when it comes to getting supplies out of the central government in Prague. The division's commander, General Josef Tulijovi, has a plan to acquire some more supplies for his men and machines, a plan that doesn't involve going through regular channels. He plans to get some new supplies from the enemy!

His plan is fairly simple in concept, but tricky in execution. Using the basic idea of the "tactics of mistake," he plans to take a small detachment into no-man's land and decoy the forces of the US 6th Infantry Division (Light) out of position, then use their confusion as a chance to run behind their lines and grab supplies from their depot. If successful, he can nick a lot of valuable goodies with little risk to himself or his division, while placing the blame on his erstwhile allies, the Soviet divisions in the area.

THE PLAN

The strategy of General Tulijovi's plan runs like this: A series of small decoy strikes will be carried out against the 6th's pickets. Each time, the object of the strike is to cause some damage to the enemy, then withdraw in seeming disarray, enticing the enemy into following, or at least into believing that they've driven off the Czechs in a panic. He has his units strike down from the forests north of Meissen to challenge American patrols, giving the impression that they're probes from the Soviet 157th Motorized Rifles. To assist this, the Czech soldiers are wearing uniforms that mimic the 157th

MRD, and leave behind evidence suggesting that they are from that unit. General Tulijovi hopes the Americans receive the impression that the probes are just the opening moves of an upcoming offensive, with the Soviets prying to find weak spots in the US defenses. If such an attack were to occur, it could herald a major attempt to breach the allied lines, either swinging north to cut off allied units in eastern Germany and Poland, or swinging south to threaten positions in Austria. Since Czechoslovak units were instrumental in the 1996 Warsaw Pact offensive, allied commanders are still wary of their perceived capability to start another such drive, albeit a much smaller one (since most of the Republics' industrial capabilities were destroyed by nuclear strikes). It is precisely this sort of uncertainty that General Tulijovi hopes to capitalize on.

THE SIDES

1st Tank Division

This unit is currently in cantonment.

Subordination: 1st Army

Current Location: Liberec, Czech Republic

Manpower: 1800

Tanks: 6 T-72s, 2 T-55s

General Tulijovi has brought a sizable fraction of his division with him to execute his plan. His forces include 500 of his best men (the plan calls for men who can follow emotionally difficult orders, so they need to be the best), most of his trucks and transport vehicles, 12 BMP-2 APCs, his two T-55s, five special T-54s, a brace of BTR-80s, and a full recon unit, with five BRDM-2s, three BRDM-3s, two BRDM-4s, and four OT-64s with full troop complements. His troops are fully equipped (although they're not likely to use all their equipment, since they're trying to imitate recon troops).

6th Infantry Division (Light)

Subordination: US I Corps

Current Location: Around Meissen, Germany

Manpower: 2000

Tanks: 6 M8 AGSs

The 6th is in cantonment around Meissen, protecting the city and its supply dump with a ring of dug-in infantry positions, supplemented with FAV patrols. NATO machinegun and missile ammunition is in short supply, which means that the 6th's troops have been ordered to conserve it if at all possible. On the other hand, the 6th has a large supply of 5.45mm Bloc and 7.62mm L ammunition (the division captured a supply cache last year), so one soldier in three is equipped with an AK-74 in place of the M16A3, and the FAVs usually mount PK machineguns. The division's M8 AGSs are well-supplied with ammunition, and the division has just gotten new reinforcements with a lot of their own ammunition (the PCs). It really helps the scenario if the PCs have a tank, at least an M8 AGS, that they can use (sparingly, since all tanks have a monstrous fuel-consumption ratio).

The 6th does have a heavy contingent of HMMWVs and some trucks, which can be used as troop-carriers in a pursuit force (the division's 24 FAVs would also be used in this duty).

Pawn to King's Four

The scenario opens with the PCs being recently assigned to the 6th to provide more mobile strength (since the vast majority of PC groups invest heavily in vehicles and lots of guns with plenty of ammunition). As such, they are appointed to assist the FAV patrols.

The first attack is standard and predictable. Two squads of Czech soldiers begin scouting around American patrol areas on foot. Once they locate a patrol route, they attack it, trying to destroy one or more vehicles, then flee away to escape on a quintet of UAZ-469s that have been waiting behind cover in the near distance. With the head start afforded by such sudden flight, the Czechs hope to outdistance pursuit over their carefully chosen escape route. In the event that pursuit does catch the UAZ-469s, the troops abandon their vehicles and take to the woods to make it back to their rendezvous point (10 kilometers away) on foot.

The troops actually involved are 20 Veteran troops with Soviet equipment, including a BG-1 with five HE and five HEDP rounds, an RPK-74, and an RPG-16 with three rounds. They attack by ambushing the vehicle patrol, concentrating fire on the two lead vehicles. The rocket launcher is only used if there are heavy armored vehicles (something with better than 1 point of armor on its facings) in sight. The Czech troops fire until their targets return fire, then they turn and run, apparently in panic (but still carrying their wounded with them). Their retreat takes them through woodlands where vehicles can't follow, naturally.

Bringing the PCs into the scene can take place in several ways.

They can be on patrol, hear the FAV patrol being ambushed, and rush to the rescue just in time to see the "Soviets" retreating in disarray. Or they can arrive after the "Soviets" have already fled, and help carry the FAV wounded back to the base hospital. Cruel referees can have the PCs pass the ambush site just before the LAVs arrive, making the ambush one of those "it could have been us" situations. Really cruel referees can have the PC patrol be the target of the ambush, setting them up for a nasty bit of business. The Czechs are pretty good, and the PCs only spot them ahead of time if they succeed at a Formidable: Observation check.

The result of this attack is supposed to be alarm and confusion. The Czechs were wearing Soviet uniforms and insignia, so anyone examining the dead will have to conclude that this was a Soviet attack.

THE SECOND STRIKE

The second attack is much like the first, in that a small group of Czech troops arrange an ambush on an American patrol. This time they intend to leave some obvious clues to pique American interest.

Once again, a group is comprised of 20 Veteran troops, armed and equipped like those in the first ambush. This time, they deliberately "get caught" arranging the ambush—that is, 10 of them are wandering around in the open (but near cover) when the recon patrol shows up. In addition, one of the old BTR-80s is parked in plain sight. Doubtless, it is this old APC that absorbs the brunt of the FAV attack as the men scatter for cover. Return fire lashes out from the trees as soon as the Americans close to 100 meters. Once again, the Czech intent is to blow up a vehicle or two, then run away in apparent panic, then to retreat in their UAZs.

The point of this attack is to deliberately leave the BTR-80 behind as a "clue." It is clearly marked with Soviet markings,

**General Josef Tulijovi,
Commander, Czech 1st Tank Division**



A man of middle age and unremarkable appearance, General Tulijovi made a name for himself and his division in the 1996 counteroffensive, when his division pulled off several bold and seemingly berserk attacks, driving back superior allied forces. However, counter-counteroffensives and the nuclear destruction of his supply caused him to have

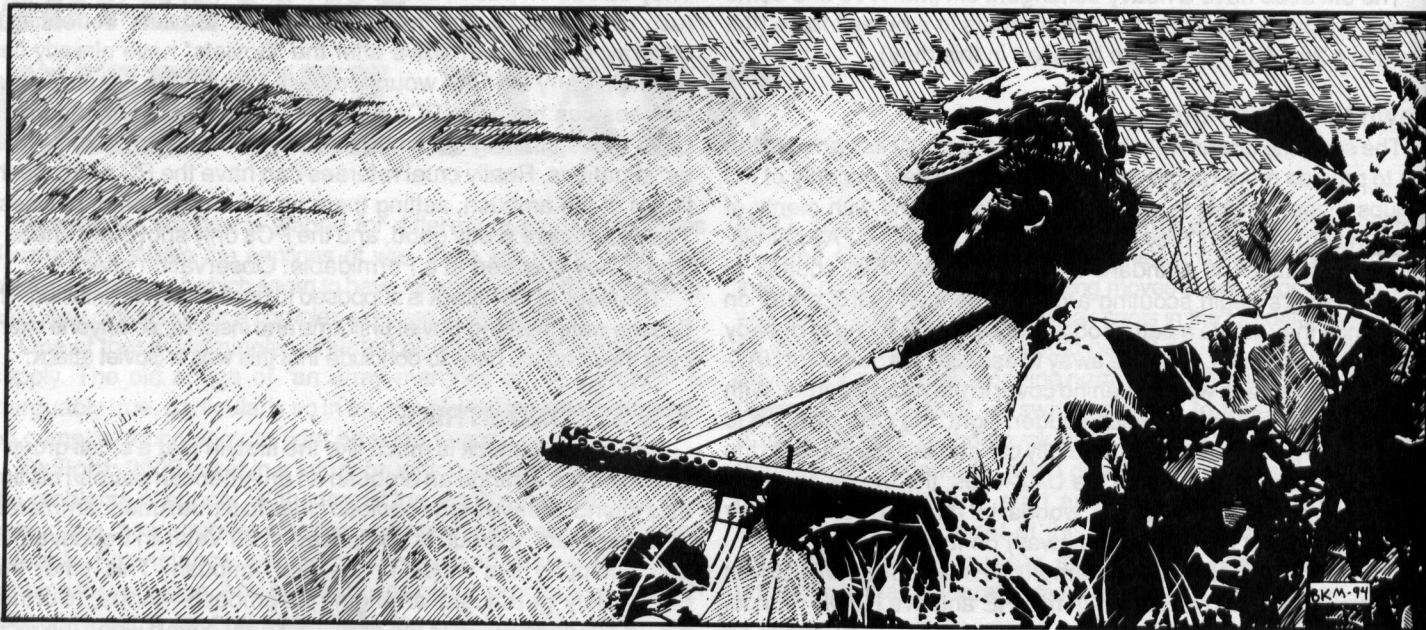
to pull back to his homeland to regroup. Ever since then, he's been relegated to serving as a "home guard" for the Czech Republic. And he hates it. He's always been a man driven by the wish to have a situation like the pre-war Soviet officers that he envied—a fat billet, with all the perks and privileges of rank. Coupled with his love of combat and command skill, General Tulijovi makes for a very dangerous opponent.

**Colonel Simon Cowles,
Commander, US 6th Infantry Division (Light)**



Colonel Cowles has been put in charge of the 6th since the death of its former commander in the 1999 summer offensive. A young officer for his rank (he is not yet 30), he was a fairly likable executive officer, and hasn't done too badly in command of the entire division. Of course, he hasn't seen real action as the division's CO, and thus is an unproven commander.

Because of this, he's anxious to have a chance to prove his command skills under fire, and somewhat frustrated because of his division's low mobility and basically static position. Defending a supply dump is not his idea of a high-profile assignment. Furthermore, he knows that in case of a major attack, he will have to depend upon reinforcements and firepower from the 3rd Mechanized Division up the road, which means that any success will be attributed to that division and its commander. As it turns out, General Tulijovi couldn't choose a better victim for his scam.



including unit insignia identifying it as part of the 157th MRD. A closer examination might put a hole or two in this illusion: A successful Difficult: Mechanic check allows the player to discover that the old APC is on its last legs—it needs plenty of replacement parts, most of it is worn out, and it doesn't have enough fuel to go another 20 kilometers. Even a cursory examination shows that its KPV machinegun is barely serviceable, and its 14.5mm ammunition is a reject belt.

The PCs' involvement can be any of the options presented in the first attack. However, they should be involved with gathering battlefield evidence and presenting it to Colonel Cowles, in order to see his reaction.

UPPING THE ANTE

Faced with enemies wearing Soviet uniforms and captured Soviet vehicles, Colonel Cowles decides that, in all likelihood, the culprits are indeed from the Soviet 157th MRD. He and his intelligence staff are uncertain as to what they are doing, though, so the entire division goes on alert, and the FAV patrol routes are expanded to watch for further ambushes. In addition, a "posse" pursuit force of LAVs and Hummers is organized to roll as soon as another incident occurs, so that they can try to follow or intercept the fleeing enemy. Precious 40mm HV grenades are issued for FAV use, as are a few missiles, just in case one of the patrols meets with resistance tougher than infantry.

The next attack is just that. General Tulijovi decides that it's time to expend one of his trump cards. He sends two of his special T-54 tanks and a platoon of men in BMPs to sneak around the perimeter from the northwest and directly shell the infantry positions of Meissen! The intent is to blow a few holes in the ground from long range in order to attract strong return fire. One of the tanks is driven by remote control (a modification the Czechs made in the '90s to convert the old vehicles for firefighting use). It is rolled out in front with its back to cover, a gun crew fires off three shots, and bails out via the belly hatch. A second tank hides in cover right behind the

first, and keeps firing at the infantry positions, while the BMPs lay smoke and fire harassing bursts to keep heads down.

Eventually, the 6th will return fire. The range is 900 meters, well within Dragon range, but the only good target is that T-55, just sitting there. When it is hit, the tank is enveloped by an explosion, and the entire assault force heads off as fast as possible, again heading back northwest to sidetrack pursuit.

Actual pursuit is up to the referee. The problem with it is that A) the Czechs have a good lead, B) they're going in an unexpected direction, and C) if the American pursuit force actually catches them, they'll have to tangle with four BMPs and a fully functional T-55! And it's highly doubtful that the Americans will catch them by surprise and arrange a clever ambush. It is recommended that the referee allow a futile pursuit, leading the pursuers too far afield.

The blown-up tank might make for interesting investigation. Depending on where it was hit, there should be something left to examine. The clues don't take much know-how to see, either. For starters, there was practically no fuel or ammunition left aboard the tank. Then there was the fact that the largest explosion didn't come from exploded fuel or ammo, but rather from the driver's compartment, which suggests that there was an explosive device deliberately set there! Curiouser and curiouser... (The explosive was set to blow up the remote control apparatus, which it did quite nicely.) Sure, the tank's painted with Soviet markings, but...

BIG STICK RESPONSE

This evidence doesn't make much of a difference to Colonel Cowles. Based on what he's seen and the latest intelligence reports (which have to be at least half a year old), he's decided that the attacks are some sort of prelude to a general attack, and that the 157th is engaged in "feeling out" the 6th's defenses, thus, the use of the old tank. He's determined to put paid to the next inevitable attack (at least he hopes there's going to be another attack!), and assembles the pursuit force into several ad hoc units to operate independently and catch the enemy, no matter which

way they go. He splits the division's half-dozen M8 AGSs, each one capable of blowing up several T-54s if not ambushed, into three groups of two M8 AGSs apiece. In order to keep them from being ambushed, he assigns recon vehicles to them to scout ahead and take care of troops and ambushes. The PCs have a pair of LAVs assigned to their care, and are appointed as one of the pursuit groups. If they have a tank of their own, it is generously supplied with plenty of alcohol fuel so it can accompany the pursuit force.

ARMORED ASSAULT

General Tulijovi raises the stakes next time. He sends an assault force of the BMP platoon, another 20 troops in UAZs, and three T-54s. They approach openly, blatantly destroying an FAV recon group and approaching Meissen. Elated, Colonel Cowles scrambles his pursuit forces, reinforced by the remaining LAVs and Hummers that mount heavier weapons than machineguns, and sends them off after the invaders—who promptly turn and run back northeast at high speed the moment that the first FAV group heaves grenades in their direction. The first detachment of the pursuit force is coincidentally prevented from catching the “Soviet” column when a single T-54 lags behind and is easily destroyed by rocket fire. The delay to finish it allows the rest of the “Soviets” to escape, discouraging FAV pursuit with a few hastily laid mines on a bridge.

Anyone thinking to examine the destroyed T-54 finds the same signs that showed on the first one: no crew, no ammo, little fuel, and a massive explosion in the driver's compartment.

Colonel Cowles is optimistic. Despite the fact that his forces weren't able to catch and destroy the invaders, they did drive off the “Soviets,” who lost a tank on top of it. Next time, he vows, he's got a sure-fire plan: When the recon detachment spots an approaching attack, they are to disengage (rapidly) and warn the division. Pursuit force #1 will move slowly to engage the attacking front, while pursuit forces #2 and #3 swing swiftly to flank the “Soviets” and get in back of them, in order to catch them when they turn tail. The PCs get the fun job of acting as pursuit force #1, since they probably have the heaviest tanks and/or APCs.

CHECKMATE

A couple of days are spent waiting in nerve-wracking anticipation of another attack. Sure enough, a recon unit reports a good one on the way—according to the report, there's at least a platoon of tanks, and two platoons of APCs! True to their orders, the other two pursuit forces roll out to try flanking the attackers.

This is where a little player initiative comes into play. The attacking column was reported at a distance of 15 kilometers, closing fast, so the pursuit forces took off at full speed, and pursuit force #1 (the PCs) is supposed to loiter and take its time so that the others can get into position. The crews of the two M8 AGSs are all for closing fast, so they can see some action before the “Soviets” run (and they will run—a few platoons of armored infantry don't stand a ghost of a chance against a couple of battalions of dug-in infantry). Nervous or suspicious PCs might start wondering what this is all about, though, since several things don't add up. Paranoid PCs might detach part of their force to stay on guard near the city itself, perhaps patrolling the southern approach...

If the PCs do send someone around to watch the southern approach to Meissen, they discover Tulijovi's column as it ap-

proaches from the west, curving to the south. If the PCs merely have their force loiter within five kilometers of the city, they'll be in range to return to try to deal with the marauders.

The raiding column consists of all of Tulijovi's BRDMs, his OT-64s crammed full of troops, and all of his trucks, along with five platoons of crack troops. The approach to Meissen is even easier than he had thought, since Cowles pulled off almost 33% of his manpower to join the pursuit forces as infantry support, and further diverted troops from his rear to cover the northern approaches. The Czechs roll in, brush past the few firebases guarding the southern approach to the city, and head to the supply dump. The troops dismount and set up an expanding urban fire zone, ready to fight off the infantry that will rush in from the north to rescue the dump. Meanwhile, over a hundred more men go to town flinging everything that they can lay their hands on into the trucks, swiftly looting the dump.

The combat situation is very fluid. Soon, a steady series of building-to-building combats develop, as the 6th's men try to push the Czechs out of their impromptu strongholds and fight their way to the supply dump. Pursuit forces #2 and #3 are recalled, but they're at least 15 minutes away at full speed—plus, the “Soviet” Czech tanks and BMPs actually seek to delay them, and they're not running away this time!

If the PCs discovered the Czech raiding column before it gets to Meissen, they have a chance to intercept it. They'll have to go at individual top speed, which means the tanks and other tracked vehicles will be left a couple of minutes behind. This means that the wheeled vehicles, Hummers and FAVs, will be tackling the BRDMs on their own, at least for a little while. If they manage to survive the four to five combat turns until the AFVs can make it to the scene, then the Czechs turn back—Tulijovi knows when he's licked—and the 1st Tank Division withdraws to Liberec in defeat.

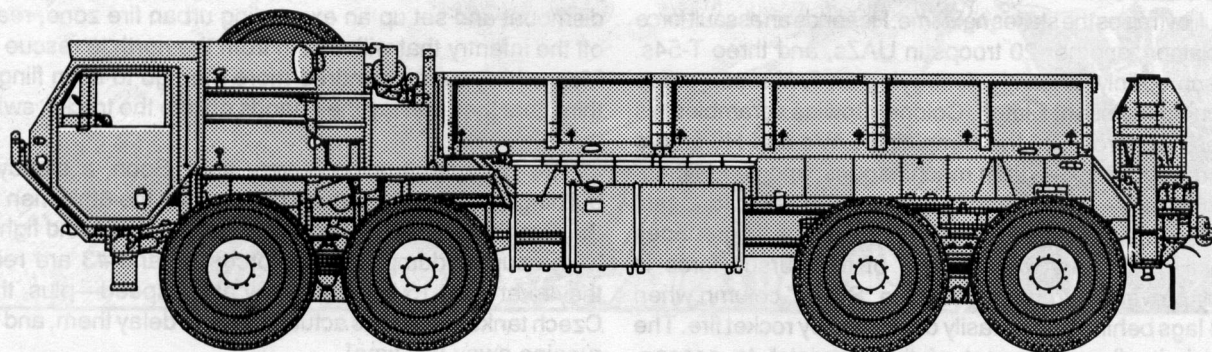
If the PCs come running to the rescue after the Czechs have broken into the supply dump, they've to decide whether they want to come through the city itself or try to sneak in through the back way, like the Czechs did. If they come in through the city, they get bogged down in the street fighting—arrange at least half a dozen encounters with Veteran Czech squads in buildings, each squad equipped with an RPK-74, and a BG-1 with HEDP grenades or an RPG-16. The Czechs mean business. If they survive, then they have to fight the BRDMs and OT-64s, as well as the platoon of troops the OT-64s carried, at the supply dump.

If the PCs come in through the rear using the Czech route, then they only have to deal with a few infantry squads before reaching the dump and tangling with the Czechs there. The dump itself is an armor nightmare, a series of warehouses fenced into a group, with crates and junk stacked around on the pavement. To make matters worse, about 50 trucks are parked around the place while their Czech crews load them up.

Alternatively, the PCs might have gotten to the Czech tank force and joined the other pursuit forces in engaging them. The recall order comes to save the supply dump, but they might manage to significantly damage the Czech tanks in the meantime, given plenty of antitank weaponry.

The PCs have the opportunity to pull this situation out of the hat. If they can disable or destroy 50% of the Czech forces busy protecting the looters, then the Czechs withdraw with whatever they can. The entire scenario is up for grabs at this point.

M977 HEMTT 10-Ton Truck



Price: \$25,000 (S/S)

Fuel Type: D, A

Load: 10 tonnes

Veh Wt: 17 tonnes

Crew: 2+22

Mnt: 4

Night Vision: Headlights

Radiological: Open

Damage Record

Crewmembers: Commander ☐ Driver ☐

Passengers: 1 ☐ 2 ☐ 3 ☐ 4 ☐ 5 ☐ 6 ☐ 7 ☐ 8 ☐ 9 ☐ 10

☐ 11 ☐ 12 ☐ 13 ☐ 14 ☐ 15 ☐ 16 ☐ 17 ☐ 18 ☐ 19 ☐ 20 ☐

21 ☐ 22 ☐

Sight/Vision: Night vision equipment ☐

Radio: ☐

Engine: ☐

Fuel (% consumed or destroyed): ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

Suspension: Minor damage ☐ Immobilized ☐

M977 HEMTT 10-Ton Truck (Unarmored Cargo Vehicle):

The HEMTT (Heavy Expanded Mobility Tactical Truck, pronounced "Hemmit") is an 8x8 cargo truck with excellent off-road performance. It can carry 10 tonnes of cargo or an equivalent load of passengers.

Tr Mov: 175/65

Com Mov: 40/15

Fuel Cap: 600

Fuel Cons: 200

Combat Statistics:

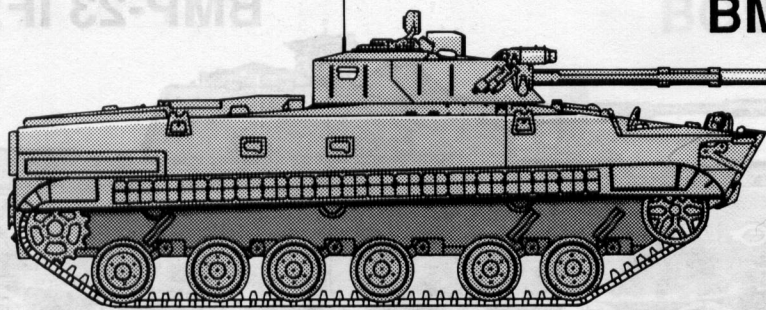
Unarmored Vehicle

Config: Veh HF: 1

Susp: W(4) HS: 1

HR: 1

BMP-3



Price: \$175,000 (R/S)

Fire Control: +1

Armament: 100mm rifled gun, 30mm autocannon coaxial, PK MG coaxial, 2xPK MG fixed forward

Stabilization: Good

Ammo: 40x100mm, 6xAT-10, 500x30mm, 6000x7.62mm

Fuel Type: D, G, A, AvG

Load: 1.5 tonnes

Veh Wt: 18.7 tonnes

Crew: 3+7

Mnt: 12

Night Vision: Passive IR, image intensification

Radiological: Shielded

Damage Record

Crewmembers: Commander ☐ Driver ☐ Gunner/Loader ☐

Passengers: 1 ☐ 2 ☐ 3 ☐ 4 ☐ 5 ☐ 6 ☐ 7 ☐

Sight/Vision: Gun sight ☐ Range finder ☐ Night vision equipment ☐

Radio: ☐

100mm Rifled Gun: ☐

30mm Autocannon (Coaxial): ☐

PK MG (Coaxial): ☐

PK MG (Fixed): ☐ ☐

Traverse: ☐

Engine: ☐

Fuel (% consumed or destroyed): ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

Suspension: Minor damage ☐ Immobilized ☐

WEAPON DATA

AT-10 Missile

Type	Rld	Max Rng	Damage	Pen
AT-10	6	3000	C:6, B:5	80C

100mm Rifled Gun

Type	Rnd	Rng	Damage	Pen
100mm	APDS-T	350	26	70/60/50/30
Rld: 1	APHE	300	C:6, B:15	55/45/35/25
	HEAT	250	C:4, B:5	60C
	WP	250	C:3, B:25	Nil

BMP-3 (Armored Personnel Carrier): Another tracked, amphibious armored personnel carrier, the BMP-3 is a completely new design. Its 100mm rifled gun can fire standard rounds or AT-10 ATGMs. It has a coaxial 30mm autocannon and 7.62mm MG. Two additional MGs are mounted, fixed forward, on either side of the hull front.

Tr Mov: 130/85

Com Mov: 30/20/6

Fuel Cap: 460

Fuel Cons: 100

Combat Statistics:

Config: Trt	TF: 8	HF: 6
Susp: T: 3	TS: 4	HS: 4
	TR: 2	HR: 3

AMMUNITION

Use the ammo records provided on page 253 of **Twilight: 2000** to record consumption of 30mm and 7.62mm ammunition.

100mm Rounds (40)

☐	☐	☐	☐	☐	☐	☐	☐	☐	☐
☐	☐	☐	☐	☐	☐	☐	☐	☐	☐
☐	☐	☐	☐	☐	☐	☐	☐	☐	☐
☐	☐	☐	☐	☐	☐	☐	☐	☐	☐

AT-10 Missiles (6)

☐	☐	☐	☐	☐	☐
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WEAPON DATA

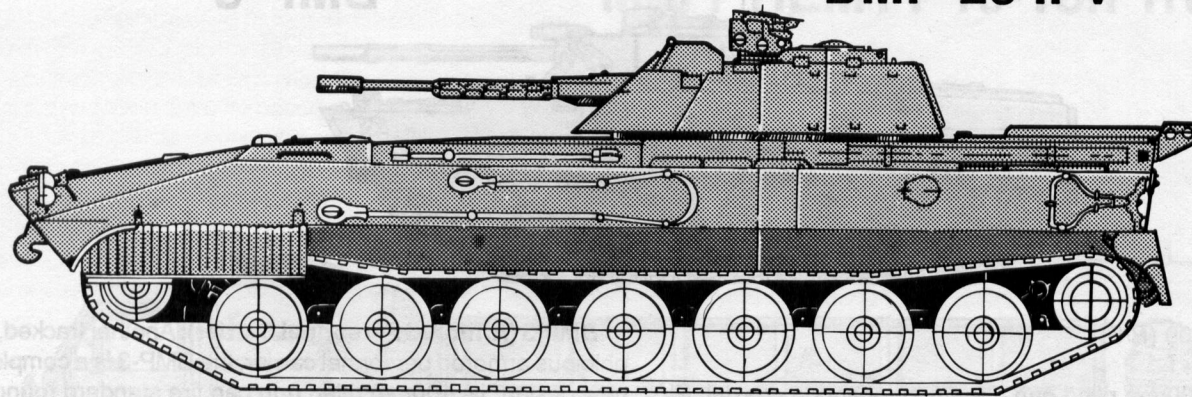
30mm Autocannon

Weapon	ROF	Mag	Rng	Ammo	Damage	Pen
30mm	5	100B	250	API	16	5/1/-2
			250	HE	C:1, B:3	-6C

PK MG

—Recoil—								
Weapon	ROF	Dam	Pen	Bulk	Mag	SS	Burst	Rng
PK	5	4	2-3-Nil	6	50B	2	5	65
bipod	5	4	2-3-Nil	6	50B	1	3	90
tripod	5	4	2-3-Nil	6	50B	1	2	125

BMP-23 IFV



Price: \$150,000 (R/S)

Armament: 23mm autocannon, PK MG coaxial, AT-3 "Sagger" ATGM launcher

Ammo: 600x23mm, 2000x7.62mm, 4xA-3 missiles

Fuel Type: D, A

Load: 700 kg

Veh Wt: 15.2 tonnes

Crew: 3+7

Mnt: 5

Night Vision: Active/Passive IR, headlights

Radiological: Enclosed

Damage Record

Crewmembers: Commander ☐ Driver ☐ Gunner ☐

Passengers: 1 ☐ 2 ☐ 3 ☐ 4 ☐ 5 ☐ 6 ☐ 7 ☐

Sight/Vision: Gun sight ☐ Night vision equipment ☐

Radio: ☐

23mm Autocannon: ☐

AT-3 Launcher: ☐

PK MG: ☐

Traverse: ☐

Engine: ☐

Fuel (% consumed or destroyed): ☐☐☐☐☐☐☐☐☐☐

Suspension: Minor damage ☐ Immobilized ☐

WEAPON DATA

23mm Autocannon

Weapon	ROF	Mag	Rng	Ammo	Damage	Pen
23mm	10	100B	250	API	10	-2/-4/-6
			250	HE	C:1, B:3	-8C

AT-3 "Sagger" ATGM

Type	Rld	Max Rng	Damage	Pen
AT-3 "Sagger"	2	3000	C:6, B:5	70C

PK MG

Weapon	ROF	Dam	Pen	Bulk	Mag	—Recoil—		
						SS	Burst	Rng
PK	5	4	2-3-Nil	6	50B	2	5	65
bipod	5	4	2-3-Nil	6	50B	1	3	90
tripod	5	4	2-3-Nil	6	50B	1	2	125

BMP-23 IFV (Infantry Fighting Vehicle): The Bulgarian BMP-23 uses components from the Soviet MT-LB and 2S1 122mm SP vehicle designs, manufactured in Bulgaria. There is a driver's hatch on the front deck, two passenger hatches on the rear deck, and a single hatch on the turret for use by the gunner and vehicle commander. The passenger compartment has one firing port on each side and one in each rear door which accept any assault rifle. Two doors in the rear provide the passengers' primary egress. The turret has an AT-3 "Sagger" ATGM launch rail on the roof, which must be reloaded by hand (the crewmember is not protected while doing so). The BMP-30 is identical except that it uses the turret from the Soviet BMP-2 IFV, and is therefore armed with a 30mm autocannon, coaxial PK MG, and AT-5 ATGM launcher. These two vehicles are seldom encountered outside of Bulgaria.

Tr Move: 130/85

Com Move: 30/20/5

Fuel Cap: 540

Fuel Cons: 221

Combat Statistics:

Config: Trt	TF: 5	HF: 6
Susp: T: 3	TS: 5	HS: 4
	TR: 3	HR: 3

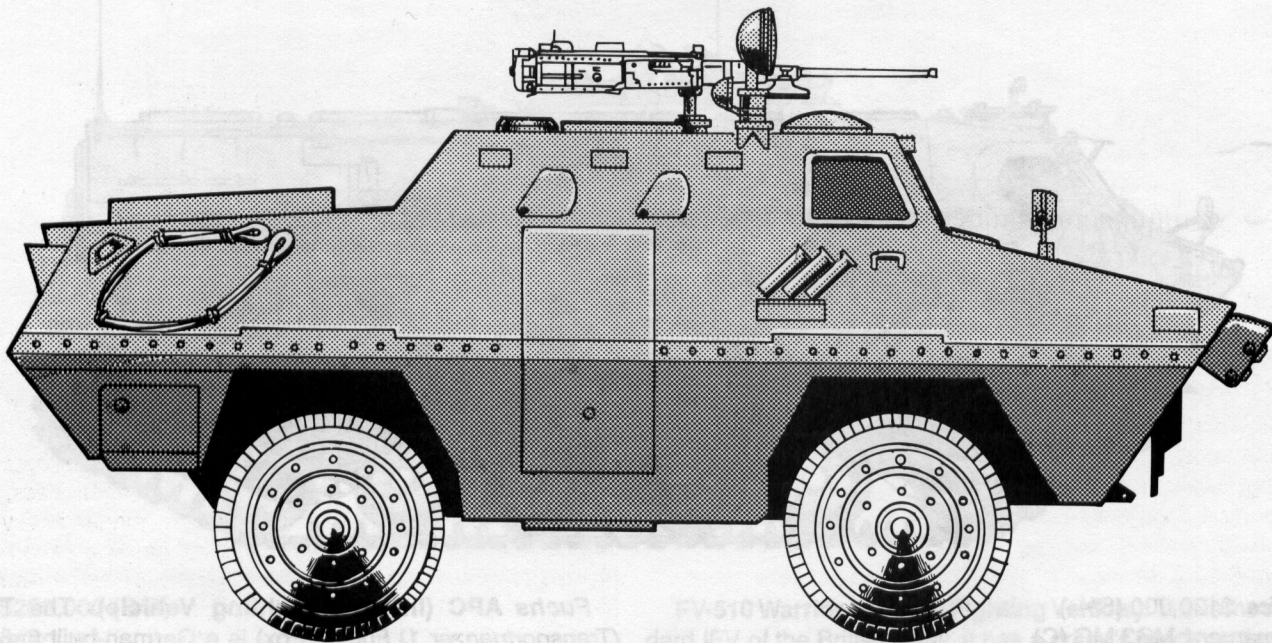
AMMUNITION

Use the ammo records provided on page 253 of **Twilight: 2000** to record consumption of 23mm and 7.62mm ammunition.

AT-3 "Sagger" Missiles

☐☐☐☐

BOV-M 4x4



Price: \$100,000 (R/S)
Armament: M2HB MG (C)
Ammo: 500x.50 BMG
Fuel Type: D, A
Load: 800 kg
Veh Wt: 5.7 tonnes
Crew: 2+8
Mnt: 2
Night Vision: Active IR for driver only, headlights
Radiological: Enclosed

Damage Record

Crewmembers: Commander/Gunner ☐ Driver ☐
Passengers: 1 ☐ 2 ☐ 3 ☐ 4 ☐ 5 ☐ 6 ☐ 7 ☐ 8 ☐
Sight/Vision: Night vision equipment ☐
Radio: ☐
M2HB MG: ☐
Engine: ☐
Fuel (% consumed or destroyed): ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐
Suspension: Minor damage ☐ Immobilized ☐

WEAPON DATA

M2HB MG

Weapon	ROF	Dam	Pen	Bulk	Mag	SS	Burst	Rng
M2HB	5	8	2-2-3*	8	105B	3	13	65
tripod	5	8	2-2-3*	8	105B	2	6	150

*.50 SLAP ammunition has a penetration of 1-1-2.

BOV-M 4x4 (Infantry Fighting Vehicle): The BOV-M (a.k.a. BOV-VP) is a Yugoslav IFV now found in service with most of the armies of the Yugoslav splinter republics. There are driver's and commander's hatches in the front, and a hatch with a cupola-mount M2HB MG in the center of the deck. Access to the passenger compartment is provided through side doors between the road wheels. The vehicle has two firing ports per side capable of accepting any assault rifle. An antitank variant (BOV-1) and two SPAA variants (BOV-3, BOV-30) exist. The BOV-M is seldom encountered outside of Yugoslavia.

Tr Move: 195/85

Com Move: 45/20

Fuel Cap: 220

Fuel Cons: 167

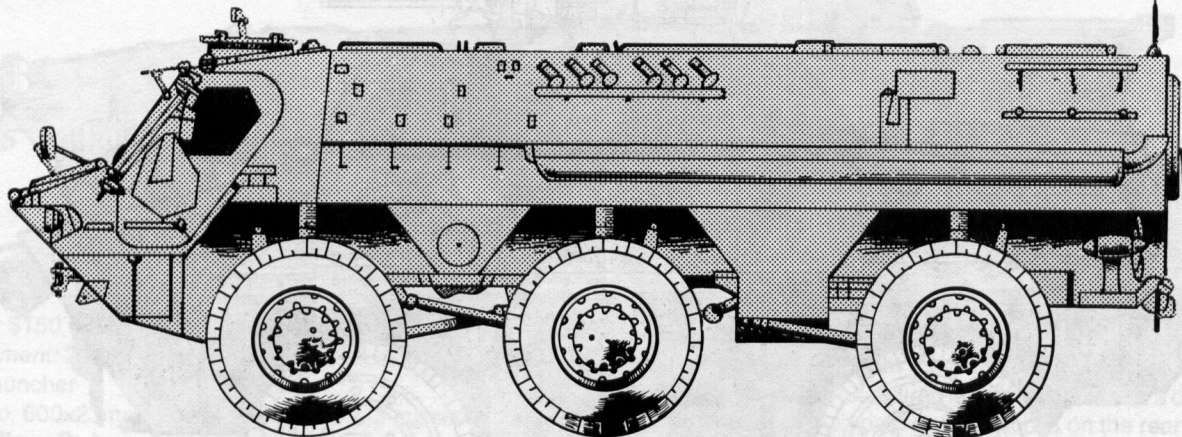
Combat Statistics:

Config: No Trt HF: 2
Susp: W(2) HS: 2
 HR: 2

AMMUNITION

Use the ammo records provided on page 253 of **Twilight: 2000** to record consumption of .50 BMG ammunition.

Fuchs APC



Price: \$120,000 (S/—)

Armament: MG3 MG (C)

Ammo: 1000x7.62mm

Fuel Type: D, A

Load: 1 tonne

Veh Wt: 17 tonnes

Crew: 2+10

Mnt: 6

Night Vision: Active/passive IR (driver only), headlights

Radiological: Shielded

Damage Record

Crewmembers: Commander/Gunner ☐ Driver ☐

Passengers: 1 ☐ 2 ☐ 3 ☐ 4 ☐ 5 ☐ 6 ☐ 7 ☐ 8 ☐ 9 ☐ 10 ☐

Sight/Vision: Night vision equipment ☐

Radio: ☐

MG3 MG: ☐

Engine: ☐

Fuel (% consumed or destroyed): ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

Suspension: Minor damage ☐ Immobilized ☐

WEAPON DATA

MG3 MG

Weapon	ROF	Dam	Pen	Bulk	Mag	—Recoil—		
						SS	Burst	Rng
MG3	5	4	2-3-Nil	6	100B	1	4	65
bipod	5	4	2-3-Nil	6	100B	1	2	90
tripod	5	4	2-3-Nil	6	100B	1	1	125

Fuchs APC (Infantry Fighting Vehicle): The TPz 1 (Transportpanzer 1) Fuchs (Fox) is a German-built 6x6 AFV armed with the MG-3 general-purpose machinegun. The TPz 1 has double cargo doors in the rear, and both driver's and gunner's hatches on the front deck (the gunner's hatch has an NHT-equivalent cupola mount). Each side of the forward compartment has a conventional door. The troop compartment has a roof door and a pair of rear doors.

The *Fuchs* was designed primarily for use by headquarters and other specialty detachments (commo, NBC, EW, etc.) rather than as a combat vehicle. Firing ports are located on the left, right, and rear sides of the vehicle. The *Fuchs* is fully amphibious using a pair of auxiliary propellers. The *Fuchs* is primarily used by the German Army, but small numbers of the APC version were "scrounged" by American units (as well as other nationalities) after 1997. The NBC reconnaissance variant was taken into American service during 1991 as the M93 (see page 85).

Tr Move: 215/85

Com Move: 50/20/5

Fuel Cap: 390

Fuel Cons: 205

Combat Statistics:

Config: No Trt HF: 3

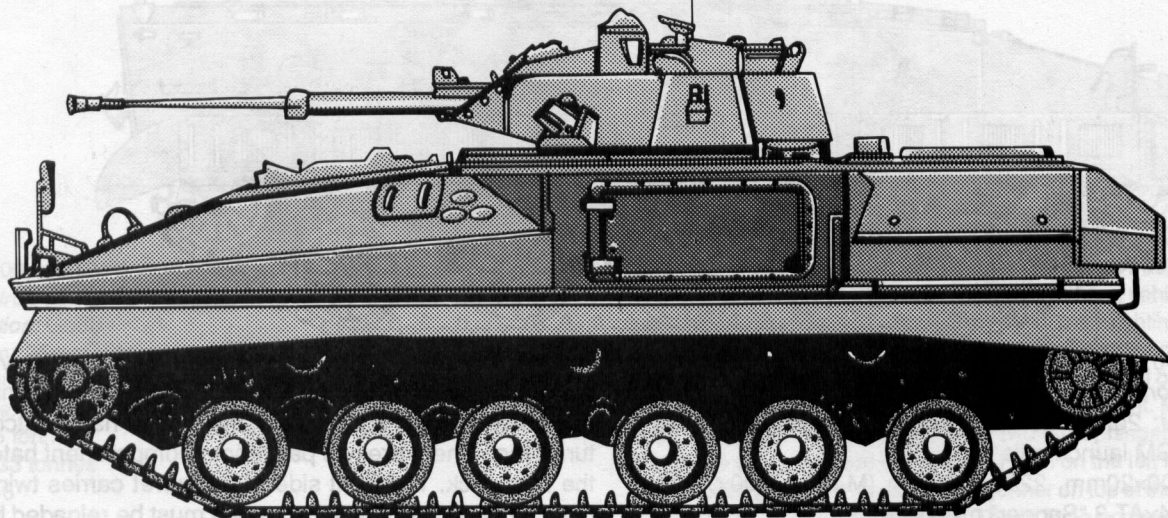
Susp: W(2) HS: 3

HR: 3

AMMUNITION

Use the ammo records provided on page 253 of **Twilight: 2000** to record consumption of 7.62mm ammunition.

FV-510 Warrior



Price: \$250,000 (S/R)

Fire Control: +1

Stabilization: Good

Armament: 30mm Rarden AC, MAG coaxial

Ammo: 200x30mm

Fuel Type: D, A

Load: 600 kg

Veh Wt: 24 tonnes

Crew: 3+7

Mnt: 12

Night Vision: White light/IR spotlight, active/passive IR

Radiological: Shielded

Damage Record

Crewmembers: Commander ☐ Driver ☐ Gunner ☐

Passengers: 1 ☐ 2 ☐ 3 ☐ 4 ☐ 5 ☐ 6 ☐ 7 ☐

Sight/Vision: Gun sight ☐ Range finder ☐ Night vision equipment ☐

Radio: ☐

30mm Rarden Autocannon: ☐

L7A2 (MAG MG): ☐

Traverse: ☐

Engine: ☐

Fuel (% consumed or destroyed): ☐☐☐☐☐☐☐☐☐☐

Suspension: Minor damage ☐ Immobilized ☐

WEAPON DATA

L7A2 (MAG MG)

—Recoil—								
Weapon	ROF	Dam	Pen	Bulk	Mag	SS	Burst	Rng
L7A2 (MAG)	10	4	2-3-Nil	6	100B	1	6	65
bipod	10	4	2-3-Nil	6	100B	1	4	90
tripod	10	4	2-3-Nil	6	100B	1	2	125

FV-510 Warrior (Infantry Fighting Vehicle): This is the standard IFV of the British Army. It has a driver's hatch on the forward deck, commander's and gunner's hatches atop the turret, a hatch on the rear deck, and a drop ramp in the rear for departure of troops.

The commander listed under Crewmembers in the Damage Record is the leader of the eight-man section carried by the vehicle, and dismounts with the rest of the soldiers.

Tr Mov: 150/110

Com Mov: 35/25

Fuel Cap: 770

Fuel Cons: 175

Combat Statistics:

Config: Trt	TF: 6	HF: 6
Susp: T: 4	TS: 4	HS: 4
	TR: 2	HR: 3

AMMUNITION

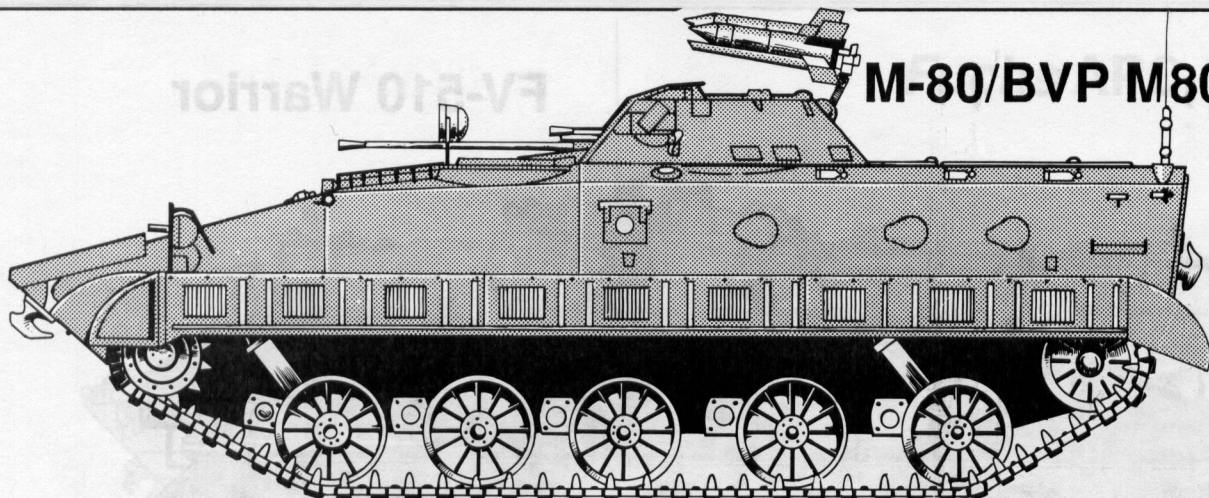
Use the ammo records provided on page 253 of **Twilight: 2000** to record consumption of 30mm and 7.62mm ammunition.

WEAPON DATA

30mm Rarden Autocannon

Weapon	ROF	Mag	Rng	Ammo	Damage	Pen
30mm Rarden	5	100B	250	APDS	16	8/3/-2
			250	HE	C:1, B:3	-6C

M-80/BVP M80



Price: \$150,000 (—/R)

Stabilization: Basic

Armament: 20mm autocannon, PK MG coaxial, 2 AT-3 "Sagger" ATGM launch rails

Ammo: 400×20mm, 2250×7.62mm (M-80), 2000×7.62mm (BVP M80), 4×AT-3 "Sagger" missiles

Fuel Type: D, A

Load: 700 kg

Veh Wt: 13.7 tonnes

Crew: 3+7

Mnt: 5

Night Vision: Active/passive IR, headlights

Radiological: Shielded

Damage Record

Crewmembers: Commander ☐ Driver ☐ Gunner ☐

Passengers: 1 ☐ 2 ☐ 3 ☐ 4 ☐ 5 ☐ 6 ☐ 7 ☐

Sight/Vision: Gun sight ☐ Night vision equipment ☐

Radio: ☐

20mm Autocannon: ☐

PK MG: ☐

AT-3 "Sagger" Launcher: ☐

Traverse: ☐

Engine: ☐

Fuel (% consumed or destroyed): ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

Suspension: Minor damage ☐ Immobilized ☐

WEAPON DATA

20mm Autocannon

Weapon	ROF	Mag	Rng	Ammo	Damage	Pen
20mm	10	100B	250	API	10	3/-2/-5
			250	HE	C:1, B:3	-8C

AT-3 "Sagger" ATGM

Type	Rld	Max Rng	Damage	Pen
AT-3 "Sagger"	2	3000	C:6, B:5	70C

M-80 (Infantry Fighting Vehicle): This Yugoslavian IFV was originally known as the M-980. The driver and commander have hatches on the front deck; the gunner has a hatch on the turret roof. There are two passenger compartment hatches on the rear deck. The right side of the turret carries twin ATGM launch rails on right of turret, which must be reloaded by hand (the gunner must expose himself to enemy fire while doing so). M-80s are found in service with all of the Yugoslavian splinter states, but are seldom seen outside of Yugoslavia.

The BVP M80 is very similar to the M-80, and differs in a few details (unless otherwise noted, the statistics given below apply to both models). It too is found primarily in Yugoslavia.

Tr Move: 130/85

Com Move: 30/20/5

Fuel Cap: 460 (M-80) 510 (BVP M80)

Fuel Cons: 100 (M-80) 120 (BVP M80)

Combat Statistics:

Config: Trt	TF: 5	HF: 6
Susp: T: 2	TS: 3	HS: 3
	TR: 3	HR: 3

AMMUNITION

Use the ammo records provided on page 253 of **Twilight: 2000** to record consumption of 20mm and 7.62mm ammunition.

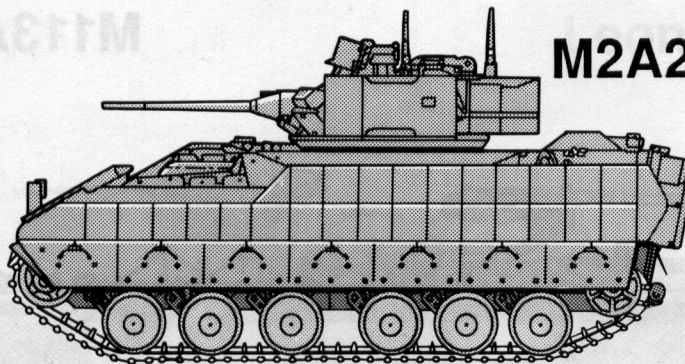
AT-3 "Sagger" ATGM (4 missiles)

☐ ☐ ☐ ☐

WEAPON DATA

PK MG

Weapon	ROF	Dam	Pen	Bulk	Mag	—Recoil—		
						SS	Burst	Rng
PK	5	4	2-3-Nil	6	50B	2	5	65
bipod	5	4	2-3-Nil	6	50B	1	3	90
tripod	5	4	2-3-Nil	6	50B	1	2	125



M2A2 Bradley

Price: \$200,000 (S/R)

Fire Control: +1

Stabilization: Good

Armament: 25mm autocannon, twin TOW launcher, MAG MG, 2xM231

Ammo: 900x25mm, 7xTOW 2, 2200x7.62mm, 5040x5.56mm

Fuel Type: D, A

Load: 1.5 tonnes

Veh Wt: 33 tonnes

Crew: 3+6

Mnt: 8

Night Vision: Passive IR/thermal imaging

Radiological: Shielded

M2A2 Bradley (Infantry Fighting Vehicle): A tracked, amphibious (with preparation: 15 minutes), infantry fighting vehicle. This is an upgraded version of the original Bradley infantry fighting vehicle, the principal changes being the addition of 30 millimeters of applique armor to the front and sides of the vehicle, and adoption of a more powerful engine to deal with the increased vehicle weight. Main entrance to the passenger compartment is by two large, hinged doors in the rear of the vehicle. There is a driver's hatch on the left front hull deck and hatches for the commander and gunner on top of the turret. There are two firing ports on the hull rear. These firing ports will accept only the M231 submachinegun, and the M231 can fire to extreme range.

There are attachment lugs for reactive armor on the hull and turret front and sides (HF, HS, TF, TS)

Damage Record

Crewmembers: Commander ☐ Driver ☐ Gunner ☐

Passengers: 1 ☐ 2 ☐ 3 ☐ 4 ☐ 5 ☐ 6 ☐

Sight/Vision: Gun sight ☐ Range finder ☐ Night vision equipment ☐

Radio: ☐

Twin TOW launcher: ☐

25mm Autocannon: ☐

MAG MG: ☐

M231: n ☐

Traverse: ☐

Engine: ☐

Fuel (% consumed or destroyed): ☐☐☐☐☐☐☐☐☐☐

Suspension: Minor damage ☐ Immobilized ☐

Tr Mov: 130/110

Com Mov: 30/25/4

Fuel Cap: 660

Fuel Cons: 220

Combat Statistics:

Config: Trt	TF: 12	HF: 14
Susp: T: 4	TS: 6-Sp	HS: 12-Sp
	TR: 4-Sp	HR: 6

AMMUNITION

Use the ammo records provided on page 253 of **Twilight: 2000** to record consumption of 25mm, 7.62mm, and 5.56mm ammunition.

TOW 2 Missiles (7 missiles)

☐☐☐☐☐☐☐

WEAPON DATA

TOW 2

Type	Rld	Max Rng	Damage	Pen
TOW 2A	2	3500	C:12, B:15	220C/180C*
TOW 2B	2	3500	C:12, B:15	120Cx2

*vs. reactive armor/vs. other armor

25mm Autocannon

Weapon	ROF	Mag	Rng	Ammo	Damage	Pen
25mm	5	100B	250	APFSDSDU	14	13/9/3
			250	API	14	4/0/-2
			250	HE	C:1, B:3	-8C

MAG MG

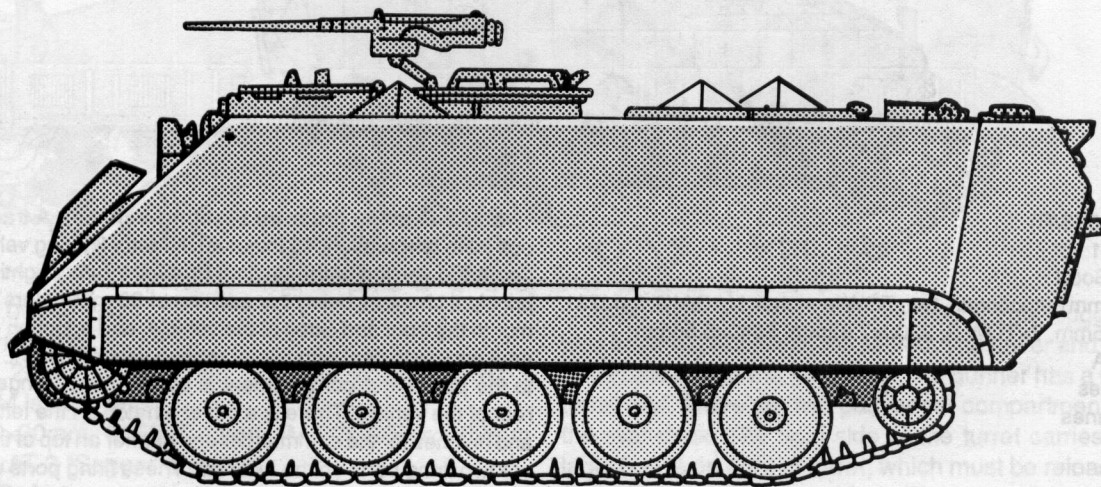
—Recoil—								
Weapon	ROF	Dam	Pen	Bulk	Mag	SS	Burst	Rng
MAG	10	4	2-3-Nil	6	100B	1	6	65
bipod	10	4	2-3-Nil	6	100B	1	4	90
tripod	10	4	2-3-Nil	6	100B	1	2	125

WEAPON DATA

M231 Firing Port Weapon

—Recoil—								
Weapon	ROF	Dam	Pen	Bulk	Mag	SS	Burst	Rng
M231	5	2	1-Nil	3/4	20/30	1	4	25

M113A3



Price: \$75,000 (S/R)
Armament: M2HB MG (C)
Ammo: 2000x.50 BMG
Fuel Type: D, A
Load: 2 tonnes
Veh Wt: 11 tonnes
Crew: 2+11
Mnt: 6
Night Vision: Headlights, passive IR
Radiological: Shielded

Damage Record

Crewmembers: Commander ☐ Driver ☐
Passengers: 1 ☐ 2 ☐ 3 ☐ 4 ☐ 5 ☐ 6 ☐ 7 ☐ 8 ☐ 9 ☐ 10 ☐
 11 ☐
Sight/Vision: Night vision equipment ☐
Radio: ☐
M2HB MG: ☐
Engine: ☐
Fuel (% consumed or destroyed): ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐
Suspension: Minor damage ☐ Immobilized ☐

WEAPON DATA

M2HB MG

Weapon	ROF	Dam	Pen	Bulk	Mag	—Recoil—		
						SS	Burst	Rng
M2HB	5	8	2-2-3*	8	105B	3	13	65
tripod	5	8	2-2-3*	8	105B	2	6	150

*.50 SLAP ammunition has a penetration of 1-1-2.

M113A3 (Armored Personnel Carrier): A tracked, amphibious armored personnel carrier. There is a hatch on the left front deck for the driver, a hatch in the center of the deck for the commander—which has a weapons mount (C)—a large, rear drop ramp for access to the vehicle interior, and a large rectangular hatch on the rear deck. There are two other weapons mounts (P): one on either side of the large rear deck hatch. These are used by passengers standing up in the open large hatch; however, no weapons are provided.

Tr Mov: 130/85

Com Mov: 30/20/4

Fuel Cap: 360

Fuel Cons: 90

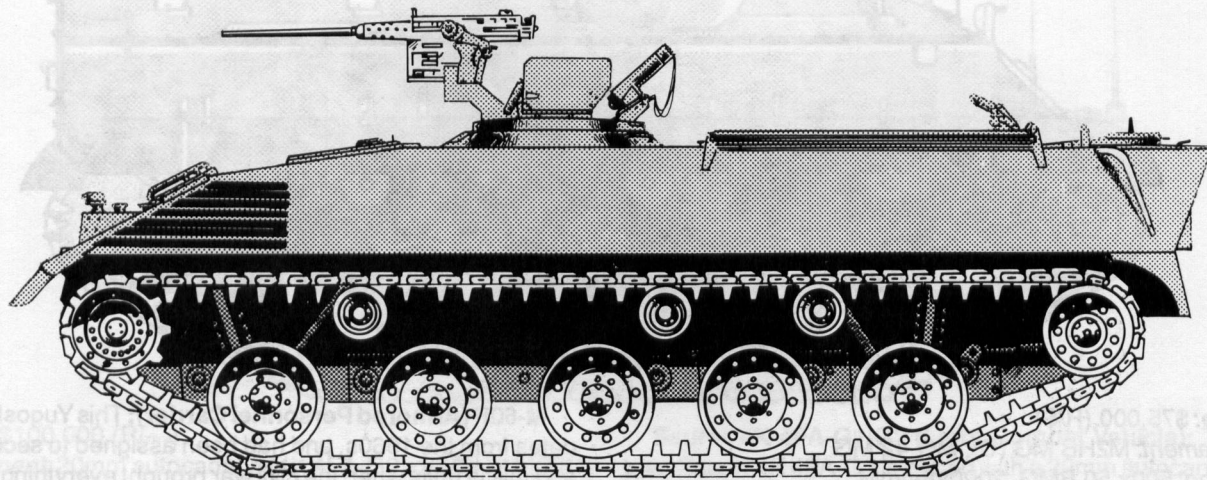
Combat Statistics

Config: NoTrt HF: 6
Susp: T: 2 HS: 4
 HR: 4

AMMUNITION

Use the ammo records provided on page 253 of **Twilight: 2000** to record consumption of .50 BMG ammunition.

Leonidas APC



Price: \$75,000 (—/S)

Armament: M2 HB MG

Ammo: 300x.50 BMG

Fuel Type: D, A

Load: 800 kg

Veh Wt: 14.8 tonnes

Crew: 2+8

Mnt: 5

Night Vision: Passive IR (driver only), headlights

Radiological: Enclosed

Damage Record

Crewmembers: Commander/Gunner ☐ Driver ☐

Passengers: 1 ☐ 2 ☐ 3 ☐ 4 ☐ 5 ☐ 6 ☐ 7 ☐ 8 ☐

Sight/Vision: Night vision equipment ☐

Radio: ☐

M2HB MG: ☐

Engine: ☐

Fuel (% consumed or destroyed): ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

Suspension: Minor damage ☐ Immobilized ☐

WEAPON DATA

M2HB MG

—Recoil—

Weapon	ROF	Dam	Pen	Bulk	Mag	SS	Burst	Rng
M2HB	5	8	2-2-3*	8	105B	3	13	65
tripod	5	8	2-2-3*	8	105B	2	6	150

*.50 SLAP ammunition has a penetration of 1-1-2.

Leonidas APC (Armored Personnel Carrier): Leonidas is the name given by the Greeks to their licensed version of the Austrian Steyr 4K 7FA armored personnel carrier. There is a driver's hatch on the front left roof, a commander's hatch with an M2HB MG (C) slightly forward of center, and a pair of side-opening roof hatches on the rear deck leading to the passenger compartment below. Passenger egress is provided through two doors in the back of the vehicle

The passenger roof hatch features pintle mounts for three LMGs (NLT equivalent), one each on the left, right, and rear sides of the deck hatch. These are for the squad machineguns, which are removed when the squad debarks. The Leonidas is normally encountered only with the Greek armed forces.

Tr Move: 130/85

Com Move: 30/20

Fuel Cap: 360

Fuel Cons: 176

Combat Statistics:

Config: No Trt HF: 12

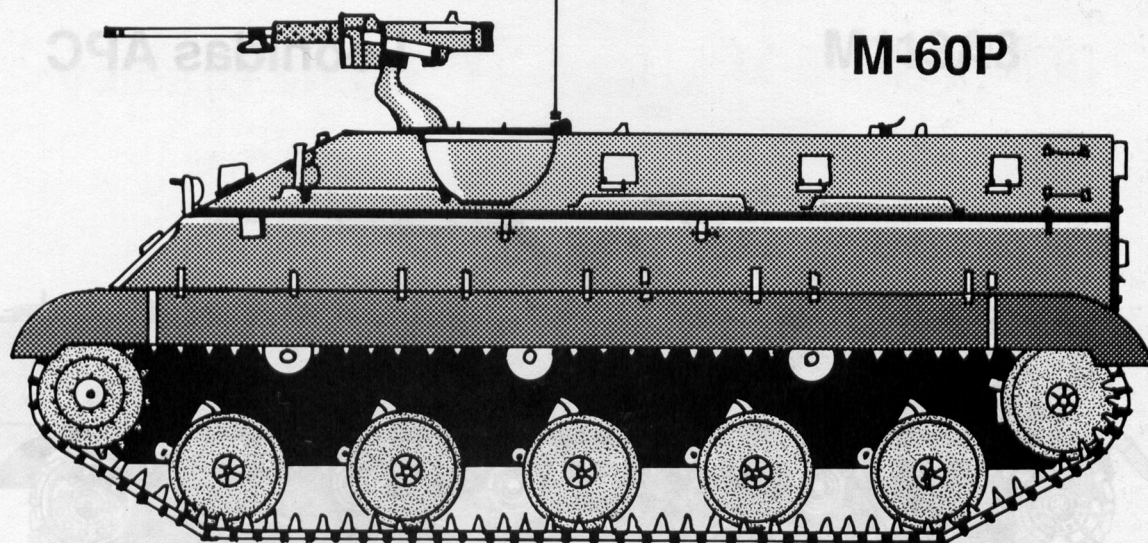
Susp: T: 3

HS: 6

HR: 4

AMMUNITION

Use the ammo records provided on page 253 of **Twilight: 2000** to record consumption of .50 BMG ammunition.



Price: \$75,000 (R/S)
Armament: M2HB MG (C), MG-42 MG
Ammo: 500x.50 BMG, 2000x8mmM
Fuel Type: D, A
Load: 1 tonne
Veh Wt: 11 tonnes
Crew: 4+10
Mnt: 4
Night Vision: Active IR, driver only
Radiological: Enclosed

Damage Record

Crewmembers: Commander ☐ Driver ☐ Co-Driver ☐ Gunner ☐

Passengers: 1 ☐ 2 ☐ 3 ☐ 4 ☐ 5 ☐ 6 ☐ 7 ☐ 8 ☐ 9 ☐ 10 ☐

Sight/Vision: Night vision equipment ☐

Radio: ☐

M2HB MG: ☐

MG-42 MG: ☐

Engine: ☐

Fuel (% consumed or destroyed): ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

Suspension: Minor damage ☐ Immobilized ☐

WEAPON DATA

M2HB MG

Weapon	ROF	Dam	Pen	Bulk	Mag	—Recoil—			Rng
						SS	Burst		
M2HB	5	8	2-2-3*	8	105B	3	13		65
tripod	5	8	2-2-3*	8	105B	2	6		150

*.50 SLAP ammunition has a penetration of 1-1-2.

MG42 MG

Weapon	ROF	Dam	Pen	Bulk	Mag	—Recoil—			Rng
						SS	Burst		
MG-42	10	4	2-3-Nil	6	50B	2	8		65
bipod	10	4	2-3-Nil	6	50B	1	4		90
tripod	10	4	2-3-Nil	6	50B	1	2		125

M-60P (Armored Personnel Carrier): This Yugoslav APC dates from the 1960s, and had been assigned to second line and militia units when the civil war brought everything resembling a military vehicle back into active service. The driver and co-driver (an archaic arrangement) both sit in the front of the vehicle, the driver on the left. The commander's cupola is located on the left side, slightly behind the driver. Passengers exit the vehicle through twin doors in the rear. The M-60 is armed with a 7.92mm MG42 in a hull mount, fired by co-driver. An M2HB MG is mounted in the gunner's cupola on the right side of the vehicle. The M-60 carries a tripod to allow M2HB to be dismounted and used separately from the vehicle.

The M-60P is more common with Croatian and Bosnian forces than Serbian. It is not normally encountered outside Yugoslavia.

Tr Move: 85/65

Com Move: 20/15

Fuel Cap: 150

Fuel Cons: 68

Combat Statistics:

Config: No Tr HF: 5

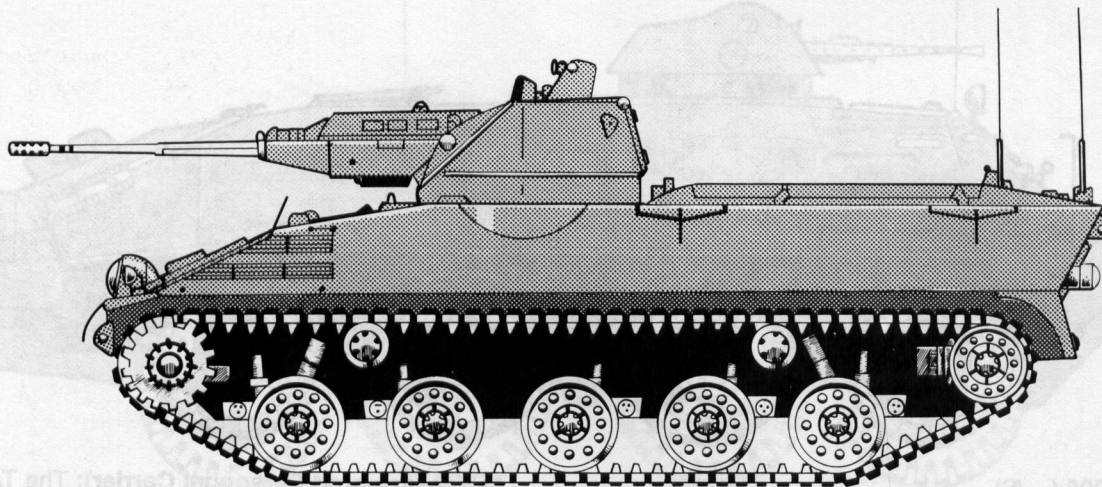
Susp: T: 2 HS: 5

HR: 3

AMMUNITION

Use the ammo records provided on page 253 of **Twilight: 2000** to record consumption of .50 BMG, and 8mmM ammunition.

Saurer 4K 4FA-G1 & G2



Price: \$100,000 (R/—)

Armament: 20mm autocannon (4K 4FA-G2) or M2HB MG (C) (4K 4FA-G1)

Ammo: 100x20mm (4K 4FA-G2) or 500x.50 BMG (4K 4FA-G1)

Fuel Type: D, A

Load: 800 kg

Veh Wt: 15 tonnes (4K 4FA-G2) or 12.5 tonnes (4K 4FA-G1)

Crew: 2+8

Mnt: 5 (4K 4FA-G2), 4 (4K 4FA-G1)

Night Vision: Headlights

Radiological: Enclosed

Damage Record

Crewmembers: Commander/Gunner ☐ Driver ☐

Passengers: 1 ☐ 2 ☐ 3 ☐ 4 ☐ 5 ☐ 6 ☐ 7 ☐ 8 ☐

Sight/Vision: Night vision equipment ☐

Radio: ☐

20mm Autocannon (4K 4FA-G2 only): ☐

M2HB MG (4K 4FA-G1 only): ☐

Traverse (4K 4FA-G2 only): ☐

Engine: ☐

Fuel (% consumed or destroyed): ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

Suspension: Minor damage ☐ Immobilized ☐

WEAPON DATA

20mm Autocannon (4K 4FA-G2 only)

Weapon	ROF	Mag	Rng	Ammo	Damage	Pen
20mm	10	100B	250	API	10	3/-2/-5
			250	HE	C:1, B:3	-8C

M2HB MG (4K 4FA-G1 only)

—Recoil—

Weapon	ROF	Dam	Pen	Bulk	Mag	SS	Burst	Rng
M2HB	5	8	2-2-3*	8	105B	3	13	65
tripod	5	8	2-2-3*	8	105B	2	6	150

*.50 SLAP ammunition has a penetration of 1-1-2.

Saurer 4K 4FA-G1/G2 (Light Combat Vehicle): The Austrian Saurer 4K 4FA-G2 is armed with a 20mm autocannon (this is the version illustrated). The 4K 4FA-G1 replaces the 20mm turret with an M2HB MG mounted in a simple cupola.

The MG cupola provides some protection for the gunner (although not as much as the turret) and has an AV of 1 for all faces (it is open-topped). There is a driver's hatch on the front left deck, roof hatches for passengers on the rear deck, and the main armament (20mm or .50-caliber MG) in between. Passengers may enter and exit through twin doors in the rear. Command, ambulance, and 81mm mortar carrier variants exist. Small numbers are in service with Slovenian armed forces in the former nation of Yugoslavia.

Tr Move: 130/85

Com Move: 30/20

Fuel Cap: 184

Fuel Cons: 130

Combat Statistics:

Config: Trt* TF: 10* HF: 7

Susp: T: 2 TS: 5* HS: 4

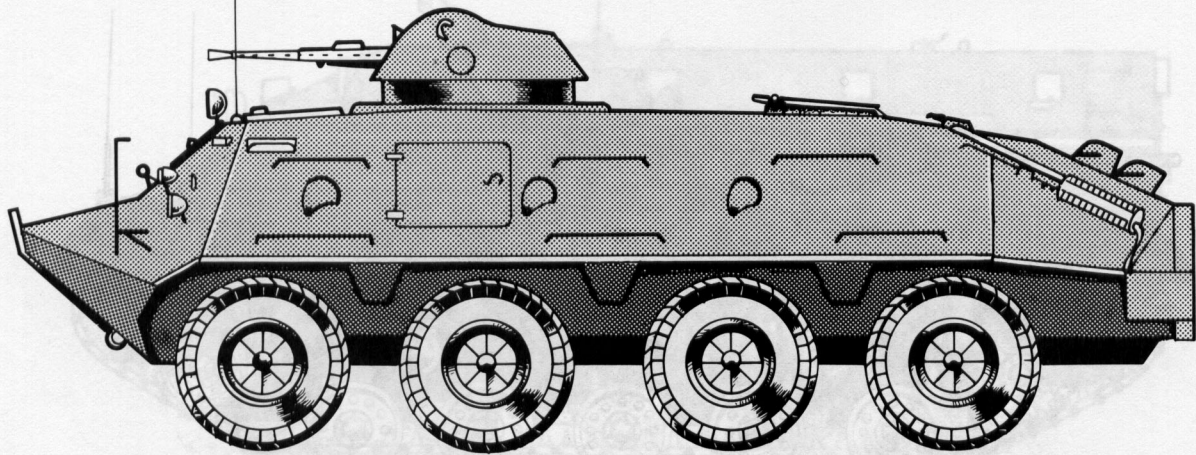
TR: 4* HR: 2

*4K 4FA-G2 only; 4K 4FA-G1 is No Trt

AMMUNITION

Use the ammo records provided on page 253 of **Twilight: 2000** to record consumption of 20mm or .50 BMG ammunition.

TAB-72



Price: \$100,000 (—/S)

Armament: KPV MG, PK MG coaxial

Ammo: 500×14.5mm, 2000×7.62mm

Fuel Type: D, A

Load: 800 kg

Veh Wt: 11 tonnes

Crew: 3+8

Mnt: 4

Night Vision: Active IR driver only

Radiological: Enclosed

Damage Record

Crewmembers: Commander ☐ Driver ☐ Gunner ☐

Passengers: 1 ☐ 2 ☐ 3 ☐ 4 ☐ 5 ☐ 6 ☐ 7 ☐ 8 ☐

Sight/Vision: Night vision equipment ☐

Radio: ☐

KPV MG: ☐

PK MG: ☐

Traverse: ☐

Engine: ☐

Fuel (% consumed or destroyed): ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

Suspension: Minor damage ☐ Immobilized ☐

WEAPON DATA

KPV MG

—Recoil—

Weapon	ROF	Dam	Pen	Bulk	Mag	SS	Burst	Rng
KPV	5	12	2-2-3	10	100B	*	*	150

*The KPV is always mounted on a vehicle or field carriage, and has negligible recoil.

PK MG

—Recoil—

Weapon	ROF	Dam	Pen	Bulk	Mag	SS	Burst	Rng
PK	5	4	2-3-Nil	6	50B	2	5	65
bipod	5	4	2-3-Nil	6	50B	1	3	90
tripod	5	4	2-3-Nil	6	50B	1	2	125

TAB-72 (Armored Personnel Carrier): The TAB-72 is the Romanian version of the Soviet BTR-60, incorporating a different turret and more powerful engines. The driver and commander sit in the front, and each has a roof hatch. The turret has a hatch for the gunner. Each side of the vehicle has a door and three firing ports (capable of accepting any assault rifle). Two roof hatches cover the troop compartment also. The vehicle is seldom encountered with other than Romanian military forces.

Tr Move: 195/85

Com Move: 45/20/5

Fuel Cap: 290

Fuel Cons: 220

Combat Statistics:

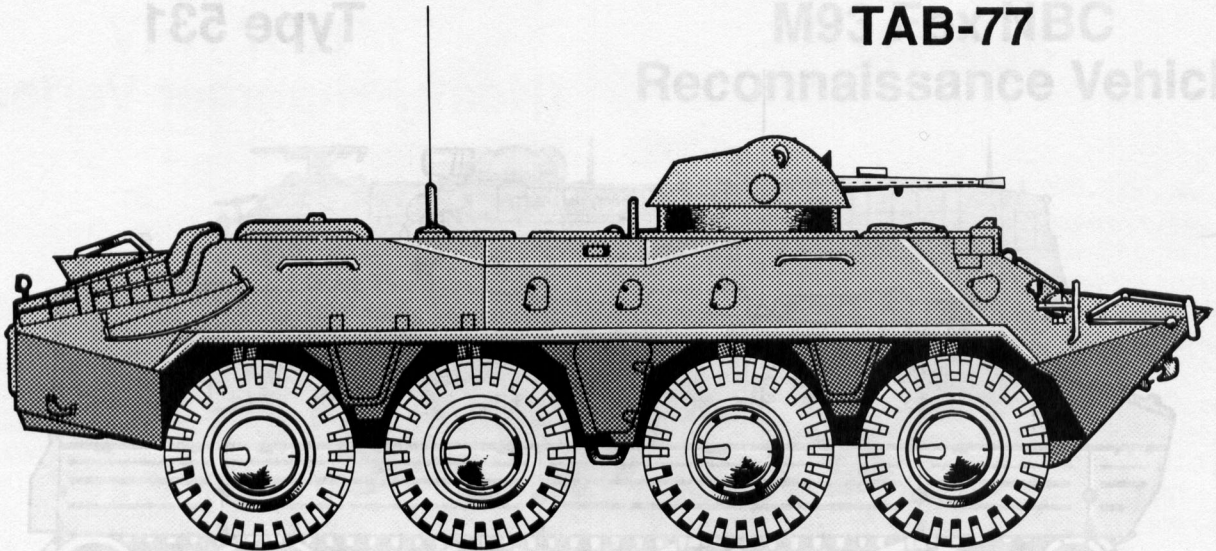
Config: Trt	TF: 2	HF: 3
Susp: W(2)	TS: 1	HS: 2
	TR: 1	HR: 2

AMMUNITION

Use the ammo records provided on page 253 of **Twilight: 2000** to record consumption of 14.5mm and 7.62mm ammunition.

TAB-77

Reconnaissance Vehicle



Price: \$110,000 (—/S)

Armament: KPV MG, PK MG coaxial

Ammo: 500×14.5mm, 2000×7.62mm

Fuel Type: D, A

Load: 900 kg

Veh Wt: 11.5 tonnes

Crew: 3+9

Mnt: 4

Night Vision: Active IR driver only

Radiological: Enclosed

Damage Record

Crewmembers: Commander ☐ Driver ☐ Gunner ☐

Passengers: 1 ☐ 2 ☐ 3 ☐ 4 ☐ 5 ☐ 6 ☐ 7 ☐ 8 ☐ 9 ☐

Sight/Vision: Gun sight ☐ Range finder ☐ Night vision equipment ☐

Radio: ☐

KPV MG: ☐

PK MG: ☐

Traverse: ☐

Engine: ☐

Fuel (% consumed or destroyed): ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

Suspension: Minor damage ☐ Immobilized ☐

WEAPON DATA

KPV MG

—Recoil—								
Weapon	ROF	Dam	Pen	Bulk	Mag	SS	Burst	Rng
KPV	5	12	2-2-3	10	100B	*	*	150

*The KPV is always mounted on a vehicle or field carriage, and has negligible recoil.

TAB-77 (Armored Personnel Carrier): The TAB-77 is the Romanian version of the Soviet BTR-70, using the same turret as the TAB-72. The driver and commander sit in the front, and each has a roof hatch. The turret has a hatch for the gunner. Each side of the vehicle has a door and three firing ports (capable of accepting any assault rifle). Two roof hatches cover the troop compartment also. The vehicle is seldom encountered with other than Romanian military forces.

Tr Move: 175/65

Com Move: 40/15/5

Fuel Cap: 350

Fuel Cons: 187

Combat Statistics:

Config: Trt	TF: 2	HF: 3
Susp: W(2)	TS: 1	HS: 2
	TR: 1	HR: 2

AMMUNITION

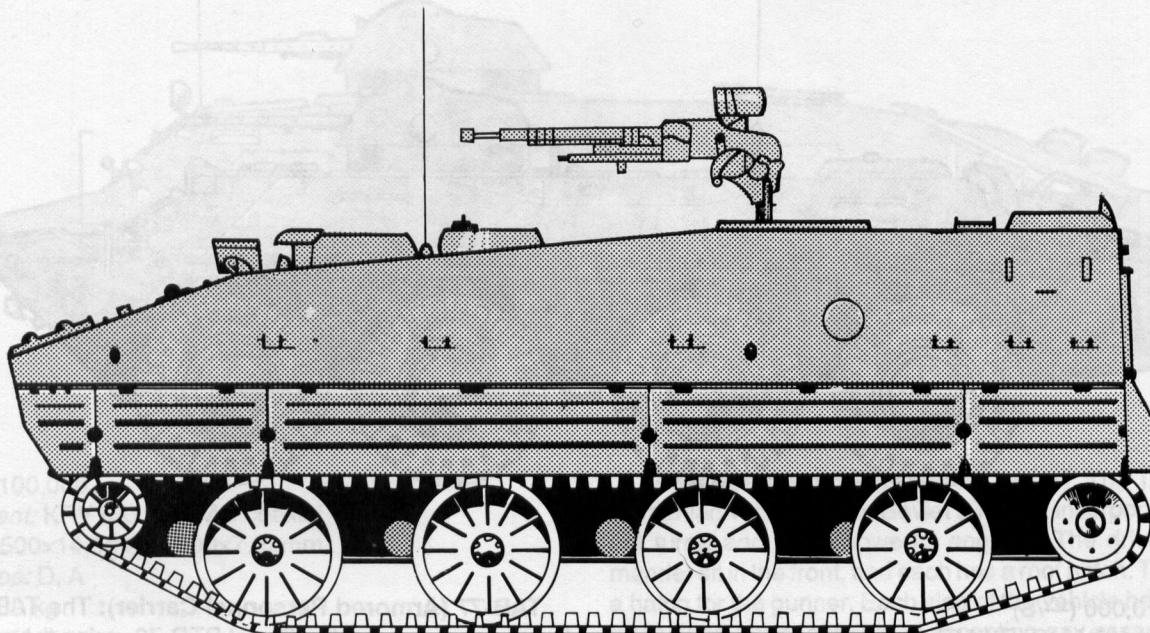
Use the ammo records provided on page 253 of **Twilight: 2000** to record consumption of 14.5mm and 7.62mm ammunition.

WEAPON DATA

PK MG

—Recoil—								
Weapon	ROF	Dam	Pen	Bulk	Mag	SS	Burst	Rng
PK	5	4	2-3-Nil	6	50B	2	5	65
bipod	5	4	2-3-Nil	6	50B	1	3	90
tripod	5	4	2-3-Nil	6	50B	1	2	125

Type 531



Price: \$50,000 (—/R)
Armament: DShK MG (C)
Ammo: 1120×12.7mm
Fuel Type: D, A
Load: 1.3 tonnes
Veh Wt: 12.6 tonnes
Crew: 3+13
Mnt: 4
Night Vision: Headlights
Radiological: Enclosed

Damage Record

Crewmembers: Commander/Gunner ☐ Driver ☐ Co-driver ☐
Passengers: 1 ☐ 2 ☐ 3 ☐ 4 ☐ 5 ☐ 6 ☐ 7 ☐ 8 ☐ 9 ☐ 10 ☐
 11 ☐ 12 ☐ 13 ☐
Sight/Vision: Night vision equipment ☐
Radio: ☐
DShK MG: ☐
Engine: ☐
Fuel (% consumed or destroyed): ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐
Suspension: Minor damage ☐ Immobilized ☐

WEAPON DATA

DShK HMG

Weapon	ROF	Dam	Pen	Bulk	Mag	—Recoil—		
						SS	Burst	Rng
DShK	5	9	2-2-3	8	50B	7	15	65
tripod	5	9	2-2-3	8	50B	3	7	150

Type 531 (Armored Personnel Carrier): The Type 531 is also known as the YW 531, and is a Chinese armored personnel carrier sold to the Albanian military. The driver and co-driver sit to the front, with the commander behind them. The passenger compartment is in the rear, and egress is through a single large door in the rear hull and two overhead hatches. Each side of the vehicle has a single firing port capable of accepting any assault rifle. The vehicle is armed with a cupola-mounted DShK MG fired by the vehicle commander. The vehicle is normally encountered only with Albanian forces.

Tr Move: 130/110

Com Move: 30/25

Fuel Cap: 480

Fuel Cons: 250

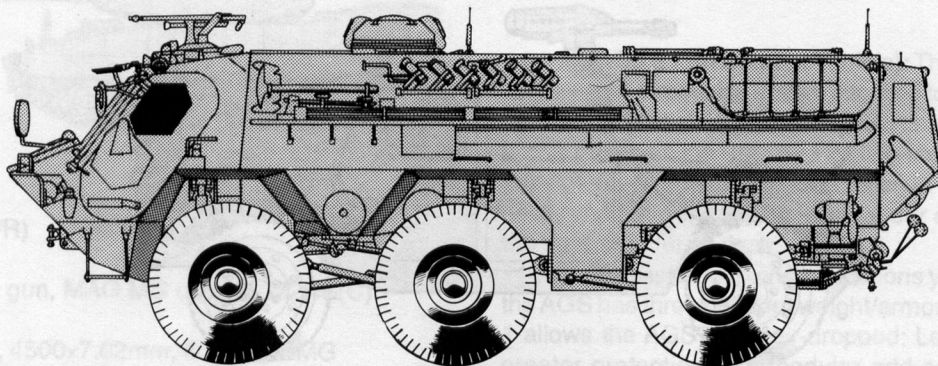
Combat Statistics:

Config: No Trt HF: 4
Susp: T: 2 HS: 2
 HR: 2

AMMUNITION

Use the ammo records provided on page 253 of **Twilight: 2000** to record consumption of 12.7mm ammunition.

M93 Fox NBC Reconnaissance Vehicle



Price: \$180,000 (R/—)
Armament: MAG MG (C)
Ammo: 1000×7.62mm
Fuel Type: D, A
Load: 1 tonne
Veh Wt: 17 tonnes
Crew: 4
Mnt: 6
Night Vision: Active/passive IR (driver only), headlights
Radiological: Shielded

Damage Record

Crewmembers: Commander/Gunner ☐ Driver ☐ Equipment operator 1 ☐ Equipment operator 2 ☐
Sight/Vision: Night vision equipment ☐
Radio: ☐
MAG MG: ☐
Engine: ☐
Fuel (% consumed or destroyed): ☐☐☐☐☐☐☐☐☐☐
Suspension: Minor damage ☐ Immobilized ☐

WEAPON DATA

MAG MG

Weapon	ROF	Dam	Pen	Bulk	Mag	—Recoil—		
						SS	Burst	Rng
MAG	10	4	2-3-Nil	6	100B	1	6	65
bipod	10	4	2-3-Nil	6	100B	1	4	90
tripod	10	4	2-3-Nil	6	100B	1	2	125

M93 Fox NBC Reconnaissance Vehicle (Light Combat Vehicle): The M93 Fox is the NBC (nuclear/biological/chemical) reconnaissance variant of the German TPz 1 *Fuchs*, and as such is very similar in external appearance, the main difference being the "NBC tail" extension built into the rear. The vehicle is equipped to conduct detection and sampling tests for radioactive, biological, or chemical warfare agents, and to mark contaminated areas. These tests are carried out from inside the vehicle's protected environment by using on-board instruments and remote-sampling tools installed in the NBC tail. One of these is a special full-length arm glove that protrudes from a work opening in the rear of the vehicle, similar to the arrangement used in scientific glove boxes to prevent contamination. Indeed, one might view the Fox as a sort of glove box in reverse, where the dangerous materials are outside and the protected people are inside. Other instruments include radiation detectors, air samplers (to detect nerve agents and other chemical weapons), and two detector wheel units (visible in the illustration) which are lowered to the ground to collect samples from the surface while the vehicle is in motion.

Tr Move: 215/85

Com Move: 50/20/5

Fuel Cap: 390

Fuel Cons: 205

Combat Statistics:

Config: No Trt HF: 3
Susp: W(3) HS: 3
 HR: 3

AMMUNITION

Use the ammo records provided on page 253 of **Twilight: 2000** to record consumption of 7.62mm ammunition.

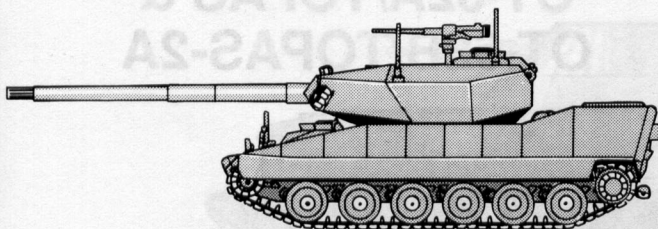
Radiological: Open

Suspension: Minor damage ☐ Immobilized ☐

*.50 SLAP ammunition has a penetration of 1-1-2.

Use the ammo records provided on page 253 of **Twilight: 2000** to record consumption of .50 BMG or 40mm ammunition.

M8 AGS



Price: \$250,000 (R/R)

Fire Control: +2

Armament: 105mm gun, MAG MG coaxial, M2HB(C)

Stabilization: Good

Ammo: 30x105mm, 4500x7.62mm, 600x.50 BMG

Fuel Type: D, A

Load: 200 kg

Veh Wt: 38.5/44.5/49.5 tonnes

Crew: 3

Mnt: 10

Night Vision: Passive IR/thermal

Radiological: Shielded

Damage Record

Crewmembers: Commander ☐ Driver ☐ Gunner ☐

Sight/Vision: Gun sight ☐ Range finder ☐ Night vision equipment ☐

Radio: ☐

105mm Gun: ☐

MAG MG: ☐

M2HB MG: ☐

Loader: ☐

Traverse: ☐

Engine: ☐

Fuel (% consumed or destroyed): ☐☐☐☐☐☐☐☐☐☐

Suspension: Minor damage ☐ Immobilized ☐

WEAPON DATA

105mm Gun

Type	Rld	Max Rng	Damage	Pen
105mm	APFSDS	500	26	80/70/60/40
Rld: 1	APFSDSDU	500	26	100/90/80/60
	HEAT	400	C:6, B:15	80C
	WP	400	C:3, B:25	Nil
	Flech (LC)	500	*	1-Nil

*See Shotguns and Flechettes, **Twilight: 2000**, page 204.

MAG MG

—Recoil—								
Weapon	ROF	Dam	Pen	Bulk	Mag	SS	Burst	Rng
MAG	10	4	2-3-Nil	6	100B	1	6	65
bipod	10	4	2-3-Nil	6	100B	1	4	90
tripod	10	4	2-3-Nil	6	100B	1	2	125

M8 AGS (Light Combat Vehicle): The M8 armored gun system is a light, air-portable system intended to get mobile fire support for light forces to distant trouble spots in a hurry. It is *not* a tank.

It is based on the Bradley Fighting Vehicle hull and carries a crew of three. The driver has a hatch in the center of the front deck, and the gunner and commander each have a hatch on the starboard turret deck.

To better respond to crisis situations yet remain air-portable, the AGS has three different weight/armor configurations. Level 1 allows the AGS to be air-dropped; Levels 2 and 3 provide greater protection with modular add-on armor. The vehicle weight and armor entries have three entries for Level 1/Level 2/Level 3.

The commander's weapons station can alternately be fitted with a MAG MG or MK 19 AGL.

Due to the nature of the M8's turret, a turret (but not hull) hit which results in an ammunition explosion (see **Twilight: 2000**, page 219) does *not* automatically kill the crew and destroy the vehicle. Instead, consider all armament, sensors, and electronics to be damaged and inoperative. Then apply 50 points of concussion damage to the commander and gunner.

Tr Mov: 150/130

Com Mov: 35/30

Fuel Cap: 570

Fuel Cons: 170

Combat Statistics:

Config: Trt	TF: 6/6/16-Sp	HF: 4/6-Sp/20-Sp
Susp: T: 4	TS: 6-Sp/6-Sp/16-Sp	HS: 3/6-Sp/14-Sp
	TR: 4-Sp/4-Sp/4-Sp	HR: 4-Sp/4-Sp/4-Sp

AMMUNITION

Use the ammo records provided on page 253 of **Twilight: 2000** to record consumption of .50 BMG, and 7.62mm ammunition.

105mm Gun (30 rounds)

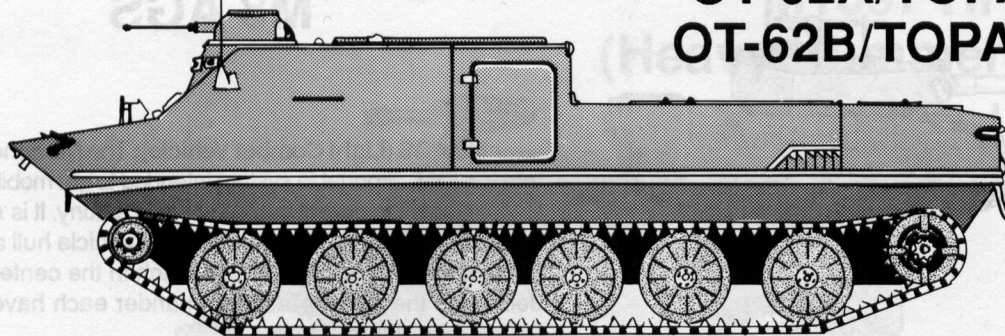
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M2HB MG

—Recoil—								
Weapon	ROF	Dam	Pen	Bulk	Mag	SS	Burst	Rng
M2HB	5	8	2-2-3*	8	105B	3	13	65
tripod	5	8	2-2-3*	8	105B	2	6	150

*.50 SLAP ammunition has a penetration of 1-1-2.

OT-62A/TOPAS & OT-62B/TOPAS-2A



Price (OT-62A/TOPAS): \$80,000 (—/S)

Price (OT-62B/TOPAS-2A): \$90,000 (—/S)

Armament (OT-62B/TOPAS-2A only): 82mm RR, PK MG (C)

Ammo(OT-62B/TOPAS-2A only): 12×82mm recoilless rifle,
1250×7.62mm

Fuel Type: D, A

Load: 1.8 tonne

Veh Wt: 15 tonnes

Crew (OT-62A/TOPAS): 2+18

Crew (OT-62B/TOPAS-2A): 3+18

Mnt: 5

Night Vision: IR searchlight

Radiological: Enclosed

OT-62B (Light Combat Vehicle): This vehicle series was a joint development by the Czech and Polish governments. The Czech designation is OT-62 (*Obreny Transporter*), the Polish designation is TOPAS (*Transporter Obreny Pasowy Sirendi*). The OT-62A/TOPAS is unarmed, but its stats are otherwise identical to those of the OT-62B/TOPAS-2A. The OT-62B/TOPAS-2A has PK MG mounted in a turret that is rated as a cupola because of its small size. This turret also has an 82mm recoilless rifle mounted externally. The recoilless rifle can be aimed and fired from inside, but the gunner must reload from the outside, and receives no armor protection for head, arms, or chest while doing so.

There is a driver's hatch on the front glacis and a commander's hatch on the left front deck. The right front deck on the OT-62A/TOPAS is fitted with a simple hatch; on the OT-62B/TOPAS-2A it is the 82mm/MG turret. The troop compartment has two overhead doors on the vehicle roof and one door on each side. The vehicle has two firing ports (capable of accepting any assault rifle) on each side, one in the door.

The OT-62A/TOPAS was usually assigned to the mechanized infantry component of Czech and Polish tank divisions, but it can be encountered almost anywhere Czech, Slovak, or Polish armed forces are found, and is also used by the Bulgarians.

Tr Move: 130/85

Com Move: 30/20/5

Fuel Cap: 417

Fuel Cons: 212

Damage Record

Crewmembers (OT-62A/TOPAS): Commander ☐ Driver ☐

Crewmembers (OT-62B/TOPAS-2A): Commander ☐ Driver ☐

Gunner ☐

Passengers: 1 ☐ 2 ☐ 3 ☐ 4 ☐ 5 ☐ 6 ☐ 7 ☐ 8 ☐ 9 ☐ 10 ☐

11 ☐ 12 ☐ 13 ☐ 14 ☐ 15 ☐ 16 ☐ 17 ☐ 18 ☐

Sight/Vision: Gun sight ☐ Night vision equipment ☐

Radio: ☐

82mm RCL (OT-62B/TOPAS-2A only): ☐

PK MG (C) (OT-62B/TOPAS-2A only): ☐

Engine: ☐

Fuel (% consumed or destroyed): ☐☐☐☐☐☐☐☐☐☐

Suspension: Minor damage ☐ Immobilized ☐

WEAPON DATA

PK MG

Weapon	ROF	Dam	Pen	Bulk	Mag	—Recoil—		
						SS	Burst	Rng
PK	5	4	2-3-Nil	6	50B	2	5	65
bipod	5	4	2-3-Nil	6	50B	1	3	90
tripod	5	4	2-3-Nil	6	50B	1	2	125

82mm RCL

Type	Rnd	Rng	Damage	Pen
82mmR	HE	100	C: 3, B: 8	4C

Combat Statistics:

Config: No Trt HF: 3

Susp: T: 2 HS: 2

HR: 2

AMMUNITION

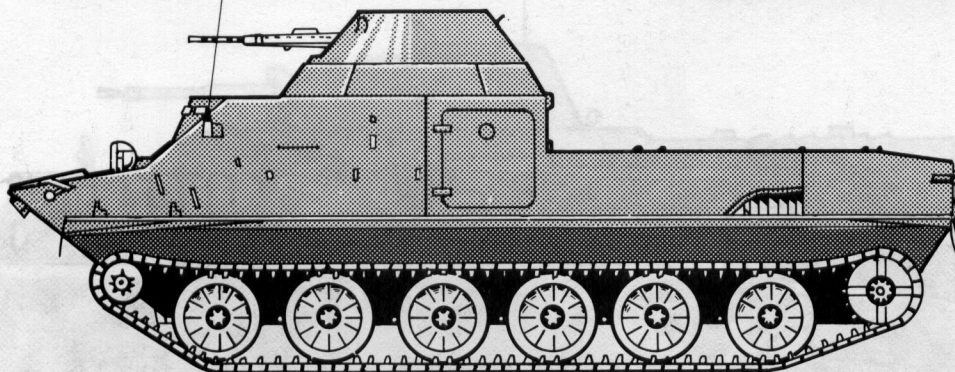
Use the ammo records provided on page 253 of **Twilight: 2000** to record consumption of 7.62mm ammunition.

82mm RCL (12 rounds)

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OT-62C/TOPAS-2AP



Price: \$110,000 (—/R)

Armament: KPV MG, PK MG coaxial

Ammo: 500×14.5mm, 2000×7.62mm

Fuel Type: D, A

Load: 1.2 tonnes

Veh Wt: 16.4 tonnes

Crew: 3+12

Maint: 6

Night Vision: IR searchlight

Radiological: Enclosed

OT-62C/TOPAS-2AP (Light Combat Vehicle): This vehicle is the same chassis as the OT-62, discussed on page 88. The vehicle is identical in most respects to the OT-62A/TOPAS, except for the addition of a turret (identical to the one used on the OT-64) armed with a 14.5mm KPV MG and a coaxially mounted PK MG.

Tr Move: 130/85

Com Move: 30/20/5

Fuel Cap: 520

Fuel Cons: 219

Combat Statistics:

Config: Sm Trt	TF: 2	HF: 3
Susp: T: 2	TS: 1	HS: 2
	TR: 2	HR: 2

AMMUNITION

Use the ammo records provided on page 253 of **Twilight: 2000** to record consumption of 14.5mm and 7.62mm ammunition.

WEAPON DATA

KPV MG

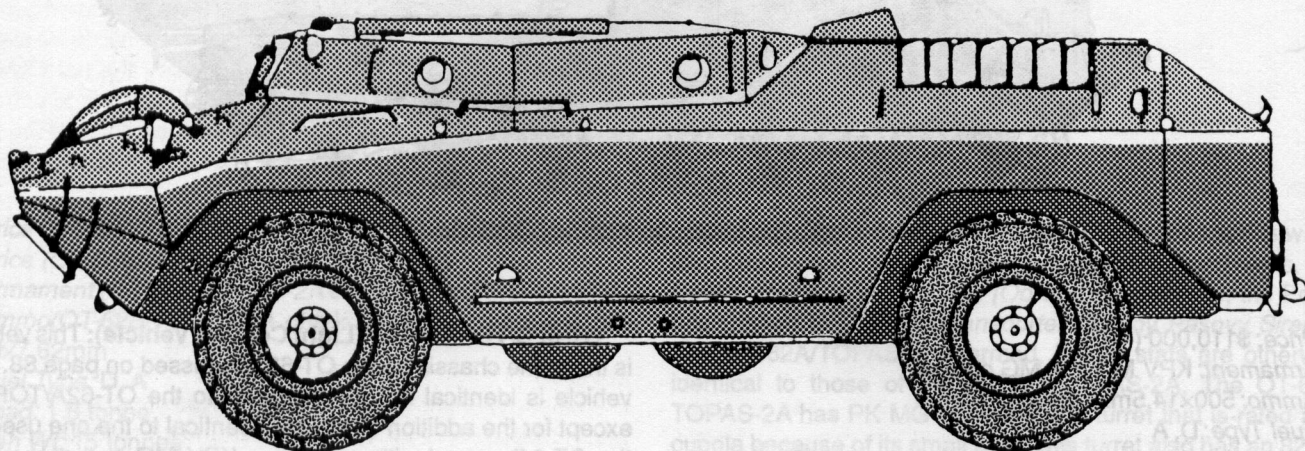
—Recoil—								
Weapon	ROF	Dam	Pen	Bulk	Mag	SS	Burst	Rng
KPV	5	12	2-2-3	10	100B	*	*	150

*The KPV is always mounted on a vehicle or field carriage, and has negligible recoil.

PK MG

—Recoil—								
Weapon	ROF	Dam	Pen	Bulk	Mag	SS	Burst	Rng
PK	5	4	2-3-Nil	6	50B	2	5	65
bipod	5	4	2-3-Nil	6	50B	1	3	90
tripod	5	4	2-3-Nil	6	50B	1	2	125

OT-65/FUG



Price: \$65,000 (R/S)

Armament: PK MG (P)

Ammo: 1250x7.62mm

Fuel Type: D, A

Load: 400 kg

Veh Wt: 7 tonnes

Crew: 2+4

Mnt: 2

Night Vision: Active IR driver only

Radiological: Open

Damage Record

Crewmembers: Commander/Gunner ☐ Driver ☐

Passengers: 1 ☐ 2 ☐ 3 ☐ 4 ☐

Sight/Vision: Night vision equipment ☐

Radio: ☐

PK MG: ☐

Engine: ☐

Fuel (% consumed or destroyed): ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

Suspension: Minor damage ☐ Immobilized ☐

WEAPON DATA

PK MG

Weapon	ROF	Dam	Pen	Bulk	Mag	—Recoil—		
						SS	Burst	Rng
PK	5	4	2-3-Nil	6	50B	2	5	65
bipod	5	4	2-3-Nil	6	50B	1	3	90
tripod	5	4	2-3-Nil	6	50B	1	2	125

OT-65 FUG (Light Combat Vehicle): The 4x4 FUG (*Felderítő Uszó Gépkocsi*) is a Hungarian scout car known to the Czechs as the OT-65, and fulfills a combat role similar to the Soviet BRDM, that of light reconnaissance vehicle with minimal armor and armament. The only access to the vehicle is through the rooftop hatches, which is also the location of a pintle-mounted PK MG. The driver and vehicle commander sit in the front of the vehicle; the passengers occupy seats along the sides.

Tr Move: 175/65

Com Move: 40/15/6

Fuel Cap: 200

Fuel Cons: 116

Combat Statistics:

Config: No Trt HF: 2

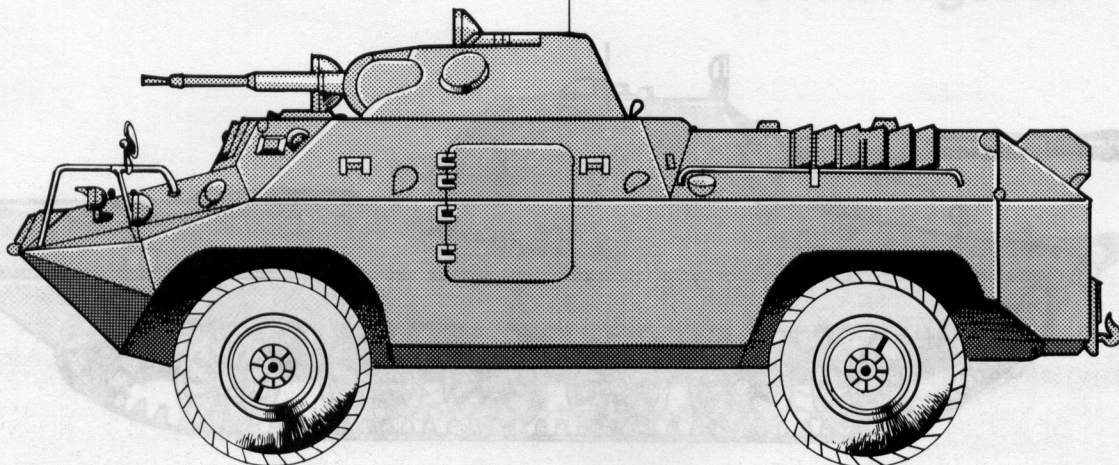
Susp: W(2) HS: 1

HR: 1

AMMUNITION

Use the ammo records provided on page 253 of **Twilight: 2000** to record consumption of 7.62mm ammunition.

PSZH-IV/OT-66



Price: \$95,000 (—/S)

Armament: KPV MG, PK MG coaxial

Ammo: 500×14.5mm, 2000×7.62mm

Fuel Type: D, A

Load: 300 kg

Veh Wt: 7.5 tonnes

Crew: 3+6

Mnt: 3

Night Vision: IR searchlight, headlights

Radiological: Enclosed

PSZH-IV (Light Combat Vehicle): This 4×4 armored vehicle is based on the Hungarian FUG chassis, with the addition of a heavy machinegun turret. The driver and commander sit in the front, with hatches on the glacis for each. The gunner sits in the turret, but enters through one of the doors on each side of the vehicle, which are also used by the passengers. Two firing ports (which can accept any assault rifle) are located on each of the left and right vehicle sides.

The PSZH-IV is in use by the armed forces of Hungary, the Czech and Slovak Republics (where it is known as the OT-66), and Bulgaria.

Damage Record

Crewmembers: Commander ☐ Driver ☐ Gunner ☐

Passengers: 1 ☐ 2 ☐ 3 ☐ 4 ☐ 5 ☐ 6 ☐

Sight/Vision: Gun sight ☐ Night vision equipment ☐

Radio: ☐

KPV MG: ☐

PK MG: ☐

Traverse: ☐

Engine: ☐

Fuel (% consumed or destroyed): ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐

Suspension: Minor damage ☐ Immobilized ☐

Tr Move: 170/65

Com Move: 40/15/5

Fuel Cap: 200

Fuel Cons: 128

Combat Statistics:

Config: Tr TF: 3 HF: 3

Susp: W(2) TS: 2 HS: 2

TR: 2 HR: 2

WEAPON DATA

KPV MG

—Recoil—

Weapon	ROF	Dam	Pen	Bulk	Mag	SS	Burst	Rng
KPV	5	12	2-2-3	10	100B	*	*	150

*The KPV is always mounted on a vehicle or field carriage, and has negligible recoil.

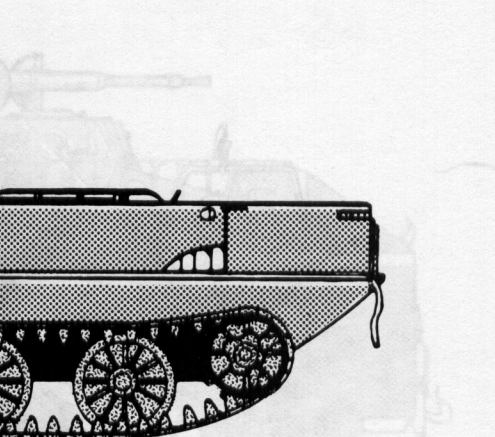
PK MG

—Recoil—

Weapon	ROF	Dam	Pen	Bulk	Mag	SS	Burst	Rng
PK	5	4	2-3-Nil	6	50B	2	5	65
bipod	5	4	2-3-Nil	6	50B	1	3	90
tripod	5	4	2-3-Nil	6	50B	1	2	125

AMMUNITION

Use the ammo records provided on page 253 of **Twilight: 2000** to record consumption of 14.5mm and 7.62mm ammunition.



Price: \$110,000 (R/S)
Armament: 76.2mm gun, PK MG coaxial
Ammo: 40x76.2mm, 1000x7.62mm
Fuel Type: D, A
Load: 300 kg
Veh Wt: 14 tonnes
Crew: 3
Mnt: 5
Night Vision: Active IR for driver only
Radiological: Enclosed

Radiological: Enclosed

Damage Record

Suspension: Minor damage ☐ Immobilized ☐

WEAPON DATA

Type	Rnd	Rng	Damage	Pen
76.2mm	APHE	300	16	8/4/2
Rld: 1	HVAP	300	16	12/6/3
	HEAT	300	C: 8, B: 14	40C
	HE	300	C: 6, B: 12	-3C

PK MG

Weapon	ROF	Dam	Pen	Bulk	Mag	—Recoil—		
						SS	Burst	Rng
PK	5	4	2-3-Nil	6	50B	2	5	65
bipod	5	4	2-3-Nil	6	50B	1	3	90
tripod	5	4	2-3-Nil	6	50B	1	2	125

PT-76 (Light Combat Vehicle): The PT-76 (*Plavayutschiy Tank* = amphibious tank) is a tracked light reconnaissance vehicle manufactured by the Soviets and in service with the armies of the Warsaw Pact. It was replaced in front line Soviet units by various recon models of the BMP, but it can still be found in smaller armies and in reserve units. The driver sits in the front of the vehicle, and has a hatch on the front deck. The remainder of the crew sit in the two-man turret, and make use of a single hatch on the turret deck. Optional rear-deck fuel tanks add 180 liters to the fuel capacity.

Fuel Cons: 169

Combat Statistics:

TR: 3 HR: 1

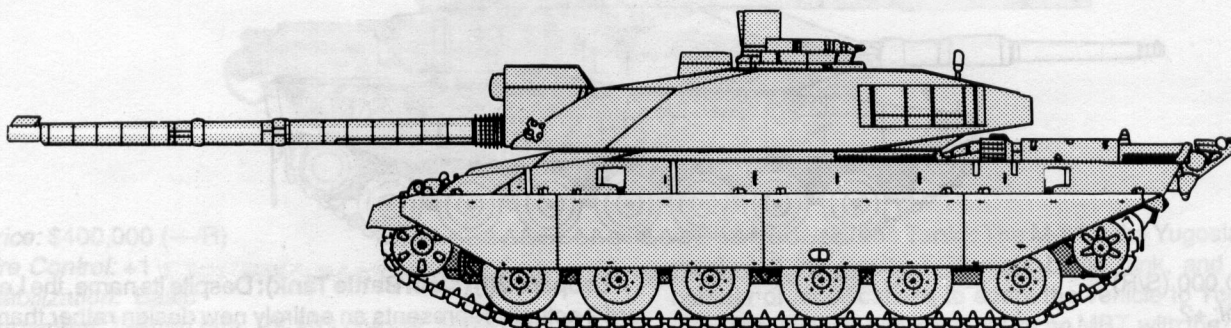
AMMUNITION

Use the ammo records provided on page 253 of **Twilight: 2000** to record consumption of 7.62mm ammunition.

76.2mm (40 rounds)

[illegible]

Challenger 2



Price: \$850,000 (R/—)

Fire Control: +2

Armament: 120mm rifled gun (L30), MAG MG coaxial, MAG MG (C)

Stabilization: Good

Ammo: 52×120mm, 4000×7.62mm

Fuel Type: D, G, AvG, A

Load: 500 kg

Veh Wt: 62.5 tonnes

Crew: 4

Mnt: 16

Night Vision: White light/IR searchlight, active/passive/thermal imaging (shared by commander and gunner)

Radiological: Shielded

Damage Record

Crewmembers: Commander ☐ Driver ☐ Gunner ☐ Loader ☐

Sight/Vision: Gun sight ☐ Range finder ☐ Night vision equipment ☐

Radio: ☐

120mm Rifled Gun: ☐

L7A2 MG: ☐

L7A2 MG (C): ☐

Traverse: ☐

Engine: ☐

Fuel (% consumed or destroyed): ☐☐☐☐☐☐☐☐☐☐

Suspension: Minor damage ☐ Immobilized ☐

WEAPON DATA

120mm Rifled Gun

Type	Rnd	Rng	Damage	Pen
120 Rfld L30	APFSDS	600	28	110/100/90/70
Rld: 1	APFSDSDU	600	28	150/140/130/110
	HESH	450	C:14, B:25	100C

Challenger 2 (Main Battle Tank): This British tank entered service in the 1990s. It is an improved version of the earlier Challenger main battle tank, with an improved turret and fire control, and an all-new more powerful model of the 120mm rifled gun. There is a driver's hatch on the middle front deck, and a gunner's hatch and commander's hatch on the turret deck. A weapons mount is located by the commander's hatch.

Commander has a stabilized independent day sight.

Tr Mov: 130/110

Com Mov: 30/25

Fuel Cap: 1800

Fuel Cons: 500

Combat Statistics:

Config: Trt	TF: 120-Cp	HF: 200-Cp
Susp: T: 6	TS: 40	HS: 24
	TR: 16	HR: 20

AMMUNITION

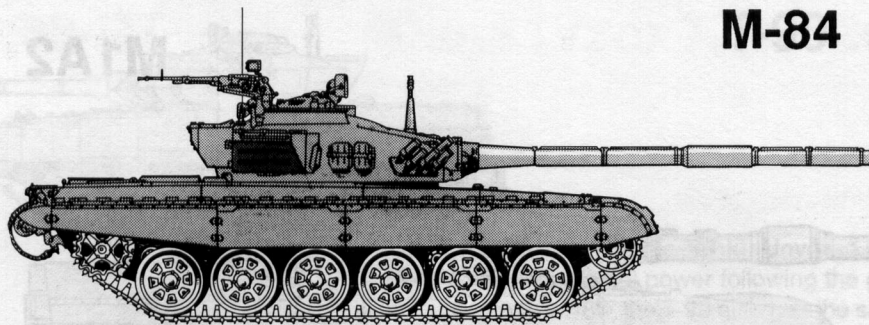
Use the ammo records provided on page 253 of **Twilight: 2000** to record consumption of 7.62mm ammunition.

WEAPON DATA

L7A2 (MAG MG)

		—Recoil—						
Weapon	ROF	Dam	Pen	Bulk	Mag	SS	Burst	Rng
L7A2 (MAG)	10	4	2-3-Nil	6	100B	1	6	65
bipod	10	4	2-3-Nil	6	100B	1	4	90
tripod	10	4	2-3-Nil	6	100B	1	2	125

M-84



Price: \$400,000 (—/R)

Fire Control: +1

Stabilization: Basic

Armament: 125mm gun, PK MG coaxial, M2HB MG (C)

Ammo: 42×125mm, 3000×7.62mm, 500×.50 BMG

Fuel Type: D, A

Load: 500 kg

Veh Wt: 41 tonnes

Crew: 3

Mnt: 13

Night Vision: White light/IR searchlight, headlights

Radiological: Shielded.

Damage Record

Crewmembers: Commander ☐ Driver ☐ Gunner ☐

Sight/Vision: Gun sight ☐ Range finder ☐ Night vision equipment ☐

Radio: ☐

125mm Gun: ☐

PK MG: ☐

M2HB MG: ☐

Loader: ☐

Traverse: ☐

Engine: ☐

Fuel (% consumed or destroyed): ☐☐☐☐☐☐☐☐☐☐

Suspension: Minor damage ☐ Immobilized ☐

WEAPON DATA

125mm Gun

Type	Rnd	Rng	Damage	Pen
125mm	APFSDS	450	28	100/90/80/60
Rld: 2	APFSDSDU	450	28	110/100/90/70
	HEAT	400	C:10, B:25	110C
	HE	400	C:14, B:35	1C

PK MG

		—Recoil—						
Weapon	ROF	Dam	Pen	Bulk	Mag	SS	Burst	Rng
PK	5	4	2-3-Nil	6	50B	2	5	65
bipod	5	4	2-3-Nil	6	50B	1	3	90
tripod	5	4	2-3-Nil	6	50B	1	2	125

M-84 (Main Battle Tank): The M-84 is the Yugoslav licensed version of the Soviet T-72 main battle tank, and features a number of modifications to adapt the vehicle to Yugoslav service. The layout is conventional for an MBT, with the driver in the front of the hull, and the other two crewmembers in the turret. The M-84, like the T-72, features an autoloader for the 125mm main gun, so no human loader is required.

Tr Move: 130/85

Com Move: 30/20

Fuel Cap: 1200+400*

Fuel Cons: 350

* in jettisonable rear drums

Combat Statistics:

Config: Trt	TF: 70	HF: 100-Cp
Susp: T: 6	TS: 24	HS: 16
	TR: 20	HR: 10

AMMUNITION

125mm gun (42 rounds)

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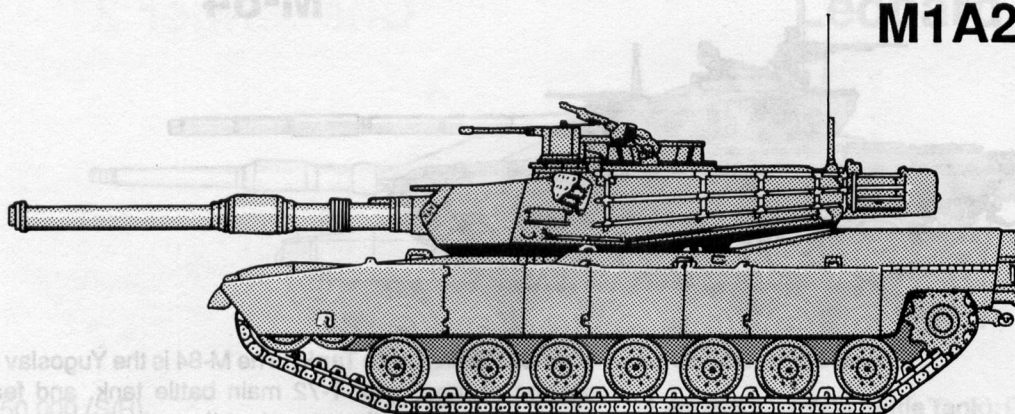
WEAPON DATA

M2HB MG

		—Recoil—						
Weapon	ROF	Dam	Pen	Bulk	Mag	SS	Burst	Rng
M2HB	5	8	2-2-3*	8	105B	3	13	65
tripod	5	8	2-2-3*	8	105B	2	6	150

*.50 SLAP ammunition has a penetration of 1-1-2.

M1A2



Price: \$700,000 (R/R)

Fire Control: +2

Armament: 120mm gun, MAG MG coaxial, M2HB MG (C), MAG MG (L)

Stabilization: Good

Ammo: 40x120mm, 1000x.50 BMG, 11400x7.62mm

Fuel Type: D, G, AvG, A

Load: 700 kg

Veh Wt: 63 tonnes

Crew: 4

Mnt: 16

Night Vision: Passive IR/thermal (for each commander, driver, and gunner)

Radiological: Shielded

Damage Record

Crewmembers: Commander ☐ Driver ☐ Gunner ☐ Loader ☐

Sight/Vision: Gun sight ☐ Range finder ☐ Night vision equipment ☐

Radio: ☐

120mm Smoothbore Gun: ☐

MAG MG (coaxial): ☐

MAG MG (C): ☐

MAG MG (L): ☐

M2HB MG: ☐

Traverse: ☐

Engine: ☐

Fuel (% consumed or destroyed): ☐☐☐☐☐☐☐☐☐☐

Suspension: Minor damage ☐ Immobilized ☐

WEAPON DATA

120mm Smoothbore Gun

Type	Rnd	Rng	Damage	Pen
120mm Smth	APFSDS	500	28	110/100/90/70
Rld: 1	APFSDSDU	500	28	150/140/130/110
	HEAT	400	C:10, B:25	110C
	WP	400	C:3, B:45	Nil

M1A2 (Main Battle Tank): An improved M1A1 with more advanced electronics and communications.

One important feature of the M1A2 is the addition of a diesel auxillary power unit. This allows a vast increase in fuel efficiency, as the gas turbine engine uses huge amounts of fuel even when only idling to provide basic electrical power.

Commander has an independent, stabilized thermal sight.

Tr Mov: 130/110

Com Mov: 30/25

Fuel Cap: 1900

Fuel Cons: 600

Combat Statistics:

Config: Trt	TF: 120-Cp	HF: 200-Cp
Susp: T: 6	TS: 40	HS: 16-Sp
	TR: 20	HR: 16

AMMUNITION

Use the ammo records provided on page 253 of **Twilight: 2000** to record consumption of .50 BMG and 7.62mm ammunition.

WEAPON DATA

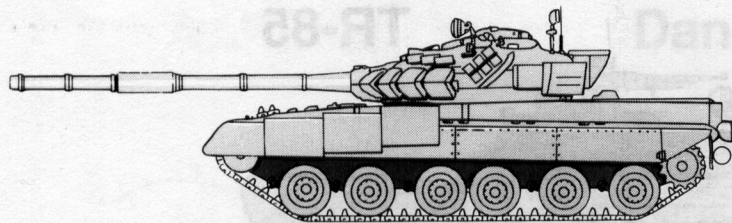
MAG MG

Weapon	ROF	Dam	Pen	Bulk	Mag	—Recoil—		
						SS	Burst	Rng
MAG	10	4	2-3-Nil	6	100B	1	6	65
bipod	10	4	2-3-Nil	6	100B	1	4	90
tripod	10	4	2-3-Nil	6	100B	1	2	125

M2HB MG

Weapon	ROF	Dam	Pen	Bulk	Mag	—Recoil—		
						SS	Burst	Rng
M2HB	5	8	2-2-3*	8	105B	3	13	65
tripod	5	8	2-2-3*	8	105B	2	6	150

*.50 SLAP ammunition has a penetration of 1-1-2.



T-90

T-90 (Main Battle Tank): Unveiled in 1993, the T-90 marks a return to diesel power following the gas turbine T-80. As an improved T-80, the T-90 also has the same layout as the T-72.

The T-90 also fires an ATGM from its 125mm gun, the 9M119 Reflecks (known by NATO as the AT-11 "Sniper").

Attachment lugs for reactive armor are fitted to the turret and hull front (TF and HF).

Price: \$600,000 (R/R)

Fire Control: +2

Armament: 125mm gun, PK MG coaxial, DShK MG (C)

Stabilization: Good

Ammo: 36×125mm, 6×Reflecks ATGM, 300×12.7mm, 1250×7.62mm

Fuel Type: D, G, AvG, A

Load: 500 kg

Veh Wt: 45 tonnes

Crew: 3

Mnt: 18

Night Vision: White light/IR spotlight, active/passive IR

Radiological: Shielded

Damage Record

Crewmembers: Commander ☐ Driver ☐ Gunner ☐

Sight/Vision: Gun sight ☐ Range finder ☐ Night vision equipment ☐

Radio: ☐

125mm Gun: ☐

PK MG: ☐

DShK MG: ☐

Loader: ☐

Traverse: ☐

Engine: ☐

Fuel (% consumed or destroyed): ☐☐☐☐☐☐☐☐☐☐

Suspension: Minor damage ☐ Immobilized ☐

WEAPON DATA

Reflecks (AT-11 "Sniper") ATGM

Type	Rld	Max Rng	Damage	Pen
Reflecks (AT-11 "Sniper")	6	5000	C:12, B:15	170C/130C*

*vs. reactive armor/vs. other armor

125mm Gun

Type	Rnd	Rng	Damage	Pen
125mm	APFSDS	450	28	100/90/80/60
Rld: 2	APFSDSDU	450	28	110/100/90/70
	HEAT	400	C:10, B:25	110C
	HE	400	C:14, B:35	1C

Tr Mov: 150/110

Com Mov: 35/25

Fuel Cap: 1000+400*

Fuel Cons: 350

*in jettisonable rear drums

Combat Statistics:

Config: Trt	TF: 90	HF: 140-Cp
Susp: T: 6	TS: 24	HS: 25-Sp
	TR: 20	HR: 10

AMMUNITION

Use the ammo records provided on page 253 of **Twilight: 2000** to record consumption of 12.7mm and 7.62mm ammunition.

Reflecks ATGM (6 missiles)

☐☐☐☐☐☐

125mm Gun (36 rounds)

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WEAPON DATA

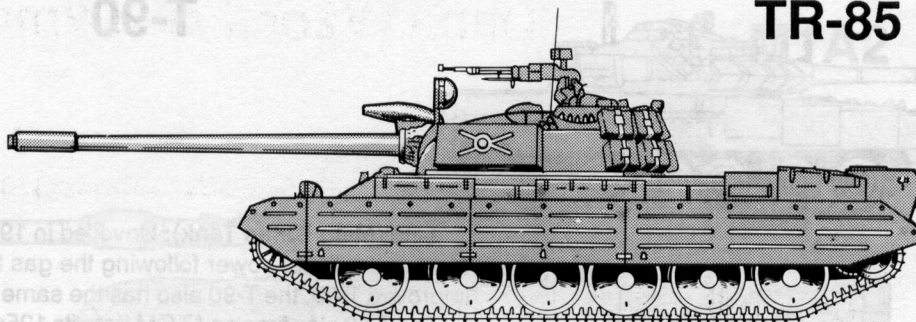
PK MG

		—Recoil—						
Weapon	ROF	Dam	Pen	Bulk	Mag	SS	Burst	Rng
PK	5	4	2-3-Nil	6	50B	2	5	65
bipod	5	4	2-3-Nil	6	50B	1	3	90
tripod	5	4	2-3-Nil	6	50B	1	2	125

DShK MG

		—Recoil—						
Weapon	ROF	Dam	Pen	Bulk	Mag	SS	Burst	Rng
DShK	5	9	2-2-3	8	50B	7	15	65
tripod	5	9	2-2-3	8	50B	3	7	150

TR-85



Price: \$300,000 (—/R)

Fire Control: +1

Stabilization: Basic

Armament: 100mm gun, PK MG coaxial, DShK HMG (C)

Ammo: 43×100mm, 3000×7.62mm, 500×12.7mm

Fuel Type: D, A

Load: 0.4 tonnes

Veh Wt: 36 tonnes

Crew: 4

Mnt: 12

Night Vision: Active/passive IR, IR searchlight

Radiological: Shielded

TR-85 (Main Battle Tank): The TR-85 is a Romanian improvement to the Soviet T-55 tank, incorporating a locally built version of the Chinese Yangzhou laser range finder, a German diesel engine (necessitating a lengthened chassis), and improved suspension and engine-cooling systems. The layout is conventional for an MBT, with the driver in the front of the hull, and the other two crewmembers in the turret. The vehicle is armed with a turret-mounted 100mm gun, a coaxial PK MG, and a DShK MG in a cupola mount on the turret.

TR-85s are found primarily in Romanian service, and are seldom encountered outside that nation.

Tr Move: 85/65

Com Move: 20/15

Fuel Cap: 965+400*

Fuel Cons: 420

* in jettisonable rear drums

Combat Statistics:

Config: Trt TF: 41 HF: 40

Susp: T: 6 TS: 26 HS: 16

TR: 12 HR: 12

Damage Record

Crewmembers: Commander ☐ Driver ☐ Gunner ☐ Loader ☐

Sight/Vision: Gun sight ☐ Range finder ☐ Night vision equipment ☐

Radio: ☐

100mm Gun: ☐

PK MG: ☐

DShK MG: ☐

Traverse: ☐

Engine: ☐

Fuel (% consumed or destroyed): ☐☐☐☐☐☐☐☐☐☐

Suspension: Minor damage ☐ Immobilized ☐

WEAPON DATA

100mm Gun

Type	Rnd	Rng	Damage	Pen
100mm	APDS-T	350	26	70/60/50/30
Rld: 1	APHE	300	C:6, B:15	55/45/35/25
	HEAT	250	C:4, B: 5	60C
	WP	250	C:3, B:25	Nil

PK MG

Weapon	ROF	Dam	Pen	Bulk	Mag	—Recoil—		
						SS	Burst	Rng
PK	5	4	2-3-Nil	6	50B	2	5	65
bipod	5	4	2-3-Nil	6	50B	1	3	90
tripod	5	4	2-3-Nil	6	50B	1	2	125

AMMUNITION

Use the ammo records provided on page 253 of **Twilight: 2000** to record consumption of 12.7mm and 7.62mm ammunition.

100mm (43 rounds)

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WEAPON DATA

DShK HMG

Weapon	ROF	Dam	Pen	Bulk	Mag	—Recoil—		
						SS	Burst	Rng
DShK	5	9	2-2-3	8	50B	7	15	65
tripod	5	9	2-2-3	8	50B	3	7	150

Radiological: Enclosed

Suspension: Minor damage ☐ Immobilized ☐

Type	Rnd	Rng	Damage	Pen
152mm	HE	300	C:24, B:45	3C
IFR: 19 km	APHE	350	C:8, B:15	80C
Rld: 2	WP	300	C:3, B:55	Nil
	Chem	300	C:3, B:35	Nil
	ICM	—	B:75	Grenade*
	ILLUM	—	B:2505	Nil

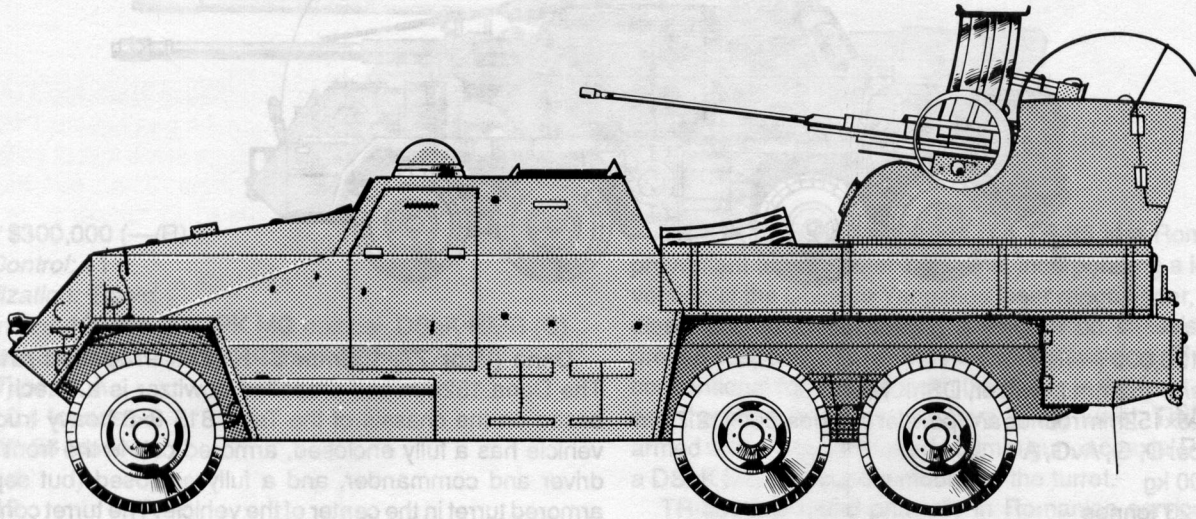
Weapon	ROF	Dam	Pen	Bulk	Mag	—Recoil—		
						SS	Burst	Rng
DShK	5	9	2-2-3	8	50B	7	15	65
tripod	5	9	2-2-3	8	50B	3	7	150

Fuel Cons: 221

Config: Trt	TF: 4	HF: 4
Susp: W(4)	TS: 3	HS: 3
	TR: 3	HB: 2

152mm (28 rounds and powder charges)

M53/59 SPAA



Price: \$85,000 (—/R)

Fire Control: +1

Armament: 2x30mm autocannon

Ammo: 800x30mm

Fuel Type: D, A

Load: 500 kg

Veh Wt: 10.3 tonnes

Crew: 5

Mnt: 3

Night Vision: Headlights

Radiological: Open

Damage Record

Crewmembers: Commander ☐ Driver ☐ Gunner ☐ Loader

1 ☐ Loader 2 ☐

Sight/Vision: Gun sight ☐ Range finder ☐ Night vision equipment ☐

Radio: ☐

30mm Autocannon: ☐ ☐

Traverse: ☐

Engine: ☐

Fuel (% consumed or destroyed): ☐☐☐☐☐☐☐☐☐☐

Suspension: Minor damage ☐ Immobilized ☐

WEAPON DATA

30mm Autocannon

Weapon	ROF	Mag	Rng	Ammo	Damage	Pen
30mm	5	100B	250	API	16	5/1-2
			250	HE	C:1, B:3	-6C

M53/59 SPAA (Self-Propelled Artillery): This vehicle is a heavily modified Czech Praga V3S 6x6 truck chassis mounting twin 30mm AA autocannons. The vehicle was originally designed as a self-propelled antiaircraft gun, but is more commonly used against ground targets in the year 2000. The M53/59 is found in service with the armies of the Czech and Slovak Republics, and with the armies of the former Yugoslavia (primarily Serbia and Croatia)

The driver and commander sit in the front in an enclosed compartment (the commander has a Plexiglass dome cupola in the compartment roof). The gunner and loaders occupy the open deck in the vehicle rear while the vehicle is in action. They normally ride in another vehicle while in transit.

Tr Move: 130/40

Com Move: 30/10

Fuel Cap: 120

Fuel Cons: 58

Combat Statistics:

Config: Veh HF: 3

Susp: W(2) HS: 2

HR: 2

AMMUNITION

Use the ammo records provided on page 253 of **Twilight: 2000** to record consumption of 30mm ammunition.

VEHICLE RATINGS

These represent all vehicles included with **Twilight: 2000** version 2.2 (except those reproduced within this book on pages 70-100), and represent the current ratings. Load and vehicle weight are in tonnes unless otherwise noted.

Abbreviations: PIR = passive IR, A/PIR = active/passive IR, WL/IR SL = white light/IR spotlight, PIR/Th = passive IR/thermal, WL or IR SL = white light or IR searchlight, II = image intensification.

Movement

Vehicle	Travel Move	Combat Move	Fuel Capacity	Fuel Consumption
Unarmored Cargo Vehicles				
Bicycle	65/15	15/4	—	—
Motorcycle	195/85	45/20	16	8
HMMWV	215/85	50/20	90	30
UAZ-469	215/45	50/10	60	20
2-1/2-ton truck	175/35	40/8	195	65
5-ton truck	175/35	40/8	280	70
3/4-ton truck	195/35	45/8	90	30
Wagon	20/5	10/2	—	—
Cart	20/5	10/2	—	—
5000-l tank truck	175/35	40/8	280	70
10000-l tank truck	175/65	40/15	600	200
Civilian Car	215/35	50/8	80	20

Infantry Fighting Vehicles

BMP-2	130/85	30/20/4	460	100
AMX-10P	130/85	30/20/4	530	115
AIFV	130/85	30/20/4	400	100
Marder	150/110	35/25	650	185

Armored Personnel Carriers

BTR-80	150/65	35/15/6	290	80
OT-64	195/85	45/20/6	320	80

Light Combat Vehicles

LAV-25	195/85	45/20/6	300	90
BRDM-4	195/85	45/20/6	290	80

Main Battle Tanks

M1	150/130	35/30	1900	1100
M1A1	130/110	30/25	1900	1200
Leopard I	130/85	30/20	955	200
M60A3	110/65	25/15	1400	280
M48A5	110/65	25/15	1400	280
EPC "Leclerc"	150/130	35/30	1300	350
C-1 "Ariete"	130/110	30/25	1400	350
T-55	110/65	25/15	950+380*	190
T-72	150/110	35/25	1000+400*	350
T-80	150/110	35/25	1000+400*	350

* in jettisonable rear drums

Self-Propelled Artillery

M109A2/A3	40/70	25/15	495	165
SO-122	130/80	30/20/2	540	135
SO-152	100/60	25/15	840	210
ZSO-30-4	100/60	25/15	880	220

Combat Statistics

Vehicle	Config	Susp	TF	TS	TR	HF	HS	HR
Unarmored Cargo Vehicles								
Bicycle	None (driver and passenger are mounted targets)							
Motorcycle	None (driver and passenger are mounted targets)							
HMMWV	Veh	W(2)	—	—	—	1	1	1
UAZ-469	Veh	W(2)	—	—	—	1	1	1
2-1/2-ton truck	Veh	W(3)	—	—	—	1	1	1
5-ton truck	Veh	W(3)	—	—	—	1	1	1
3/4-ton truck	Veh	W(2)	—	—	—	1	1	1
Wagon	None (driver and passenger(s) are mounted targets)							
Cart	None (driver and passenger(s) are mounted targets)							
5000-l tank truck	Veh	W(3)	—	—	—	1	1	1
10000-l tank truck	Veh	W(4)	—	—	—	1	1	1
Civilian Car	Veh	W(2)	—	—	—	1	1	1

Infantry Fighting Vehicles

BMP-2	Sm Trt	T: 2	5	3	2	4	3	3
AMX-10P	Sm Trt	T: 2	6	4	4	6	4	4
AIFV	Sm Trt	T: 2	4	2	2	8	6	4
Marder	Sm Trt	T: 4	12	8	8	25	10	5

Armored Personnel Carriers

BTR-80	Sm Trt	W(4)	2	2	2	3	1	1
OT-64	Sm Trt	W(4)	3	3	3	4	2	2

Light Combat Vehicles

LAV-25	Trt	W(6)	6	3	3	6	3	3
BRDM-4	Sm Trt	W(2)	2	2	2	2	1	1

Main Battle Tanks

M1	Trt	T: 6	80-Cp	40	16	160-Cp	16-Sp	16
M1A1	Trt	T: 6	120-Cp	40	16	200-Cp	16-Sp	16
Leopard I	Trt	T: 6	50-Sp	12-Sp	12-Sp	26	7	5
M60A3	Trt	T: 6	50	15	5	50	24	24
M48A5	Trt	T: 6	44	15	15	48	22	22
EPC "Leclerc"	Trt	T: 6	100-Cp	20	10	140-Cp	20	10
C-1 "Ariete"	Trt	T: 6	90-Cp	20	10	140-Cp	20	10
T-55	Trt	T: 6	41	26	12	40	16	12
T-72	Trt	T: 6	70	24	20	100-Cp	16	10
T-80	Trt	T: 6	90	24	20	20-Cp	16	10

Self-Propelled Artillery

M109A2/A3	Trt	T: 4	4	4	4	10	3	3
SO-122	Trt	T: 3	5	5	3	6	4	3
SO-152	Trt	T: 4	5	5	3	6	4	3
ZSO-30-4	Trt	T: 4	4	3	3	6	4	4

Vehicle Ratings

Vehicle	Price (\$)	Fire Control	Armament	Stabilization	Ammo	Fuel Type	Load	Vehicle Weight	Crew	Mnt	Night Vision	Rad.
Unarmored Cargo Vehicles												
Bicycle	100 (V/V)	—	—	—	—	—	*	0.015	1+1	1	—	—
Motorcycle	5000 (V/V)	—	—	—	—	G,A,AvG	0.3	0.156	1+1	2	Headlights	—
HMMWV	20,000 (C/S)	—	(C) mount	—	—	D,G,A	1.25	2	2+4	2	Headlights	Open
UAZ-469	8000 (S/C)	—	(P) mount	—	—	G,A	0.5	1.6	2+3	2	Headlights	Open
2-1/2-ton truck	15,000 (C/C)	—	—	—	—	D,A	2.5	6	2	4	Headlights	Open
5-ton truck	20,000 (S/S)	—	—	—	—	D,A	5	10	2	4	Headlights	Open
3/4-ton truck	10,000 (S/S)	—	—	—	—	G,A,AvG	0.75	4	2	2	Headlights	Open
Wagon	1000 (V/V)	—	—	—	—	—	1	0.5	1	1	—	—
Cart	500 (V/V)	—	—	—	—	—	0.5	0.25	1	1	—	—
5000-l tank truck	15,000 (C/C)	—	—	—	—	D,A	5000 l	10	2	4	Headlights	Open
10000-l tank truck	25,000 (S/S)	—	—	—	—	D,A	10,000 l	17	2	4	Headlights	Open
Civilian Car	6000 (V/V)	—	—	—	—	G,A	0.5	1	2+3	2	Headlights	Open
Infantry Fighting Vehicles												
BMP-2	150,000 (R/S)	—	30mm autocannon AT-5 Launcher PK MG	Basic	500×30mm 4×AT-5 2000×7.62mm	D,G, AvG,A	1.5	14.3	3+8	12	PIR, II	Shielded
AMX-10P	100,000 (S/R)	—	20mm autocannon AAT coaxial	Basic	760×20mm 2000×7.62mm	D,A	0.5	14	3+8	12	PIR	Shielded
AIFV	80,000 (R/—)	—	25mm AC MAG MG coaxial	Basic	324×25mm 1840×7.62mm	D,A	0.8	13.6	3+7	10	WL/IR SL, A/PIR	Shielded
Marder	200,000 (S/R)	+1	25mm AC M63 coaxial	Basic	1100×25mm 5000×7.62mm	D,A	0.6	29	3+6	10	A/PIR, IRSL	Shielded
Armored Personnel Carriers												
BTR-80	75,000 (S/C)	—	KPV MG PK MG coaxial	—	500×14.5mm 2000×7.62mm	D,A	2.5	13.6	3+7	6	Headlights	Shielded
OT-64	80,000 (S/C)	—	KPV MG PK MG	—	500×14.5mm 2000×7.62mm	D,A	3	14	2+15	6	Headlights	Shielded
Light Combat Vehicles												
LAV-25	100,000 (S/R)	+1	25mm autocannon MAG MG coaxial	Basic	630×25mm 1620×7.62mm	D,A	2	12	3+6	6	PIR	Enclosed
BRDM-4	50,000 (S/C)	—	30mm autocannon PK MG	Basic	100×30mm 2000×7.62mm	G,AvG,A	0.6	8	4	4	Headlights, II	Shielded

* Load depends on rider. See **Twilight: 2000**, page 25.

† For driver

‡ Shared by commander and gunner

Vehicle Ratings, cont.

Vehicle	Price (\$)	Fire Control	Armament	Stabilization	Ammo	Fuel Type	Load	Vehicle Weight	Crew	Mnt	Night Vision	Rad.
Main Battle Tanks												
M1	600,000 (R/R)	+2	105mm gun MAG MG coaxial M2HB MG (C) MAG MG (L)	Good	55x105mm 1000x.50 BMG 11,400x7.62mm	D,G, AvG,A	0.7	54	4	14	PIR/Th†	Shielded
M1A1	650,000 (R/R)	+2	120mm SB gun MAG MG coaxial M2HB MG (C) MAG MG (L)	Good	40x120mm 1000x.50 BMG 11,400x7.62mm	D,G, AvG, A	0.7	63	4	14	PIR/Th†	Shielded
Leopard I	420,000 (S/R)	+1	105mm gun MG3 MG coaxial MG3 (C)	Basic	60x105 5500x7.62mm	D,G,A	0.7	40	4	8	WL or IR SL, A/PIR	Shielded
M60A3	350,000 (S/R)	+1	105mm gun M2HB MG (C) MAG MG coaxial	Basic	63x105mm 900x.50 BMG 5950x7.62mm	D,A	0.66	52.6	4	10	PIR/Th WL/IR SL	Shielded
M48A5	350,000 (S/R)	+1	105mm gun MAG coaxial MAG MG (C)	Basic	54x105mm 10,000x7.62mm	D, A	0.5	49	4	10	PIR, WL/SL	Enclosed
EPC "Leclerc"	700,000 (S/R)	+2	120mm sb gun M2HB coaxial MAG MG (C)	Good	40x120mm	D,A	0.7	53	3	14	WL SL, II	Shielded
C-1 "Ariete"	700,000 (S/R)	+2	120mm sb gun MAG coaxial MAG MG (C)	Good	40x120mm 2000x7.62mm	D,A	0.7	54	4	12	WL SL, II	Shielded
T-55	300,000 (R/S)	—	100mm gun PK MG coaxial DShK (C)	—	43x100mm 3000x7.62mm 500x12.7mm	D, A	0.4	36	4	8	APIR, WL or IR SL	Shielded
T-72	400,000 (R/R)	+1	125mm gun PK MG DShK MG (C)	Basic	45x125mm 2000x7.62mm 300x12.7mm	D, A	0.5	44.5	3	16	WL/IR SL, A/PIR	Shielded
T-80	500,000 (R/R)	+2	125mm gun PK MG DShK MG (C)	Basic	36x125mm 5xAT-8 ATGM 300x12.7mm 1250x7.62mm	D, G AvG, A	0.5	43	3	16	WL/IR SL, A/PIR	Shielded
Self-Propelled Artillery												
M109A2/A3	300,000 (R/R)	—	155mm howitzer M2HB MG	—	36x155mm 500x.50BMG	D,A	1	25	6	10	Headlights	Shielded
SO-122	200,000 (R/R)	—	122mm howitzer	—	40x122	D, A	0.6	16	4	10	Headlights	Shielded
SO-152	250,000 (R/R)	—	152mm howitzer PK MG (C)	—	46x152mm 1000x7.62mm	D, A	0.8	30	5	10	Headlights	Shielded
ZSO-30-4	100,000 (R/R)	+1	4x30mm guns 8xSA-19 missiles	Basic	1904x30mm 8xSA-19	D, A	0.6	34	4	12	Headlights	Shielded

East EUROPE Sourcebook™



Information is vital to any military campaign. Without it, armies blindly wander without real objectives, blundering into the enemy by chance, with no opportunity for advance planning or preparation. The **East Europe Sourcebook** for **Twilight: 2000** gives you the information you need to know about the central theater of the Twilight War.

Eastern Europe was, without a doubt, the "center stage" of the Twilight War. It was in Eastern Europe that the armies of every major belligerent met; it was in Eastern Europe that the war lasted the longest; and it was in Eastern Europe where the devastation of war was greatest. The **East Europe Sourcebook** provides a chapter on each of the nations of the region, giving a short summary of the nation's history, geography, and ethnic make-up. The state of each nation as of the year 2000 is described, and its military forces plotted on an individual situation map. Nations covered include Estonia, Latvia, Lithuania, Poland, Russia, Ukraine, the Czech and Slovak Republics, Hungary, Romania, Bulgaria, Turkey, Greece, and the splintered remains of the former nation of Yugoslavia.

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