

The Ruins of Warsaw

Series Module

Twilight: 2000™



Game Designers' Workshop

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The Ruins of Warsaw

Contents

Ruins of Warsaw.....	2
Introduction.....	2
Referee's Notes.....	2
Adventure Plots.....	3
Through the Rubble.....	3
Winter.....	4
Running the Adventure.....	4
Timetable.....	5
Adam's Family.....	5
Walter Matusiak.....	5
Organizations.....	6
The Ruins.....	7
History.....	7
Communities.....	8
The Map.....	9
Moving through the Rubble.....	9
Encounters.....	10
The Communities.....	10
Praga.....	10
Kamionek.....	11
Saska-Kepa.....	12
New/Old City.....	12
Muranow.....	13
Powisle.....	13
Srodmiestec.....	14
Mokotow.....	14
Siekierki.....	14
Sielce.....	14
The Map.....	15
Mirow.....	16
Ambush.....	19
Situation.....	19
Possibilities.....	20
The Convoy.....	20
The Countryside.....	21
Ostro Mazowiecka.....	21
Ciechanow.....	21
Pultusk.....	21
Serock.....	21
Radzymin.....	22
Wyzskow.....	22
Jadow.....	22
Wegrow.....	22
Malkinia.....	22
Drohczyn.....	22
Siemiatycza.....	22
Sokolow Podlaski.....	22
Siedlce.....	22
Kaluszyn.....	23
Losice.....	23
Minsk Mazowieckie.....	23
Otwock.....	23
Gora Kalwaria.....	23
Grojec.....	23
Garwolin.....	23
Lukow and Miedzyrzec Podlaski.....	23

Encounters.....	23
Other Options.....	24
Ambush Map.....	25
Milicya of Sielce.....	26
Soviet 10th Guards Tank Division.....	27
Battle.....	28
Step 1 — Making Friends.....	28
Preparing Defenses.....	30
Scouting.....	31
The Map.....	32
The Baron's Timetable.....	32
Running the Battle.....	33
The 10th Guards Tank Division.....	33
Boats.....	33
Evacuation.....	34
Gas Masks.....	34
Ending the Adventure.....	34
Macro Combat.....	35
Scale.....	35
Units.....	35
Sequence.....	36
Initiative.....	36
Movement.....	36
Elevation.....	37
Spotting.....	37
Combat.....	37
Cover.....	37
Moving and Firing.....	37
Aimed Shots.....	38
Extreme Range.....	38
Rangefinders.....	38
Hits and Damage.....	38
Fragmentation.....	38
Knockdown.....	39
Chemical Rounds.....	39
Multiple Rounds.....	39
Indirect Fire.....	39
Leaders.....	40
Morale.....	40

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Ruins of Warsaw

We all knew that Warsaw had been nuked, but the reality overwhelmed our expectations. This was destruction.

The night before we reached the city we camped on the shore a few miles out. We could make out a glow on the low clouds - it gave kind of a friendly, warm feeling to know that there was something happening just over the hills. At the time I didn't want to think about the nukes, just about the city. A real city would be nice to see. I drifted off to sleep wondering what home would be like, if we ever got there. Has it all been nuked as well? I wonder if my family is still alive.

The final distance into the city was made in a drizzling rain. The outskirts of the city were all burnt, with only shells of buildings left standing. The shrubs and weeds were reclaiming the area, and they were apparently the only ones. Not a soul could be seen among the wreckage. Not surprising—who would want to live here?

Eventually we could see a taller building above the horizon. Matusiak told us that this was the Palace of Culture, which we believe is now the stronghold of the Baron. Apparently the top half of the building had been knocked off by one of the blasts.

The landscape was now changing, turning from buildings burnt by the firestorm into those which were obliterated by the bombs. The streets were buried by debris, and there wasn't much left that was recognizable. Occasionally we would see a truck or other vehicle only half covered in dust and stone, the only monument to the poor slob who was in it when NATO terminated the city.

We pulled the tug and barge into the west bank and got out onto the shore. At this particular point there were many steel beams and girders sticking up out of the mud, twisted and tossed about like so many pretzels. This was apparently once a factory of some sort.

"This way", announced Adam, as he pointed down a path which lead into the rubble. He hoisted his shotgun and began to make his way toward it. I noticed Grzyech and Roszkowski huddling around a great concrete tube protruding from the mud.

"What's that?" I asked.

"Sewers." they replied.

From the tube there came a high-pitched roar, echoing and reverberating off the sides of the tube. The noise at the very end here was nearly deafening.

"What the hell is that!?" I asked.

Grzyech turned to me, with an evil sort of grin, and pointed down into the darkness.

"Rats."

INTRODUCTION

Ruins of Warsaw is a game module for use with GDW's World War III role-playing game, *Twilight: 2000*. The story deals with the characters' roles in the battle for Warsaw. The information presented in this module will allow the game referee to create a complete *Twilight: 2000* campaign covering many weeks or months. Details are given for the districts and communities of the city, the surrounding towns and villages, and the many forces and factions which are competing for the city. Many subplots are presented which will take the player-characters all over the Warsaw area, either in search of aid or to ambush enemy supply convoys.

Ruins of Warsaw is the second of two "linked" GDW *Twilight: 2000* game modules, the first being *Pirates of the Vistula*.

However, though the two modules are designed to be used chronologically in a *Twilight: 2000* campaign, each is completely independent and can be used without the other. These two adventures might also be used together as an extension of the *Free City of Krakow* module. The referee is not required to stick to the plot presented here. He is encouraged to incorporate this module into his own campaign in any way he sees fit.

This booklet contains the following material:

The *Twilight: 2000* game module *Ruins of Warsaw*, which can be played as an independent game or extended into a campaign lasting months.

A center pullout section containing a map of the entire city of Warsaw, a second map of a portion of Warsaw drawn on 50 meter hexes for use with the macro combat system, weapons charts for macro combat, and a complete order of battle for the Baron's forces in the area.

Descriptions of the communities within Warsaw and their forces, and of the villages and towns surrounding Warsaw which might come into play. Encounter tables for these areas are also provided.

Macro combat rules for *Twilight: 2000*. These rules allow the easy handling of battles containing hundreds of combatants and vehicles, plus special rules for fighting amidst the rubble.

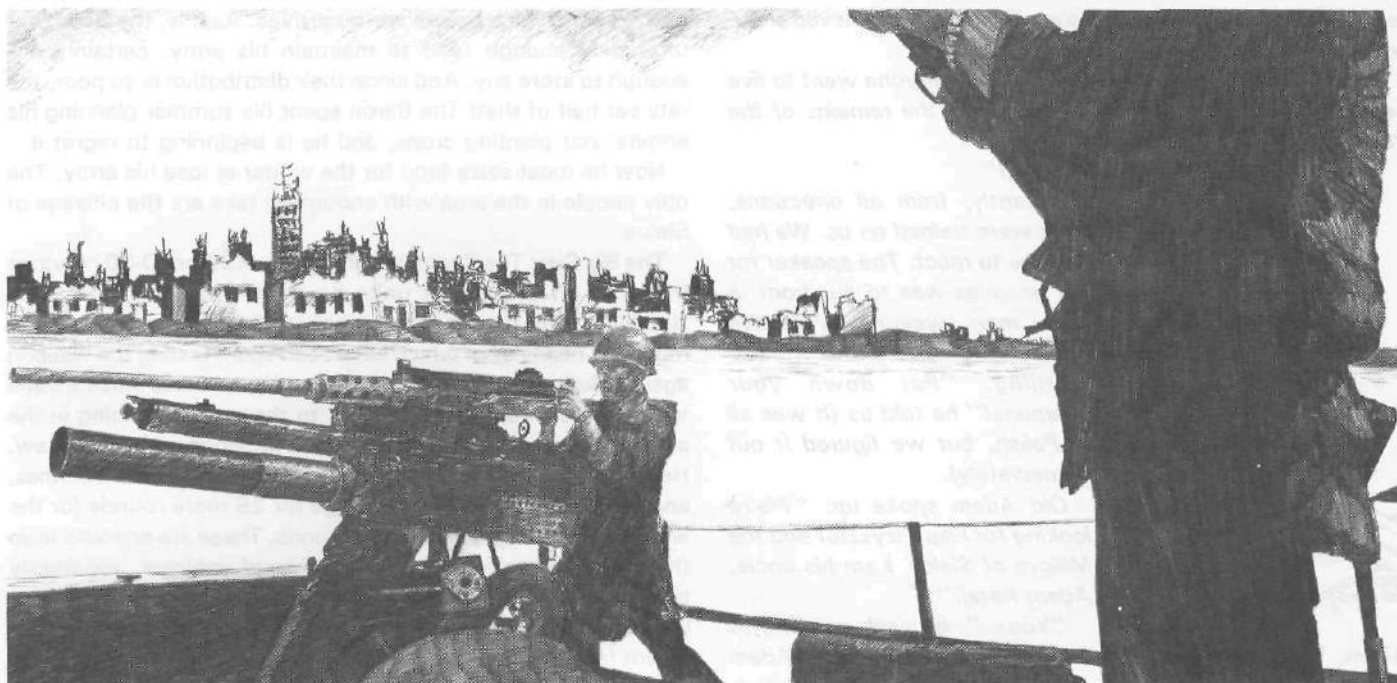
Several subplots are described which will allow the player characters a greater expanse of adventure in and around the city.

REFEREE'S NOTES

This game module is designed to be used by the referee. Narrative sections describing scenes from the point of view of the characters are provided to add additional color and detail to the referee's narrative as he describes the situation to the players. These narrative sections may be read to or by the players, but all other sections in this booklet are reserved for use by the referee only. Narrative sections are set apart in italics for easy recognition.

The maps and charts on the center pages are intended to be removed by the referee and shown to the players. To do this, carefully pry up the ends of the center staples, remove the maps and charts, and bend the ends of the staples down again. The text will now read properly.

**PLAYERS SHOULD NOT READ ANY FURTHER
IN THIS BOOKLET IN ORDER TO PRESERVE THE
ELEMENT OF SURPRISE**



Adventure Plots

The following background is assumed for the characters in this *Twilight: 2000* campaign. This material may be altered by the referee in order to incorporate it into his own on-going *Twilight: 2000* campaign.

The player-characters are survivors of the U.S. Fifth Division (Mechanized) which was destroyed by two Soviet armies during the summer of 2000 near the Polish city of Kalisz. A group of between three and eight player-characters is recommended, though more or fewer may play. The group may be made larger by including several non-player characters (NPCs).

The group has wandered south to Krakow, which has declared itself a free city. It is defended by its ORMO, which was built on cadres from the old Polish 8th Motorized Division. During their stay in Krakow, they became embroiled in the struggle for power which has been raging behind the enforced peace of the city. Due to circumstances mostly beyond their control, a hasty retreat was in order.

The player-characters took one Adam Rataj up on an offer to travel down the Wisla to Warsaw aboard his tugboat, the *Wisla Krolowa*. The journey was indeed difficult, as every bandit and marauder along the way did their best to sink or capture the tug. Finally, they made contact with the *Czolno Lud* in the floating city, and with their help, defeated the river pirates headed by the Baron Czarny.

Adam is now poised to evacuate his family from the ruins. However, he finds instead that his family members are not about to leave their new home, and instead wish to fight it out with the Baron, no matter how unlikely their victory. They can use every bit of help they can get, including Adam and the crew of the *Krolowa*.

This module provides all of the pertinent information on the

state of modern Warsaw and the forces within it. There are several subplots building which will affect the outcome of the battle for Warsaw, which is undoubtedly going to occur before the onset of winter. The player-characters will be able to affect these subplots, and therefore, the outcome of the final battle.

Should the referee wish it, this module may be plugged into nearly any other campaign. The player-characters need only reach Warsaw, where they will almost certainly become embroiled in the Baron's attempts to seize and hold the city. The player-characters could, in fact, end up as allies to the Baron, or completely ignore the situation and attempt to plunder the city for what they can find. The possibilities are endless.

THROUGH THE RUBBLE

We thought it looked bad from the boat. It looked like hell up close. Old Adam headed down the path through the debris. The stone and cement of the buildings had been turned into dust, which the rain made into a kind of paste. Every so often we would have to clean it from our boots just to keep going. The rocks and twisted chunks of steel tore at our clothes as we moved through the destruction.

Uller took a spill when some of the boulders he was walking on gave way and plunged him into what used to be a basement. It took us quite a while to clear enough debris out of the way to haul him back out. We tended his wounds, and, since he had no broken bones, we kept moving on.

Finally the rain stopped. A few beams of sunshine made their way to the earth. Portions of the dust glittered with the bits of shattered glass which permeated it. This entire area was practically designed to cut you, on either a shard of metal or glass, or on one of the millions of stones. The place was a thousand accidents waiting to happen. We moved very slowly.

We came across a couple of places which spoke of recent

habitation. The ashes of small cooking fires, litter and the like. One must have been the scene of a firefight - several unrecovered shell casings were lying about. Now we moved slowly, but with our weapons loaded.

If the whole city is like this, why would anyone want to live here? We kept pressing on, all the while the remains of the Palace of Culture looming ever closer.

"Halt!"

Instantly, from all directions, guns were trained on us. We had no time to react. The speaker for our enemies was to our front, a large man, wearing protective glasses, gloves, and heavy clothing. "Put down your weapons!" he told us (It was all in Polish, but we figured it out immediately).

Old Adam spoke up. "We're looking for Filip Kizysztrof and the Milicya of Sielce. I am his uncle, Adam Rataj. "

"You -", he said, pointing to Adam, "come forward. " Half of the weapons followed Adam as he made his way to the front. At this point I was certainly becoming concerned about our situation. What a place to die.

The two men, Adam and the leader of our adversaries, stood close to one another. They eyed each other closely, until the leader took off his goggles. The two embraced, and then began to weep. After a few moments they came back toward us. "It is Andrzej! My brother Andrzej!" cried Adam.

"We are among friends. " shouted Andrzej to his troopers. "Lower your weapons - we make for home."

We picked up our weapons and followed them. Several came among us and hugged us, as if we were some kind of liberators or something. Well, I guess we were. I pitied these poor wretches, having to live in this hole.

Did I say hole? As we topped a pile of rubble, I saw the strangest site I have ever encountered in my short life. Right smack dab in the middle of the ruins, there was a field of corn and wheat that stood out like a sore thumb. We could see people working in and among the fields, moving around the buildings further along. They must have cleared over a square mile of land and planted it. Even Adam was surprised, and he made his feelings known to his brother.

"Come now, Adam. You did not think we sat idle all this time, did you?"

WINTER

Winter is coming. Winter in the world of the year 2000 is once again something to be dreaded, especially in eastern Europe. No longer are homes heated as if by magic and food readily available. Winter must be planned for. Unless fuel and food are in sufficient supply, the long winter brings death.

Filip Kizysztrof has planned. Under his leadership the community of Sielce has planted enough ground and traded for enough fuel to survive the winter easily. His people are well provided for, and support their leader without question.

The Baron Czarny has not planned. He is attempting to carve out a reasonable holding amid the chaos, albeit for his own purposes. However, his following has grown enormously, as deserters and would-be marauders swell the ranks of his army.



The Baron is smart enough to realize that, unless he procures a great deal of food and other supplies, his army will disperse to the countryside before winter arrives. As it is, the Baron exerts only enough food to maintain his army, certainly not enough to store any. And since their distribution is so poor, the rats eat half of that! The Baron spent his summer planning his empire, not planting crops, and he is beginning to regret it.

Now he must seize food for the winter or lose his army. The only people in the area with enough to take are the citizens of Sielce.

The Big Gun: The Baron has procured a 122mm D-30 howitzer from one of the Soviet units he fought earlier in the year. However, with the weapon he only took 20 HE rounds of ammunition, nearly all of which have been spent testing the weapon against Sielce. To obtain more ammunition, he has made a trade with another marauder tyrant far to the east, operating in the area of Baranovic, approximately 320 km northeast of Warsaw. He sent various goods, including worthless ammunition, clothes, and quite a bit of gold in exchange for 25 more rounds for the weapon - chemical blood agent rounds. These are en route from the east in a heavily guarded caravan of vehicles, apparently to arrive back in Warsaw within the month. Filip Kizysztrof has learned of this trade, and is contemplating whether he has sufficient forces to risk doing something about it. The Baron hopes to launch his final assault against Sielce once the ammunition arrives.

Major General M. Koronev: General Koronev commands the Soviet 10th Guards Tank Division, or what is left of it. The unit defected en masse to the west several months ago. Since then, Captain B. A. Johnstone of the CIA has joined them and convinced Koronev to move his unit south where they are to join up with pro-U.S. (civilian) forces in the Balkans.

However, the General realizes that his force of 300 foot soldiers cannot begin such a trek in the face of an oncoming winter. He therefore wishes to winter in this area, hopefully within the city of Warsaw itself. The forests northwest of the city simply will not provide the protection from the elements that they will need.

The division has fought several marauder bands in the area recently, taking heavy casualties. The General has become convinced that the chief marauder threat comes from within the city itself, from the Baron, and wishes to eliminate that threat before the onset of winter. Toward that end, he has sent several of his men to contact the Milicya of Sielce in an attempt to form a mutually beneficial alliance against Baron Czarny. These emissaries will be with Filip Kizysztrof when the player-characters come onto the scene.

RUNNING THE ADVENTURE

The player-characters have marched right into the middle of a very sticky situation. Everything beyond the rubble wall around the Sielce community is hostile territory. The most logical direction for the characters to take at this time is to join Filip Kizysztrof in his fight against the Baron.

Initially, Filip is concerned with obtaining allies. The first offer of alliance has apparently already taken place. The tiny community in Mokotow has for the most part abandoned its area and moved into Sielce. They felt themselves too vulnerable to the Baron where they were, and decided to throw their forces in with those of the Milicya.

The second offer of alliance has come from a rather unlikely source. Two officers from the Soviet 10th Guards Tank Divi-

sion, under the command of General Koronev, have arrived in Sielce to begin negotiations for an alliance (see above). The General wishes to both send troops to aid in the defense of Sielce and to attack from the north when the Baron makes his move.

Filip has already informed the General's emissaries that he wholeheartedly accepts this offer, and will accept whatever troops the General can spare as allies. The two Soviet officers will be returning with this message, along with two of Filip's men, in a couple of days. The player-characters may wish to accompany them for added firepower in case of ambush, if they so desire.

Other possible allies lie within the rubble of Warsaw itself. The communities of Powisle, the New/Old City, Praga, and Kamionek must be contacted before much time passes. The player-characters are likely candidates for such work, as Filip has most of his personnel already tied up with defensive construction operations and the like.

Filip also has the player-characters in mind for a possible ambush of the supply convoy of ammunition for the D-30 howitzer which is currently en route from the east. The player-characters, he knows, have military experience, and, quite frankly, would be better off fighting in the open rather than in the rubble where they haven't the experience that some of his own men do.

Finally, of course, there is the battle itself, in which the player-characters will probably take part. Their added firepower will make at least some difference in the outcome, however slight. Depending upon their former rank and experience, Filip may place the characters in charge of other units which he controls for the duration of the battle,

TIMETABLE

This adventure module assumes that the player-characters arrive in Sielce prior to the harvest by approximately three weeks, on or about August 25th, 2000. The following is a chronological listing of pertinent events which will take place in and around Warsaw.

August 24: The Baron sends his caravan northeast toward Baranovic with his portion of the trade. He expects the entire round trip will take one week.

August 25: Two officers from the Soviet 10th Guard Tank Division arrive in Sielce with General Koronev's offer of possible alliance.

October 1: Hard Frost. If the Baron has not yet taken the food reserves of Sielce by this time, there is a chance that some of his troops will desert him out of fear that they might not survive the winter with him. Roll 1D6 for each unit of Novices in the Baron's order of battle. Rolls of 5 or 6 indicate that the unit has deserted the Baron for the countryside.

October 15: First Snow. At this time, more of the Baron's troops might desert if he has not taken Sielce. Roll for all units in his order of battle, rolls of 5 or 6 indicating the unit has deserted to the countryside. This roll should be made for each remaining unit at one week intervals until either the Baron takes Sielce or there are no troops left to desert.

Note that the above dates are, of course, only available to the referee. This information should only be made available to the player-characters when these dates arrive in the game.

The River Pirates: Until recently, the Baron commanded a group of armed boats and their crews, known as the *Rzeka Korsarz*, or river pirates. When the *Wisla Krolowa* arrived in Warsaw, their first contact was with a group of water-borne peo-

ple occupying the *Maisto Plywajecy*, or floating city.

With the help of the *Krolowa*, the Miasto defeated the river pirates, the remnants of which have moved north of Warsaw. Here they will attempt to lick their wounds.

The Miasto suffered major casualties in the battle, however. Their leader, Komodor Gotfryd Starsinski, has moved the entire floating city upriver in search of a good spot to bring the boats out of the river before it freezes.

The *Krolowa* still exists, and may be used during the battle for the city.

Note: If the module *Pirates of the Vistula* has been played out prior to running this adventure, the referee should implement the results of that adventure. Various ships might still be in the area, depending on the outcome of *Pirates*.

ADAM'S FAMILY

Nearly all of Adam Rataj's extended family lives in the Sielce community. Since Filip Kizysztotf is the leader of the settlement, these family members are generally considered to be the leaders of the community.

The members of Adam's family in Sielce include:

Filip's father, Jan Kizysztotf. His mother, Adam's sister, is dead.

Adam's son and daughter-in-law, Pawel and Marysia Rataj. They have a teenage son, also named Pawel. Their eldest son, Dominik, was killed while moving rubble out of Sielce in 1999.

Adam's youngest son, Marek Rataj.

Adam's daughter, Lisa, and her husband, Fredryk Eisner.

Adam's younger brother, Andrzej Rataj, with his wife Karolina and twenty-five year old son, Tadeusz. Andrzej acts as a sort of second in command for Filip.

All of the male members of Adam's family are actively involved with the Milicya, being either officers or, in the case of young Pawel, messengers.

WALTER MATUSIAK



Before the war, Walter Matusiak was engaged to Adam's daughter Lisa. After an argument, the two split up on very bad terms. After the nukes went off, Lisa fell in love with and married another man, Fredryk Eisner. Matusiak, incensed with jealousy, has vowed to seek out and kill Eisner. Toward that end, he enlisted as a deckhand aboard the *Wisla Krolowa* for the journey to Warsaw.

Matusiak will attempt to keep his composure while within the Sielce community, but will not be able to contain himself if he is confronted by Eisner.

Should the two meet, there will ensue a fierce argument and a fistfight, which others will have to break up. Eisner is a gentle man, of not particularly large stature, and certainly not a match for the young and robust Matusiak.

This activity will make an interesting side-show for the player-character's stay in Sielce. Matusiak, after his first encounter with Eisner, will attempt to kill, most likely attempting to make it look like an accident. The player-characters might be able to prevent this attempt, if they figure out Matusiak's homicidal intentions

beforehand. Otherwise, if Matusiak succeeds in killing Eisner, the player-characters might be able to shed some light on the subject. All of the characters have heard Matusiak talking on the *Krolowa* about his beautiful Lisa and about the "scum" that she married.

Exact events and their repercussions should be up to the

referee, but generally should have very little effect on the outcome of the main adventures set within this module. However, since Eisner is commander of Group South, this could leave that section leaderless, possibly at a crucial moment in the battle.

ORGANIZATIONS

For purposes of this adventure, units have been presented in a standard format for easy reference. These units are ready-to-use with the macro combat system also in this module. A typical unit will resemble the following.

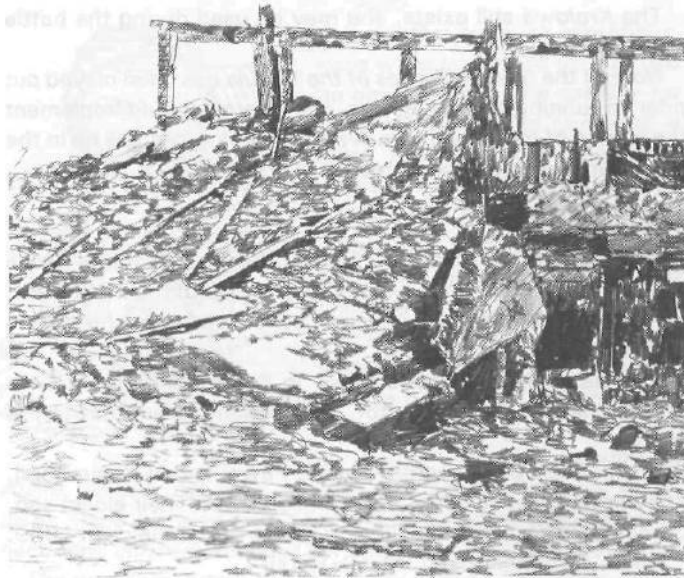
Patrol #3: 10 Exp (M16) 60, (2 M203) 5 HE

First, the unit is identified (in this case, it is Patrol #3). Next, the number and experience level of the men in the unit is examined (for Patrol 3, there are 10 troops who are Experienced).

The weaponry which the unit carries will immediately follow this. The type of weapon is listed in parentheses, followed by the ammunition for each weapon. If there is no number accompanying the type of weapon, then every man in that unit has one of that weapon type. If there is a number, then the entire unit has only that number of weapons. Subsequent weapons carried by a unit will be separated from the first by a comma.

Vehicle units will have the experience level of the crew plus the weapons which the vehicle has available. Infantry units intended to be transported by a vehicle unit are listed separately.

Leaders are formatted similarly. However, they will also have a morale modifier. This number is subtracted from morale rolls made by units they are with (see macro combat for details).





The Ruins

"Evacuate!"

Filip Kizysztol looked with disbelief at his uncle. "How could you expect us to evacuate after all we have done here?" He gestured out over the edge of the stadium, toward the rolling fields of green and yellow which ran right to the edge of the ruins. The sight itself was very impressive - a sort of calm amid the chaos.

"Your own grandson was crushed to death by falling rock while trying to remove the rubble, right over there!" He pointed, but old Adam's eyes did not follow, remaining instead fixed on the floor in front of him. He had often spoken to us about his grandson Dominik, his eldest grandson. Such news is rarely well timed. "How can you want us to leave all the sweat and toil of the last two years?"



"He's right, Adam," agreed Andrzej. "I have too much here to just give it up. As your brother you must understand me, we cannot go - not now."

This isn't what old Adam had had in mind at all. However, his wisdom is always his guide, and he would never go against the wishes of one's so close to him. Finally, lifting himself up out of his seat he said, "All right, I understand now," and, brushing the memory of young Dominik out of his eyes, "What can we do to help?"

HISTORY

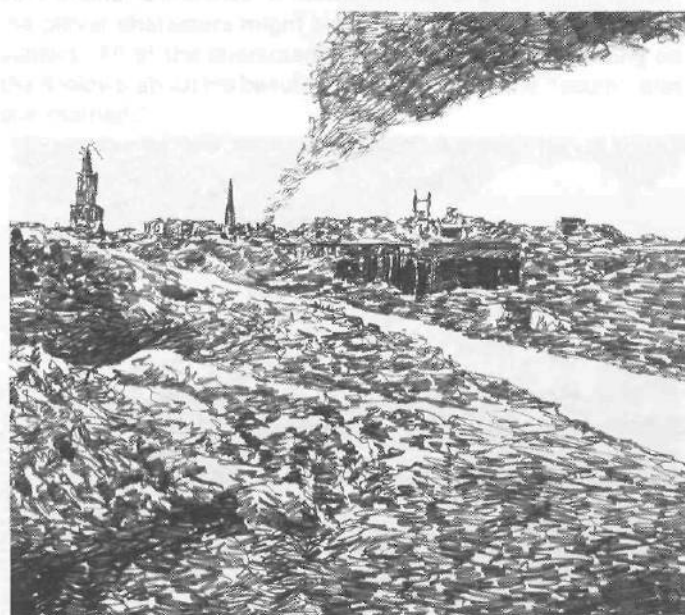
Before the war, Poland's capital was unique among the cities of Europe. While it had many monuments and historic buildings attesting to the city's long and proud history, the city was almost entirely the product of the third quarter of the 20th century. Warsaw was almost completely leveled during WWII,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

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

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

With the century's third great war came ruin worse than that of 1944. NATO laid siege to the city between June and September of 1997. Shelling and air attacks occurred daily. During the siege, Soviet troops stationed in the city gained a reputation for mercilessness as they hoarded supplies of food and medicine while the general population did without. After the siege was lifted, six tactical nuclear airburst strikes were made over the city in an effort to slow the Warsaw Pact advance and cripple the central Polish road and communications networks.

The weapons used against the city were six of the eight



warheads of a Trident II (D-5) missile fired from a British submarine. Each warhead was rated at 355 KT. Three of the warheads were aimed at the center of the city itself, the fourth at Okecie airport, the fifth at the suburb of Wlochy to the west, and the sixth at the southern spur of suburbs on the eastern bank of the *Wisla*. The seventh and eighth warheads from the missile were targeted at military units to the southeast.

In the weeks following the attack, most of the outer city was in flames. The firestorm swept through those areas of the city which were not in the rubble, destroying most of those structures which withstood the blasts.

The destruction was nearly complete. Over half of the native population died in the initial blasts and the firestorm which ran through the city. While many structures still remain standing, they are, for the most part, only shells, standing ominously over the sea of rubble which is modern Warsaw.

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

As the radiation died down to near tolerable levels in late summer of 1998, people began to move back into Warsaw, but slowly. These settlers began to hack out a bleak living from the ruins, trading such things as metal and stone to their neighbors in the country. However, their numbers were, at first, few, due mostly to a (justified) fear of radiation, the presence of tens of thousands of unburied corpses and their accompanying diseases, and the skyrocketing rat and insect population.

By the following spring, however, the situation was somewhat less prohibitive. As the carnage decayed away, the rodent population shrank to a more acceptable level (though still high compared to pre-war numbers). Disease became less widespread in the city, to the point where one was only slightly more at risk in the city than outside of it. Even the radiation levels were down to only a couple of rads per year - easily acceptable. This is the time when most of the settlers moved in.

The settlers began to dig up the rubble in order to farm the land under it. The easiest locations for such activity were in the

old park areas, which, though covered by debris from the blast, don't have building foundations to get in the way. Before the spring of 1999 was over, hundreds of plots of land were cleared and planted, supporting a population in the neighborhood of 1500 people. The largest problems faced in that year by the settlers were disease (there was a small outbreak of plague) and rats eating the crops. Filip Kizysztol and his followers were among the original settlers of '99.

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

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

Unfortunately, all was not to remain peaceful. The Baron Czarny, originally from the area of Pultusk to the north, moved into the city to make it his base of operations. His original army of marauders, deserters, and other cutthroats moved in, virtually unopposed, taking the shell of the *Palac Kultury* as their own. To supply his troops, Czarny began to extort what food and other supplies he could from the various communities of settlers, in exchange for *ochrona* (protection).

By late summer, the Baron's army had swelled to nearly four times the size it had been when he arrived in Warsaw just two months earlier. He virtually ruled the city and countryside with his men, and the *Wisla* River with his *Rzeka Korsarz*. Only one community held out against his expansion - the *Milicya* of Sielce.

COMMUNITIES

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

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

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

Settlers will also appear to have several obsessions about their environment. First, they have an almost single-minded dislike

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

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

Finally, there is a careful reverence displayed toward the skeletons of those who died in the destruction. Literally hundreds of skeletons can be found while clearing a single acre, provided the bones were not pulverized in the blast. However, each one is carefully removed from the debris and piled in a separate area, or mound. These mounds of skeletal remains are generally located toward the edge of the farming community, and are often the location of special religious ceremonies to honor the dead.

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

THE MAP

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

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

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

Roads: These are the roads which have been cleared of debris.

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

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

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

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

MOVING THROUGH THE RUINS

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

People on foot may move through Light Rubble and Scrub at 1/2 the normal rate. They may move through Dense Rubble areas at 1/5 the normal rate. Movement in other types of terrain will be at the normal movement rates.

Tracked vehicles may move through Light Rubble and Scrub at 1/4 speed, and through Dense Rubble at 1/10 speed. Also, any accident result should be translated as the following:

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

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



ENCOUNTERS

When moving through Warsaw, encounters may be called for. Roll twice each period that the characters spend moving through the rubble. Rolls of 5 or 6 indicate an encounter must be rolled from the following table.

2D6	Result
2	Dogs
3	Dogs
4	Civilians
5	Civilians
6	Rubble
7	Accident
8	Marauders
9	Marauders
10	Troops
11	Troops
12	Unexploded Ordinance

Dogs: As per *Twilight: 2000*.

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

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

Marauders: 10 Exp (AK-74) 75. These marauders have sworn allegiance to the Baron. If encountered in an area controlled by the Baron, these will be one of his patrols. If encountered outside of the Baron's influence, they will be an advanced scouting mission, and will attempt to avoid combat and escape if possible.

Troops: These will be troops belonging to the nearest community. They may be loyal to the Baron or independent, depending upon the community (see below). Usually, they will be approximately five in number, and will suspect any strangers of being part of the Czarny's army.

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

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

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

Accident: Some sort of mishap has taken its toll on one of the members of the party. Randomly choose one of the party members as a victim. If on a cleared section of road, roll 1D6 damage to the victim. If in an area of light rubble, roll first 1D6,

then roll that number of D6 in damage to the victim. If in dense rubble, roll 2D6 first for the number of D6 applied in damage to the victim. Such accidents include rubble slides, falls, cuts on debris, and the possibility of plunging into a former building foundation through the surface of the rubble.

Vehicle accidents are described in *Moving through the Rubble*.

THE COMMUNITIES

In the wake of the blasts and firestorm, the face of Warsaw has been drastically altered. The names of sections and quarters of the old Warsaw are, for the most part, simply names on a map. The Warsaw of 2000 bears little resemblance to its former self, and areas differ mainly in their extent of devastation and the communities living within them.

PRAGA

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

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

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

Once marauders began to move into the area, Starsinski allowed for the formation of a militia of sorts, under the leadership of the local blacksmith for the community, a large scar-faced fellow known simply as Izaak. Izaak, while a most ferocious fighter and competent leader of men, is actually quite amiable. His troops have generally been charged simply with guarding the community, especially its cleared land in the parks. Izaak has led them effectively, and has always heeded the advice and wishes of Ludwik Starsinski.

Unfortunately, the forces of Baron Czarny far outnumbered those troops in Izaak's militia. In



the spring of 2000, the Baron delivered an ultimatum—allow the Baron's troops free movement through the area, allow the taking of conscripts from among the male members of the community, and give grain as tribute, or the entire community will be wiped out. Ludwik Starsinski, seeing no alternative, agreed to all of the conditions. Izaak and his militia would have preferred a fight, but the gentle blacksmith yielded to the wisdom of his leader, and, for the time being, leads his militia as subjects of the evil Baron.

There is a major dockyard by the river in the southern reaches of Praga. This was where much of the industrial and commercial river traffic stopping in Warsaw called, and until very recently, this was where the *Czolno Lud* tied up when they weren't out trading up and down the *Wisla*. The boatyard facilities are much the same as Sandomierz, with facilities for taking boats as large as the *Krolowa* out of the water for repairs to screws, drive shafts, and hull.

There are no boats intact in the dockyard, but there is a large supply of spare parts, including new screws, drive shafts and engine parts that have not yet been found and plundered by the marauders. In addition, there are three empty barges identical to *Krolowa*'s; two still tied up here. If *Krolowa*'s barge has been lost somewhere along the river, or if the characters want to try to use several barges to move a large number of people on the river - useful in a hurried evacuation - one or more might be captured here.

The dock facilities are still in fairly good shape, but since they were run by the *Czolno Lud*, no one remains who knows how to work the equipment. The *Korsarz* hope to get the facilities operating soon to service the pirate fleet. (Note: The *Korsarz* may or may not be an effective fighting force. See *Adventure Plots*.)

The marauders are unlikely to allow strange vessels to use the dock facilities now.

Marauders encountered in Praga are part of Baron Czarny's force. If they surprise the characters, they will try to capture them and take them to the Baron's headquarters at the Palace of Culture and Sciences.

The members of the community have become quite good at doing things behind the Baron's back. Though his troops are

generally patrolling Praga, the locals know the rubble better and are able to hide much of their activity. For instance, Izaak's militia is ostensibly required to turn prisoners over to the Baron's men immediately. However, potential captives are, for the most part, ignored, or are given safe passage into the community to speak with Ludwik Starsinski. In general, any enemy of the Baron's can find friends in Praga.

Also, most of the manufacturing in the area has been moved into the rubble to the south of the station. Any such activity would be regulated by the Baron, and much of the end result confiscated. This way, the locals keep the goods for themselves, and trade them off to country-folk to the northwest of Warsaw. As yet, they have not been caught.

Izaak may be convinced to attack the Baron and join the Milicya of Sielce. However, he will not disobey Starsinski. Convincing Starsinski will be very difficult, and the referee must play his part. If the player-characters can present a convincing case to him, he might indeed switch sides, giving Izaak the go-ahead to take out the garrison and then move against the Baron. However, if the players-characters are lackluster or passive about their assistance, Starsinski will be content to remain subjects of the Baron.

Izaak's militia is the only force which might be turned against Czarny. They are organized into patrols and a separate police section, plus a mortar team. It is possible to raise additional troops in times of emergency, though these will generally be short of weaponry.

Troops:

1st Patrol: 10 Vet (AK-74) 60

2nd Patrol: 10 Exp (M16) 60, (2 M203) 10

3rd Patrol: 10 Exp (AK-74) 60

Mortar Team: 3 Vet (AKM) 40, (1 60mm mortar) 36 HE, 2 WP, 3 Illum

Police A: 8 Exp (9mm Makarov) 12

Police B: 10 Nov (9mm Makarov) 12

Police C: 10 Nov (7.62mm Tokarev) 15

Volunteers #1: 10 Nov (8 Mausers) 20

Volunteers #2: 10 Nov (5 Dbl-brl) 30

Volunteers #3: 10 Nov (4 Dbl-brl) 30

Volunteers #4: 10 Nov (6 9mm Makarov) 12

Volunteers #5: 10 Nov (4 7.62mm Tokarev) 15

Volunteers #6: 12 Nov {no weaponry}

Ammunition Reserve:

5.45 Bloc: 8 cases

5.56 NATO: 1 case

Hand grenades: 3 cases fragmentation grenades

Mauser: 2 cases

12 gauge: 4 cases

9mm Makarov: 1 case

Leaders:

Leader #1 (Izaak) Elite (AKR) 60, -3 morale

Leader #2 Vet (AKR) 60, -1 morale

KAMIONEK

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



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

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

The Baron delivered to the Kamionek community virtually the same ultimatum which he gave to that in Praga. The Kamionekites agreed to it. However, they, as a group, refused to allow the taking of conscripts, and the Baron agreed. Also, they have no militia of their own, and would be hard-pressed to come up with any viable resistance to his rule. The only troops in the area will be Czarny's patrols, and his guards at either entrance to the community.

There is an overwhelming feeling of apathy among the families of the Kamionek community. While the Baron does maintain a rather strict and absolute rule, taking their food and other goods, they feel there is still plenty left for them. While theirs may be a caged existence, most of them have seen worse existences all around them. They at least have enough to eat, and with the Baron's patrols around, no one is likely to be shooting at them for now. It is unlikely that there will be any support within the community for anyone seeking aid against Czarny. The general opinion is that the community is better off with him and his troops than it is without him. Only a desperate situation would rouse the group into any sort of action to the contrary.

The only troops available in Kamionek will be militia volunteers, who will have a variety of weaponry but little ammunition.

Troops:

Volunteers #1: 10 Nov (5 Dbl-brl) 30

Volunteers #2: 10 Nov (4 Dbl-brl) 30

Volunteers #3: 10 Nov (4 Mausers) 15

Volunteers #4: 10 Nov (5 0.22 BA) 25

Volunteers #5: 10 Nov (6 9mm Makarov) 6

Volunteers #6: 8 Nov (2 30-30) 10

Ammunition Reserve: Kamionek has no ammunition reserve.

Leaders: Kamionek has no military leaders.

SASKA-KEPA

Formerly a district with narrow streets and tall apartments and tenement buildings, Saska-Kepa is almost entirely ruins, and is not inhabited. Virtually no buildings are recognizable at this point. Everything is a uniform layer of rubble. The bridge recently built across the *Wisła* into Sielce (Lazienkowski Bridge) has been knocked down by the nuclear attack. No settlers have taken an interest in this area, nor has the Baron. Virtually nothing of value exists here now.

NEW/OLD CITY

This area formed the heart of downtown Warsaw before the

war. A few buildings are still standing: the National Library, Sapiehow Palace, the Ministry of Public Health, and various cathedrals and museums. All other larger buildings have had their interiors caved in. All parts of the district are choked with rubble, the standing buildings scarcely distinguishable from the rubble filling the spaces between them.

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

The parks are all being farmed by the 1000 or so civilians who have moved into the rubble. Their leader is a man by the name of Wiktor Ryback. He was formerly an activist in the Solidarnosc movement. When he came to this community, he found it ungoverned, and decided to implement his own version of a democracy. His immediate followers have supported him for the past year, in which time he has had elected a panel of seven people from the community. They form a sort of supreme court, which decides everything for the community as a whole. Unfortunately, though every citizen has the right to vote, many do not understand their position within this system, and many more are simply too apathetic to take part in politics. However, the system works fairly well, and has managed to pass resolutions for the good of the community as a whole.

One such resolution was one of passive resistance to the Baron. When he and his troops arrived in the area, they began to harass the local citizens and moved through at their whim. This disturbed the locals, many of whom found this a good opportunity to put their new government to the test. The end result was a warning to the Baron that this area was not to become part of his empire, and that they were prepared to protect their lands if necessary.

The second resolution of the government was passed quickly thereafter - the formation of a militia defense in case the Baron decided to call their bluff. There are some 100 men underarms now, and the Baron has not once attempted to take over the area. However, this is mainly due to cost effectiveness. The community in the New/Old City does not have overly large reserves of food to be taken compared to the effort which would be required to take it from them.

Other resolutions by the new government have allowed for the storage and distribution of grain after the harvest. They have also considered plans by some local engineers for a canal from the river into the park area, which would help regulate their food supply and make it easier to expand their tillable land should they clear more rubble on their fringes.

Enemies of the Baron may or may not find friends among this community. The counsel is not likely to join any attempt to fight Czarny, being well aware of the untrained status of their forces. They do not wish to bring upon themselves the wrath of one who is certainly stronger. However, on an individual level, recruits might be found among the citizenry, especially those who do not support their own government. In a concerted effort, Filip Kizysztrof or his representatives might be able to draw 20 or so recruits to fight in Sielce against the Baron, (If this is the case, they will be the 2nd Platoon and Volunteers #1, below.)

On their own, the New/Old city community has a substantial militia organized. However, their training is somewhat less impressive, with large numbers of completely inexperienced troops.

Troops:

1st Platoon: 10 Exp (AKMR) 60

2nd Platoon: 10 Exp (AK-74) 60
 3rd Platoon: 10 Nov (AKM) 40
 4th Platoon: 10 Nov (AKM) 40
 5th Platoon: 10 Nov (AKM) 40
 6th Platoon: 10 Nov (M16) 60
 7th Platoon: 10 Nov (Pump) 20
 8th Platoon: 10 Nov (Mauser) 15
 9th Platoon: 10 Nov (Mauser) 15
 1st Mortar Team: 5 Exp (9mm Makarov) 1 5, (1 82mm mortar) 10 HE
 2nd Mortar Team: 5 Exp (9mm Makarov) 1 5, (1 82mm mortar) 10 HE
 1st MG Team: 2 Exp (7.62mm Tokarev) 12, (1 DShK machinegun) 85
 2nd MG Team: 2 Exp (9mm Makarov) 1 5, (1 PK machinegun) 165
 3rd MG Team: 2 Exp (9mm Makarov) 1 5, (1 PK machinegun) 165
 Volunteers #7: 10 Nov (Dbl-blr) 30
 Volunteers #2: 10 Nov (Dbl-brl) 30
 Volunteers #3: 10 Nov (Dbl-brl) 30
 Volunteers #4: 10 Nov (.22 BA) 50
 Volunteers #5: 10 Nov (9mm Makarov) 15
 Volunteers #6: 10 Nov (Mauser) 15

Ammunition Reserve:

5.45 Bloc: 3 cases
 7.62 Bloc: 2 cases
 Mauser: 3 cases
 7.62 L: 2 cases
 12 gauge: 4 cases

Leaders:

Leader #1 (Wiktor Ryback) Vet (AKM) 40, -1 morale

The National Library: The original settlers who reached this area in 1998 were not initially interested in the parks or retrieving raw materials from the rubble. They were, instead, in search of the National Library and its contents to assess the damage. Their leader was Professor Artur Weglarz of Warsaw University. Professor Weglarz is one of the few surviving staff members of the university, as most of the campus area was much more heavily damaged than the rest of the city (see Powisle). Until 1997, Professor Weglarz was the chief librarian of the university's library complex. He has now appointed himself the protector of the National Library of Poland, which remains heavily damaged, but for the most part intact.

Weglarz and his followers, some fifty scholars and former students, have dug out the old building and begun reorganizing those materials which were not damaged in the blast. Fortunately, the firestorms did little damage to those buildings isolated in the seas of rubble; otherwise all would have been lost. As it is, some 70% of the material in the library still exists. Picking up the pieces, however, has taken the last two years, and there is much work left to be done.

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

or may not grant admission to the stacks, as his whim strikes him.

Volumes may never be "checked out". They may only be copied out of, and only under the direct supervision of one of the current staff. Such copying takes a great deal of time, but might prove useful to characters. Such things as mechanical and electrical textbooks, maps, old newspapers and the like might come in very handy to the players. This is the largest source of knowledge for hundreds of hostile miles in any direction. The characters might be encouraged to take advantage. Remember, however, that nearly everything there is in Polish.

MURANOW

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

Muranow has been almost completely leveled once more. The rubble is especially deep in the area, as the housing development was not terribly well constructed. However, though this



particular area of rubble is deep, it is made up of lighter materials than most, and is therefore cleared easier.

There is no true community which occupies Muranow. However, there are twenty or so families which have settled here, clearing just enough land to keep themselves alive. These are generally not multi-family efforts. The Baron knows that these families exist, but has determined that they are both no threat and of no possible help to him, and therefore leaves them alone.

POWISLE

This district lies next to the river south of the Old City. It is completely in ruins, receiving very heavy damage overall. The effects of being in the center of three nuclear detonations has covered the area in rubble, though not all of that debris started in Powisle at all. The university and all other buildings in this area are completely ruined. However, several parks and greenbelts have been cleared and planted, the largest of these being Saski Park.

The Powisle community numbers some 300 individuals, most

living in and around the National and Wielki theaters, which stand back to back just to the north of Saski Park. They have no actual government, but are rallied around one Szymon Krowa.



Krowa is a huge man, weighing over 250 pounds, standing well over six foot in height - he used to be a dockworker in Gdansk before the war. When there is "leadership" to be done, such as in times of hardship or when the harvesting or planting time arrives, Krowa generally takes charge until the crisis is over, and then returns to his life among equals in the community.

Krowa hates the Baron. He recognizes the Baron's plans to take over the entire area, and he does not like where that places him and his community. At the beginning of the summer, the Baron sent several patrols into the area to probe the situation. Krowa saw to it that none of them returned alive. He and his men have turned the rubble of Powisle into one giant trap. They know the movements of anyone who comes near, and generally can ambush any party successfully before it ever comes near the main settlement. The Baron has lost over fifty men (and, more importantly, fifty weapons) in Powisle, and has decided that it is not worth more. He does, however, have plans to raid the area in force early in 2001.

Krowa and his men are anxious to fight the Baron, and the community will rally behind them. The Milicya of Sielce will have allies among the Powislites. Their forces are exceptionally well-trained and experienced in fighting in and around the ruins. Such troops and the aid of Krowa's leadership will certainly be assets to Filip and Sielce.

Troops:

- 1st Section: 10 Vet (M1 6) 60, (4 M203) 6
- 2nd Section: 10 Vet (AK-74) 60
- 3rd Section: 10 Exp (AKM) 40
- MG Section: 6 Vet (3 PK machinegun) 66
- Volunteers #1: 10 Exp (Mausers) 20
- Volunteers #2: 10 Nov (4 Mausers) 20
- Volunteers #3: 10 Nov (6 Dbl-brl) 30
- Volunteers #4: 10 Nov (7 9mm Makarov) 15

Ammunition Reserve:

- 5. 56 NATO: 6 cases
- 5. 45 Bloc: 10 cases
- 7. 62 S: 2 cases
- Mauser: 2 cases
- 12 gauge: 1 case
- 9mm Makarov: 1 case
- Hand Grenades: 50 fragmentation grenades

Leaders:

- Leader #1 (Krowa) Elite (AKM) 60, -3 morale

SRODMIESCLE

This area is very heavily damaged. The large buildings are simply shells, the smaller structures have been all but wiped out, and the roads are blocked with rubble. This extensive damage,

combined with the fact that there are few park areas to be uncovered and the dangerous proximity to the Baron's fortress in Mirow has left the area completely abandoned. Marauder patrols are occasionally encountered in the rubble, as are scouts from Filip Kizysztot's militia. It was the Baron's men, however, who cleared the road through Srodmiescle to Lowicz.

MOKOTOW

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

The area was originally settled only this year by a small group of people from the area of Radom. They originally settled there, but found the going much tougher (Radom was hit with two 1 MT devices, which caused much greater destruction and radiation aftereffects). They have partially cleared Mokotow's greenbelt of rubble and planted enough to last them through the winter. Next year, provided the Baron does not take it from them, they will have the richest community in Warsaw.

The community in Mokotow numbers only some 150 people. There is no particular government in Mokotow. The family unit prevails in the area. However, it is widely held that if the Baron survives into the next year with his army intact, they will lose Mokotow to him. In order to avoid this, they have openly allied themselves with the Milicya of Sielce. They hope to be successful in fighting Czarny in the fall rather than being overwhelmed in the spring. Currently, most of the civilians of Mokotow have been evacuated to Sielce. The young men have volunteered to stay, should the Baron come to burn the crops they have planted. However, there is plenty to feed everyone in Sielce, regardless of what happens to the crop in Mokotow.

The Mokotow militia is now encompassed within the Milicya of Sielce.

SIKIERKI

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

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

SELCE

In the old Warsaw, Sielce was virtually overrun with city parks. There was *Park Kultury*, *Park Ujazdowski*, the *Ogrod Botanical Gardens*, and *Lazienkowski Park*. The area received heavy blast effects, but produced comparatively little rubble, and was therefore easily cleared.

Sielce is the stronghold of Filip Kizysztotf and his Milicya. The area is almost completely under the plow, the rubble having been used to completely ring the parks with a defensive wall. There are 1100 settlers in the community, of which about 300 are under arms in the Milicya. Most of these people live in and around the stadium or the castle. This year's harvest promises to provide plenty for everyone in the community, but the Baron has his eyes on it as well.

Filip has been desperately attempting to attract followers to his cause. He hopes to build a force which can defeat any attack by the Baron, and hopefully drive him and his army of marauders out of the city. He has already found aid from the community in Mokotow, but is still comparatively weak. Negotiations are underway with the Soviet 10th Guards Tank Division. (This unit is described in the *Adventure Plots* section of this volume.)

THE MAP

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

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

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

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

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

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

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

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

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

8: Lazienki Palace. Also called *Palac na Wyspie*, or Palace on the Island, it was begun in 1687, and survived WWII almost undamaged. It was badly damaged by the WWII destruction of



Warsaw, but the walls are still standing, and it is now the center of the Lazienkowski defense, and Kizysztotf's headquarters. Built on an island connected to causeways across the canal, it can be approached from only two sides, and the Milicya's defenses have been set up with this in mind. Any attack on the building will be extremely costly.

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

10: Szwolezerow Street. This is the entrance to the way through the rubble of Siekierki to the boatyards and turning basins of the river. The path is not cleared of rubble, per se, but is well-known by the patrols there and therefore more easi-



ly travelled than other rubble. During an evacuation, should one become necessary, this strongpoint - created among several burned-out warehouses and a sandbag fort blocking the road - will have to be held by a rear-guard while the evacuees board their boats. Czarny might try to take this point if he repeatedly fails to take the Palace on the Island in an attempt to completely surround the defenders.

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

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

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

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

Community Organization: Filip Kizysztotf is the recognized leader of the Sielce community. The people understand him to be a compassionate and competent ruler, as has been proven by their success over the past couple of years. While he does not actually hold any sort of elected office, there would be nearly no votes against him within Sielce.

Filip's right-hand man is his uncle, Andrzej Rataj. Andrzej advises Filip on decisions and helps organize many of the defensive operations going on in the community. It was his idea to completely ring the area with the rubble wall, a feat which many originally thought beyond their ability.

As military leaders, Filip and Andrzej are competent, but lack practical experience. While they have fought off many patrols and small raids by marauders and bandits, neither have fought a pitched battle. Their defensive plan consists mainly of a series of organized defensive points falling back toward the castle and stadium. Any advice they might receive from the player-characters would certainly be welcomed.

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

The division of goods is also run by Filip and the Milicya. After a harvest, the grain is stored in the rooms beneath the stadium. Distribution is generally allowed upon request, and everyone generally has access. There are approximately 250 households in the community, and plenty of food for each. Other goods, such as those traded for with other communities or with merchants from outside the city, are divided evenly among the households. Between households, barter is the chief means of trade. Remember, however, that Sielce has always known relatively plentiful harvests, and things might be slightly more tense should that situation change.

At this point, Filip is mostly concerned with the crisis at hand. Should it be successfully resolved, he is planning to organize

an election for both a supreme executive and a council of some as yet undetermined number of citizens. He is not sure if he will run in these elections, as he is becoming very weary of his role as sole leader. However, it is likely that he or Andrzej would still rank prominently among this new government.

Military Organization: Sielce's Milicya has been organized by Filip and Andrzej, with advice from the militarily trained men in the community. The complete organization is given in a subsequent chapter.

The Patrol: Commanded by Andrzej Rataj, the patrol consists of Sielce's 70 best troops. Prior to the attack they will be employed in harassment duties and intelligence gathering. Once the battle begins, they will form the community's small reserve to plug holes and counterattack break-throughs.

Group North: Commanded by Pawal Rataj, Group North is responsible for defending the northern perimeter all along the Trasa Lazienkowska. With 80 men, it is the strongest of the defensive groups as the northern approaches are considered to be the most dangerous.

Group West: Marek Rataj commands the 70 men of Group West, considered to be the second most likely route of attack. Should a large scale attack come from that direction, however, it is believed that there would be some warning from the militia in Mokotow.

Group South: Fredryk Eisner's 40 men are considered sufficient to hold the southern wall since there are virtually no buildings standing for half a kilometer to the south of Sielce. Thus, the wall has a commanding view of the entire area of approach, making it a very unlikely attack route.

Group Center: Tadeusz Rataj's 40 men are charged with the second line of defense and also man the community's artillery (one 81 mm mortar). They are also in charge of security for Filip Kizysztotf's headquarters in the Palace on the Island.

MIROW



Mirow has suffered extensive damage from the nuclear blasts to the north and east. Because of the large population of marauders, there are no civilians living in Mirow.

One building stands above all the rest in Mirow - the monumental Palac Kultury i Nauki (Palace of Culture and Science). The top half of the building has been blown off, but the bottom sections have taken only minor structural damage.

This 38-story building, tallest in the city, was for many years a topic of jokes in Warsaw. A gift from Stalin to the people of Poland in 1955, it was referred to as the "Stalinist Wedding Cake". It was also said that the best view of the city could be had from the top of this building almost 800 feet up, because that was the one place in the city from which the building could not be seen. It is an architectural monstrosity, and Poles living in the city after the destruction like to say that it was the only building in the city improved by the NATO bombs. Even with half of it blown away, the Palac Kultury still dominates the skyline of Warsaw.

It is now called *Twierdza Czarny*, meaning both Czarny's For-

tress and the Black Fortress - a deliberate pun. It is the local palace of Baron Czarny, his headquarters while he is in Warsaw and the place where his experienced troops are quartered. It has been turned into a fortress. There are always a large number of guards in the grounds surrounding the buildings, and rubble from the upper stories has been piled into make-shift walls all around the palace grounds.



The Baron's favorite is a little ferret-faced yes-man by the name of Filip Piekarz. He has no real position in the armed forces, and generally plays the fool for all of the Baron's jokes. Thoroughly useless, Piekarz remains alive only through his submissive nature.

The center map provides some insight into the exact layout of the palace grounds.

A: The *Twierdza Czarny*.

B: The ammo bunker. This bunker is filled with various rifle and mortar ammunition, plus quite a bit of dynamite. The Baron knows his men too well, and has

had the bunker constructed so that if it explodes, the blast effects will be channelled away from the palace.

C: The D-30 122mm howitzer emplacement. This emplacement is surrounded with sandbags and rubble. The guards around it are instructed to only allow certain individuals, authorized by the Baron himself, near the weapon. Generally, only authorized gunners and loaders are allowed within the emplacement. The remaining ammo for the gun (5 shells) are also kept within the emplacement.

Most of the troops are billeted within the palace itself. Those left outside are most of the newcomers to the army, who are required to make do for themselves as best they can among the rubble in this area. Most of these have constructed what amounts to caves among the ruins, which are enough to ward off the light weather of summer, but certainly not of the winter.

All encounters in Mirow, other than accidents, will be with the following:

Patrol: 1D6 Experienced, AK-74s. These are the Baron's men, and will attempt to kill or capture any intruders in Mirow. Captured individuals will be brought before the Baron himself in the Palace.

Organization: The exact organization and equipment of the Baron's forces is given in the center pull-out section of this module. The following explanation outlines the origins and growth of the army, and the Baron's personal hand in maintaining it.

The Black Guard: This is Baron Czarny's personal body guard, recruited from his home town of Pultusk. This unit is well-equipped and contains his best and most loyal troops. The strength of the Black Guard is about 90 men, including the vehicle crews for one T-80 tank, two BMP-Bs, and two OT-64 armored personnel carriers.

2nd Pultusk Company: Another extremely loyal unit, the 2nd Pultusk was also recruited from the Baron's original starting point, and has served with him from the beginning. The 100 men of this company represent most of Pultusk's remaining available military manpower. The rest is designated the 1st Pultusk Company, and forms the garrison of that city. Although

it has no armored vehicles, it is otherwise very well-equipped.

Pultusk Artillery: This unit consists of twenty men commanded by officers from Pultusk but containing a number of foreign artillery men serving the Baron's D-30 howitzer and two mortars.

Serock Company: These are 70 very unwilling conscripts from the subjugated village of Serock. They are indifferently equipped and will probably be used as cannon fodder to spearhead the early assaults against Sielce.

1st Warsaw Company: Formed from conscripts, refugees, and drifters who have been drawn to the Baron's promise of plunder. This unit has 90 men, fairly well-equipped, but with only a small cadre of experienced troops.

2nd Warsaw Company: Formed similarly to the 1st Warsaw, these 90 men also have only a small cadre of experienced troops. However, they are somewhat less well-equipped. They have fewer assault rifles and some men only armed with pistols.

3rd Warsaw Company: The best of the so-called Warsaw units. About a third of their 90 members are experienced soldiers, although many of the other troops in the company are poorly-armed cannon fodder.

4th Warsaw Company: This is the smallest of the Warsaw units in the Baron's army, containing only some 50 unwilling conscripts from the Praga community. This is the only unit composed exclusively of Warsaw residents.

5th Warsaw Company: This unit has been very recently formed, and is basically a holding unit for late-arriving volunteers. Its 80 men have a fair proportion of experienced soldiers, and it is reasonably well-equipped.

1st Free Squadron: Unique on the battlefield, these are a grouping of 50 mounted Russian marauders, mostly from the Soviet 89th Cavalry Division. They are experienced and well-equipped, but have little respect for Czarny's amateur officers.

2nd Free Company: This unit has a mere 20 marauders, mostly U.S. soldiers from the 5th Infantry Division (Mech).

3rd Free Company: This company has 70 Ukrainian marauders, all from the Soviet 9th Tank Division. They are experienced and very well-equipped, being the only other unit at the Baron's disposal with armored vehicles. They do not get along well with the Russians of the 1st Free Squadron.

4th Free Squadron: A grouping of 50 mounted Polish marauders, mostly from the Polish 19th Cavalry Division. Although they have no heavy weapons, they are, man-for-man, the best unit the Baron has.

The Free Squadrons and Free Companies in the Baron's forces are former marauder bands from the surrounding areas. Their leadership is mostly internal, and they have very little respect for Czarny's officers. In fact, they are billeted in separate areas for fear that friction between them and the other troops in the horde might cause widespread fighting and other disturbances.

For purposes of the battle for Warsaw, none of the units in these Free Squadrons and Companies will be affected by the Baron's leaders. They cannot affect their morale nor allow them to advance against opposition.

Very little other friction exists between the units of the Baron's army. As a whole, they are content for the time being to act as a unit, as their potential for the coming years in central Poland is well recognized. However, there are disputes among the men, and often the Black Guard units will have to police the Mirow streets to keep order. When rioting and brawling gets completely out of hand, even the Guard has a difficult time containing it.

Specific tasks are allocated to the various units, described above. For instance, most police activity is undertaken by the

Black Guard. Patrols and the like are universally undertaken by the other loyal troops. Waste disposal and other menial tasks are left to the conscripted troops, usually with other loyal troops on hand to maintain discipline. Clearing rubble is also a universal task, though the Black Guard rarely takes part in this activity.

The Baron himself rarely leaves the Palace grounds, leaving inspections of defenses and other preparations up to his several underlings. These men will act as leaders during the battle for Warsaw, though they do not, for the most part, have military experience. Several of them are simply men who have been with Czarny since the beginning back in Pultusk. Their competence is questioned by many of the troops, but only under their breath. The Free Squadrons and Free Companys recognize their ineptitude and have chosen to ignore them and move on their own initiative.

Inside the palace, the Baron has set up a headquarters as best he can. Various radio equipment and messengers keep him informed about the state of his holdings in the far reaches of the city and beyond. His reception area used to be the main entrance hall of the palace. He has now set up a throne made up of concrete and steel, set high above the floor. However, this is only to impress the locals, and not even the Baron himself takes this too seriously. People brought before the Baron will be taken to him in this room.

The upper floors of the Palace have been looted of everything that might be valuable. Several emplacements have been made in the upper stories for machineguns and other heavy weapons, and several units could easily hold the building against assault for weeks. Where the upper levels have taken serious damage, the Baron has attempted to strengthen the walls and keep the building from deteriorating further.

and the Black Guard--a deliberate plan to isolate the Black Guard from the rest of the city. The Black Guard is a small, elite unit of soldiers who are loyal to the Baron. They are the only unit that is not conscripted and they are the only unit that is not paid. They are the only unit that is not subject to the Baron's orders. They are the only unit that is not subject to the Baron's discipline. They are the only unit that is not subject to the Baron's punishment. They are the only unit that is not subject to the Baron's reward. They are the only unit that is not subject to the Baron's mercy. They are the only unit that is not subject to the Baron's wrath. They are the only unit that is not subject to the Baron's love. They are the only unit that is not subject to the Baron's hate. They are the only unit that is not subject to the Baron's power. They are the only unit that is not subject to the Baron's weakness. They are the only unit that is not subject to the Baron's strength. They are the only unit that is not subject to the Baron's failure. They are the only unit that is not subject to the Baron's success. They are the only unit that is not subject to the Baron's death. They are the only unit that is not subject to the Baron's life. They are the only unit that is not subject to the Baron's fate. They are the only unit that is not subject to the Baron's destiny. They are the only unit that is not subject to the Baron's destiny.



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Ambush

"What type of gun is it?" asked Adam.

"We're not entirely sure. The weapon itself was apparently taken from a Soviet or Polish unit which the Baron fought earlier this year, before he reached the city." Filip rubbed his tired eyes and surveyed yet again his settlement among the ruins. Worry had begun to take its toll on the comparatively young leader. But he was tough. The Baron wasn't going to rattle his cage too easily.

"At first they were taking potshots at us," added Andrzej. "About a dozen rounds have they thrown at us. One actually hit the stadium, where many people were killed." The large old fellow gritted his teeth and vowed vengeance against Czarny.

"I employ several spies in Praga, across the river," Filip continued. "They inform me that a convoy of trucks and armored cars passed through there on the road out of town, in the direction of Radzymin. Rumor has it that the Baron has a great gun, but only limited ammunition. He has made some sort of trade with another unprintable marauder somewhere to the northeast for more shells. We could probably survive an attack with normal shells, but rumor has it he is getting some type of chemical shells. Nearly none of our men are equipped to survive a chemical attack!"

Filip rose to his feet and gestured out over the fields to the rubble wall. "We have a fair defense against ground assaults in that wall. But it cannot help us against a concerted bombardment by a large gun like that." Silence.

Andrzej finally cut in. "I have done some thinking about how this convoy must travel to get the shells." He produced a roughly drawn map from a knapsack on the floor and unrolled it on the table in front of him. "Here is Warsaw. Here in the upper right is Baranovic, which is where we believe this other marauder is

operating at this time. Between them are over 300 kilometers of hostile terrain.

"The largest obstacle in their path will be the Bug River, here. Before the war there were seven possible bridges over it, and we can rule out several of those. First, the bridges at Brest are almost certainly not still standing, and travel through the swamps near there would be treacherous, even for a well armed convoy. Also, Polish government troops operating out of Lublin have been known to patrol as far north as the Brest-Warsaw Road, and the Baron has no wish to run into them.

"The bridge between Zakroczym and Warsaw is patrolled by the Soviet 10th Guards Tank Division." He smiled and looked up to the two young Soviet lieutenants in attendance.

"If they that way come, we introduce them to the water!" Then he made a mock explosion sound. We all laughed. Our Soviet friends were probably the most amiable fellows I'd ever met. Why were we fighting them again?

"So, we can rule out that bridge," continued Andrzej. "Also, the bridge across Bug near Serock is still intact, but the bridge across the Narew has fallen, making that avenue useless to them.

"That leaves only four possible bridges across the river - at Wyszki, Malkinia, Drohiczyn, and Siemiatycza. And that, my friends, is where we will get them!"

SITUATION

Due to lack of manpower and experienced combat leadership, Filip has decided to place the destruction of the convoy in the hands of the player-characters. They will be provided with Patrol sections H, J, and K for this task (see the Milicya order of battle).

Note: The P-K section is also a demolitions team, and has with them three Anti-tank mines and 20 kilograms of plastic explosives.



Unfortunately, vehicles are at a premium in Sielce, and Filip does not feel he can spare any at this time. So, with these 25 men, the player-characters must locate and destroy the Baron's convoy.

POSSIBILITIES

There are several avenues toward both locating and engaging the convoy, as described below.

Ask: The locals along the route of the convoy will be able to turn over information, provided they are basically friendly toward the players and their team. They will be able to give vehicle and troop counts, and will be able to give the direction which the vehicles were headed. Specific information which the locals will have is given in the appropriate section of Countryside, below.

Scouts: In order to get a jump on the convoy, the players may wish to send ahead of them forward scouts to locate the enemy before they reach any of the bridges. These scouts must be able to relay their information back to the main body, either using a radio or by travelling back to them. Spotting the enemy, provided the scout is in the vicinity of the convoy, is ESY:RCN.

Demolition: In order to "channel" the convoy over one or two bridges where a more effective ambush may be set up, the team may wish to demolish one or more of the existing bridges they come across. The following bridges will require the following damage points to be destroyed:

Wyzskow Bridge	2000
Malkinia Bridge	2000
Drohczyn Bridge	500
Siemiatycza Bridge	3000

Applying this amount of damage points to these bridges will probably bring them down. Roll 1 D6 per attempt. Rolls of 1-5 indicate that the bridge is destroyed. A roll of 6 means that the structure has taken serious damage, and another demolition attempt of 50% the required points will bring the structure down. **Note:** If the players are anxious for a sure thing, they may immediately apply 1 50% of the above listed hit points to a bridge to achieve a 100% chance of bringing it down.

Any member of the Third Section or player-character with a CBE skill of 50 or more will be able to determine the correct amounts of explosives to use on a bridge. Otherwise, players

will have to guess.

Cover all Bridges: This last option is the easiest to postulate, but perhaps the least effective. Should the characters choose this option, they will have to disperse their forces over four possible bridges, making certain they cover the right bridge, but with only one quarter of their forces.

THE CONVOY

The Baron sent some of his best equipment on the journey to Baranovic. Unfortunately, the convoy has taken serious damage along the way.

The convoy consists of units from the Black Guard, specifically BG-P, BG-Q, BG-R, BG-C, BG-D, and BG-E. There are also two 2 1/2-ton trucks (experienced drivers) and one 5-ton truck (experienced driver).

When the convoy started out, there was also a fourth platoon and an OT-64 (BG-M). These were destroyed in transit (see below). The other infantry units in the convoy are at reduced strength, as follows:

BG-C has 4 experienced men, BG-D has 7 experienced, and BG-E has 9 veterans remaining.

Note that all of the armored personnel carriers in the convoy have been breached several times, and are no longer amphibious vehicles.

The Journey: The road to Baranovic has been a dangerous one. The convoy has taken quite a bit of damage, as described below.

August 24: The convoy leaves Warsaw on the road northeast to Radzymin. Once there, they link up with the M113 and 2 1/2-ton truck #2 and continue on through Jadow. They camp the night in the rough outside Sokolow Podlaski.

August 25: Between Sokolow Podlaski and Malkinia the convoy is attacked by marauders. The marauder band, however, is far inferior and is driven off. The overzealous driver of BMP-C #2 pursues them into the rough, wasting several hours. Once they reach Malkinia, they leave the M113 and the third platoon to guard the bridge until their return. The main body proceeds cross-country around the south edge of the woods toward Bielsk Podlaski.

August 26: The convoy makes good time through Bielsk Podlaski, heading due east through Hajnowka and on through the gap between the Narew and Yaselda Rivers. They camp the night near Ruzhany.

August 27: Due to a communications foul-up and lack of planning, the convoy is ambushed by elements of the very marauder band which they are seeking. The OT-64 is destroyed, along with the fourth platoon which it carried. The other vehicles are forced to surrender, only after taking serious casualties. As prisoners, they are taken before the Colonel, their leader, who apologizes. That evening they conclude their deal, trading the Baron's clothing, ammunition, and (most importantly) gold for the Colonel's 25 chemical (blood agent) rounds for the D-30.

August 28: With a complete load of fuel, the convoy makes a good distance, bringing it to just outside of Hajnowka by nightfall. That night, they are attacked by another marauder band, which kills several men before being driven off.

August 29: With several of the convoy's drivers wounded the night before, they make poor progress on this day, reaching only the southern tip of the woods outside of Malkinia before making camp.

The following dates are all tentative, depending upon what actions the player-characters are taking. Also, time's passage

is recorded in periods.

August 30, periods 1 and 2 (midnight to 8:00 AM) Convoy in camp at south edge of woods.

Period 3 (8:00 AM to 12:00 PM): Convoy moves from south edge of woods directly east to Malkinia.

Period 4 (12:00 PM to 4:00 PM): Convoy absorbs M113 and third platoon and moves southwest along the bank of the river to midway between Malkinia and Wyzskow.

Period 5 (4:00 PM to 8:00 PM): Convoy continues along south bank of Bug until it is across the river from the town of Wyzskow, where it stops to make camp in a lightly wooded area. There will be three men on watch at all times through the night.

August 31, Period 3 (8:00 AM to 12:00 PM): Convoy breaks camp and moves along road south toward Warsaw. They will move through Radzymin at approximately 11:00 AM.

Period 4 (12:00 PM to 4:00 PM): The final distance is made into the city, through Praga and the New/Old city on to the *Twierdza Czarny*.

During this last stretch of the expedition, the convoy should be forced to roll for encounters, just as the player-characters will have to. This route may be altered, depending upon which bridges are still standing and whether or not they have been attacked by marauders or the player-characters.

The twenty-five shells for the 122mm howitzer will be distributed between the two BMP-Cs. The referee may want to take into consideration that the members of the convoy have been on the road and moving cross-country for the past week, upwards of 10 hours a day. Fatigue may affect their performance, especially that of the drivers.

THE COUNTRYSIDE

There are a number of towns and villages along the possible path of the convoy. When and if the player-characters come to these places, they should be described to them according to the outlines below.

OSTRO MAZOWIECKA

This town has been more or less taken over by the Baron. It stands as his northern most "possession" in the area. The local population have been subjugated and are controlled by a garrison of his men.

The locals have been fairly docile under the garrison's rather strict rule. However, there are several young men in the community of three hundred or so who have organized a small resistance force. Thus far they have managed to cause minor damage (such as blowing up fuel and ammunition, and killing a couple of Czarny's men) and have gone undetected. The garrison commander does not even as yet suspect their existence, writing off these mishaps as possible light infiltrations by local marauders who have not as yet seen the light and joined the noble Baron and his mighty cause.

Should the player-characters get past the guards and enter the city, they will undoubtedly be contacted by these rebels. Otherwise, if they are captured by the garrison, they will be convicted of attempted sabotage and most likely be put before a firing squad.

ROZAN

Another of the Baron's holdings, this town is mostly deserted. There are only about 50 locals left, and they are governed by a very small garrison of Czarny's men. The locals are simply farmers, having nearly no craftsmen, and therefore must trade

for most of their manufactured goods. The garrison commander, somewhat more enlightened than most of the Baron's men, realizes this, and allows this trading to go on without interference. However, the locals are still taxed for grain and other items, though no conscripts are taken.

CIECHANOW

During the siege of Warsaw in 1997, Ciechanow was a supply base for the NATO forces in the area. Upon their pullout, the locals were left at the mercy of a Polish border guards battalion commander who ordered most of the male population shot for aiding the enemy during their stay. After the border guards evacuated, the citizenry attempted to isolate itself from the outside by building up walls and defensive positions around their perimeter. Unfortunately for them, the Baron's forces were far too overwhelming for them to defend themselves for long, and the city fell to him in the spring of the year.

The remaining locals have a deep resentment for the troops garrisoned there, and do not cooperate with the garrison commander at all. On more than one occasion, when the locals refused to do their conscripted labor (mostly repairing the defenses which the Baron destroyed) "examples" were made by killing several of them.

Should the player-characters somehow enter the town, they will find no end of support from the citizenry. In fact, they are waiting for the right moment to wipe out the garrison, and just might try it if they can get the players' support.

The garrison consists of only some 20 men, mostly experienced with AK-74s.

PULTUSK

Pultusk is the Baron's hometown and where he attracted his initial following. The main core of his troops is his personal guard (the Black Guard) many of whom are also from this area and were his personal friends before he began his empire. Pultusk has been defended from outsiders by the Baron and his forces for two years now, and the locals support him as their hero. There are approximately 700 citizens left alive in Pultusk, though most of the men are now a part of Czarny's army.

Support for the Baron is unsurpassed in Pultusk. If the player-characters attempt to enter the city, they will get no help, and will be turned over to the police force (controlled by the Baron, of course).

SEROCK

Even before the war, Serock and Pultusk have been rival cities. Things are no different now. To the same extent that the people of Pultusk hold the Baron to be a blessing, the people of Serock consider him a soulless outlaw who should be killed. The population of 500 or so is very valuable to the Baron, as they have a small gunpowder factory and refill ammunition. Otherwise, they might all have been destroyed for all the trouble they have caused him.

When the city was first occupied, the forces of the Baron took a terrible loss. Two barracks were blown up along with several very valuable vehicles. Hostages were taken by the garrison and shot. But that only made things worse. Garrison troops, heavily armed as they are, refuse to walk the streets of Serock at night alone. Hardly a week passes without some action being taken against the garrison, from killing of guards to the destruction of supplies. Even with the large garrison, the Baron cannot maintain complete control.

Uncounted persons in Serock will aid the player-characters in any way they desire.

RADZYMIN

After the nuking and firestorm which devastated Warsaw, literally thousands of refugees flooded into Radzymin. The population sympathized with them, and took as many as they could into their homes, but the numbers of sick, wounded, and hungry people simply overwhelmed them. Disease and starvation wiped out both the refugees and the locals, until the city became a ghost town, almost as bad as Warsaw itself.

The Baron now keeps a small garrison at Radzymin to keep the road open and to take a toll from all passing merchants.

WYZSKOW

The people of Wyzskow make their living by either farming or fishing. They have a number of citizens with small boats who trade a limited amount up and down the Bug. (The *Rzeka Korsarz* have never ventured this far up the Bug River.) Otherwise, the village is rather peaceful, trying to make the best of their bad situation.

Many of the settlers of Praga came originally from the area of Wyzskow.

The Baron has never garrisoned Wyzskow because he feels it would extend his forces too far to the east.

If the player-characters come through after August 31, the locals will be able to inform them that a convoy of vehicles camped on the south bank of the river near town that night and moved on to the south the following morning.

JADOW

This is simply a small farming community now, containing some 100 people. They will be able to tell the player-characters that the convoy, containing four armored personnel carriers and three trucks, passed through town about midday on August 24th. They never stopped in town.

WEGROW

Wegrow is a small village of about thirty people on the road between Jadow and Sokolow Podlaski. The village itself lies just north of the road, off in the rough, hilly ground, characteristic of this section of Poland.

The locals noticed a convoy of an undetermined number of vehicles and men passing through on about August 26th or 27th, or maybe earlier. No one can remember for certain.

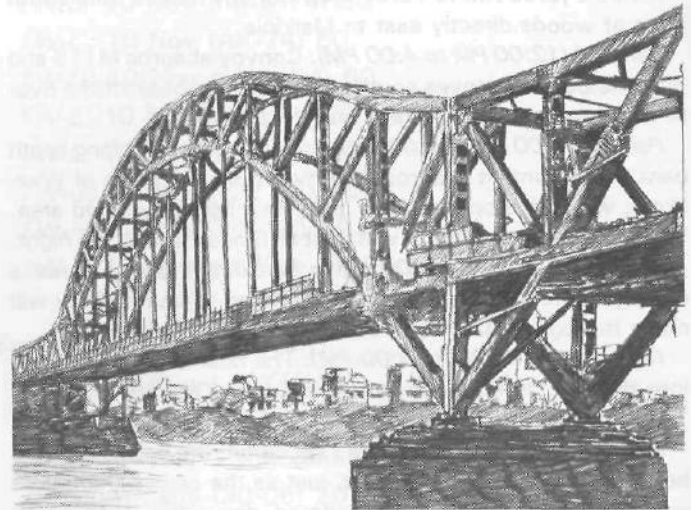
MALKINIA

The village of Malkinia is on the north shore of the Bug River. The bridge itself is flanked by hilly ground to the south, and a short stretch of fields to the north, before the road reaches the village itself.

The locals are, for the most part, oblivious to what goes on at the bridge, as they are fairly self-sufficient and do not travel very often.

Between August 24th and 30th there will be the M113 and third platoon of the convoy stationed on the bridge. The M113 will be located with 5 of the men on the north bank, while the others will be stationed on the south bank. Troops will be constantly patrolling the bridge. At night, however, light is limited to torches and the driving lights of the M113, making the bridge quite vulnerable to penetration by commandoes.

If the player-characters are successful in placing charges and



blowing the bridge during this time, they will probably take 1D6-2 of the guards with it.

DROHCZYN

The original bridge at Drohczyn was destroyed by Soviet forces during the war. There has been a small wooden bridge built in its place. The new bridge is quite inferior, and will only allow vehicles weighing 10 tons or less to pass over it without collapsing. Any character with CVE skill will be able to determine this at a glance. Others will have to take their chances.

SIEMIATYCZA

This town is now run by a local marauder force calling itself the *Uwolnienie*, or Liberation. Their leader, known simply as Michal, has organized the city into one large labor camp for his own purposes. His troops number about one hundred, which is easily enough to control the two hundred or so citizens. Michal realizes that he will have to stay in the city for the winter, but wishes to expand his holdings once spring arrives.

Michal keeps a garrison at the bridge, consisting of the following.

MG Section 1: 2 Vet (1 PK machinegun) 200

MG Section 2: 2 Exp (1 PK machinegun) 200

Patrol: 10 Exp (AK-74) 100

Leader (Michal): Vet (AK-74) 100

The machineguns are placed at either end of the bridge. From their disposition, it is unlikely they would allow anyone armed to pass over the bridge, including the Baron, though there is no evidence of a recent firefight in the area.

SOKOLOW PODLASKI

This town is for the most part deserted, occupied only by a few hermits. These hermits are generally quite mad, though certain information may be extracted from them, if the player-characters choose to trust it.

Generally, the only information they will be able to obtain will be the word "tanks" and then the hermit will point to the north.

SIEDLCE

Siedlce used to be an important rail junction between Brest

and Warsaw before the war. Now it is reduced to only a few dozen people trying to farm the area.

KALUSZYN

This town is completely abandoned. There are signs, however, that this may be a base for local bandits and marauders, though there will be none there when the player-characters move through.

LOSICE

The tiny village of Losice has become a religious retreat. The local Catholic priests declared themselves the ruling council of the city after marauders killed the actual city council over a year ago.

The militia of the village, which consists of only about fifteen men with Mausers and shotguns, are militantly Catholic, and will allow no one to enter the city without first consulting a priest.

The city seems to be doing well for itself, farming the nearby countryside. If characters can prove they are not hostile, they will be welcomed to stay for a few days, if they so desire.

MINSK MAZOWIECKIE

This town has managed to avoid being taken over by the Baron, though earlier this summer he did try to move in. The inhabitants have sufficient firepower, however, to keep themselves free from his rule.

Player-characters who move through this area must be able to prove they are not part of the Baron's forces in order to pass through freely.

OTWOCK

Twenty-five kilometers south of the city of Warsaw, Otwock is virtually a southern suburb, laying just outside the city district on the road to Praga. Once the location of a number of chemical plants and textile mills, it was heavily damaged by air attacks, and was virtually abandoned when threatened by fallout from Warsaw.

Otwock used to be the hideout of the river pirates headed by the Baron. Since their virtual destruction, the remnants have moved to the north, and Otwock, lies unused at this time.

Otwock is fully described in *Pirates of the Vistula*, and the situation will depend upon events which took place in that module. If *Pirates of the Vistula* has not been played prior to this adventure, all is as stated above.

GORA KALWARIA

As with Otwock, the situation in Gora Kalwaria may be altered by events which took place in *Pirates of the Vistula*. If that module has not been played prior to this one, use the following description of the town.

Gora Kalwaria (Mount Calvary) is an old pilgrimage town 34 kilometers south of Warsaw. It was founded in 1672 by a bishop who laid it out in the form of a cross; one arm is the Vistula Road, the other, closed off by churches at either end, is the Via Dolorosa. It was originally called New Jerusalem, but after the Prussians took it in 1794, much of its religious character was lost in secularization and decay.

The people of the community are basically good, and are lead by Father Andre. Recently they have had problems with the Baron's marauders, who have demanded tribute in exchange for not destroying the village. Up until now. Father Andre has

given in, seeing no alternative. Unfortunately, there is very little left to give the Baron.

If the player-characters enter the village, they will be asked to help set up an ambush for the Baron's men who should be coming back through in a few days.

Marauders: 10 Exp (AKM) 70

GROJEC

Grojec is an old industrial town, which was destroyed by air attacks during the war. The town is now abandoned.

GARWOLIN

A small marauder band of ten experienced men armed with M16s has taken over this small village. Their aim is to simply stay the winter and then move on, so they are not mistreating the locals. If the player-characters move into this area, they will most likely scare off the marauders.

LUKOW AND MIEDZYRZEC PODLASKI

Both Lukow and Miedzyrzec Podlaski are now being ruled by an elected council. The council has formed a militia which patrols the area and keeps it free of marauders. The population of the combined community numbers some 2500, and most of the area between the two towns has been put to the plow.

If the player-characters move through this area, they will be confronted by the militia, and will most likely be asked to simply move along without causing trouble. Strangers are generally not welcome in this community.

ENCOUNTERS

While outside the city of Warsaw itself, the characters should roll for encounters once per period. To determine if there is an encounter in a given period, roll 1 D6. Rolls of five or six indicate an encounter has been made, and the referee should then roll on the following table.

2D6	Result
2	Dogs
3	Game
4	Marauder-1
5	Marauder-2
6	Bandit-1
7	Bandit-2
8	Stragglers
9	Merchant
10	Peasants
11	Game
12	Troops

Marauder-1: A unit of the Baron's patrols is encountered. These men will also have with them one OT-64, which they have found and repaired enough to get moving.

Marauder-2: The same as above, but they will not have any vehicle.

Bandit-1: 5 Vet (M16) 100. These bandits have no affiliation with the Baron. They will attack if they feel they have superior numbers or if it is at night.

Bandit-2: 7 Exp (AK-74) 70. These men have no affiliation with the Baron. Their leadership is poor and foolhardy, and they will attack the player-characters or the convoy on sight.

Stragglers: 5 Vet (Sterling) 120. These are five British soldiers who are lost in this area. They are attempting to move north

toward the coast, but would be more than willing to accompany the player-characters if they will allow it. Eventually, however, they will want to be moving on, as they have decided Poland is not the place to be.

Merchant: This is a convoy of two 5-ton trucks moving toward Warsaw, where they intend to trade with the citizens of Praga. The convoy carries mostly clothing and wood, and no weapons. The player-characters may or may not wish to exact a toll from the convoy. There are ten men in the convoy, armed with a variety of pistols.

Peasants: These will be 2D6 citizens of the nearest community. They may be pumped for information or ignored, at the players' option.

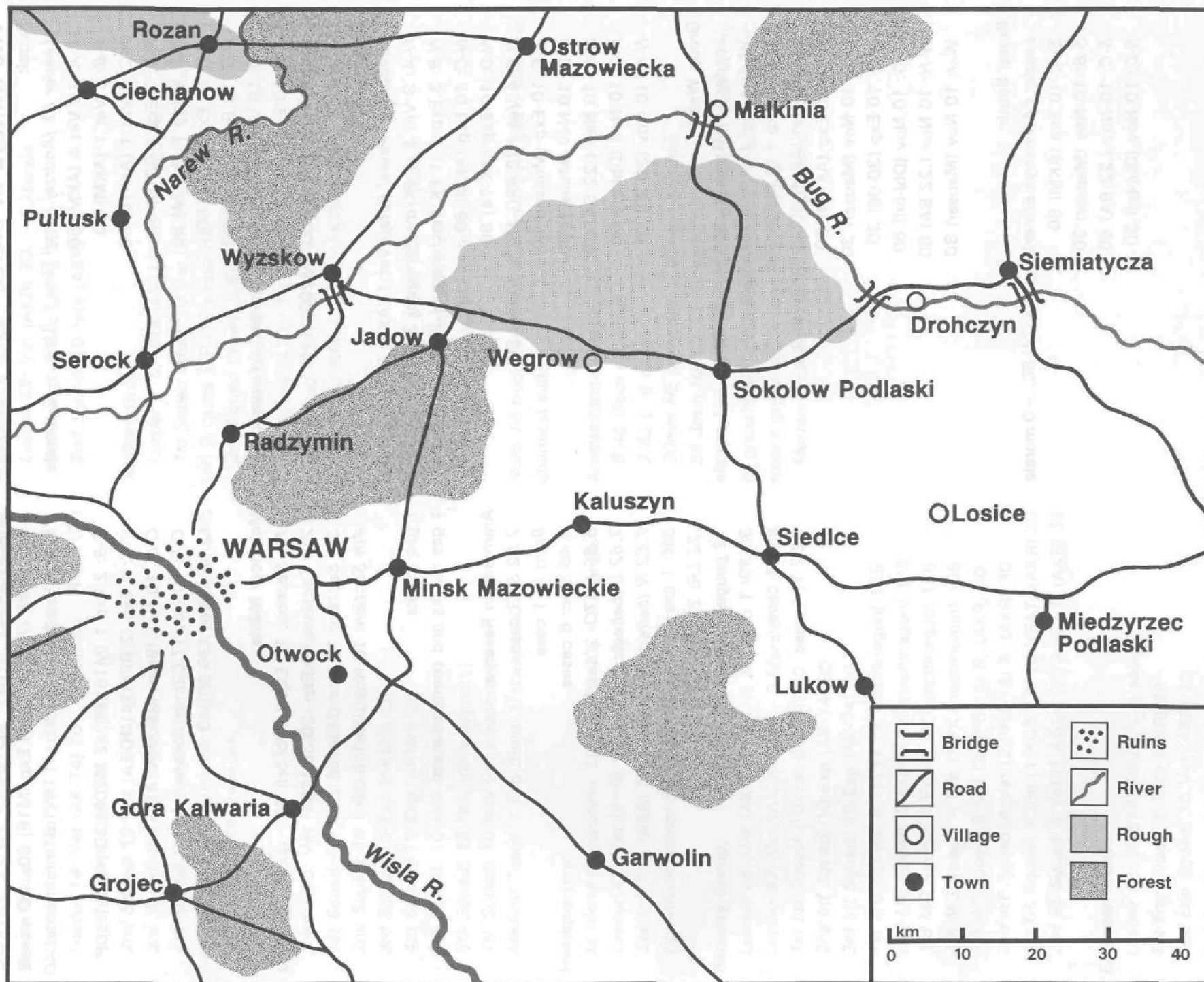
OTHER OPTIONS

The players may wish to go about this some other way. The convoy might be ambushed as it re-enters the city. However, the Baron will probably have the entire route through town covered with his patrols. While this eliminates the chance of missing the convoy, it will certainly make the ambush more dangerous.

Also, the players might simply wish to put the gun out of commission, or blow the ordnance once it arrives at the Palace of Culture. This will require the team to penetrate Mirow and enter the very heart of the Baron's operation. One thing in favor of this plan is that there is no standard uniform of the Baron's ar-

my, and almost any type of soldier might easily pass as one of the marauder band. Getting near the gun, on the other hand, will prove to be very difficult for anything other than a suicide mission.





The Milicya of Sielce

Patrol:

Leader #1 (*Andrzej Rataj*) Elite † (Uzi), -2 morale
 P-A: 10 Vet ‡ (AKM) 60
 P-B: 8 Vet † (AKM) 60
 P-C: 9 Vet † (AK-74) 80
 P-D: 7 Exp † (M16) 80
 P-E: 8 Exp † (AK-74) 80
 P-F: 10 Exp † (Uzi) 80
 P-G: 10 Exp † (AKR) 80
 P-H: 10 Vet † (AKR) 1 50, (grenades) 2 fragmentation
 P-J: 10 Exp † (AK-74) 150
 P-K: 5 Vet † (M16) 100, (M203) 3 HE

Group North:

Leader #2 (*Pawel Rataj*) Vet † (AKR) 80, - 1 morale
 N-A: 3 Vet † (1 PK machinegun) 330
 N-B: 3 Exp † (1 PK machinegun) 330
 N-C: 10 Exp (AKM) 60
 N-D: 10 Exp (AK-74) 80
 N-E: 4 Vet † (2 RPG-16) 6, (AKM) 80
 N-F: 10 Exp (Mauser) 30
 N-G: 10 Nov (Mauser) 30
 N-H: 10 Nov (.22 SA) 60
 N-J: 10 Nov (Dbl-brl) 60
 N-K: 10 Nov (30-30) 40

Group West:

Leader #3 (*Marek Rataj*) Vet † (SVD) 40, - 1 morale
 W-A: 4 Exp † (1 M-60 machinegun) 330
 W-B: 3 Exp † (1 MAG) 330
 W-C: 3 Vet (AKM) 80, (1 RPG-16) 9
 W-D: 10 Exp (AK-74) 80
 W-E: 10 Nov (Mauser) 30
 W-F: 10 Exp (30-06) 30
 W-G: 10 Nov (Dbl-brl) 60
 W-H: 10 Nov (.22 BA) 60
 W-J: 10 Nov (Mauser) 30

Group South:

Leader #4 (*Fredryk Eisner*) Exp (AK-74) 80, -0 morale
 S-A: 10 Exp (AKM) 60
 S-B: 10 Nov (Mauser) 30
 S-C: 10 Nov (.22 BA) 60
 S-D: 10 Nov (Dbl-brl) 30

Group Center:

Leader #5 (*Tadeuz Rataj*) Exp (M16) 80, -0 morale
 C-A: 4Exp † (9mm Makarov) 15 (1 81mm mortar) 40
 HE, 5 WP
 C-B: 2 Exp † (M16) 60, (2 M203) 20 HE, 8 HEDP
 C-C: 4 Exp (2 RPK-74) 100
 C-D: 10 Nov (9mm Makarov) 15
 C-E: 10 Nov (7.62mm Tokarev) 15
 C-F: 10 Nov (30-30) 40

Mokotow Militia:

1st Section: 10 Exp (Dbl-brl) 30
 2nd Section: 10 Exp (30-30) 25
 3rd Section: 10 Nov (Mauser) 20
 4th Section: 10 Nov (Dbl-brl) 30

† gas masks

‡ gas masks and chemical suits

Ammunition Reserve:

7. 62 S: 3 cases
 9mm P: 1 case
 5. 45 Bloc: 6 cases
 5. 56 NATO: 2 cases
 7. 62 L (belted): 3 cases
 7. 62 N (belted): 2 cases
 8M: 1 case
 .22 LR: 2 cases
 12 gauge: 4 cases
 30-30: 1 case
 9M: 1 case
 7. 62 T: 1 case

Soviet 10th Guards Tank Division

Recon Group:

Leader #3: Elite (AK-74) 60, -2 Morale

Leader #4: Vet (AK-74) 60, -0 Morale

1st Squad: B Elite (AK-74) 60

2nd Squad: 10 Vet (AK-74) 60

3rd Squad: 8 Vet (AK-74) 60

4th Squad: 8 Exp (AK-74) 60

Note: Each Recon squad also has 10 HEAT rifle grenades and 16 HC smoke grenades.

Logistics Group:

Leader #5: Vet (AKMR) 30, -0 Morale

1st Squad: 10 Vet {AKMR} 20

2nd Squad: 10 Exp (AKMR) 20

3rd Squad: 10 Exp (AKMR) 20

4th Squad: 10 Exp (AKMR) 20

5th Squad: 10 Nov (no weaponry)

6th Squad: 10 Nov (no weaponry)

7th Squad: 10 Nov (no weaponry)

Medical Team: 7 Exp (9mm Makarov) 20

Headquarters:

Leader #1 (Koronev): Elite (AKR) 50, -3 Morale

Leader #2: Vet (AKR) 50, -1 Morale

Staff: 8 Exp (AKR) 20

Communications: 9 Exp (AKR) 20

Security Group:

Leader #6: Vet (AK-74) 60, -2 Morale

Leader #7: Vet (AK-74) 60, -0 Morale

1st Inf Squad: 10 Vet (AK-74) 60

2nd Inf Squad: 10 Exp (AK-74) 60

3rd Inf Squad: 10 Exp (AK-74) 60

1st MG Squad: 4 Vet (1 PK machinegun) 165

2nd MG Squad: 5 Exp (1 PK machinegun) 165

3rd MG Squad: 4 Exp (1 PK machinegun) 165

4th MG Squad: 4 Exp (1 PK machinegun) 165

1st AT Squad: 5 Vet (2 RPG-16) 6, (AKR) 30

2nd AT Squad: 4 Vet (2 RPG-16) 6, (AKR) 30

1st GL Squad: 4 Vet (1 AGS-17) 10 HEAT, (AKR) 30

2nd GL Squad: 4 Vet (1 AGS-17) 10 HEAT, (AKR) 30

Engineer Group:

Leader #8: Elite (AKR) 20, -1 Morale

1st Eng Squad: 8 Elite (AKR) 20

2nd Eng Squad: 10 Vet (AKR) 20

3rd Eng Squad: 10 Exp (AKR) 20

Maintenance Group:

Leader #9: Vet (AKR) 20, -0 Morale

1st Squad: 8 Exp (AKR) 20

2nd Squad: 10 Nov (AKR) 20

Artillery Group:

Leader #10: Elite (AK-74) 20, -0 Morale

1st Squad (Mor): 10 Vet (AK-74) 20, (1 120mm mortar) 2 cases WP, 12 cases HE

2nd Squad (How): 8 Exp (AK-74) 20

3rd Squad (How): 10 Exp (AK-74) 20

4th Squad (ATG): 7 Exp (AK-74) 20

5th Squad (SSM): 9 Nov (AK-74) 20

6th Squad (MRL): 8 Exp (AK-74) 20

AFV Group:

Leader #11: Vet (AKR) 20, -1 Morale

1st Squad: 10 Vet (AKR) 20

2nd Squad: 8 Exp (AKR) 20

Note: All troops in the division have both gas masks and chemical suits.

Ammunition Reserve:

5.45 Bloc: 43 cases

7.62 L: 6 cases

30mm HE grenades: 6 29-round drums

58.3mm HEAT: 12 rockets

Grenades: 2 cases HEAT rifle grenades, 1 case WP rifle grenades, 3 cases fragmentation grenades, 1 case HC smoke grenades, 1 case AT grenades

Mortar: 2 cases 120mm WP, 12 cases 120mm HE



Battle for Warsaw

"How many men do we have, Filip?" queried Adam of his nephew.

"Hardly enough," he replied. "Scarcely 350 men under arms right now. We have nearly no vehicles, and only limited infantry support weapons. With the Baron's gun, he can wipe out half of our men before he even sends in his troops."

"We'll take care of that," I spoke up. "Actually, I figured our chances of stopping the convoy to be slim, at best. But I wouldn't let on here. Morale in this place was low enough already."

"We know he's going to attack. We just don't know when."

Three hundred men is quite a few to put into the field these days. The Baron's forces must be numerous indeed to threaten such a militia, I'll make a note to be careful walking around out in the ruins.

STEP 1 - MAKING FRIENDS

Filip is convinced that there is only one way he will be able to survive an attack from the Baron, and that is to make allies. There are several avenues open to him in this endeavor.

Mokotow: The entire community has sought refuge within the rubble walls of Sielce. From their ranks Filip has been able to extract forty men and weapons for the battle.

Their men, however, insist that, for the time being, they be allowed to patrol the fringes of their own fields, left untended to the west of Sielce. They will keep their eyes on it and attempt to keep the Baron's men from moving in. Hopefully they will be able to keep them in the dark about the true situation, making them think the community still exists in Mokotow.

As yet Czarny is not aware that the community has been abandoned. However, the referee may decide that the Baron will find

out, and then move in his troops. At this point the characters may wish to destroy the crops or attack whatever outpost troops that Czarny leaves to guard them.

Other Communities: The other communities in Warsaw have their own attitudes toward the Baron. These are outlined in the Ruins section. Each may be approached by Filip and the Milicya for aid in fighting him.

Filip is, however, quite short of men, at the moment. He may approach the player-characters and ask them to seek aid from these other communities. The player-characters are free to accept or decline, at their option. If they do accept, they must, of course, play out both the journey to these other communities and the actual encounters with the natives.

Reactions: The other Warsaw communities will react to pleas for help variously. Consult the descriptions for each community in the Ruins Section upon successful contact. Also note that some communities are, for the most part, friendly toward the Baron, and may react violently to plans against him.

Soviet 10th Guards Tank Division: In mid-1999, the Soviets had launched a series of small attacks along the front in Poland and Germany which succeeded in bleeding both armies white, but resulted in little change in territory. Following these attacks, most of the survivors of the 10th Guards Tank Division (and all of its equipment) were withdrawn and used to partially refit the other divisions of the 1st Guards Tank Army. The headquarters of the division and a cadre of specialists were left intact and instructed to absorb newly-mobilized replacements from the Soviet interior and rebuild the division.

Most of the replacements never arrived, having mutinied or just deserted during the march to the front. About 500 replacements did arrive, all untrained youths from Kazakhstan. As none of them spoke Russian and no one in the division spoke Kazakh, training was a problem.



For heavy firepower, the division received twelve tanks-antique T-55s with broken tracks and burnt out engines or transmissions. The tanks arrived on tank transporters, and were unceremoniously dumped at the division encampment. Two weeks later, on April 8, 2000, Major General Koronev was ordered to move into the front lines in support of the Polish 2nd Army. Koronev turned to the Division Zampolet and asked, "Illya Yefromovitch, what do you think I should do about this order?" The political officer shook his head.

"The pigs in the Kremlin have betrayed the revolution. Enough good communist boys have died, Tell them to go (deleted)." Koronev smiled.

General Koronev and his troops will be the most help to Filip and the Milicya. The division itself no longer has any armored vehicles, and is down to a strength of a mere 300 foot soldiers. Captain Johnstone of the CIA is also with the unit, but only in an advisory capacity. As yet, no other pro-U.S. forces have linked up with this unit.

The General is simply interested in the well-being of his unit. The fact that he and the Milicya of Sielce are fighting the same foe merely gains him an ally in this matter. By the spring of 2001, the General will be off to the south with his unit hopefully intact. His interest in Sielce is purely military.

Condition: Most of the Kazakh replacements deserted and the remainder were lost in July when the division was attacked (and overrun) by elements of the 22nd Cavalry Army. What is left is a kernel of specialists, including many who are untrained for combat. Thus, the 10th Guards represents a valuable asset, but one with less combat potential than its numbers would indicate.

Several special considerations must be made when dealing with the division in its current condition. Consult the Organizations section for details.

1: Logistics squads 5, 6, and 7 comprise the 30 remaining Kazakh replacements. They have picked up a smattering of Russian (20% skill level) and are still with the 10th Guards because they want to be. They are used as porters and laborers.

2: All "patrolling" is done by the recon group. The security group provides close security for the main body, sentries, etc. It is also the main combat force. Logistics group spends most of its time foraging and tending to pack animals. Everybody can fight if necessary, but specialists are irreplaceable, and Koronev would rather not expend his surviving mechanics, tankers, gunners, engineers, etc., as cannon fodder infantry.

3: All specialists are assumed to have a skill level in their area of specialty one greater than their combat rating. Thus, experienced men in the artillery group would function as veteran gun crews. The men in artillery squad 5 (surface-to-surface missiles) have the equivalent of veteran skills in Nuclear Warhead.

4: The division has 30 pack horses used to carry supplies. This is sufficient to carry 3.6 tons of supplies. Ammunition reserves are somewhat less than a ton. Thus, the division can carry another 2.5-3 tons of baggage. About a ton of this consists of tents, radios, spare parts, clothing, tools, etc. The rest

is food.

5: There are 25 seriously wounded men still recovering from previous actions. They cannot be moved without vehicles, and thus the division will leave a substantial part of its force to guard them and its medical personnel.

Getting into Sielce: The initial problem confronting the General is how to get some of his troops into Sielce in order to help the Milicya. There are only a few options.

First, the troops could move south out of the woods, around the western edge of the city. Once they reach the *Wisla* to the south of the city, they can move along the western bank, then through Siekieki and into Sielce. This is the path which the two Soviet officers took to get to Sielce, and the reverse which will take them back.

They will insist, however, that this plan does have its problems. While the Baron is comparatively weak in these areas, he still has patrols in them. They were spotted several times by soldiers who probably worked for Czarny. They concede that while two men might pass for just wayward marauders, a group such as half the division is bound to attract attention. This would lose the element of surprise, which is something both the General and Filip are counting on.

An alternate plan is to move the division only when the Baron makes his move against Sielce. By doing this, the General might attack Czarny through the northern part of the city while his main forces are assaulting the rubble wall of Sielce, thus outflanking him. If this option is chosen, a signal must be arranged to alert Koronev when the assault begins. Radios will have to be used, of course.

Whatever the plan, Filip must decide what he wishes to do and send that information back with the two Soviet officers to General Koronev. Depending upon his decision, further information might be required. It is unwise to use radios for such planning, as the Baron's forces might overhear them. Therefore, more than one journey might be necessary.

Filip may ask the player-characters, or some of them, to accompany the Soviet officers to the forest northwest of the city where the division currently resides. If they do, they will have to travel according to the encounter tables presented in the Ambush section. If they survive, they will be able to return with





a reply from the General, and further negotiations might begin.

Allegiance: Captain Johnstone works for the CIA, which is loyal to the civilian government of the United States. Any American soldiers among the player characters have been operating in Europe under the command of the Joint Chiefs of Staff, and therefore have been working for the military government.

Johnstone will arrive with the first troops which reach Sielce, if any. Once there, he will seek out any American soldiers there and attempt to sway their allegiance.

Johnstone will attempt to convince the Americans of the unit (and anyone else, for that matter) to join him and General Koronev in their venture to the Balkans, where they hope to link up with pro-U.S. civilian forces.

Johnstone will insist that the civilian government is constitutionally valid, and that the Joint Chiefs, under General Jonathan Cummings, are enemies of their own country. He will also insist that it is every American's duty to support the war effort in Europe, such as it is, until the President decides to end hostilities.

It is at this point that Johnstone will produce several blank loyalty oath forms, which simply state that the person whose name is signed and witnessed below is loyal to the civilian government of the United States. What it does not say is that it holds very little weight, but Johnstone will insist that every American in the area sign it.

If the player-characters refuse to sign, Johnstone can do very little. His Soviet friends are not interested in the petty politics between Americans, and will not back him up on this. Johnstone will simply take down the name and rank of anyone not signing, and threaten that if they ever return to the States, the government will be on the look out for them.

However, if the player-characters do not sign, there will be no repercussions. Johnstone has no way of relaying this information back to the States, and his chances of ever making it back alive himself are comparatively slim. The administration in Washington is certainly not interested at this time with the loyalties of those Americans still stuck in Europe.

Similarly, signing the loyalty oath will have only one effect-keeping Johnstone off their backs. The man is simply annoying.

Referee's Note: For purposes of further adventures, Captain Johnstone will be killed in the spring of 2001 as he and the Soviet 10th Guards Tank Division are moving through northern Yugoslavia. The loyalty oaths, signed or not, will perish with him, and will never come back to haunt the players again.

PREPARING DEFENSES

The rubble wall and other fortifications have been built up by the Milicya and civilian population of Sielce under the supervision of Andrzej Rataj. Andrzej, however, realizes that there may be flaws in his plans, and that better measures might be taken. Any help that the player-characters might be able to provide would be more than welcomed by him.

Various defenses may be erected in the time remaining before the Baron strikes, whenever that will be. Any character with

CBE or even CVE skill will be able to organize, plan, and execute the construction of the following defenses.

Rubble Wall: The rubble wall is more or less complete. However, other locations might be better defended if there were more rubble piled in front of it.

Rubble wall, for game purposes, is constructed in hexsides. A hexside of rubble wall may be constructed by expending 800 man hours per hex distant from the nearest rubble hex. For example, to construct a hexside of rubble wall three hexes away from the nearest source of rubble will require 2400 man hours.

Note that each hexside of rubble wall constructed can count as 800 man hours toward clearing a hex of rubble (see below).

Gun Emplacements: Portions of rubble wall may be formed which will allow the placement of machineguns or other larger weapons. Construction of such an area on an already constructed rubble wall hexside will require 300 extra man hours to complete.

Sandbags: Sandbags may be filled with sand or rubble dust or dirt. To fill enough sandbags to cover one hexside requires 400 man hours. Note, however, that there is only enough heavy material available to construct three hexsides of sandbags.

Trenches: Digging trenches capable of concealing men may be desired. Such a trench may be dug in any hex, and will require 5 man hours per man which the trench is supposed to contain.

Clearing Rubble: Rubble hexes may be cleared to provide a better "killing ground" as it were. Blocked rubble hexsides may not be cleared in the context of this adventure.

Each rubble hex is considered to have twenty units of rubble in it. Each unit must be removed before the hex is considered clear. To clear a unit requires 800 man hours. To move it one hex requires another 800 man hours.

Each unit of rubble must be disposed of somehow. It may be built into a rubble wall. This will require 800 man hours if the hexside is adjacent to the hex being cleared. It will require 800 man hours additional for each hex of distance between the hex being cleared and the hexside being made into a wall.

The unit may be dumped into a rubble hex, again costing 800 if the hex is adjacent, and 400 additional for each hex distant. This will have no effect on the rubble hex into which the rubble is dumped.



The unit may be dumped into a clear hex, making it into a rubble hex. Again, the cost in labor is 800 if the hex is adjacent, and 400 additional for each hex distant.

The Milicya can generally spare between 50 and 100 men per day to work on the defenses. During the harvest, however, there will be almost no spare manpower available.

Also, there are usually sufficient earth and rubble moving tools available for any who would be employed in any of the above mentioned activities. If, for some reason, there are a larger number of outsiders available for construction, they may not have such tools. Fabricating basic digging tools is not at all beyond the abilities of the local blacksmiths, and materials are readily available, but this may create some delay in getting started on the construction.

Also, for each group of ten men which is working on the walls, they should roll per period for encounters. If they are at the outer edge of the community, all encounter types are possible. If within the confines of the Sielce community, the only pertinent encounter will be *accident*.

No more than 100 individuals may work in a single hex efficiently. Excess should be divided among other hexes. Otherwise, reduce the efficiency of all those working in a hex to a maximum of 100 man-hours per hour.

Special Note: If the *Krolowa's* barge is still intact, it may be used to haul away rubble. The amount of rubble it can haul away is equal to five full units. This rubble may be taken up- or down-river, effectively off-map, before it is disposed of. This will require, of course, man-hours to fill the barge and then to remove it.

Also, rubble may be tossed into the river from either a shore hex or the barge. Such rubble is removed from play. Every 40 units of rubble dumped in a river hex lowers the depth of that hex by 1 meter. Hexes reduced to zero depth are impassable to boats.

SCOUTING

It is possible to have scouts patrolling the outer fringes beyond the walls of Sielce. These scouts will be able to locate certain elements of the Baron's forces and possibly warn the community when the main invasion is about to begin.

Scouts will generally work in groups of three or less. They should be organized into units should they run into mass resistance from the enemy troops in the areas they are patrolling.

Scouts should then be assigned an area. For instance, a certain patrolling unit might be assigned to Mokotow, and another to Mirow itself. More than one patrolling unit may be assigned to each city section.

Each section of scouts will be assigned to an area for one week. In that time, they will remain in and around the area, searching for the Baron's forces and their dispositions in order to get a better idea of what he is up to. During each week, the patrol will have to roll once per day on the following table:

1D6	Result
1	Troops
2	Troops
3	Delay
4	Delay
5	Success
6	Success

Troops: The patrol has run into a unit of troops which would



be dominant in that area. For instance, in Mirow the dominant troops belong to the Baron - in Powisle they would be the local fighters under Krowa. If they are hostile to Sielce, a firefight will ensue.

Delay: For various reasons, the patrol is unable to perform many scouting tasks this day.

Success: The scouts penetrated the patrols in the area and have observed the Baron's forces there, if any.

After a week's time, the patrol will have to determine its overall success. If there were at least three full success rolls during the week, the patrol will be able to report that week's information for that area back to Sielce. Otherwise, the patrol will have to report that its findings have been inconclusive.

Each week, new information about the Baron and his troops will come to light in different areas. The time between the player characters' arrival and the first possible dates of the Baron's attack have been carefully outlined below. If no entry is made for a given area for a certain week, then nothing new has occurred, and the entry from the previous weeks should suffice as an explanation.

August 25-August 31, 2000

Kamionek: The community is completely run by the Baron and his troops. There are no local troops, but the Baron has approximately 40 men stationed there.

Mirow: Mirow is crawling with the Baron's troops. There are perhaps 600 troops living in and around the Palac Kultury. There are also some ten or fifteen vehicles available, around half of them being tanks or armored personnel carriers. Most of the troops are being occupied clearing roads in the northeast section of Mirow, or are sent out to other areas on constant patrols.

Mokotow: As of now, the small patrols maintained by the former citizens of the area have run into no problems from the Baron and his troops. They suspect that the Baron as yet does not realize that the area is abandoned.

Muranow: As usual, there is little or no activity from anyone in Muranow at this time. Czarny sends through occasional patrols, but has no concentration of troops there.

New/Old City: At this time, the defenses of the New/Old City have been untested by the Baron.

Powisle: Krowa's troops have an iron grip on all activity in

this area. Any patrols from Sielce will be taken in by the community, and will be allowed to move through at will.

Praga: This area seems to be ruled by Czarny's forces. There are approximately 100 troops stationed there.

Saska-Kepa: There is no activity in Saska-Kepa.

Siekierki: There are no patrols by the Baron's troops in this area this week. There have been several, however, in the past month or so.

Srod miescle: Czarny has large patrols in this area, mainly charged with keeping the road open which leads out of town to the southeast.

September 1-September 7, 2000

New/Old City: A patrol of the Baron's men became overzealous and attacked the rubble wall on the M. Nowotki road. They were repelled, and morale among the locals has gone to an all time high.

Praga: Unless otherwise taken care of, patrols in this area will observe the arrival of the convoy from Baranovic into Praga. The shells will be unloaded and taken south to Kamionek, and then across the Poniatowskiego bridge on to Mirow.

Srod miescle: Fifty or so men have been dispatched from Mirow to begin excavation of the roads leading out of this area to the south and southeast.

September 8-September 14, 2000

Mokotow: A large patrol of the Baron's troops attacked the small garrison at Mokotow. Though the battle was inconclusive, they may have determined that the area has been evacuated.

Praga: Approximately half of the 100 man garrison of Praga has been recalled by the Baron to Mirow.

Mirow: Several additional patrols have been organized to police the area. They seem, however, to be mostly concerned with finding better paths through the rubble for vehicles toward the southwest and Sielce.

September 15-September 21, 2000

Kamionek: Twenty men of the garrison here have been recalled to Mirow.

Mokotow: The Baron has sent in 150 troops to take over the area. Further patrols will indicate that they are stockpiling arms and ammunition, probably in order to use the area as a base against Sielce.

Mirow: The entire area is bustling with activity. Vehicles have been loaded with ammunition, and the stills are working overtime producing fuel for them. The number of troops has recently increased, as well, as a new band of thirty deserters has joined Czarny's army. It has also become apparent that they are concentrating solely on their southern flank, writing off the north as unimportant. Very few patrols are concentrated there.

The above information will also be useful for player-characters who are attempting to make contact with the members of other communities in Warsaw.

Events may be altered by what action the player-characters take during this adventure. The referee is advised to change the above information accordingly.



cleared have grown up in brush. This brush is made up of low-lying bushes and weeds which have managed to break through the light among of rubble and dust above them.

Also, some communities have built up rubble walls around all or part of their areas. These walls are presented on the map at their current level of construction, though this may change over the course of the adventure, and will certainly change over the next few years.

The map key gives the elevation for each of the terrain types found on the map. The higher the elevation number, the greater the actual elevation of that type of terrain.

The highest structures remaining in Warsaw are the damaged shells of a number of large buildings (such as cathedrals, factories, high rise apartments, etc.). These are all noted as being elevation 4 on the map key. Of these, the Palac Kultury is the highest (by a considerable margin) and is treated as elevation 5.

The rubble-blocked hexsides are the next highest feature (elevation 3). They are the remnants of tall or particularly dense blocks of buildings, and usually will have several damaged but still-standing masonry walls. Stadiums and strongpoints along the rubble wall are also elevation 3.

The other raised areas on the map are rubble walls (elevation 2) which have slightly elevated observation posts and firing positions. Even a slight elevation is tactically important in the ruins.

All other terrain is elevation 1 (ground level).

Due to the uneven nature of the rubble, virtually all terrain types block line of sight. Clear, street, bridge, canal and river hexes do not block line of sight. Fields do not block line of sight after the harvest. For complete visibility restrictions, consult the macro combat rules.

The scrub and standing fields (if any) will provide soft cover. Rubble hexes, rubble-blocked hexsides, large buildings, shelters, rubble walls, strongpoints and stadiums provide medium cover. Remember that, for purposes of macro combat, relative elevation between firer and target will change the actual cover effectiveness.

THE BARON'S TIMETABLE

Czarny is interested in taking as much as he can from Sielce with the least amount of effort. He therefore intends to wait

THE MAP

A map of the potential battlefields of Warsaw has been provided. The fifty meter hexes are designed for use with the macro-combat rules, which are also provided in this module.

Most of the areas which now contain crops were formerly parks. These were the easiest to clear of debris, as there was less rubble on them and there were not building foundations beneath them. Some of those park areas which have not been

until the harvest is completely in and has been stacked in the fields to dry before he makes his move. When the player characters arrive, the harvest has been going on for about two weeks. There is approximately one more week to go. The operation is taking much more time than usual because many of the men are still being used on patrols and manning the wall.

The Baron will most likely attack sometime after the second week of September. This will allow him to take the harvest after it has been fully processed and stored in the stadium. Therefore, roll 2D6 once per day after September 14th. Add one to the die roll for each day after the 15th. The first day in which the roll is 12+, the Baron will attack.

On the day of the attack, the Baron's forces will move early, attacking the Sielce defenses just at the crack of dawn.

RUNNING THE BATTLE

The battle for Warsaw is to be run by the referee using the macro combat rules and the orders of battle provided in this module. Usually, the referee will play the part of the Baron and his officers. The players should be allowed to run the forces of Sielce and their allies. The map provided is intended for use in this battle. Markers of some sort should be made to represent the various units in the battle, from leaders and infantry to vehicles and artillery.

Beginning the Attack: The Baron's forces may initially deploy on the roads which have been cleared and directly connect to the Palac Kultury. The game begins with these units moving off of the roads into the rubble toward their objectives. Immediately upon these opening moves, the Sielce players may begin to mobilize their forces.

The Sielce forces which are available at the start of the battle may be set up in their appropriate areas along the rubble wall. Machinegun units will generally be placed in the strongpoint hexes along that wall.

Mobilizing Sielce: At the time of the attack, only one third of the units available will actually be on the walls. Roll 1D6 for each unit of the Milicya, rolls of 5-6 indicating that the unit is already in position for the battle. All other units will have to be awakened and brought to the front lines. Note that machinegun units will always be on the rubble wall at the start of the battle.

Each turn after the beginning of the attack, roll 1 D6 for each unit which is still not mobilized, during the morale phase. For Elite units, rolls of 1+ will mobilize them. Veterans will require a 2+, Experienced a 3+, and Novices a 4+. Those which successfully mobilize will be able to move in the next turn. Those who do not will have to wait until they successfully roll in a subsequent morale phase.

The men of the Milicya live at various locations around the community. Those in Group North will mobilize in the hexes of shelters around the stadiums. Those in Group West and Group South will mobilize in the shelter hexes just north of the Szwolezerow Street strongpoint. All other troops will mobilize in the shelter hexes near the turning basin.

All allied units which are in Sielce at the time of the attack have the same chance of being ready and on the wall. Those who need to be mobilized will appear in one of the two stadiums, where such people are being billeted.

Disloyal Troops: There are several units in the Baron's army who are disloyal, as marked in the order of battle. The first time these units are routed, they will disperse into the rubble and are removed from the battle. If they are surrounded and would otherwise be expected to surrender, they may instead be turned to

fight on the side of Sielce. For each unit in such a situation, roll 1 D6 for 3+ for the unit to switch sides.

The units which are disloyal are mostly made up of conscripts from Praga and Serock. The Baron has only armed them with minimum weaponry and ammunition.

Free Squadrons and Companys: These units in the Baron's army are former marauders who have joined up with him, but do not consider him all-powerful. These units will ignore the Baron's leaders, and will even ignore the Baron himself for purposes of rallying and morale.

THE 10TH GUARDS TANK DIVISION

Certain elements of the 10th Guards Tank Division will probably be among those in Sielce at the time of the attack. However, there is a possibility that Filip and General Koronev will have arranged for a timed assault on the Baron's rear areas as the battle progresses.

If such an arrangement has been made, the Sielce forces will have to contact Koronev, who will be in the rubble in the northwest part of the city. If this communication is successful, using radio or some other communication, the following procedure is employed.

On any turn after the first, in which word is given to General Koronev that the attack is on, he may begin to use whatever artillery he has left. This artillery is 100 hexes off the northwest corner of the map,

After fifty turns of the battle have gone by. General Koronev and his troops will arrive on any of the hexes along the north edge of the map. They may then move and fight normally, possibly taking the Baron off guard.

BOATS

If *Pirates of the Vistula* has been played out before this module, various river boats may be at the disposal of both sides. If it has not been played, we will assume that there are no ships available for the fight.

Boats in the battle may use their weaponry, but may move only along the *Wisla* hexes in the northeast corner of the map and in the Turning Basin. Ships smaller than 50 tons may also operate in the canals up to the Palace on the Island.



EVACUATION

Should the player-characters decide it is necessary, the entire community could be evacuated. There are approximately 800 noncombatants in Sielce during the battle. They will be housed around the stadiums while the fighting is going on. If the word is given, they will be instructed to move out of Sielce, through Siekierki to the river, where they can be taken out by the *Krolowa* and whatever other boats have been assembled.

The *Krolowa* can hold up to 100 people on its decks, plus another 600 per barge. The *Krolowa* has one barge, and others may have been obtained from the docking facilities in Praga.

Other boats can carry passengers up to one half of its tonnage. Thus, a boat of 50 tons could carry 25 people to safety.

Most of the evacuation will require that the boats be in the Turning Basin. It will require two hours to get all of the civilians onto the boats, during which time the Milicya may be forced into a holding action against the forces of the Baron. Any Milicya units which do not make it to the turning basin in time might have to be left behind.

What to do with the refugees will certainly be a problem, and probably justifies an adventure in itself.

GAS MASKS

Due to the nature of the ensuing battle, gas masks will become very important. Not all troops on either side possess the proper defenses against chemical agents.

In the Milicya, there are only a limited number of gas masks available, which have been distributed among the various troops. There are also several full chemical suits. These are listed in the Milicya Order of Battle.

In the other communities of Warsaw, there are only ten or so masks per community. Generally, these should be assigned to the leaders and to selected troops.

The Soviet 10th Guards Tank Division has sufficient masks and suits for all of its personnel.

The Barons army is equipped variously. Those units with

masks and/or suits are listed in the Order of Battle.

ENDING THE ADVENTURE

The Baron will attempt to seize Sielce until his troops have all disappeared or until he is successful. Should the battle be lost to him on his first attack, he will try again in 2D6 days. Note that, if the Baron himself is killed, his army will disperse and the Milicya will be victorious.

There are a plethora of things to do in and around Warsaw. Once this adventure is over, the player-characters might wish to help the Sielce community build itself into a bigger and better community. They may wish to explore the ruins for whatever they can plunder. Other communities may also wish to employ them as bodyguards or military instructors. Outside of the city is a vast area of small villages and towns waiting for adventure.

The player-characters can now move on, knowing they did their part to keep one section of civilization from collapsing before the Baron Czarny.





Macro Combat

SCALE

Each hex on the map of the battlefield represents 50 meters of actual distance. A proper map of the potential battlefield must be obtained prior to play. If necessary, the referee or players may be enlisted to generate an appropriate map before play begins.

Each turn in the game represents one minute of real time. According to the turn sequence (given below), each action phase represents half of one turn, or 30 seconds. Each action phase also equals six 5-second *Twilight: 2000* combat rounds.

UNITS

Macro combat is played through the maneuver and interaction of various units. Different types of units represent different things. Infantry units generally represent ten or so individuals and their weapons. However, due to casualties and other circumstances, infantry units may contain more or less people (even as few as one), as the situation warrants.

Leader units consist of one appropriate individual. A leader may ride on a vehicle or boat unit, but otherwise travels as infantry.

Each boat is its own unit, consisting of the boat itself and its crew, being the captain, the navigator or pilot, the engineer, and any other support personnel aboard the boat. Weaponry mounted on the ship and other armed troops on board must be organized into separate units, and are considered separate units for all purposes of these rules. All of these units which are on the boat are considered under cover for purposes of combat.

Smaller Boats: Units which are on a boat displacing 50 tons or less are simply considered to be on the surface of the boat.

They may fire in any direction, provided their weapons mount allows it.

Larger Boats: Units which are on a larger boat, that being any boat over 50 tons displacement, must be positioned in one of the following four areas - bow, stern, starboard, or port. These infantry or weapons units must be assigned an initial area of placement, though they may be moved during the course of the game (see movement).

Vehicle units consist of one ground vehicle and its crew (one tank, one truck, etc.). Under no circumstances may a vehicle unit contain more than one vehicle.

Weapons units may be formed for artillery pieces or larger crew served weapons (such as mounted machineguns, mortars, etc.). Each of these weapons and its crew, which may be several or as few as one person, is considered a unit. Note that weapons mounted on vehicles are a part of the vehicle unit, and are not considered a separate unit. Those which are mounted on boats, however, are separate units.

Referee's Note: It is highly recommended that the referee encourage the formation of units which have members of equivalent experience. That is, all units or vehicle crews should be made with men who are all either novices, experienced, veterans, or elites. In this way, unit initiative and morale can be determined collectively rather than individually. In addition, in order to facilitate fire combat, all infantry units should be made up of individuals who are similarly armed. However, it is not always possible to organize an effective force in this manner. Toward that end we have included within appropriate sections separate rules which govern the use of mixed units.

Ammunition: Units should be given a certain amount of ammunition which they may expend over the course of the battle. Once they run out, they may not fire their weapons. Ammunition should be expressed as number of shots per man. For ex-

ample, a unit might be listed as having sixty shots per man. If ten men were in the unit, and the unit fired fifty shots, the player (or referee, depending on which was running the unit) would mark off 5 shots. Ten men would fire five shots each to achieve a total of fifty shots.

Note that casualties will not only reduce the number of men in the unit, they will also reduce the total number of shots carried. Referees may allow players (or NPC units) to spend an action phase recovering ammunition from wounded characters.

Units may be reorganized at anytime during the course of the game. That is to say, a single unit may break down into several smaller units, several small units may form one larger unit, or the crew of a vehicle or artillery piece may abandon their positions at anytime during a movement phase.

SEQUENCE

All activity during a one minute turn is conducted in a strict order, which is called a sequence of play. The steps of this sequence are listed below. The exact actions which can be conducted in each of these steps is explained later in the rules.

First Action Phase

Movement

Combat

Second Action Phase

Initiative

Movement

Combat

Morale Phase

All units may conduct activity during the First Action Phase (that is, each unit may move and fire according to the rules below). However, only those units which have initiative, as determined in the next section, may conduct activity in the Second Action Phase. Regardless of initiative, all units are subject to results determined in the Morale Phase. All action within each phase is considered to be simultaneous. Any disputes over simultaneity must be settled by the referee.

INITIATIVE

Only those units with initiative may take advantage of the Second Action Phase. To determine initiative, roll a D10 in the initiative step of the Second Action Phase for each unit. If the die roll is greater than the units collective coolness under fire rating, the unit has initiative; if it is equal to or less than the coolness rating, they do not.

Mixed Units: Units consisting of men with various coolness ratings still roll one D10 and apply the result to each individual in that unit. If certain members of an infantry unit are determined to have initiative while others in the same unit do not, they may elect to become a separate unit to take advantage of the Second Action Phase, or they may remain with the rest of the unit, at the owning player's option. For vehicle units, the vehicle may only move in the Second Action Phase if the driver has initiative. It may only fire if the gunner has initiative. If another crewmember has initiative while one of these does not, he may give that crewman directions and keep the vehicle moving or firing in the Second Action Phase.

Note: Boat units which do not make their initiative throw will move the same number of hexes which it moved in the preceding first movement phase, but are unable to turn. This may cause a boat to run aground.

MOVEMENT

Boats: Each boat has a movement allowance, which is the maximum number of hexes which it may move in a single turn. This must be split between the two movement phases, with odd movement points used in the First Movement Phase. Thus, a boat with a movement allowance of 3 would move 2 in the First Movement Phase and 1 in the Second Movement Phase. A boat has one movement point for every 3 km/hour of speed.

Each ship also has a turn rate, which is the number of hexsides it may change its facing per movement phase. If a ship is moving at all, it must move at least one hex before making a facing change. After moving one hex, the boat may turn up to two hexsides, depending upon the number of turns available to the ship. A boat which does not move at all may still turn in place -its full number of hexsides, provided it is under power. Ships which are longer than one hex turn around their center hex (or, if the center of the ship falls on a hexside, the hex which is directly behind that hexside).

Depth: Each ship has a draft rating, in meters. This is the minimum depth of water in which the ship may operate. If the boat is forced to move into a hex which is more shallow than its draft, the boat has run aground and may not move.

Momentum: Larger boats (over 50 tons displacement) may not immediately reduce their speed to zero. Should this be desired, or necessary due to damage, the ship must reduce to 1 movement point for one movement phase, and may then reduce to zero in the following movement phase. A boat which is not moving under its own power is still subject to current.

Current: At the end of each turn, after the Morale Phase, every boat on the river is moved one hex in the direction of the current for every 3 km/hour of river current. This may cause boats to run aground.

Moving on a boat: Units which are on the surface of the boat may move from one area to another. Infantry units may move to any other area of the ship by simply announcing it in the movement phase. Weapons which are permanently fixed may not move. All units which move on the ship during a turn are not considered under cover during the following combat phase.

Ground Units: Each unit has a movement allowance, which is the maximum number of hexes that it can move in a movement phase. This movement allowance is determined by looking up the unit on the Movement Chart. The values given for infantry are the crawl/walk/trot/run distances for a man. For vehicles, the numbers are the on-road/off-road rates. This movement allowance may be modified by the type of terrain over which the unit is attempting to move.

Terrain: Various terrain affects the distance which units may move in a single segment. The Terrain Effects Chart lists the movement point requirements to enter a hex of each terrain type. Also note that certain terrain types require full segments to cross.

Example: An LAV-75, with an off-road movement rate of 5, wishes to move through some woods hexes. It requires 2 movement points to enter each hex, so it may only move through two hexes of woods, as it has insufficient movement points remaining at that point to enter a third hex.

Running: Infantry may only run every other turn. It may run in both movement segments of a turn (provided it has initiative), but must either crawl, walk, or trot in both segments of the following turn. Moving from place-to-place on a boat is not considered running.

ELEVATION

All units are considered to be at a certain elevation, dependent upon what type of terrain they are in. The terrain key on the map of Warsaw, for instance, has the elevations of the various terrain features there. The relative elevation of units firing at one another will have an affect on their cover.

SPOTTING

Units must spot enemy units before they can fire on them. Enemy units in open terrain are automatically spotted. Enemy units in other types of terrain or behind cover of some sort are somewhat harder to spot. Units may not spot through more than one woods hex (units attempting to spot or be spotted must be on the edge of the woods). Determine how many units are attempting to spot the enemy unit. Spotting is AVE:RCN, (unless the unit is in cover - see below) using the skill of the best unit attempting to spot. Only one attempt to spot a single enemy unit may be made per movement phase. For the most part, unless there is some sort of intervening terrain, boat units and the units on them will automatically spot other boat units.

COMBAT

There are several different weapons in *Twilight: 2000* which do differing types and amounts of damage. Each weapon is described for use with these rules in the expanded weapons tables provided.

Overview: Units roll a number of six-sided dice to determine the number of hits achieved on the target. Each die which rolls 5+ (after modifications) actually hits the target.

The firing player must, first, determine how many shots from his weapons will constitute the rolling of one die to hit. This is done by examining the Fire Effectiveness Chart, and by cross-referencing the range and the experience level of the troops in the unit. *Example:* Experienced troops firing at long range need to fire 12 shots for each die thrown for hits.

Next, determine the number of shots which will be fired by the unit, which will generally be some multiple of the number generated above (so not to waste shots). Remember that the number of shots fired may not exceed the full fire value for each weapon in the unit. (The full fire value is the maximum rate of fire for each weapon over the 30 second turn, taking into account average reload time - reloading is therefore "figured into" the numbers, and need not be considered.)

Example: The experienced troops in the above example are two in number and have M-1 Gs. The maximum number of shots per weapon (full fire) is 15, so as a unit they may fire up to 30 shots. For every twelve shots, as determined above, they will roll one die for possible hits. Therefore, the unit may elect to fire 24 shots total in the turn, constituting the roll of two dice for hits. To save ammunition, however, they might elect to fire only 12 shots for one die, or avoid firing all together, as desired by the owning player.

Once the final number of dice has been determined for the unit firing, roll that number of D6 for hits. Each roll of 5+, as modified below achieves one hit on the target unit.

Modifiers: If the firing unit is made up of elite personnel, add one to each die roll. If the unit is firing only aimed shots (see below), add two to each die roll. Infantry which moves and fires may have adverse affects on each die roll as well (see Moving and Firing, below). Rangefinders may give modifiers to some larger weapons (see Rangefinders, below). Each hit on the target

unit will have varying effects (see Hits and Damage, below). *Unmodified rolls of one on hit dice always miss the target.*

Note: If, after the above calculations, a unit has insufficient ammunition to constitute throwing a single die to determine hits, but has at least half the required number of rounds available, it may make one die roll to hit with an automatic DM of -1.

Example: A unit of twelve experienced troops armed with M-16s wish to fire on a target which is four hexes distant. The range, as determined from the weapons chart for the M-16, is long. Examining the Fire Effectiveness Chart, we see that 12 shots will be necessary for each die throw for hits. The unit opts to fire its full fire value, which will result in 180 shots (12 men x 15 shots per weapon), which constitutes 15 dice for hits. If no modifiers apply, each of the 15 dice thrown which is 5+ results in one hit on the target unit.

Arc of Fire: Infantry units and vehicle units have 360° arcs of fire. Weapons units may be restricted due to their mounting. Units firing off of boats may fire in every direction except that directly opposite their position. For instance, a machinegun mounted on the port side of a boat may generally fire to the port, bow, or stern, but not to the starboard.

COVER

There are three categories of cover: soft cover, medium cover, and hard cover. This cover is determined by the terrain in which the target unit finds itself. Woods, scrub, or standing fields provide soft cover. Concrete barricades, rubble walls, rubble blocked hexsides, rubble hexes, large buildings, shelters, and strongpoints provide medium cover. All cover is increased by one level if fired at from a lower elevation and decreased by one if fired at from a higher level.

Effects of Cover: Spotting stationary units in cover of any type is DIF:RCN. Hits on units in cover must be confirmed by an additional die roll. Soft cover hits are confirmed on a roll of 4-6, medium cover hits on a roll of 5-6, and hard cover hits on a roll of 6. Add one to the die roll for every 10 damage points inflicted by the round.

Units receive cover effects from fragmentation only if stationary, not if moving. Cover hexsides affect fragmentation only if between the unit and the impact hex of the exploding round. However, strongpoints are considered to have internal trenches and shelters, and thus, any stationary unit in a strongpoint receives the effects of cover even if the round hits inside the strongpoint.

All indirect fire is assumed to come from the same elevation as the hex fired on and, thus, uses the original, unmodified cover classification.

MOVING AND FIRING

Movement of a unit may or may not have an adverse effect on its fire combat. Weapons with the notation W may be fired while walking with no adverse effects. Weapons with the notation W-1 may be fired while walking, but 1 is subtracted from the die roll to hit. Weapons without either notation may not be fired while walking. The effects of trotting are noted in similar fashion with the letter T. These notations are located on the Weapons Charts. No small arms fire may be made if the infantry is running. No aimed fire may be made from a moving vehicle or boat. No other restrictions apply to vehicles. Units which change their position on a boat may not fire. However, movement of the boat itself does not prevent the use of weapons on the boat.

AIMED SHOTS

At anytime, a unit may elect to take aimed shots. No character may conduct more than three aimed shots per action phase. This is conducted instead of regular fire, not in addition to it. A die roll modification of +2 is made to the hit dice on aimed shots.

EXTREMERANGE

Fire at extreme range must be conducted using aimed shots. Sniper rifles and vehicle- or tripod-mounted machineguns retain the +2 aimed shot modifier when determining hits. All other small arms lose this modifier. Large calibre guns may only fire at extreme range using rangefinder, and do not use the +2 aimed shot modifier. Rifle grenades, bows, rockets, antitank guided missiles, grenade launchers (other than those on tripod or vehicle mounts), howitzers, and mortars may not fire at extreme range.

RANGEFINDERS

Weapons which have rangefinders, as per the equipment lists, may have certain modifications to their hit dice. In order to take advantage of the rangefinder bonus, a weapon must be making aimed shots and must be firing at a vehicle, boat, building, or other large object. The bonus for each rangefinder is somewhat less at extreme range, as listed on the rangefinder chart.

HITS AND DAMAGE

Hits will have various effects on various units.

Infantry: Each hit on an infantry unit is a hit on an individual within that unit. Once the original number of hits is determined, these hits must be confirmed first against the cover which the unit is in, and second against the armor of the infantry. To confirm hits against cover, check the procedure given in that section. To then confirm them against armor, roll one die again for each hit. If the infantry is wearing helmets, rolls of 1 indicate that the round first hit the helmet. If the infantry is wearing body armor of any type, rolls of 2 or 3 indicate that the round hit that armor. Steel helmets and flak jackets absorb 1/2 of one damage point. Kevlar vests and Nylon helmets absorb one full damage point.

One damage point is a light wound (see below). Two damage points is a serious wound. The character is incapacitated. Four damage points or more is a critical wound; the character is dead.

Light Wounds: Characters who suffer a light wound are affected differently, according to their experience.

Elites: No effect.

Veterans: May not fire or move for the rest of the current turn and the next full turn.

Experienced: May not move for rest of game. May not fire for the rest of the current turn and the next full turn. If the unit they are with moves away from them, they are considered out of play (they will make their way toward an aid station or apply their own first aid).

Novices: Out of play. They will attempt to move to the rear for first aid.

Serious Wounds: Personnel who are incapacitated or dead are, obviously, out of play for the remainder of the game. In general, hits on infantry from grenades, rockets, large calibre guns, howitzers, and mortars are from fragmentation (see below).

Vehicles: Consult the Vehicle Hit Location Chart for each successful hit on a vehicle. Next, check the amount of damage done

by the hit against the armor of the vehicle at that particular location. *Important Note:* Vehicle armor for these rules is one tenth (rounded up) of the value given for that vehicle in *Twilight: 2000*. If the damage is less than or equal to the armor, the hit does not penetrate and does no damage to the vehicle. If the hit did more damage than the armor value, roll on the vehicle damage table. Add 1 to the die roll for every five additional damage points put into the vehicle beyond that absorbed by the armor.

Vehicle Damage Results:

Crew: One crewmember is killed.

2 Crew: Two crewmembers are killed.

Armament: One weapon, determined by the referee (at random, if desired), is eliminated. In addition, the crew for that weapon is killed.

Mobility: A mobility hit forces the vehicle to stop. *Note:* Small arms fire cannot affect the mobility of tracked vehicles. In addition, the vehicle suffers one crew hit per mobility hit.

Catastrophic: The vehicle and crew is destroyed.

Firing on Smaller Boats (50 tons or less): Small arms fire directed at such a vessel may be allocated to the superstructure, potentially hitting personnel hits (randomly on any personnel aboard), or at the hull, doing flotation hits only. All other weapons do not differentiate hull from superstructure. All hits do potential fragmentation damage to personnel and, if they penetrate the armor of the ship, do damage per the Vehicle Damage Table (see below).

Firing on Larger Boats (over 50 tons): Small arms fire must be directed at units on the boat which are visible to the firing unit (doing personnel casualties), or the hull (doing flotation hits). Direct fire from other weapons must be fired at units on the boat (which will do personnel casualties, destroy the weapon if the target is a weapons unit, and do fragmentation damage) or the hull (doing damage per the Vehicle Damage Table). Indirect fire will strike a random section of the boat doing full fragmentation damage plus one-half the armor penetration value of the round in flotation hits.

Damage to all boats as per the Vehicle Damage Table is modified as follows:

Crew: Same.

2 Crew: Same.

Armament: One weapon's unit and its crew are eliminated, determined randomly from all the possible weapon's units on the boat. For larger boats, only those units in the section of impact are subject to elimination. If no weapons are left to hit, the hit becomes a mobility hit.

Mobility: For boats, these are termed flotation hits. Every point of damage beyond that absorbed by the armor of the ship counts as one flotation hit.

Catastrophic: The ship is sunk. Generally, some 25% of the personnel on the boat will survive, but all weaponry, cargo, and other valuables will be lost.

Armor Penetration and Type of Round: Many types of rounds have armor multipliers which affect their ability to penetrate armor plating. If, for example, a round has an armor multiplier of 1/2, multiply the armor of the target by 1/2 before determining whether the round penetrates. Thus, armor multipliers less than one indicate better penetration ability, while those greater than one indicate poor armor penetration.

FRAGMENTATION

Some rounds have fragmentation values. These values are stated in sets of two numbers. The first number is the percent-

age of men in the hex who suffer primary fragmentation, while the number after the slash is the percentage who suffer secondary fragmentation. For some larger weapons, there is a second set of numbers, separated from the first set by a comma. These are the percentages of primary and secondary fragmentation for all individuals in each hex adjacent to the target hex. *Note:* For hits on larger boats, the first set of numbers are the effects on personnel in the section of the ship where the round struck, while the second set is the effect on personnel on any other section of the ship.

When checking for fragmentation hits against units under cover, the percentage chance for a hit is halved (round fractions up).

Primary fragmentation causes 2 damage points to an individual, while secondary fragmentation causes 1 damage point. Of course, this damage is subject to the effects of personal armor and cover, as per Hits and Damage, above. Fragments have an armor multiplier of x2.

KNOCKDOWN

Some rounds have a knockdown percentage. This is the percentage of individuals in the target hex who are knocked down, and is in addition to all casualties from direct fire or fragmentation. If, from the same attack, there are primary fragmentation hits on individuals, these will be the first individuals to receive the knockdown effect. Any surplus knockdowns will spill over onto other individuals in the hex. Individuals who have been knocked down may not move or shoot for the rest of the current turn and the next full turn.

CHEMICAL ROUNDS

Gas Cloud: The gas cloud from a chemical round is defined in terms of its size and its exposure number. Chemical grenades have a 1 hex cloud and an exposure number of 1. 152mm and 155mm rounds have a 2 hex cloud and an exposure number of 3. All other chemical rounds have a 1 hex cloud and an exposure number of 2.

There is no gas cloud in the phase in which the round is fired. The gas cloud appears in the combat part of the following phase. Irritant gas is present for four consecutive phases, while all other gas is present for twenty consecutive phases.

Example: A blood agent round is fired into a hex containing enemy soldiers during the combat part of the First Movement Phase of a turn. It has no effect that phase. In the Initiative Phase, the enemy troops fail their initiative roll and thus are still present in the hex during the combat part of the phase and may suffer damage from the gas.

Exposure Number: Troops in a hex with a gas cloud suffer damage from it if the cloud's exposure number or less is rolled on 1D6. Exposure numbers are additive if several gas clouds are in the same hex.

Example: Three irritant gas grenades are thrown into a hex. Since each grenade has an exposure number of 1, troops in the hex would be affected on a throw of 3 or less.

Effects: All units in the hex which is hit by any number of chemical gas rounds must immediately take a morale check, unmodified. In addition, other effects may be suffered.

A. Irritant Gas: Exposed troops must make a morale check with a modifier of +4.

B. Blood Agents: Exposed troops each take 1 D6/2 (rounded down) damage points their first phase of exposure and 1D6 damage points per phase of exposure after the first.

C. Blister Agents: Exposed troops each take 1 D6 damage points per phase of exposure.

D. Nerve Agents: Exposed troops each take 2D6 damage points per phase of exposure. Exposed troops in gas masks (only) take 1D6 damage points per phase of exposure. Once a character has become critically wounded, he continues to suffer damage even if removed from the gas cloud, until he receives an atropine injection (see Referee's Manual, pp. 7-8).

Protection: Troops in gas masks suffer no adverse effects from exposure to irritant or blood agents, but are affected by blister agent as if unmasked in irritant gas, and suffer reduced damage from nerve agent, as noted above.

Characters in both gas masks and protective chemical suits are not affected by gas. Protective suits without gas masks provide no protection.

MULTIPLE ROUNDS

When multiple rounds which have fragmentation or knockdown capabilities hit the same target hex, their effects are slightly altered. For each type of round with multiple hits in the target hex, examine the Multiple Rounds Table and add the given percentage for each round beyond the first which hits that hex.

Note that the maximum percentage for fragmentation or knockdown is 90%, regardless of the number of rounds fired into the hex.

INDIRECT FIRE

Only weapons with an indirect fire range may use indirect fire. These are rifle grenades, grenade launchers, howitzers and mortars.

Calling Fire: There must be a forward observer in position to see the target hex. He must be in communication with the firing unit for one full segment (movement and combat) before any indirect fire may begin. Note the skill level of the forward observer at this time. If the crew of the firing weapon can see the target themselves, there is no need for a forward observer.

Firing and Deviation: Determine the skill level of the gunner and the forward observer. The lower of the two is the percentage chance of each round fired in the first turn of indirect fire to actually hit the correct hex. Shots which do not hit the target hex will deviate according to the deviation diagram. This will tell you where the round actually lands. Note that deviation will occur only during the first segment of indirect fire on a given hex. All subsequent shots will land in the target hex.

Indirect fire on Infantry: All infantry in the hex hit by an indirect fire round are subject to fragmentation and knockdown effects, if any. Also, infantry in adjacent hexes may be affected, depending upon the type of round fired.

Indirect fire on Vehicles: To determine the damage to vehicles in a hex, first determine the number of vehicles in the hex. Each vehicle basically has a 1 % chance of being hit by each incoming round, in the first segment of fire directed at that hex. Each subsequent round in which the same firing unit using the same forward observer fires at the same vehicle in the same hex, the chance of hitting the vehicle will increase by 1 %. For instance, five incoming rounds will have a 5% chance of inflicting a hit on a single vehicle, and will have a 10% chance of hitting it if it does not move away before the next fire segment. The chance of hitting any single vehicle may never exceed 50% per round.

Should there be more than one vehicle in the hex, multiply the current percentage chance to hit by the number of vehicles

in the hex. Should this new percentage be larger than 50%, any excess becomes an additional chance to hit another vehicle in the hex. Should this additional percentage be greater than 50%, the additional percentage becomes the chance of hitting a third vehicle, etc. *Example:* On the third segment of firing into a hex with three vehicles in it with 20 rounds, the percentage to hit each vehicle is 20 rounds x 3% x 3 vehicles, or 180%. Dividing this into 50% increments, we get three 50% and one 30%. Roll for each of these blocks, success indicating a hit on a vehicle.

Indirect fire rounds hit vehicles from above. For hit location, roll 1D6. On a 1 or 2, the hit is on the front deck; on a 3 or 4, it is on the turret deck; on a 5 or 6, it is on the rear deck.

Indirect fire on Boats: This is conducted in more or less the same way as indirect fire on vehicles. Each boat in a hex has a percentage chance of being hit by an indirect fire round equal to one-tenth its tonnage. For instance, the *Wisla Krolowa* has a tonnage of 200, and thus a 20% chance of being hit. Rounds hitting smaller boats will do fragmentation damage to personnel on the boat and do hits on the Vehicle Damage Table. Rounds which strike larger boats must roll on the Boat Hit Location Table.

In addition, rounds striking larger ships will do one-half of their penetration value in flotation hits.

Damage to Boats: Each boat has a number of flotation hits equal to twice its tonnage. Once a ship has received half this number, it is dead in the water. Once the full number has been taken, the ship is sunk. Flotation hits also detract from a boat's speed.

Divide the tonnage of the boat by its initial movement allowance. Each time the boat takes this number of flotation hits, the movement allowance is reduced by one. For example, the *Wisla Krolowa* is 200 tons, and therefore can take 400 flotation hits. Its initial movement, with the barge, is 3, so it will lose one point of movement for every (200/3) 67 flotation hits taken.

Armor on Boats: All boats with metal hulls are given an armor value of 1. Any other type of hull, such as wood or fiberglass, counts as 1/2 armor.

LEADERS

Leaders serve three functions. First, they provide a minus modifier to the morale die roll of any units in the same hex. Second, a leader may advance against enemy opposition in the normal movement phase and any units in the same hex may accompany him. Third, a leader subtracts his morale rating from the coolness of all units in his hex during initiative determination, provided he successfully makes his initiative roll. However, if he does not make his initiative roll, all troops in his hex automatically fail their initiative roll.

Leader Casualties: If casualties are suffered in a hex containing one or more leaders, the referee should roll one die and determine if the leader was one of those hit, basing the chances roughly on the proportion of men in the hex hit. For example, if there were 10 men in the hex and 1 was hit, there would be a 10% chance the leader was hit.

Player-Characters as Leaders: The referee should designate some or all of the player-characters as leaders. Some caution, however, should be exercised. Players cannot efficiently lead troops who speak another language. Likewise, players who are unknown to the troops they are leading should have a morale modifier of 0. If, in the course of the adventure, a player performs particularly noteworthy acts of bravery, or in some other

way impresses the troops he is leading, the referee should grant him a morale bonus of —1 or more. This should be used sparingly, however, and the player should not be informed of it. It will only become obvious in its effects once combat begins.

MORALE

During the Morale Phase, each unit which was fired upon during either of the two combat segments of the current turn must check morale. Other units do not have to check their morale.

To check morale, roll 1 D6, add the coolness of the checking unit, and add any of the applicable modifiers from the Morale Table.

Suppressed: The checking unit must, during both movement segments of the next turn, move toward the nearest cover which does not bring it closer to the enemy. Any remaining time after reaching the cover may be spent firing at enemy units. If the unit suppressed is already in cover, it remains in place, and may only fire in the second combat segment of the next turn, provided it makes its initiative roll. The effects only last for one turn.

In addition, suppressed units receive a + 1 to their coolness rating while suppressed.

Routed: The unit must move directly away from the enemy as fast as possible each movement segment until it rallies in a subsequent Morale Phase. Until rallied, the unit may not fire. To rally, the unit must check morale and receive a no effect result. Once rallied, a unit may again move and fight freely. Units which continue to rout off the battlefield are removed from play.

Exception: Units on a boat which rout will remain in position (in cover), unable to fire until they successfully rally, as above.

In addition, each rout will add one to the coolness rating of the unit which lasts for the remainder of the battle. However, this is not permanent, and the coolness of each unit will revert to normal at the end of the day.

Advancing Against Opposition: Once a unit has been fired on and can see enemy troops, it may only move toward the enemy during the second movement segment of the turn, provided it makes its initiative. Leaders may be able to offset this effect.



The Ruins of Warsaw

Warsaw had been nuked, and nuked hard. Nearly everyone there had been killed. But still, the ruins had things to offer - raw materials such as metal and stone, and protection from the marauders who surrounded it.

These things drew the settlers, but they also drew the Baron Czarny, and his evil army of cutthroats.

Ruins of Warsaw is an adventure module for *Twilight: 2000*. Warsaw was levelled by six NATO nuclear devices in 1997. The city itself was in ruins, smashed into dust and debris. And the people were dead. Those who survived the blast were killed in the firestorm or by the disease and starvation which followed. Practically no one is alive who remembers the event.

But time has passed.

As the rads died away, the settlers moved in. The city, even in its current state, provided some protection against the bandits who ruled the countryside. They dug up the old city parks, exposed them to the light of day for the first time in three years, and planted their crops. They cleared away the debris in order to survive, using it as the raw materials for homes, tools, and defenses.

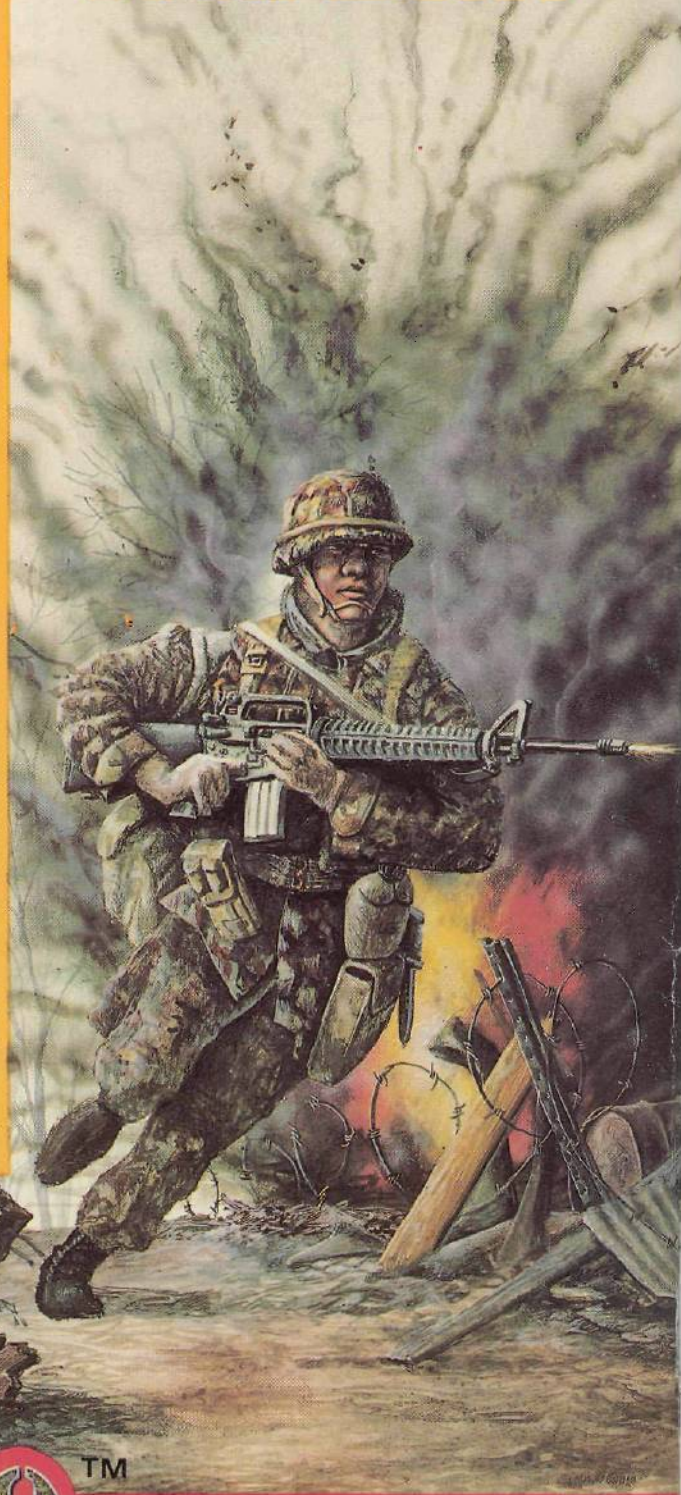
The Black Baron came to Warsaw, as well. At the head of his terrible legion of marauders, Baron Czarny moved into the city, taking as his own the former Palace of Culture and Sciences. From this new *Twierdza Czarny* (black fortress), the evil Baron commands his horde to pillage and subjugate everyone in and around the city. Only one group still holds out against him in strength - the *Milicya of Sielce*.

The player characters have become involved in the battle for Warsaw, between the Baron and the *Milicya*. As some of the few men with military training and experience, they will play leading roles - commanding troops, ambushing convoys, contacting other communities, and trying to survive in the rubble and debris of Warsaw.

Also in *Ruins of Warsaw* are the complete macro combat rules for *Twilight: 2000*. Now battles involving hundreds of men and vehicles may be resolved quickly, easily, and realistically.

The battle for Warsaw has begun. Are you prepared to win it?

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Twilight: 2000™

Series Module

Game Designers' Workshop

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Ruins of Warsaw

First Free Squadron**:

1F-A: 10 Vet ‡ (AK-74) 80
1F-B: 10 Vet ‡ (AK-74) 80
1F-C: 10 Exp ‡ (AK-74) 80
1F-D: 10 Exp ‡ (AK-74) 80
1F-E: 10 Exp ‡ (AK-74) 80, (2 RPG-16) 6

Second Free Company**:

2F-A: 3 Vet ‡ (T-72) 8 HE, 6 HEAT, 330 MG
2F-B: 3 Exp ‡ (BTR-70) 165
2F-C: 3 Exp ‡ (BTR-70) 165
2F-D: 10 Vet ‡ (AK-74) 80
2F-E: 10 Exp ‡ (AK-74) 80
2F-F: 10 Exp ‡ (AK-74) 80
2F-G: 4 Exp ‡ (2 PK machineguns) 330
2F-H: 10 Vet ‡ (AKR) 60, (4 RPG-16) 6
2F-J: 4 Exp ‡ (2 AGS-17) 60

Third Free Company**:

3F-A: 10 Vet † (M16) 80
3F-B: 10 Exp † (M16) 80

Fourth Free Squadron**:

4F-A: 10 Vet † (AKR) 60
4F-B: 10 Vet † (AKR) 60
4F-C: 10 Exp † (AKR) 60
4F-D: 10 Exp † (AKR) 60
4F-E: 10 Elite † (AKR) 60

Ammunition Reserves:

120mm Mortar: 175 HE, 12 WP
122mm Howitzer: 25 Blood Agent chemical rounds
5.45 B: 19 cases
5.56 N: 15 cases
7.62 S: 8 cases
7.62 T: 1 case
30-30: 2 cases
7.62 N: 3 cases
7.62 L (belted): 10 cases
.32 ACP: 3 cases
8mm M: 6 cases
9mm M: 8 cases
9mm P: 3 cases
12.7 B (belted): 6 cases
12 gauge: 7 cases
.22 LR: 3 cases

Hand Grenades: 400 fragmentation, 4 HC smoke, 45 anti-tank, 40 concussion, 6 thermite, 30 WP grenades.

Leaders:

Leader #1 (Baron Czarny): Vet ‡ (AKR) 120, - 3 morale
Leader #2: Elite ‡ (AK-74) 70, -2 morale
Leader #3: Vet ‡ (M16) 60, - 1 morale
Leader #4: Vet ‡ (AKR) 80, -0 morale
Leader #5: Exp † (9mm Makarov) 25, -0 morale
Leader #6: Exp † (Uzi) 70, -0 morale

† gas masks

‡ gas masks and chemical suits

* Disloyal units

** Marauder bands. Unaffected by Baron's leaders.

Bows W-1

Type	Close	Med	Long	Extrm	Arm	Full Fire
Crossbow	0:2	xxx	1:1	—	x2	1
Hunt. Bow	0:2	xxx	xxx	—	x3	3

Automatic Pistols W-1, T-1

Type	Close	Med	Long	Extrm	Arm	Full Fire
9mm Par	0:2	xxx	1:½	2:½	x3	7.5
Makarov	0:2	xxx	1:1	2:½	x4	6
Tokarev	0:2	xxx	1:1	2:½	x4	6
.380	0:2	xxx	1:1	2:½	x4	6
.22	0:2	xxx	1:½	2:½	x4	9
.45	0:2	xxx	1:1	2:½	x3	6

Revolvers W-1, T-1

Type	Close	Med	Long	Extrm	Arm	Full fire
.38 Special	0:2	xxx	1:1	2:½	x3	3

Submachineguns W, T

Type	Close	Med	Long	Extrm	Arm	Full Fire
Sterling	0:2	1:1	2:1	3:½	x3	16.5
Uzi	0:2	1:1	2:1	3:½	x3	16.5
MP5	0:2	1:1	2:1	3:½	x3	12
M231	0:2	1:1	2:1	3:½	—	20
AKR	0:2	1:1	2:1	3:½	x2	15
vz 24	0:2	1:1	2:1	3:½	x4	16.5
Skorpion	0:2	xxx	1:1	2:½	x4	14
G-11	1:2	2:2	3:1	6:½	x½	24

Assault Rifles W, T-1

Type	Close	Med	Long	Extrm	Arm	Full Fire
M16	1:2	2:2	4:1	8:½	—	15
IW	1:2	2:2	4:1	8:½	—	12
AKMR	1:2	2:2	3:1	6:½	x2	12
AK-74	1:2	2:2	3:1	6:½	x2	12
AKM	1:3	2:2	5:2	10:1	x2	12

Battle Rifles W-1, T-1

Type	Close	Med	Long	Extrm	Arm	Full Fire
FAL	1:3	2:2	5:2	10:1	—	8.4
G3	1:3	2:2	5:2	10:1	—	8.4

Sniper Rifles W-1

Type	Close	Med	Long	Extrm	Arm	Full Fire
M40	1:3	2:2	6:1	15:1	—	3
M21	1:3	2:2	5:2	10:1	—	10.5
PSG1	1:3	2:2	6:1	15:1	—	8.4
L42	1:3	2:2	6:1	15:1	—	4.5
Parker-Hale	1:3	2:2	6:1	15:1	—	3
SVD	1:3	2:2	6:1	15:1	—	6
vz 54	1:3	2:2	5:2	10:1	—	4

Sporting Rifles W—1

Type	Close	Med	Long	Extrm	Arm	Full Fire
30-30 LA	1:3	2:2	5:1	10:1	x3	3
30-06 BA	2:3	3:2	5:1	15:1	—	3
.22 BA	1:1	2:1	4:½	8:½	x4	3
.22 SA	1:1	2:1	4:½	8:½	x4	3
Mausier	1:3	2:2	5:1	10:1	x2	4

Shotguns W-1

Type	Close	Med	Long	Extrm	Arm	Full Fire
Dbl-Barrel	1:3	2:2	—	—	x4	6
Pump	1:3	2:2	—	—	x4	9.6
HK-CAW	1:3	2:2	—	—	x4	30

Automatic Rifles W-1

Type	Close	Med	Long	Extrm	Arm	Full Fire
M249	1:2	3:2	6:1	15:½	—	20/27
LSW	1:2	3:2	6:1	15:½	—	15
RPK-74	1:2	2:2	5:1	10:½	x2	15/15.6

Machineguns

Type	Close	Med	Long	Extrm	Arm	Full Fire
GPMG-BP	2:3	4:2	6:2	15:1	—	19.8
GPMG-TP	2:3	5:2	10:2	20:1	—	19.8
PK	2:3	5:2	10:1	20:1	—	24.75
vz 59	2:3	5:2	10:1	20:1	—	14.5
M214	2:2	4:2	8:1	16:½	—	111
M2HB (API)	3:4	6:3	15:2	25:1	x2	16.15
M2HB	3:4	6:3	15:2	25:1	—	16.15
DShK	3:4	6:3	15:2	25:1	—	14.5
KPV	4:4	8:3	15:2	30:1	—	19.8

Hand Grenades

Type	Close	Med	Long	Extrm	Arm	Full Fire	IFF!	KD	Burst
Frag	0:11	—	—	—	x20	6	—	1	10/10
Anti-Tank	0:11	—	—	—	—	6	—	1	5/5
Concussion	0:11	—	—	—	x20	6	—	5	—
Thermite	0:11	—	—	—	x10	6	—	—	5/5
Chemical	0:11	—	—	—	x10	6	—	—	—
WP	0:11	—	—	—	x10	6	—	—	20/15

Rifle Grenades

Type	Close	Med	Long	Extrm	Arm	Full Fire	IFR	KD	Burst
RAW HE	2:40	4:40	8:40	15:40	x10	2	40	35	60/0, 5/10
RAW HEAT	2:40	4:40	8:40	15:40	—	2	40	15	35/5, 0/5
RG HEAT	0:20	xxx	1:20	2:20	—	2	4	5	20/15
RG WP	0:20	1:20	2:20	4:20	x10	2	4	—	10/10

Grenade Launchers

Type	Close	Med	Long	Extrm	Arm	Full Fire	IFR	KD	Burst
ACS- 17	3:11	6:11	10:11	25:11	x10	25.7	34	1	5/5
M203/HK-69 HE	2:14	3:14	8:14	15:14	x10	3	8	5	10/10
HEDP	2:14	3:14	8:14	15:14	x2	3	8	1	5/5
Chem	2:14	3:14	8:14	15:14	x10	3	8	—	—
Mark-19 HVHE	4:14	8:14	15:14	30:14	x10	50	60	5	10/10
HVHEDP	4:14	8:14	15:14	30:14	x2	50	60	1	5/5

Rocket Launchers

Type	Close	Med	Long	Extrm	Arm	Full Fire	IFR	KD	Burst
RPG-16 HEAT	3:35	6:35	10:35	25:35	—	2	—	5	10/10
M202 HEAT	2:20	4:20	8:20	15:20	—	12	—	5	5/5
WP	2:28	4:28	8:28	15:28	x20	12	—	—	20/15
Armburst HEAT	2:28	4:28	8:28	15:28	—	6	—	5	5/5

Anti-Tank Missiles*

Type	Close	Med	Long	Extrm	Arm	Full Fire	IFR	KD	Burst
Tank Breaker	42	—	—	—	—	3	—	5	10/10
Tow II	56	—	—	—	—	1	—	15	20/15
AT-4	42	—	—	—	—	1	—	5	10/10
AT-5	49	—	—	—	—	1	—	5	10/10

Mortars

Type	Close	Med	Long	Extrm	Arm	Full Fire	IFR	KD	Burst
60mm HE	35	—	—	—	x10	12	80	5	35/5, 0/5
WP	21	—	—	—	x10	12	80	—	10/10
81mm HE	35	—	—	—	x10	6	90	5	60/0, 5/10
WP	21	—	—	—	x10	6	90	—	35/5, 0/5
82mm HE	4:35	8:35	16:35	32:35	x10	15	60	5	60/0, 5/10
HEDP	4:35	8:35	16:35	32:35	x2	15	60	1	20/15
WP	4:21	8:21	16:21	32:21	x10	15	60	—	35/5, 0/5
4.2 inch HE	42	—	—	—	x10	6	118	15	60/0, 10/15
WP	21	—	—	—	x10	6	118	—	60/0, 5/15
ICM-DP	14	—	—	—	x2	6	118	90	60/0, 5/15
Chemical	1	—	—	—	x10	6	118	—	—
120mm HE	49	—	—	—	x10	3	114	15	60/0, 15/15
WP	21	—	—	—	x10	3	114	—	60/0, 10/15
Chemical	1	—	—	—	x10	3	114	—	—

Large Calibre Guns

Type	Close	Med	Long	Extrm	Arm	Full Fire	IFR	KD	Burst
23mm API	5:12	10:9	20:6	40:3	—	24.75	—	—	—
HE	5:12	10:12	20:12	40:12	x10	24.75	—	1	5/5
25mm API	5:7	10:5	20:4	40:2	—	24.75	—	—	—
APFSDSDU	5:7	10:5	20:4	40:2	X½	24.75	—	—	—
HE	5:7	10:7	20:7	40:7	x½	24.75	—	1	5/5
30mm API	5:8	10:6	20:4	40:2	—	24.75	—	—	—
HE	5:8	10:8	20:8	40:8	x10	24.75	—	1	5/5
40mm HE	6:14	12:14	24:14	48:14	x10	30	—	1	5/5
HEPXP	6:14	12:14	24:14	48:14	x10	30	—	1	20/15
75mm APFSDS	8:20	16:15	32:10	64:5	X½	24	—	—	—
HEAT	6:20	12:20	24:20	48:20	—	24	—	1	10/10
HE	6:20	12:20	24:20	48:20	x10	24	—	5	20/15
WP	6:28	12:28	24:28	48:28	x10	24	—	—	10/10
105mm HEAT	8:35	16:35	32:35	64:35	—	3	—	5	20/15
APFSDS	10:42	20:32	40:21	80:11	—	3	—	—	—
APFSDSDU	10:42	20:32	40:21	80:11	X½	3	—	—	—
WP	8:21	16:21	32:21	64:21	x10	3	—	—	35/5, 0/5
120mm HEAT	8:42	16:42	32:42	64:42	—	3	—	5	35/5, 0/5
APFSDS	10:48	20:37	40:25	80:12	—	3	—	—	—
APFSDSDU	10:48	20:37	40:25	80:12	x½	3	—	—	—
WP	8:21	16:21	32:21	64:21	x10	3	—	—	60/0, 5/15
125mm HE	8:42	16:42	32:42	64:42	x10	2	—	15	60/0, 5/10
HEAT	8:42	16:42	32:42	64:42	—	2	—	5	35/5, 0/5
APFSDS	10:48	20:37	40:25	80:12	—	2	—	—	—
APFSDSDU	10:48	20:37	40:25	80:12	X½	2	—	—	—

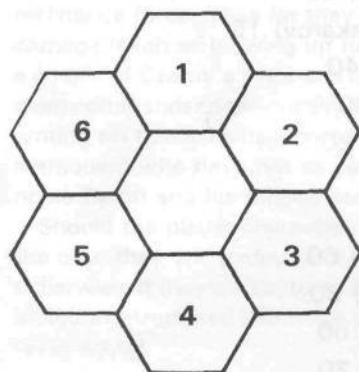
Howitzers

Type	Close	Med	Long	Extrm	Arm	Full Fire	IFR	KD	Burst
122mm HE	6:42	12:42	24:42	48:42	x10	3	300	15	60/0, 5/10
HEAT	6:42	12:42	24:42	48:42	—	3	300	5	35/5, 0/5
WP	6:21	12:21	24:21	48:21	x10	3	300	—	60/0, 5/15
Chemical	6:3	12:3	24:3	48:3	x10	3	300	—	—
ICM	14	—	—	—	x10	3	300	90	60/0, 5/15
152mm HE	6:56	12:56	24:56	48:56	x10	2	370	35	60/0, 10/15
HEAT	7:14	14:11	28:7	56:4	—	2	370	5	10/10
WP	6:21	12:21	24:21	48:21	x10	2	370	—	60/0, 15/15
Chemical	6:3	12:3	24:3	48:3	x10	2	370	—	—
ICM	14	—	—	—	x10	2	370	90/50	60/0, 35/10
155mm HE/CLGP	7:56	14:56	28:56	56:56	x10	2	480	35	60/0, 10/15
HEAT	7:49	14:49	28:49	56:49	—	2	480	15	60/0, 5/10
WP	7:21	14:21	28:21	56:21	x10	2	480	—	60/0, 15/15
Chemical	7:3	14:3	28:3	56:3	x10	2	480	—	—
ICM-DP	14	—	—	—	x2	2	480	90/50	60/0, 35/10

Notes: *Close, Med, Long, Extrm:* Range in hexes; penetration. Single number is penetration - weapon may only be fired indirectly. *Arm:* Armor multiplier. *Full Fire:* Maximum shots per weapon per combat phase. *IFR:* Indirect fire range. *KD:* Knockdown. *Burst:* Fragmentation.

Anti-tank missiles must be fired in accordance with the original *Twilight: 2000* rules.

DEVIATION DIAGRAM



MORALE TABLE

Die Roll	Result
1-9	No Effect
10-12	Suppressed
13+	Routed

Modifiers:

+1 per casualty suffered by the unit this turn.
—1 if unit is under cover.
+2 per catastrophic hit against a friendly unit in sight.

VEHICLE DAMAGE

Die Roll	Result
1	No Effect
2	No Effect
3	Crew
4	2 Crew
5	Armament
6	Mobility
7	Armament
8	Mobility
9	Catastrophic
10	Mobility
11	Catastrophic
12	Armament
13	Catastrophic
14	Mobility
15+	Catastrophic

RANGEFINDER BONUS

	Reticle Gunsight	Coincdnce	Laser	Laser with Ballistic
Twilight: 2000	+5	+15	+30	+40
Clse/Med/Long	—	+1	+2	+3
Extreme	—	—	+1	+1

Note: *Twilight: 2000:* Bonus for use with original combat system. *Clse/Med/Long:* Bonus for use in macro combat at close, medium, and long ranges. *Extreme:* Bonus for use at extreme range.

MOVEMENT

Man	.25/1/2/3	BTR-70	7/3
MC	8/4	OT-64	7/3
Bicycle	2/1	LAV-25	7/3
Car	8/2	LAV-75	7/5
HMMWV	8/3	BRDM-3	8/3
UAZ-469	8/3	OT-65	8/3
2 ½-ton truck	7/2	M1	6/5
5-ton truck	6/1	M1E1	5/4
8-ton truck	4/1	M1E2	6/5
¾-ton truck	7/2	T-72	5/3
Cart/Wagon	1/5	T-80	5/3
Ox Cart	.5/5	T-90	5/4
10-ton tanker	4/1	M109A2	4/3
M-2	6/4	M988	4/3
M113	5/3	SAU-122	5/4
BMP-B	5/3	SAU-152	4/3
BMP-C	5/3	ZSU-30-6	8/5

TERRAIN EFFECTS CHART

Terrain Type	Infantry	Vehicles
Clear	1	1
Road	1	1
Woods	1	2
Swamp	1	2
Hills	2	2
Urban	2	2
Scrub	2	4
Light Rubble	2	4‡
Dense Rubble	5	10‡
River	†	††
Stream	2 segments	††
Wall	1 segment	†††

† Must be on boat, ford, or bridge to cross.

†† Impassable unless vehicle is amphibious.

††† Impassable unless vehicle can break through wall.

‡ Passable to tracked vehicles only. Wheeled vehicles prohibited

NON-PLAYER CHARACTER EXPERIENCE LEVELS

Experience Lvl	Skill	Attribute	Coolness
Elite	60%	8	0
Veteran	50%	9	2
Experienced	40%	10	4
Novice	20%	12	6

FIRE EFFECTIVENESS

Experience Lvl	Close	Medium	Long	Extreme
Elite	1	2	6	6
Veteran	1	2	6	6
Experienced	2	4	12	12
Novice	3	6	18	18

BOAT HIT LOCATION

Die Roll	Result
1	Bow
2	Bow/Bridgelt
3	Port
4	Starboard
5	Stern
6	Stern

MULTIPLE ROUNDS






Original	Additional [†]
1 %	1 %
5% -45%	5%
50% +	10%

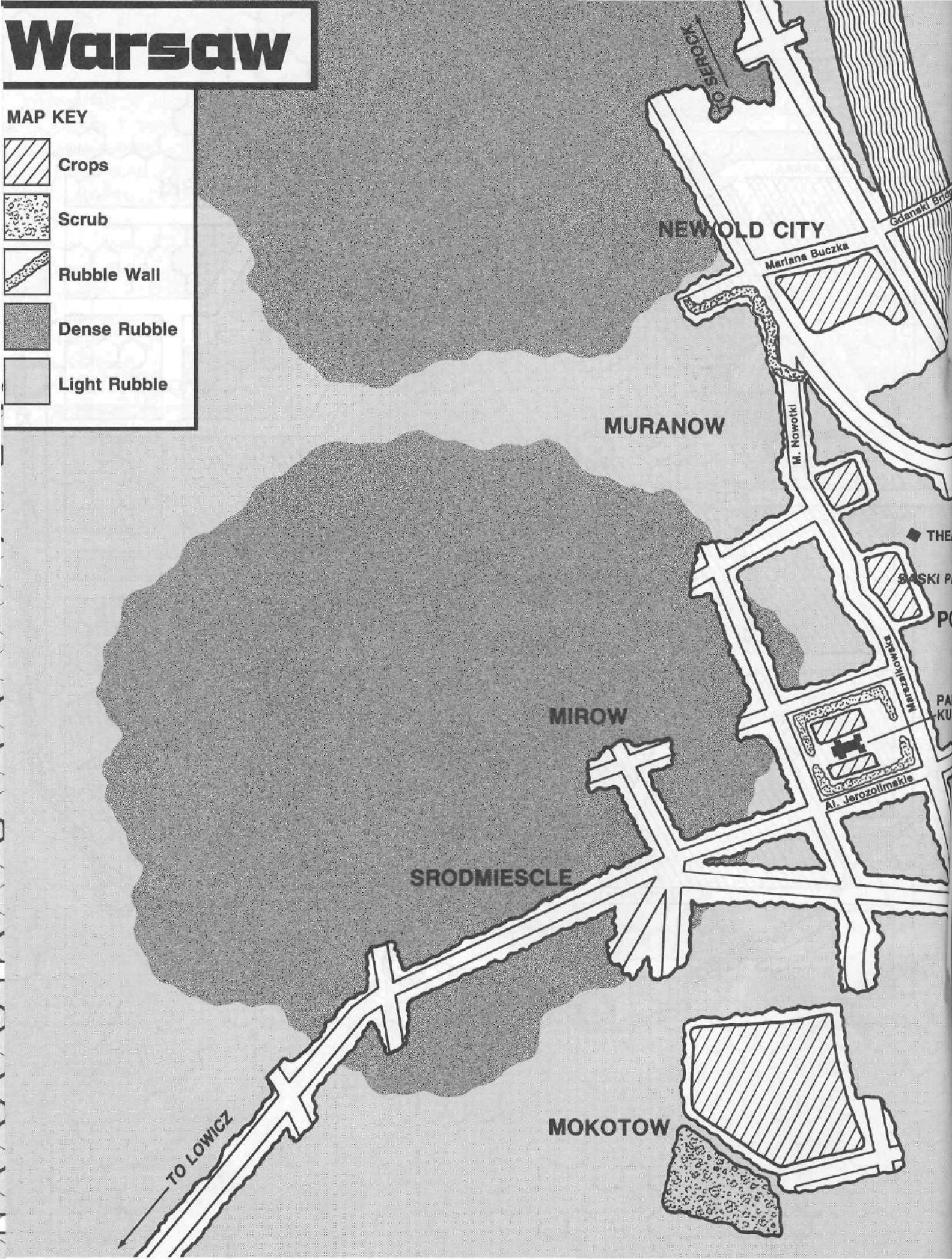
† Add for each additional round which hits the target hex.

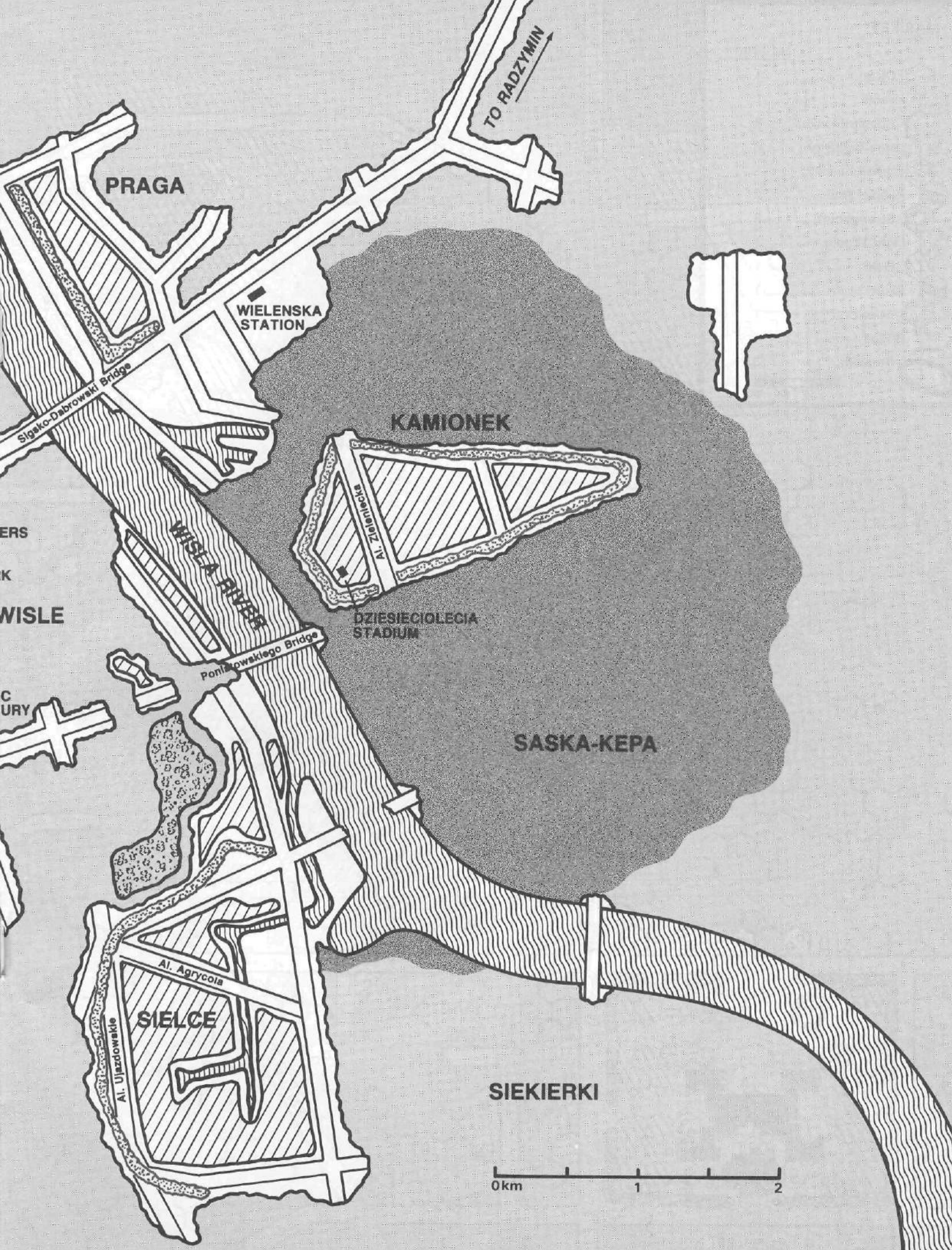
† Bridge personnel may be affected by knockdown and fragmentation.

Warsaw

MAP KEY

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





PRAGA

WIELENSKA
STATION

Sigako-Dąbrowski Bridge

TO RADZYMIN

KAMIONEK

DZIESIECIOLECIA
STADIUM

WISŁA RIVER

Poniatowski Bridge

SASKA-KEPA

SIELCE

Al. Agrycola
Al. Ujazdowskie

SIEKIERKI

0km 1 2

MAP KEY

ELEVATION

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

0 50 100 150
meters

PONIAŃSKIEGO BRIDGE

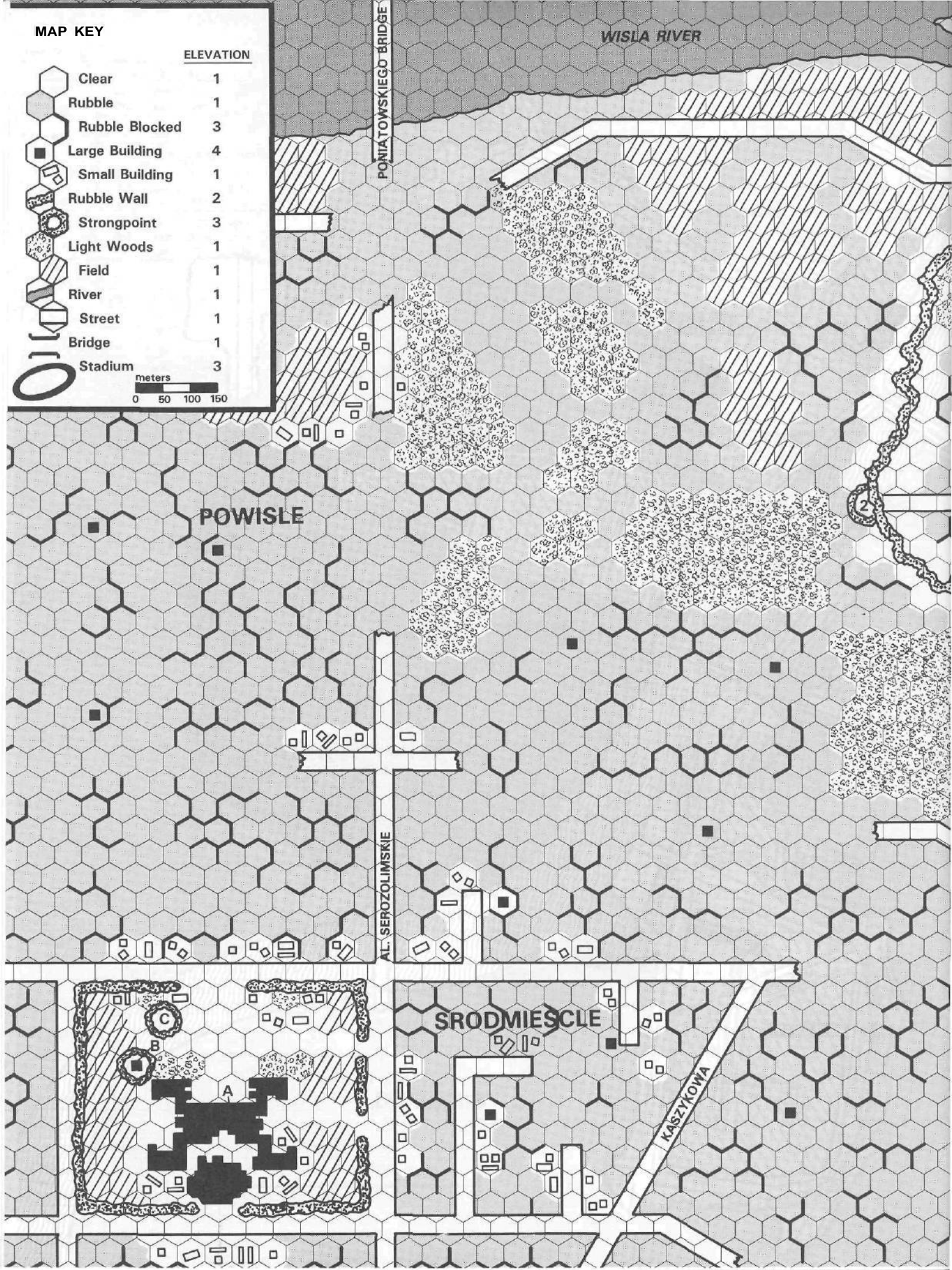
WISLA RIVER

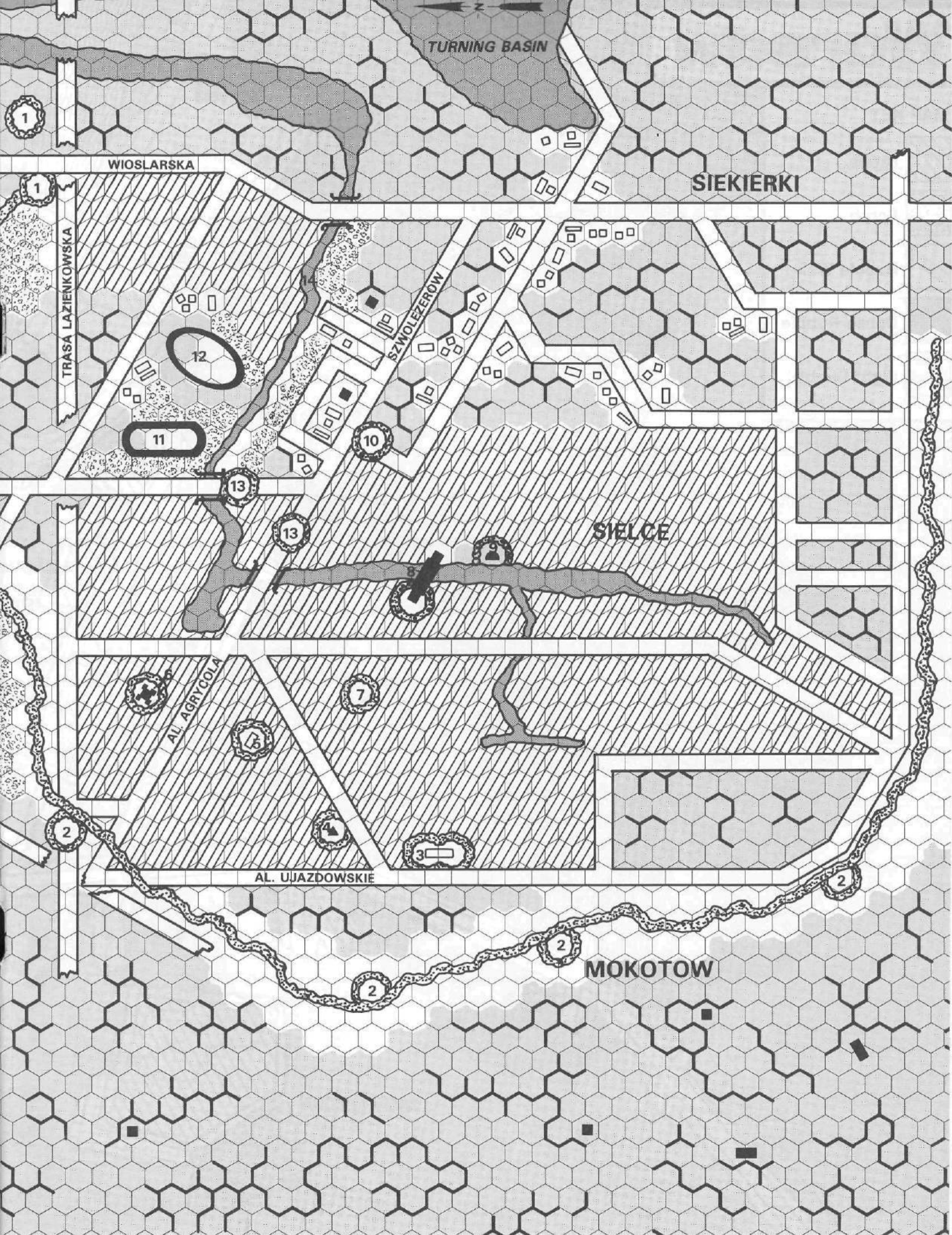
POWISLE

AL. SEROZOLIMSKIE

SRODMIESCLE

KASZYKOWA





The Baron's Army

Black Guard:

BG-A: 10 Vet ‡ (AKR) 80
 BG-B: 10 Vet ‡ (AKR) 80
 BG-C: 10 Exp ‡ (AKR) 80
 BG-D: 10 Exp ‡ (AKR) 80
 BG-E: 10 Vet ‡ (M16) 100
 BG-F: 10 Vet ‡ (3 PK machineguns) 156, (3 RPG-16J3)
 BG-G: 10 Vet ‡ (3 PK machineguns) 156, (3 RPG-16) 3
 BG-H: 10 Vet ‡ (2 120mm mortar)
 BG-J: 3 Vet ‡ (T-80) 1 5 HE, 3 HEAT, 330 MG
 BG-K: 3 vet ‡ (BMP-BJ so API, so HE, 156 MG
 BG-L: 3 Vet ‡ (BMP-B) 30 API, 30 HE, 156 MG
 BG-N: 3 Exp ‡ (OT-64) 99
 BG-P: 3 Vet ‡ (BMP-C) 25 HE, 5 API (AGS-17) 10 HE,
 (PK machinegun) 75
 BG-Q: 3 Exp ‡ (BMP-C) (30mm autocannon inoperative)
 (AGS-17) 10 HE, (PK machinegun) 75
 BG-R: 2 Exp ‡ (M113) 120 MG

2nd Pultusk:

2P-A: 10 Exp ‡ (AKM) 60
 2P-B: 10 Exp ‡ (AKM) 60
 2P-C: 10 Exp ‡ (AKM) 60
 2P-D: 10 Nov † (Mauser) 20
 2P-E: 10 Nov † (Mauser) 20
 2P-F: 10 Nov † (Mauser) 20
 2P-G: 10 Nov † (AKM) 60
 2P-H: 10 Nov † (AKM) 60
 2P-J: 10 Exp † (3 PK machinegun) 156
 2P-K: 10 Exp † (2 120mm mortar)

Pultusk Artillery:

PA-A: 5 Vet ‡ (1 D-30)
 PA-B: 10 Vet ‡ (2 120mm mortars)

Serock Company*:

S-A: 10 Exp (Mauser) 20
 S-B: 10 Exp (Mauser) 20
 S-C: 10 Exp (Dbl-brl) 40
 S-D: 10 Nov (Dbl-brl) 40
 S-E: 10 Nov (.22 BA) 20
 S-F: 10 Nov (9mm Makarov) 15
 S-G: 10 Nov (.32 ACP) 15

First Warsaw Company:

1W-A: 10 Exp ‡ (AK-74) 60
 1W-B: 10 Nov † (AK-74) 60
 1W-C: 10 Nov (AK-74) 60
 1W-D: 10 Nov † (AK-74) 60
 1W-E: 10 Nov (Mauser) 20
 1W-F: 10 Nov (30-30) 20
 1W-G: 10 Nov (.22 SA) 40
 1W-H: 10 Nov (Dbl-brl) 40
 1W-J: 10 Nov (Dbl-brl) 40

Second Warsaw Company:

2W-A: 10 Exp ‡ (AKM) 60
 2W-B: 10 Nov ‡ (Mauser) 20
 2W-C: 10 Nov † (Skorpion) 80
 2W-D: 10 Nov (30-06) 20
 2W-E: 10 Nov (9mm Makarov) 15
 2W-F: 10 Nov (9mm Makarov) 15
 2W-G: 10 Nov (Dbl-brl) 40
 2W-H: 10 Nov † (Dbl-brl) 40
 2W-J: 10 Nov (.22 BA) 40

Third Warsaw Company:

3W-A: 10 Vet ‡ (AK-74) 60
 3W-B: 10 Exp ‡ (AK-74) 60
 3W-C: 10 Exp † (AK-74) 60
 3W-D: 10 Nov † (Mauser) 20
 3W-E: 10 Nov † (9mm Makarov) 15
 3W-F: 10 Nov (7.62mm Tokarev) 9
 3W-G: 10 Nov (7.62mm Tokarev) 9
 3W-H: 10 Nov (30-06) 20
 3W-J: 10 Nov † (M16) 80

Fourth Warsaw Company*:

4W-A: 10 Nov † (30-30) 20
 4W-B: 10 Nov (9mm Makarov) 15
 4W-C: 10 Nov (Dbl-brl) 40
 4W-D: 10 Nov (Pump) 60
 4W-E: 10 Nov (Mauser) 20

Fifth Warsaw Company:

5W-A: 10 Exp † (AKMR) 60
 5W-B: 10 Exp ‡ (AKMR) 60
 5W-C: 10 Exp † (Pump) 60
 5W-D: 10 Nov (Mauser) 20
 5W-E: 10 Nov (.22 BA) 20
 5W-F: 10 Nov † (30-06) 20
 5W-G: 10 Nov (Dbl-brl) 40
 5W-H: 10 Nov (9mm Makarov) 15