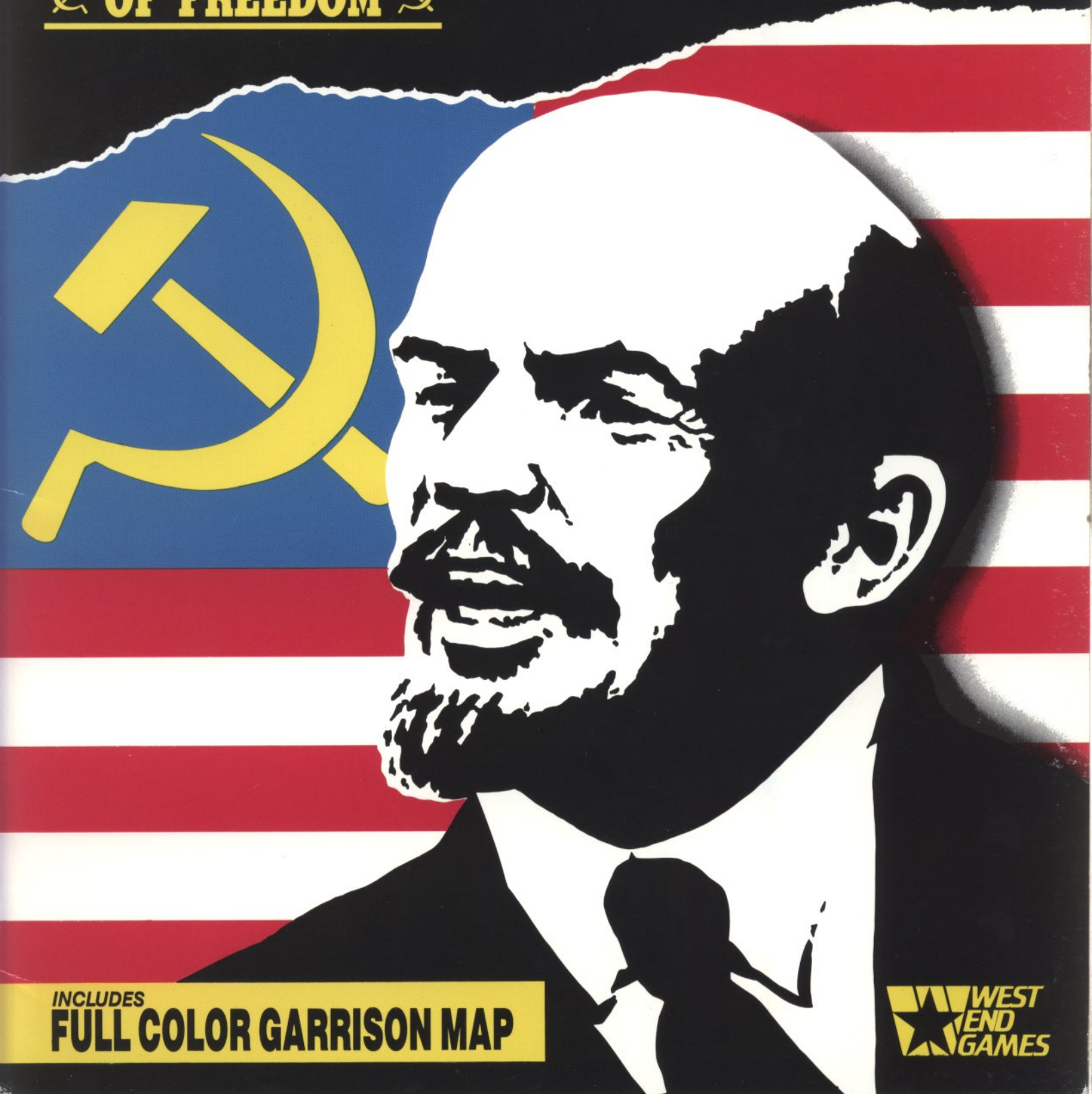


GAMEMASTER PACK

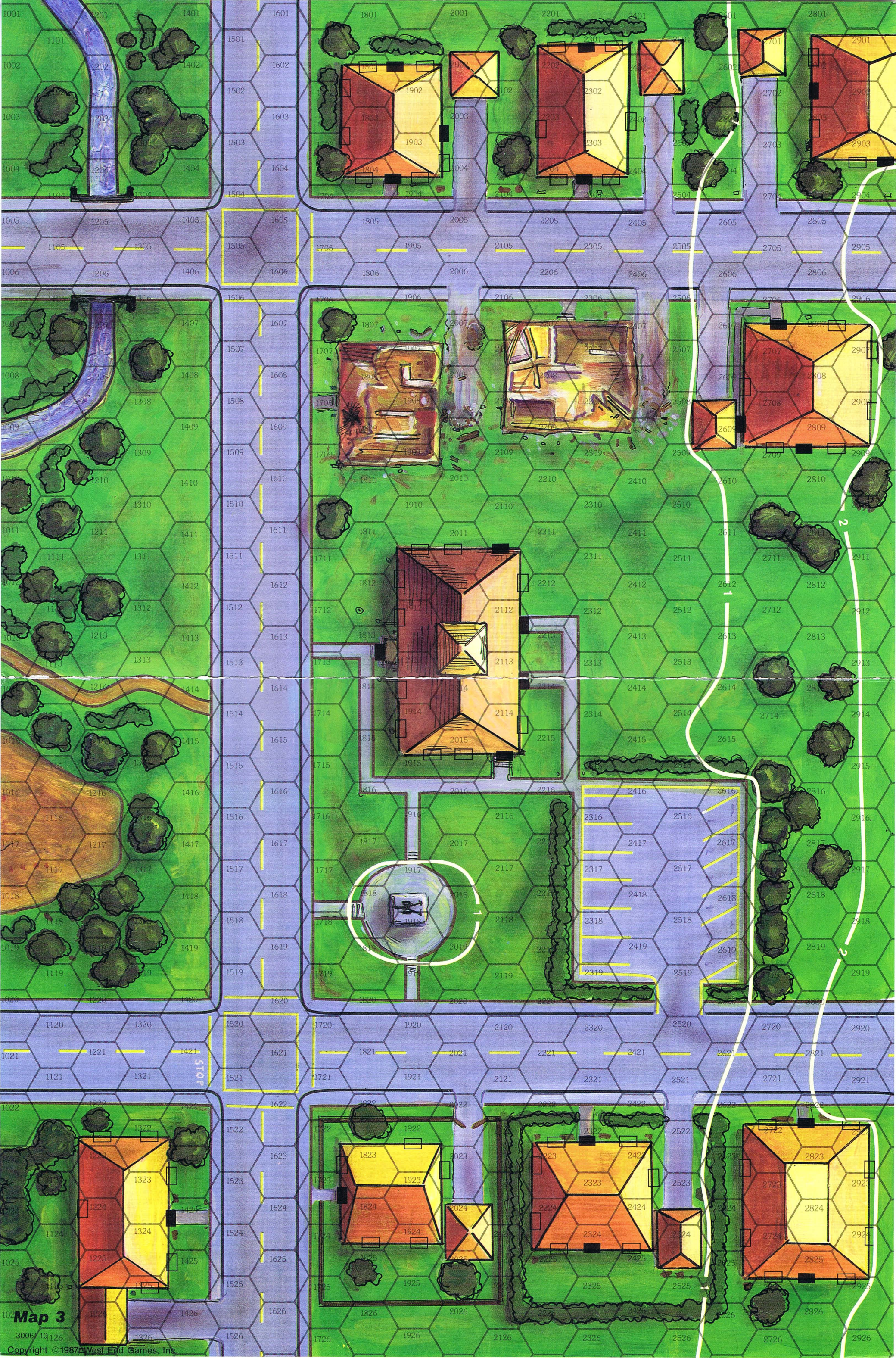


- ★ Rules for SOVIET TROOPS
- ★ Eight-Panel GM SCREEN



INCLUDES
FULL COLOR GARRISON MAP

**WEST
END
GAMES**



SMALL ARMS COMBAT TABLE

Weapon	Jam #	Ammo	Type of Fire	Range			Damage vs. Personnel					Penetration vs. Vehicles			
				Short	Medium	Long	Stun	Light	Heavy	Incap.	Kill	No Armor	Light	Medium	Heavy
Non-automatic															
Pistol	19	6	A/R	0-2	3-5	6-20	1-7	8-14	15-18	19	20	10	18	—	—
Rifle	19	5	A	0-5	6-15	16-50	1-6	7-11	12-15	16-19	20	7	16	20	—
Carbine	18	5	A/R	0-4	5-10	11-40	1-6	7-10	11-14	15-19	20	7	16	20	—
Semi-automatic rifle	18	10	A/R	0-5	6-15	16-50	1-6	7-9	10-13	14-19	20	6	15	19	—
Shotgun	17	5	A/R	0-2	3-4	5-8	1-3	4-8	9-13	14-18	19-20	10	18	—	—
Machine pistol	16	10	A/R	0-2	3-8	9-20	1-6	7-13	14-17	18-19	20	10	17	—	—
Automatic															
Automatic carbine	18	10	A/R/B	0-4	5-10	11-40	1-6	7-9	10-14	15-19	20	6	15	20	—
Automatic rifle	18	10	A/R/B	0-5	6-15	16-50	1-6	7-9	10-13	14-19	20	6	15	20	—
Machine rifle	16	50	A/R/B	0-6	7-17	18-50	1-5	6-8	9-13	14-18	19-20	5	12	19	—
Submachinegun	15	10	A/R/B	0-3	4-7	8-20	1-5	6-8	9-13	14-18	19-20	5	12	20	—
Light machinegun	16	50	R/B	0-8	9-20	21-50	1-3	4-6	7-13	14-18	19-20	4	10	18	—
Medium machinegun	15	25	R/B	0-10	11-25	26-60	1-2	3-6	7-13	14-18	19-20	3	9	16	—
Heavy machinegun	15	50	R/B	0-12	13-30	31-75	1	2-5	6-10	11-17	18-20	2	5	10	20
Bow Weapons															
Longbow	19*	**	A/R	0-3	4-6	7-10	1-8	9-17	18-19	20	—	18	—	—	—
Compound bow	19*	**	A/R	0-5	6-8	9-13	1-8	9-15	16-18	19	20	15	20	—	—
Crossbow	19*	**	A	0-5	6-10	11-20	1-7	8-13	14-17	18-19	20	13	19	—	—
Slingshot	19*	**	A/R	0-1	2	3-4	1-12	13-17	18-19	20	—	19	—	—	—
Thrown Weapons															
Throwing knives	—	**	A	0-1	2	3	1-10	11-15	16-18	19	20	19	—	—	—
Shuriken	—	**	A/R	0-1	2	3	1-10	11-15	16-18	19	20	19	—	—	—

* A jam indicates that the bowstring has broken — replacement requires from 1-20 combat rounds depending on the type of bow.

** These weapons ignore ammunition rules (see *Player Book* rule 5.8, "Bows and Thrown Weapons").

Ammo = ammo points in a clip. Light = lightly wounded. Heavy = heavily wounded. Incap. = incapacitated.

A = Aimed. R = Rapid. B = Burst.



SMALL ARMS

FIRE MODIFIERS AGAINST PERSONNEL

Range	
Medium	x 1/2
Long	x 1/4
Target Prone	-4
Target Terrain Type	
Broken, Brush, Swamp, Low Wall, Stream	-1
Rough, Crater, Rubble, Woods, River	-2
Trench, Forest, or Dune	-4
Aperture adjacent to firer	-1
Door (otherwise)	-2
Window (otherwise)	-4
Slit (otherwise)	-6
Movement	
Fire from moving vehicle or animal	-5
Target moving	-2
Type of Fire	
Aimed	+4
Burst	-4
Fire at a Weapons Flash	-3
Opportunity Fire	-2



FIRE MODIFIERS AGAINST VEHICLES

Range		Type of Fire	
Medium	x 1/2	Aimed (1 ammo point)	-4
Long	x 1/4	Rapid (2 ammo points)	-2
Vehicle's Hit Modifier	+?	Burst (4-10 ammo points)	+2
		Target Moving	-3

MELEE COMBAT TABLE

Weapon	Bush-whack value	Damage				
		Stun	Light	Heavy	Incap.	Kill
Hand-to-hand	4	1-14	15-17	18	19-20	—
Small knife	14	1-10	11-15	16-18	19	20
Medium knife	16	1-8	9-14	15-17	18-19	20
Large knife	10	1-5	6-12	13-16	17-18	19-20
Small club	10	1-12	13-17	18	19	20
Medium club	12	1-10	11-15	16-18	19	20
Large club	8	1-8	9-14	15-16	17-18	19-20
Garotte	19	—	—	—	—	—

MELEE MODIFIERS

Target Surprised	x2
Attacker Prone	-4
Target Prone	+4

GRENADE AND MINE COMBAT TABLE

Weapon	Dud #	Ranges			Damage vs Personnel					Blast Radius (Modifier)	Penetration vs. Vehicles			
		Short	Medium	Long	Stun	Light	Heavy	Incap.	Kill		No Armor	Light	Med.	Heavy
Fragmentation	19	0-2	3-4	5-7	1-8	9-15	16-17	18-19	20	1 (-3)	6	17	20	—
Smoke	19	0-2	3-4	5-6	—	—	—	—	—	—	—	—	—	—
Gas	18	0-3	4-5	6-9	— ²	— ²	— ²	— ²	— ²	— ²	—	—	—	—
Antitank	17	0-1	2	3	1-12	13-15	16-18	19	20	—	2	8	14	20
White Phosphorus ¹	19	0-2	3-4	5-6	1-7	8-14	15-17	18-19	20	2 (-2)	6	15	19	—
Satchel Charge	18	0-1	—	2	1-4	5-12	13-16	17-18	19-20	1 (-3)	6	14	17	20
Antipersonnel Mine	17	—	—	—	1-4	5-10	11-15	16-17	18-20	3 (-2)	4	15	20	—
Antitank Mine	18	—	—	—	—	—	—	—	—	—	2	3	4	6
Claymore Mine	19	—	—	—	1-5	6-12	13-17	18-19	20	6 (-2) ³	6	12	18	—
Gas Mine	17	—	—	—	— ²	— ²	— ²	— ²	— ²	— ²	—	—	—	—
Molotov Cocktail	Skill	0-1	2	3-4	1-10	11-13	14-18	19-20	—	—	6	12	20	—
Dynamite	Skill	0-2	3-4	5-6	1-9	10-12	13-18	19	20	—	8	12	18	—

¹ At night, any hex within 6 hexes of the target hex is illuminated.

² see the gas mine or gas grenade rules (14.4 and 17.4)

³ see rules on claymore mines (17.3)



GRENADES

GRENADE MODIFIERS AGAINST PERSONNEL

Modifiers to Manual Dexterity

Range: Medium	x½
Long	x¼

Observation: Thrower does not have a line of sight to the target hex	x½
--	----

Target Terrain Type

Woods, Forest	-1
Door or Trench not adjacent to thrower	-2
Window or Slit not adjacent to thrower	-4
Adjacent to Wall, Crater	+1

Modifiers to the Damage Die-roll

Blast Modifier	-?
----------------	----

Target Area

Vented	+2
Enclosed	+5

Terrain Type (grenade exploded outside the character's hex)

Rubble, Woods	-1
Crater, Forest	-2
Door, Trench, Window, Slit	-4

Target Prone	-2
--------------	----

VEHICLE AND OBSTACLE DAMAGE TABLE

Modified Penetration Die-roll	Damage
-1 or less	no effect
0-2	light
3-5	medium
6-7	heavy
8-14	destroyed
15 or more	obliterated

MODIFIERS TO THE DAMAGE TABLE

Penetration Modifier	-?
Blast modifier (vehicles with no armor only)	-?

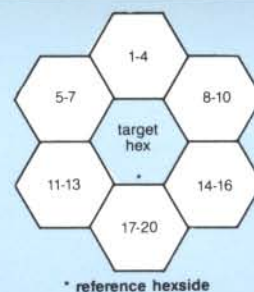
OCCUPANT DAMAGE TABLE

Stun	Light	Heavy	Incap.	Kill
1-9	10-15	16-18	19	20

MODIFIERS AGAINST OCCUPANT DAMAGE

Vehicle Damage	Modifier
Light	-2
Medium	0
Heavy	+2
Destroyed	+8
Obliterated	+12

GRENADE SCATTER DIAGRAM



SKILL AND ATTRIBUTE MODIFIERS CHART

Character's Condition	Modifier
lightly wounded	-2
heavily wounded	x½
fatigued	-2
exhausted	x½

SIGHTING RANGE CHART

Weather Conditions	Lighting		
	Daylight	Dawn/Dusk	Night
Clear	any	25	12
Light Rain/Snow	40	20	10
Heavy Rain/Snow	20	10	5
Blizzard/Smoke/Fog	8	4	2
Mist	50	25	12

GRENADE AND MINE MODIFIERS AGAINST VEHICLES

Modifications to Manual Dexterity:

Range		Vehicle's Hit Modifier	+?
Medium	x½	Vehicle Moving	-3
Long	x¼		

HEAVY WEAPONS COMBAT TABLE

Weapon	Ammo	Rate of Fire	Dud #	Range				Damage vs. Personnel					Blast Radius	Penetration vs. Vehicles			
				Imp.	Short	Medium	Long	Stun	Light	Heavy	Incap.	Kill		No Armor	Light Armor	Medium Armor	Heavy Armor
Rifle Grenade Launcher	*	2		0-5	6-10	11-16	17-65										
HE			19					1-8	9-15	16-18	19	20	1 (-3)	4	12	18	—
HEDP			19					1-9	10-16	17-18	19	20	—	2	7	15	—
WP			18					1-7	8-15	16-18	19	20	2 (-2)	3	11	17	—
Gas			17					+	+	+	+	+	—	—	—	—	—
Mark 19 AGL	50*	10		0-5	6-15	16-32	33-500										
HVHE			18					1-8	9-15	16-18	19	20	1 (-3)	4	12	18	—
HVHEDP			18					1-9	10-16	17-18	19	20	—	2	7	15	—
AGS-17 AGL	30	6	16	0-3	4-15	16-24	25-250	1-10	11-17	18	19	20	—	4	10	19	—
Bullet-trap Rifle Grenades	1	1	18	0-7	8-12	13-20	21-50	1-6	7-13	14-16	17-18	19-20	2 (-3)	2	6	12	20
Bazooka	*	1/2	19	0-1	2-10	11-25	26-50	1-10	11-17	18	19	20	—	2	6	12	18
LAW	1	1	19	0-1	2-8	9-20	21-32	1-11	12-17	18	19	20	—	2	8	14	20
1st Generation ATGM	2†	1/4	18	0-30	31-150	151-300	301-500	1-9	10-17	18	19	20	1 (-6)	1	4	10	16
2nd Generation ATGM	2†	1/3	19	0-8	9-200	201-350	351-650	1-11	12-17	18	19	20	2 (-4)	1	3	8	12

*Ammunition is in shells, not clips.

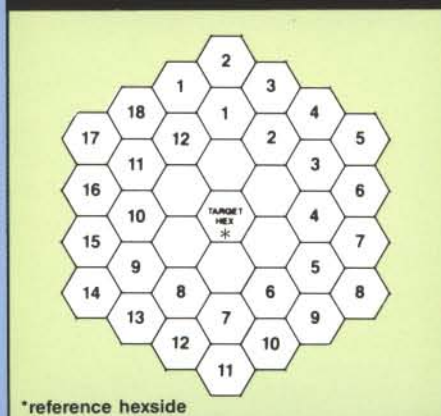
+Same as gas grenades — see 14.4.

†Ammo supply differs for vehicle-mounted ATGMs — see the Vehicle Chart.

VEHICLE WEAPONS AND ARTILLERY MODIFIERS

Modifiers Against Personnel and Vehicles		
Range: Autocannon; Main Guns; Recoilless Rifles		
Long		x 1/2
Range: Artillery		
Long		x 1/4
Range: Mortars		
Medium		x 1/2
Long		x 1/4
Modifiers Against Vehicles Only		
Vehicle's Hit Modifier	-?	
Target Vehicle Moving	-3	
Modifiers to the Damage Die-roll		
Target Prone	1	-2
Blast Modifier		-?
Terrain Type (Shell exploded outside character's hex)		
Rubble, Woods		-1
Crater, Forest		-2
Door, Trench, Window, Slit		-4

ARTILLERY SCATTER DIAGRAM



*reference hexside

HEAVY WEAPONS MODIFIERS

Modifiers Against Personnel and Vehicles	
Range: other than ATGMs	
Medium	x 1/2
Long	x 1/4
Range: ATGMs	
Short	x 1/4
Long	x 1/2
Firing Grenade Launcher from moving vehicle or animal	-5
Modifiers Against Personnel Only	
Target Terrain Type	
Broken, Brush, Swamp, Low Wall, Stream	-1
Rough, Crater, Rubble, Woods, River	-2
Trench, Forest, Dune	-4
Door	-3
Window or Slit	-4
Fire at a Weapons Flash	-3
Modifiers Against Vehicles Only	
Vehicle Hit Modifier	+?
Target Vehicle Moving	-3
Modifiers to the Damage Die-roll	
Blast Modifier	-?
Target Prone	-2

VEHICLE WEAPONS AND ARTILLERY COMBAT TABLE

Weapon	Rate of Fire	Range				Damage vs. Personnel					Blast Radius	Penetration vs. Vehicles			
		Imp.	Short	Medium	Long	Stun	Light	Heavy	Incap.	Kill		No Armor	Light Armor	Medium Armor	Heavy Armor
Autocannon	5	0-1	2-75	76-200	201-400										
Penetrator						1-5	6-8	9-12	13-16	17-20	—	1	7	15	18
HE						1-2	3-4	5-8	9-14	15-20	—	2	10	17	20
Small Main Gun/Recoilless Rifle	1	0-1	2-100	101-250	251-350										
Penetrator						1-4	5-7	8-11	12-15	16-20	—	1	4	10	17
HE						1-2	3-4	5-7	8-12	13-20	2 (-3)	1	6	15	19
Large Main Gun	1	0-1	2-150	151-300	301-500										
Penetrator						—	—	—	—	—	—	1	1	5	8
HE						1	2	3	4-6	7-20	3 (-2)	1	1	8	12
100mm or less Artillery	5	0-60*	61-80	81-150	151-600										
HE						1	2	3-4	5-7	8-20	3 (-2)	2	6	12	20
Smoke/Gas/Illumination†						—	—	—	—	—	3/3/30	—	—	—	—
101-149mm Artillery	2	0-70*	71-100	101-150	151-2000										
HE						1	2	3	4-5	6-20	4 (-2)	1	3	8	13
ICM						1	2	3	4	5-20	7 (-1)	2	7	16	20
Smoke/Gas/Illumination†						—	—	—	—	—	7/7/45	—	—	—	—
150+mm Artillery	1	0-16	17-75	76-200	201-3000										
HE						1	2	3	4	5-20	6 (-3)	1	1	3	7
ICM						1	—	2	3	4-20	9 (-2)	2	5	15	20
Smoke/Gas/Illumination†						—	—	—	—	—	9/9/60	—	—	—	—

† See section 21.7 for the effects of Smoke, Gas, and Illumination rounds.

* These are impossible ranges for mortars within the category. Guns and howitzers of 100mm or less and 101mm-149mm have a short range of 17-80 hexes and 17-100, respectively.

VEHICLE CHART

Vehicle Type	Armor Rating/Hit Modifier			Crew/ Passengers	Weapons	Drive Type	Enclosure
	Front	Flank	Rear				
Civilian Vehicles							
Passenger Car	N/—	N/—	N/—	1/1-7	None	Rear	Glass
Van or Pickup	N/—	N/+1	N/—	1/2-15	None	Rear/Four	Glass
Light Truck	N/+1	N/+2	N/+1	1/8-23	None	Rear	Glass
Tractor Trailer w/trailer	N/+2	N/+4	M/+2	1/40-60	None	Rear	Glass
w/o trailer	N/+2	N/+2	N/+2	1/3-5	None	Rear	Glass
Bulldozer	L/+1	N/+1	N/+1	1/1-3	mega-huge melee weapon	Tracked	Open
Military Vehicles							
Soviet Tanks							
ASU-85	M/—	L/—	L/—	4	SMG (PEN 10; HE 40); mmg [C] (300)	Tracked	Enclosed
T-62	M/—	M/+1	L/—	4	LMG (PEN 15; HE 25); mmg [C] (500); hmg [P] (100)	Tracked	Enclosed
T-72	H/—	M/+1	M/—	3	LMG (PEN 10; HE 18); mmg [C] (400); hmg [P] (100)	Tracked	Enclosed
T-80	H/—	H/+1	M/—	3	LMG (PEN 10; HE 18); mmg [C] (400); hmg [P] (100)	Tracked	Enclosed
Soviet APCs							
BMP-1	L/—	L/—	N/—	3/8	SMG (HE 40); 1st gen. ATGM (5); mmg [C] and mmg [P] (400)	Tracked	Enclosed
BMP-2	M/—	L/—	L/—	3/8	AC (PEN 20; HE 40); 2nd gen. ATGM (5); mmg [C] and mmg [P] (400)	Tracked	Enclosed
BTR-60	L/—	N/—	N/—	2/14	hmg [P] (100); mmg [P] (400)	Four*	Enclosed
BTR-70	L/—	L/—	L/—	2/14	hmg [P] (100); mmg [P] (400); AGS-17 (180)	Four*	Enclosed
BTR-40	L/—	N/—	N/—	2/8	hmg [P] (100); mmg [P] (500)	Four	Open
MT-LB	L/—	L/—	L/—	2/11	mmg [P] (400)	Tracked	Open
BMD	L/—	L/—	N/—	2/6	SMG (HE 30); 1st gen. ATGM (4); mmg [P] and mmg [C] (400)	Tracked	Enclosed
BRDM	L/—	L/—	N/—	2/6	hmg [C] (100) + mmg [P] (400) or 2nd gen. ATGM (8) + mmg [P] (200)	Four*	Enclosed
Soviet Self-Propelled Artillery							
SAU-122	L/—	L/—	L/—	4	100mm-149mm arty (HE 30; ICM 6; Smoke 4); mmg [P] (400)	Tracked	Enclosed
SAU-152	L/—	L/—	L/—	5	150+mm arty (HE 20; ICM 5; Smoke 5); mmg [P] (400)	Tracked	Enclosed
U.S. Tanks							
M-60	M/+1	M/+1	L/—	4	LMG (PEN 20; HE 43); mmg [C] (200); hmg [P] (300)	Tracked	Enclosed
M1	H/—	H/+1	M/—	4	LMG (PEN 25; HE 30); mmg [C] and mmg [P] (300); hmg [P] (400)	Tracked	Enclosed
U.S. APCs							
M113	L/—	L/—	N/—	2/11	hmg [P] (600)	Tracked	Enclosed
M2	M/+1	L/—	L/—	3/7	AC (PEN 100; HE 200); 2nd gen. ATGM (8)	Tracked	Enclosed
Hummer	L/—	N/—	N/—	2/8	AC (PEN 50; HE 100) or Mark 19 (HVHEDP 100; HVHE 200; WP 10; Smoke 10) or hmg [P] (500) or 2nd gen. ATGM (12)	Four	Glass
U.S. and Soviet							
Jeep	N/—	N/—	N/—	1/5	None or hmg [P] (400) or recoilless rifle	Rear	Glass/Open
Medium Truck	N/+1	N/+2	N/+1	1/12-20	None	Rear	Glass
Heavy Truck	L/+2	N/+3	N/+2	1/21-30	None	Rear	Glass
Motorcycle	N/—	N/—	N/+1	1/1-2	None	Rear	Open

HORSE COMBAT TABLE

Action	Damage				
	Stun	Light	Heavy	Incap.	Kill
Charge/Melee	1-5	6-10	11-14	15-17	18-20
Melee vs. Human	1-7	8-12	13-15	16-18	19-20
Melee vs. Horse	1-14	15-17	18	19	20

TERRAIN EFFECTS CHART

Terrain Type	Fire Modifier	Movement Point Cost				Line of Sight
		Legs	4-wheel	Wheels	Drive	Tracked
Clear	0	1	2	1	1	—
Road	0	1	1	1	1	—
Broken	-1	2	2	1	1	—
Brush	-1	2	2	2	1	—
Swamp	-1	2	4	2	2	—
Rough	-2	3	imp.	3	2	—
Woods	-2	2	imp.	3	4	B
Crater	-2	3	imp.	imp.	imp.	B
Rubble	-2	4	imp.	4	4	—
Forest	-4	2	imp.	imp.	imp.	B
Trench	-4	2	imp.	imp.	4	—
Dune	-4	3	imp.	4	imp.	—
Stream	-1	2	imp.	3	2	—
River	-2	—	imp.	imp.	—	—
Low Wall	-1	+1	imp.	+3	+1	—
High Wall	imp.	+4	imp.	imp.	imp.	B
Door	-2	+1	imp.	imp.	imp.	—
Window	-4	+3	imp.	imp.	imp.	—
Slit	-6	imp.	imp.	imp.	imp.	—
Stairway	—	2	imp.	imp.	imp.	—
Cliff	—	5	imp.	imp.	imp.	—
Tree	—	5	imp.	imp.	imp.	—

LOAD CHART

Animal	Load Carried
Peck Animals	
Horse	200 kg
Mule or Donkey	150 kg
Ox	250 kg
Goat	35 kg
Draft Animals	
Horse Cart	400 kg
Horse Wagon	1000 kg
Mule or Donkey Cart	200 kg
Mule Wagon	750 kg
Ox Cart	500 kg
Ox Wagon	2000 kg
Goat Cart	100 kg

OBSTACLE CHART

Type of Obstacle	Armor Class
Overtaken garbage cans, rubble, house wall, wood fence, glass windows.	no armor
Rocks, stone walls, concrete road dividers, plexiglass windows, a layer of sandbags, cans filled with liquid.	light
Overtaken cars, concrete walls, several layers of sandbags, cans filled with sand.	medium
Concrete bridge abutment, overturned trucks, concrete bunkers, bank vault doors.	heavy

Chain link fence will detonate an ATGM, Bazooka, or LAW round prematurely.

FALLING AND COLLISION TABLE

Distance Fallen In Meters:	3-6	7-12	13-18	19-30	31-50	51+
In Elevation Levels	1-2	3-4	5-6	7-10	11-16	17+
Velocity of Collision in km/hour:	5-10	11-20	21-50	51-100	101-200	201+
Damage:						
No Effect	1-8	1	—	—	—	—
Stun	9-15	2-9	1	—	—	—
Light Wound	16-18	10-13	2-9	1	1	—
Heavy Wound	19	14-17	10-15	2-6	2-3	1
Incapacitation	20	18-19	16-17	7-10	4-6	2
Kill	—	20	18-20	11-20	7-20	3-20



SMALL ARMS



SMALL ARMS COMBAT TABLE

Weapon	Jam #	Ammo	Type of Fire	Range			Damage				
				Short	Medium	Long	Stun	Light	Heavy	Incap.	Kill
Non-automatic											
Pistol	19	6	A/R	0-2	3-5	6-20	1-7	8-14	15-18	19	20
Rifle	19	5	A	0-5	6-15	16-50	1-6	7-11	12-15	16-19	20
Carbine	18	5	A/R	0-4	5-10	11-40	1-6	7-10	11-14	15-19	20
Semi-automatic rifle	18	10	A/R	0-5	6-15	16-50	1-6	7-9	10-13	14-19	20
Shotgun	17	5	A/R	0-2	3-4	5-8	1-3	4-8	9-13	14-18	19-20
Machine pistol	16	10	A/R	0-2	3-8	9-20	1-6	7-13	14-17	18-19	20
Automatic											
Automatic carbine	18	10	A/R/B	0-4	5-10	11-40	1-6	7-9	10-14	15-19	20
Automatic rifle	18	10	A/R/B	0-5	6-15	16-50	1-6	7-9	10-13	14-19	20
Machine rifle	16	50	A/R/B	0-6	7-17	18-50	1-5	6-8	9-13	14-18	19-20
Submachinegun	15	10	A/R/B	0-3	4-7	8-20	1-5	6-8	9-13	14-18	19-20
Light machinegun	16	50	R/B	0-8	9-20	21-50	1-3	4-6	7-13	14-18	19-20
Medium machinegun	15	25	R/B	0-10	11-25	26-60	1-2	3-6	7-13	14-18	19-20
Heavy machinegun	15	50	R/B	0-12	13-30	31-75	1	2-5	6-10	11-17	18-20
Bow Weapons											
Longbow	19*	**	A/R	0-3	4-6	7-10	1-8	9-17	18-19	20	—
Compound bow	19*	**	A/R	0-5	6-8	9-13	1-8	9-15	16-18	19	20
Crossbow	19*	**	A	0-5	6-10	11-20	1-7	8-13	14-17	18-19	20
Slingshot	19*	**	A/R	0-1	2	3-4	1-12	13-17	18-19	20	—
Thrown Weapons											
Throwing knives	—	**	A	0-1	2	3	1-10	11-15	16-18	19	20
Shuriken	—	**	A/R	0-1	2	3	1-10	11-15	16-18	19	20

* A jam indicates that the bowstring has broken — replacement requires from 1-20 combat rounds depending on the type of bow.

** These weapons ignore ammunition rules (see *Player Book* rule 5.8, "Bows and Thrown Weapons").

Ammo = ammo points in a clip. Light = lightly wounded. Heavy = heavily wounded. Incap. = incapacitated.

A = Aimed. R = Rapid. B = Burst.

FIRE MODIFIERS AGAINST PERSONNEL

Range	
Medium	x½
Long	x¼
Target Prone	-4
Target Terrain Type	
Broken, Brush, Swamp, Low Wall, Stream	-1
Rough, Crater, Rubble, Woods, River	-2
Trench, Forest, or Dune	-4
Aperture adjacent to firer	-1
Door (otherwise)	-2
Window (otherwise)	-4
Slit (otherwise)	-6
Movement	
Fire from moving vehicle or animal	-5
Target moving	-2
Type of Fire	
Aimed	+4
Burst	-4
Fire at a Weapons Flash	-3
Opportunity Fire	-2
Procedure: Modify the firer's skill number as the chart indicates. "x½" or "x¼" means the skill number is halved or quartered, rounding fractions down. Any halving or quartering occurs after the skill number is modified for other reasons. Also see the Skill and Attribute Modifiers Chart .	

FIRE AGAINST PERSONNEL

Type of Fire: There are three types of fire: **aimed** (A), **rapid** (R), and **burst** (B). Not all weapons can use all three types: the "Type of Fire" column indicates which types each weapon can use.

When a character fires, he must state which of the permitted types of fire he uses. Aimed fire is against one target and consumes one ammo point. When using rapid fire, a character can fire twice, consuming one ammo point per fire. When using burst fire, a character can fire up to five times, consuming two ammo points per fire. (For more detail, see the "Ammunition" section of rule 5.8 in the *Player Book*).

Ammunition: The "ammo" column indicates how many ammo points an ammunition clip for a weapon contains. When a weapon consumes as many points as its clip contains, it is out of ammunition, and must be reloaded before it can fire again.

Players should keep track of ammunition expenditure by penciling hash marks in the "Ammo Points" section of their character sheets.

Range and Other Modifiers: Determine the firer's skill with his weapon. His skill number is modified by a number of factors (see the **Fire Modifiers Against Personnel** chart). The first such factor is range.

Count the number of hexes between firer and his target (including the target hex, but not the firer's). Refer to the line of the table printed with the weapon's name and find the distance in hexes on that line in the "Range" section of the table. The column in which the distance lies determines whether the weapon is being fired at short, medium or long range.

Example: A pistol is fired at short range if the target is 0 to 2 hexes away; at medium range if 3-5 hexes away; and at long range if 6-20 hexes away.

If the target is at medium range, the firer's skill number is halved; if at long range, it is quartered.

The firer's skill number is also modified for target stance, the type of fire, the terrain in the target's hex, etc. — see **Fire Modifiers Against Personnel**.

Hitting: Roll the die. If the number rolled is less than or equal to the firer's modified skill number, the target is hit and damage is determined. If not, fire has no effect. If a 20 is rolled, the weapon may have jammed.

Damage: If the target is hit, roll the die again. Find the number rolled in the "Damage" section of the table on the firing weapon's line. The column in which the number is found determines what damage the target receives. **Example:** If a pistol hits and the damage roll is 1 through 7, the target is stunned; on an 8 through 14, the target is lightly wounded; on a 15 through 18, heavily wounded; on a 19, incapacitated; and on a 20, killed.

Jam: If the "to hit" roll is a 20, the firing weapon may have jammed. Each weapon has a "jam number," printed in the "Jam" column on the weapon's line of the table. Roll the die again; if the number rolled is **equal to or greater than** the jam number, the weapon is inoperable: guns are jammed, and bowstrings are broken. Thrown weapons cannot jam.

GRENADE AND MINE COMBAT TABLE

Weapon	Dud #	Ranges			Damage					Blast Radius (Modifier)
		Short	Medium	Long	Stun	Light	Heavy	Incap.	Kill	
Fragmentation	19	0-2	3-4	5-7	1-8	9-15	16-17	18-19	20	1 (-3)
Smoke	19	0-2	3-4	5-6	—	—	—	—	—	—
Gas	18	0-3	4-5	6-9	—2	—2	—2	—2	—2	—2
Antitank	17	0-1	2	3	1-12	13-15	16-18	19	20	—
White Phosphorus ¹	19	0-2	3-4	5-6	1-7	8-14	15-17	18-19	20	2 (-2)
Satchel Charge	18	0-1	—	2	1-4	5-12	13-16	17-18	19-20	1 (-3)
Antipersonnel Mine	17	—	—	—	1-4	5-10	11-15	16-17	18-20	3 (-2)
Antitank Mine	18	—	—	—	—	—	—	—	—	—
Claymore Mine	19	—	—	—	1-5	6-12	13-17	18-19	20	6 (-2) ³
Gas Mine	17	—	—	—	—2	—2	—2	—2	—2	—2
Molotov Cocktail	Skill ⁴	0-1	2	3-4	1-10	11-13	14-18	19-20	—	—
Dynamite	Skill ⁴	0-2	3-4	5-6	1-9	10-12	13-18	19	20	—

¹ At night, any hex within 6 hexes of the target hex is illuminated.

² see the gas mine or gas grenade rules (14.4 and 17.4)

³ see rules on claymore mines (17.3)

⁴ see below



GRENADE AND MINE COMBAT

GRENADE MODIFIERS AGAINST PERSONNEL

Modifiers to Manual Dexterity

Range: Medium	x 1/2
Long	x 1/4

Observation: Thrower does not have a line of sight to the target hex x 1/2

Target Terrain Type

Woods, Forest	-1
Door or Trench not adjacent to thrower	-2
Window or Slit not adjacent to thrower	-4
Adjacent to Wall, Crater	+1

Modifiers to the Damage Die-roll

Blast Modifier	-7
----------------	----

Target Area

Vented	+2
Enclosed	+5

Terrain Type (grenade exploded outside the character's hex)

Rubble, Woods	-1
Crater, Forest	-2
Door, Trench, Window, Slit	-4

Target Prone -2

Modify thrower's manual dexterity as indicated. Also see the **Skill and Attribute Modifiers Chart**.

When rolling for damage, modify rolls as indicated under "Modifiers to the Damage Die-roll." A "vented" target area is one partially enclosed (open-top vehicle, building larger than one hex, etc.); an "enclosed area" is fully enclosed (tank, small building, pillbox).

GRENADE COMBAT AGAINST PERSONNEL

Procedure:

Modify the thrower's manual dexterity as directed by the **Grenade Modifiers Against Personnel** chart. Note that one modifier is for range; determine the range following the procedure described on the **Small Arms Combat Table**.

Make an attribute roll using the modified manual dexterity. If the roll succeeds, the grenade lands in the target hex. If not, refer to the **Grenade Scatter Diagram** to determine where the grenade scatters. If the roll is a 20 the grenade may be a dud (see below).

Blast Radii: Each grenade or mine has a *blast radius*, printed in the "Blast Radius" column of the table. If a grenade's blast radius is a dash ("—"), it does damage only to characters in the hex where it lands. If its blast radius is a number, it can also do damage to all characters located within its blast radius (e.g., a grenade with a blast radius of 2 affects all characters within two hexes).

Damage: Roll once on the damage section of the **Grenade and Mine Combat Table** for each character within the blast radius. Modify a character's die-roll as indicated in the "Damage Modifiers" section of the **Grenade Modifiers Against Personnel** chart. If the character is not in the grenade's impact hex (or the hex where the mine is located), the die-roll is modified by the *blast modifier*, which is printed in parentheses after the blast radius on the table. The blast modifier is multiplied by the character's distance from the impact hex. A modified die-roll of less than 1 is treated as a roll of 1; a roll greater than 20 is treated as a 20.

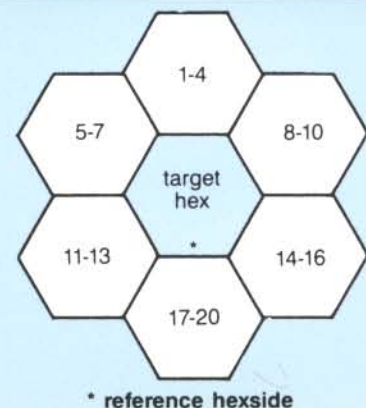
Example: A character is two hexes away from an antipersonnel mine when it explodes. The mine's blast radius is 3 and its blast modifier is (-2). Therefore the character must make a damage die-roll. A 20 is rolled which would normally kill the character, but since he is two hexes from the mine the die-roll is reduced by four (2 hexes x -2 modifier = -4). The modified roll is 16, and the character is incapacitated.

Duds: If the character rolls a 20 on his manual dexterity roll, the grenade or mine may be a dud. Roll the die a second time. If the number is *equal to or greater than* the dud number the grenade/mine fails to explode. Otherwise, it functions; determine scatter normally and resolve damage for any characters within the blast radius.

Mines: All of the above rules apply to mines, except that no manual dexterity roll is made and no scatter occurs.

***Molotov Cocktails and Dynamite:** Instead of making a "dud" roll, the person who prepared the dynamite or molotov for throwing makes a demolitions skill roll. On a 20 it blows up in the thrower's hex. On any other failed roll, it fails to explode.

GRENADE SCATTER DIAGRAM



Procedure:

Trace a line from the thrower or firer to the target hex. The hexside across which the line passes is called the **reference hexside**. Roll the die; the grenade or shell lands in the hex indicated relative to the reference hexside. That is, if a 1-4 is rolled, it scatters away from the thrower or firer; if a 17-20 is rolled it scatters towards him; etc. . .

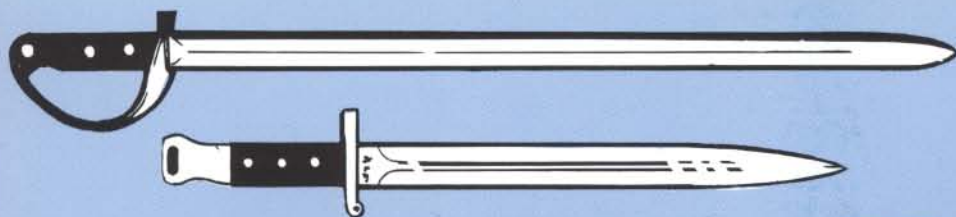
MELEE COMBAT TABLE

Weapon	Bush-whack value	Damage				
		Stun	Light	Heavy	Incap.	Kill
Hand-to-hand	4	1-14	15-17	18	19-20	—
Small knife	14	1-10	11-15	16-18	19	20
Medium knife	16	1-8	9-14	15-17	18-19	20
Large knife	10	1-5	6-12	13-16	17-18	19-20
Small club	10	1-12	13-17	18	19	20
Medium club	12	1-10	11-15	16-18	19	20
Large club	8	1-8	9-14	15-16	17-18	19-20
Garotte	19	—	—	—	—	—

Procedure: Determine the attacker's skill number — use his hand-to-hand skill if unarmed, his melee weapons skill otherwise. The skill number is modified as indicated by the **Melee Modifiers Chart**. A skill roll is then made against the modified skill number.

If the skill roll is a success, the target is damaged; roll again and refer to the damage section of the table to determine what damage he receives (see **Small Arms Combat Table** for a more complete procedure explanation).

The bushwhack value is only used if the attacker has surprise and makes a successful stealth skill roll. If he does, and his skill roll succeeds, he may kill the target automatically; roll again. If the number rolled is less than or equal to the weapon's bushwhack value, the target is dead. If not, damage is determined normally.



MELEE COMBAT AND TERRAIN EFFECTS

TERRAIN EFFECTS CHART

Terrain Type	Fire Modifier	Movement Point Cost				Line of Sight
		Legs	Wheels	4-wheel Drive	Tracked	
Clear	0	1	2	1	1	—
Road	0	1	1	1	1	—
Broken	-1	2	2	1	1	—
Brush	-1	2	2	2	1	—
Swamp	-1	2	4	2	2	—
Rough	-2	3	imp.	3	2	—
Woods	-2	2	imp.	3	4	B
Crater	-2	3	imp.	imp.	imp.	B
Rubble	-2	4	imp.	4	4	—
Forest	-4	2	imp.	imp.	imp.	B
Trench	-4	2	imp.	imp.	4	—
Dune	-4	3	imp.	4	imp.	—
Stream	-1	2	imp.	3	2	—
River	-2	— ¹	imp.	imp.	— ¹	—
Low Wall	-1	+1	imp.	+3	+1	—
High Wall	imp.	+4	imp.	imp.	imp.	B
Door ²	-2	+1	imp.	imp.	imp.	—
Window ²	-4	+3	imp.	imp.	imp.	—
Slit ²	-6	imp.	imp.	imp.	imp.	—
Stairway	—	2	imp.	imp.	imp.	—
Cliff	—	5	imp.	imp.	imp.	—
Tree	—	5	imp.	imp.	imp.	—

Procedure: Find the terrain type along the left-hand side. The entry in the "fire modifier" column is the number to be subtracted from a firer's skill number when firing at a target in or immediately behind the indicated terrain type. The number under "Legs" is the number of movement points a character spends when entering a hex of the terrain type; if the number is preceded by a plus ("+"), the cost is for crossing a hexside printed with the terrain type, and is cumulative with the cost of the hex entered (e.g., crossing a low wall into a rough terrain hex costs 4 movement points). The numbers printed under the "Wheels," "4-wheel Drive," and "Tracked" columns are the movement point costs for various types of vehicles. If the letter "B" is printed under the "Line of Sight" column, the terrain blocks lines of sight.

"imp." means impassable; the terrain may not be entered or crossed.

¹ Characters may only enter when swimming — see 7.6; and vehicles may only enter if able to swim or prepared for snorkeling — see 20.6 — both in the **Gamemaster Book**.

² Fire modifier is -1 if firer is adjacent to aperture.

MELEE MODIFIERS CHART

Target Surprised	×2
Attacker Prone	-4
Target Prone	+4

The attacker's skill number is modified as indicated; also see the **Skill and Attribute Modifiers Chart**.

SKILL AND ATTRIBUTE MODIFIERS CHART

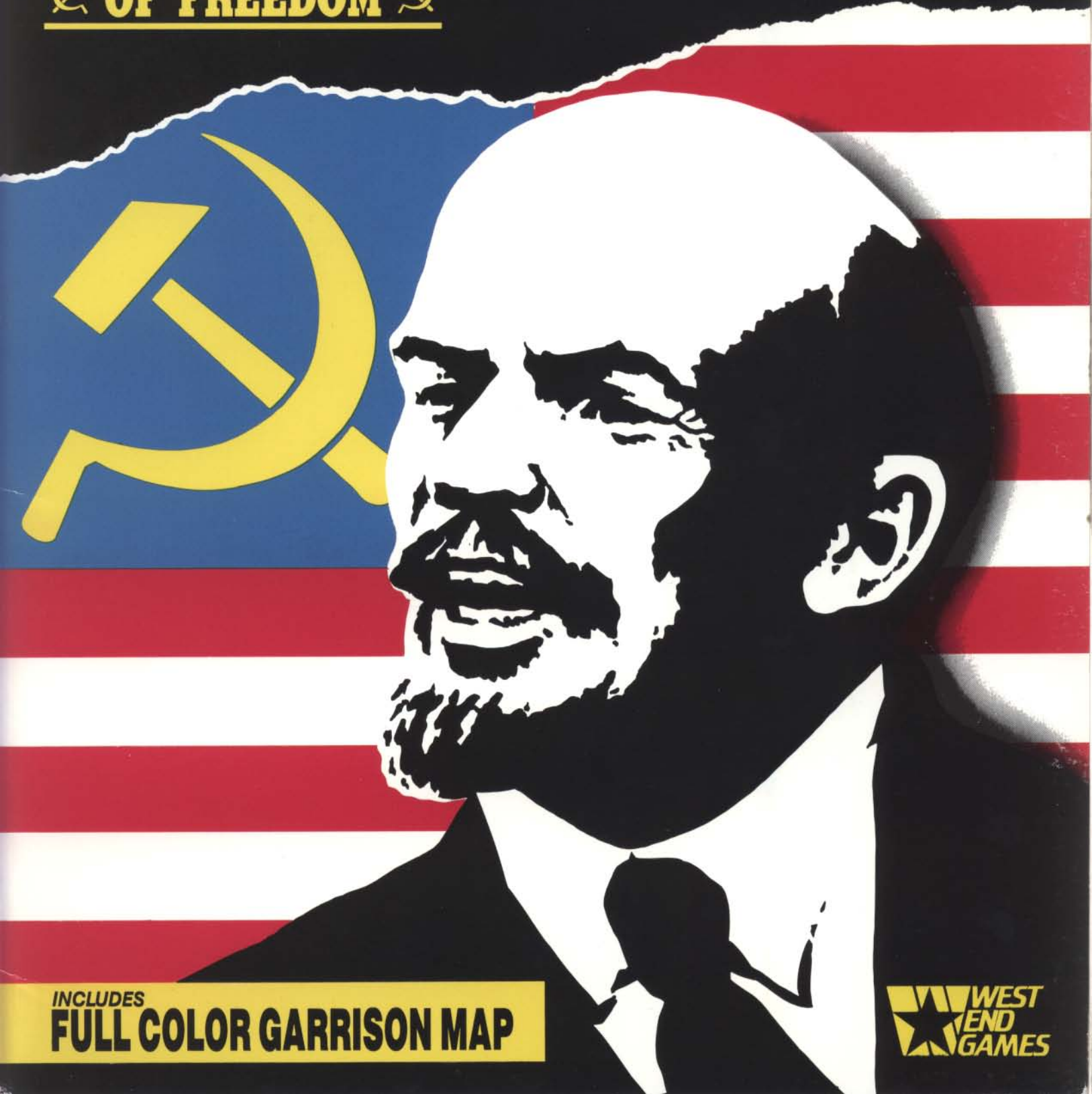
-2	character lightly wounded
× 1/2	character heavily wounded
-2	character fatigued
× 1/2	character exhausted

Whenever a character makes any skill or attribute roll (including a weapons skill roll in combat), the modifiers above apply. If the character is lightly wounded or fatigued, his skill or attribute number is reduced by 2 (if both, by 4); if he is heavily wounded or exhausted, his skill or attribute number is halved (quartered if both apply). (Halving occurs after all other modifications to the skill number.) Other modifiers may be applied at the discretion of the gamemaster. Round fractions down.

GAMEMASTER PACK



- ★ Rules for SOVIET TROOPS
- ★ Eight-Panel GM SCREEN



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SOVIET GENERATION BOOK

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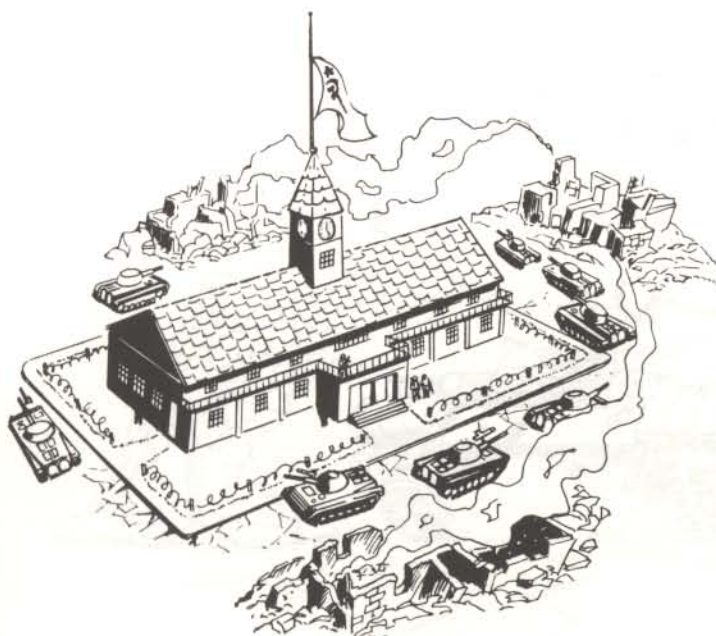
This is a work of fiction. All the characters and events portrayed in this game are fictional. Any resemblance to real persons or events is purely coincidental.

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Introduction

(1.1) What the Gamemaster Pack Contains

This **Gamemaster Pack** contains three things: the booklet you are reading, a full-color battle map, and a gamemaster screen printed with the charts and tables most often used during play.

The Gamemaster Screen

The Gamemaster Screen is printed on one side with the charts the players use — the tables and procedures used for small arms, grenade and melee combat, and so on. The other side is printed with tables for the gamemaster — virtually all the tables used in **THE PRICE OF FREEDOM**. Note that the gamemaster tables are more complete — for example, the gamemaster's Small Arms Combat Table includes data for using small arms against vehicles, while the players' version does not. However, the procedures which are printed on the players' side are omitted from the gamemaster's side; it is presumed that the gamemaster is familiar enough with the game procedures not to need them any longer. If he does need to look at a procedure, they can be found in **Freedom File D** or the **Gamemaster Charts** in the original game.

To use the Gamemaster Screen, prop it up on the table with the players' side facing outward and the other side facing the GM. The GM may hide his notes, maps, die-rolls, and junk food from the players behind the screen.

The Booklet

The Gamemaster Booklet contains rules for generating small Soviet military units — tank platoons, motor-rifle companies, airborne sections and the like — as well as individual Soviet soldiers. Also included is a pregenerated Soviet garrison, complete with skills, attributes, weapons, and personalities for the soldiers and officers of the Third Motor-Rifle Company.

Section 1.2 below gives a brief overview of the organization of the various branches of the Soviet force in occupation of the United Soviet States; following that, section 1.3 lists the ranks of soldiers and officers in the Soviet Army.

Chapter 2 provides a system for generating Soviet garrisons suitable for protecting areas of small to medium importance; chapter 3 details the weapons, vehicles, and attributes of individual soldiers within each service branch of the Soviet army; chapter 4 adds personality to Soviet characters; chapter 5 describes the pregenerated Mayberry garrison; and chapter 6 lists the skills, attributes, personality, and background of the officers in the Mayberry garrison.

The Map

The map portrays a suburban neighborhood centered around a town hall. The area displayed on the map matches the description of the

Mayberry garrison; if the GM is not using the pregenerated garrison, the map can be used to represent any suburban area. The map is described in detail in chapter 5.

(1.2) Function, Organization of the Occupying Forces

Described below are the branches of the Soviet Armed Forces most typically in direct conflict with Resistance forces (the Strategic Rocket and Air Defence Forces aren't listed, for example; they will rarely be encountered). Each section consists of a short description of the branch's function followed by a description of the small-unit complement of the branch (i.e., company-size and smaller).

Note that the unit complement shows the units at full strength; in actuality, Soviet units will rarely operate at full strength. (The unit generation system typically generates units at 50-75% of full strength.) The same is true for the equipment listed below for each unit: most units encountered in the field will be much less well-armed.

Spetsnaz Troops

These are elite soldiers filling somewhat the same function as US Army Special Forces, Navy SEALs, and Marine Recon units: infiltration for reconnaissance and destruction of enemy headquarters, command posts and communications centers. They are also trained to assassinate important enemy military and political figures.





A full-strength *Spetsnaz* battalion consists of 27 officers and NCOs (3 majors, 9 captains, and assorted lieutenants and sergeants) and 345 enlisted men equipped with a wide variety of heavy and light weaponry and vehicles. Organization below battalion-level is fluid: as few as five and as many as 372 *Spetsnaz* soldiers and officers may work together, depending on the job.

Airborne Assault Troops

Soviet airborne assault troops are highly-trained infantry who deploy by parachute, fixed-wing aircraft, or chopper. Compared to a tank or motor-rifle unit they are lightly armed, but their high maneuverability makes them an extremely important part of the Soviet armed forces.

An airborne section consists of seven enlisted men and a lieutenant, armed with light machine-guns, anti-tank weapons, and auto-rifles. A platoon consists of three sections plus platoon HQ (one senior lieutenant and two enlisted men armed with auto-rifles). A company consists of company HQ (a captain, two senior lieutenants and seven enlisted men armed with SAMs and auto-rifles), three platoons plus one anti-tank platoon (one officer and 12 enlisted men armed with ATGMs and RPGs).

Motor-Rifle Troops

The modern infantry. A Soviet motor-rifle unit is composed of soldiers and ground transport — BMPs, BTRs, and/or trucks.

A motor-rifle platoon consists of one lieutenant and 31 enlisted men in three vehicles. The men are armed with RPGs, SAMs, LAWs, LMGs, and an auto-rifle and sniper rifle. A company consists of company HQ (a captain and two senior lieutenants and nine enlisted men carrying auto-rifles in two vehicles) and three platoons.

Tank Troops

The tank's maneuverability, hitting power, and armor make it the most deadly weapon on the modern battlefield (though as technology improves it may soon have to share that dubious honor with the helicopter). Fortunately, the tank is not particularly useful in counterinsurgency/counterterrorism operations (when facing tanks, Resistance forces tend to simply disperse into areas the tanks cannot follow).

Soviet tanks are crewed by three men. Tanks typically deploy in companies of 10 to 13 tanks (three platoons of four tanks each plus one for the commander — a captain).

American tanks are crewed by four soldiers. Soviets manning US equipment will deploy four men per tank.

Tanks are exceedingly expensive pieces of equipment, and the Soviets will be reluctant to waste them. When expecting significant trouble, a tank company will be accompanied by a motor-rifle company as well as supported by air and artillery, where possible.

(1.3) Ranks in the Soviet Army

Listed below are the Anglicized names of the ranks in the Soviet army, followed by the English translation and the military unit that each rank normally commands, though officers will often command smaller (or larger) units.

General — General: Front or military district commander.

Lieutenant General — Army commander.

General-Major — Major-General: Divisional commander/deputy army commander.

Polkovneek — Colonel: Regimental commander/deputy divisional commander.

Podpolkovneek — Lieutenant-Colonel: Battalion commander/deputy regimental commander.

Mayor — Major: Deputy battalion commander.

Kapeetan — Captain: Company commander.

Lieutenant — Lieutenant: Platoon/squad commander.

Starshiy Serzhant — Senior Sergeant: Squad/section commander

Serzhant — Sergeant: Section commander.

Mladshiy Serzhant — Junior Sergeant.

Yefretor — Private First Class.

Ryadovoy — Private.





Occupation Forces Generation

The United States is a big country: 3,615,211 square miles of mountains, forests, deserts, plains, town and cities. Over 250,000,000 people live here.

As the subjugation of America begins, there are roughly 360,000 Soviet soldiers in the occupying forces — one for every 10 square miles of US land. Even if the Soviets concentrate on holding just the cities and heavy industry, they're going to be spread thin. The only way they can possibly succeed is to garrison only the most important areas with infantry, and hold their mobile forces in reserve to reinforce units under attack and destroy concentrations of Resistance.

The Soviet reserve forces are much too powerful to attack. They are composed of division-sized (or larger) mechanized units and are defended by tank, air, artillery, and special forces. Therefore, the Resistance will concentrate on harrasing the garrisons: attacking many different areas simultaneously so that the occupiers must either disperse their forces to protect the outposts or give them up.

Following is a system for generating typical Soviet garrisons protecting areas of low to medium importance — rural areas with small towns and light industry. If your players are interested in taking on more important targets — nuclear generators, the Detroit automobile industry, Washington, D.C., etc. — hit them with a few tank and BMP/BTR divisions, a couple of *Spetsnaz* and airborne brigades, and two or three artillery batteries. Then have them roll up new characters.

(2.1) Area Importance Modifier

To generate an appropriate garrison for an area, it is necessary to determine how important that area is to the Soviets — or that area's *area importance modifier*. Determine the area importance modifier for the garrison by adding together the appropriate numbers below.

Population

- Rural/Wilderness: -4
- Small Town (9,999 or less): -2
- Medium Town (10,000—39,999): 0
- Large Town: (40,000—75,000): +2

Resources

- None: -2
- Farming, timber: 0
- Petroleum, metal ores, coal: +2
- Uranium, precious metals: +4

Industry

- No Industry: -2
- Light Industry: 0

- Medium Industry: +2
- High-Tech Industry (computers, telecommunications, etc.): +4

Transport

- Railroad, Airport, and/or Major Highway: +4

Resistance Activities

- None: -4
- Low: 0
- Medium: +4
- High: +6

Example: *Mayberry is a medium-sized town of 15,000 (0); Mayberry is principally a farming community with a small mining business (+2); the Takidasha computer factory is located just outside of town (+4); there are no important highways, railroads or airports nearby (0); and there has been no Resistance activity in the area to date (-4); so, Mayberry's area importance modifier is +2.*

(2.2) The Garrison Table

To determine the unit makeup of the town's garrison, roll a die and modify the result by the area importance modifier.

Die Roll Garrison

- 0 or less: Unoccupied
- 1-4: Motor-rifle platoon
- 5-10: 2 motor-rifle platoons
- 11-14: Motor-rifle company
- 15-17: Motor-rifle company plus airborne platoon w/transport helicopters
- 18-20: Motor-rifle company plus tank platoon
- 21 or greater: Motor-rifle company plus airborne company w/transport helicopters and tank platoon

(2.3) Attached Personnel

Each garrison has two or three secret Party and KGB spies (see Informants table in Personality chapter). In addition, each company-sized garrison also has an official Party Observer (the political officer, assistant to the company C.O.), and two to four lower-level officials (assistants to the political officer, re-education officers, etc.). The KGB assigns one official intelligence officer (in addition to the many hidden spies) to each company-sized garrison as well.

Company-sized garrisons also contain communications personnel, supply officers, translators, and maintenance personnel. Smaller garrisons have to use soldiers (and occasionally US civilians) to do this work.

(2.4) Garrison Reinforcement

The Soviets are able to put an entire motor-rifle division virtually anywhere in the US within 24 hours. (Prudent Resistance groups would be well advised not to hang around in one spot that long.)

While the PCs' actions will seldom warrant the attention of a division, there will often be smaller Soviet units within supporting distance of the garrison. Use the tables below to determine what Soviet units are around, and how near or far away they are.

Roll a die on the first table to determine if any smaller units are in the area. (Roll once for each service branch.) If any units are around, roll to determine how long it would take for the units to reach the garrison. (Modify both rolls by the area importance modifier.)

Units in Area

	Die Roll:
Motor-Rifle:	5 or less: None
	6-15: Platoon
	16+: Company
Tank:	10 or less: None
	11-13: Platoon
	14+: Company
Airborne:	10 or less: None
	11-14: Section
	15-18: Platoon
	19+: Company
Spetsnaz:	14 or less: None
	15-17: 5-10 men
	18+: 15-30 men

Time of Arrival

	Die Roll:
Motor-Rifle	3 or less: 4 hours
	4-9: 2 hours
	10-18: 1 hour
	19+: 30 minutes
Tank:	7 or less: 4 hours
	8-14: 2 hours
	15-18: 1 hour
	19+: 30 minutes
Airborne:	1 or less: 4 hours
	2-3: 2 hours
	4-13: 1 hour
	14+: 30 minutes
Spetsnaz:	6 or less: 4 hours
	7-12: 2 hours
	13-17: 1 hour
	18+: 30 minutes



Individual Units

This chapter details the exact makeup of the garrisoning unit: how many soldiers are in it, how good the soldiers are, what equipment they carry, etc.

Each section — *Spetsnaz*, airborne, motor-rifle, and tank — contains the following parts:

Troop Quality Table: Roll a die, modifying the roll by the area importance modifier. The result will determine if the troops are elite, veteran, or green. Then find the troop quality modifier, below; that is used in later steps.

Troop Quality	Troop Quality Modifier
Green	-3
Veteran	0
Elite	+3

Soldiers in Unit: Roll a die, modified by the troop quality modifier.

Weapons/Vehicles Tables: Roll a die on each.

Specialty: This lists the specialists found in a fully-trained unit. Since most units are subject to manpower shortages, they will rarely contain the appropriate number of specialists. Preceding the list of specialties is the die-roll to determine if a soldier has a specialty. Note that *Spetsnaz* and airborne soldiers may have two specialties; tank and motor-rifle soldiers may have only one. (**Example:** Sgt. Smithsky is an elite airborne soldier. The GM rolls to determine if Smithsky has any specialties: the roll is an 18; Smithsky does. The GM picks one or two skills from the list.)

The section also shows the average skill level of the specialist. (**Example** (continued): Smithsky has a rating of 15 in his specialties.)

Skills/Attributes Table: This table lists the average skills, attributes, leadership, and morale, for elite leaders and soldiers. Veteran leaders' and soldiers' average scores are one less than those shown; green troops' average scores are two less.

Note that the skills listed for each character are those they would gain through official training and education: it is certainly possible that an Airborne soldier might be an excellent con-artist, for example, but he isn't taught that skill at boot camp. If you think a character should have an unofficial skill, give it to him.

Important: The Russian language skill is handled somewhat differently from other skills: no skill level is provided. Proficiency in this skill is based upon the soldier's nationality, as described in the Personality chapter. If you are not using the Personality chapter, simply assign each soldier a Russian language score of 17-20.

Randomizing Skills

If you wish to randomize the average scores and specialty ratings, roll a die and consult the randomizer table, below.

Randomizer Table

Die Roll	Modifier
1-2	-2
3-7	-1
8-12	0
13-17	+1
18-20	+2

Example: Sgt. Smithsky is a specialist in Mountaineering; the average rating for an elite airborne specialty is 15. The GM rolls a '7' (-1) on the randomizer table: Smithsky's actual rating is 14.

(3.1) Airborne Troops:

Troop Quality:

12 or less:	Green
13-15:	Veteran
16+:	Elite

Soldiers in Section:

3 or less:	5 men, 1 officer
4-10:	6 men, 1 officer
11+:	7 men, 1 officer

Weapons:

Roll for each airborne soldier:

1-11:	AK-74, 8 clips, 3 frag grenades
12-16:	AK-74, 8 clips, 1 RPG-18*
17-18:	RPK MG**, 8 clips, PM, 4 clips
19:	PK MG**, 4 clips, PM, 4 clips
20:	RPG-16†, 3 rounds, PM, 4 clips

* 3 per section maximum

** 1 per section maximum. Another soldier will carry an extra 6 clips for this weapon.

† 1 per section maximum. Another soldier will carry an additional 1-3 rounds for this weapon.

Vehicles:

Roll for each Section:

1-7:	Ground (BMD, truck, bus, etc.)
8-10:	Civilian helicopter*
11-19:	Military helicopter*
20:	Paradrop

* See helicopter rules in *The Price of Freedom* adventure, *Your Own Private Idaho*.

Specialties: On a roll of 16+, an airborne soldier will be a specialist in one or two of the following:

A Combat skill, Demolition, Electronics, English, Flying, Helicopter, Vehicle Repair, Medicine, Mountaineering

Specialty Rating: 15

Attributes

	Officer	Enlisted
Strength:	8	10
Manual Dexterity:	8	8
Agility:	12	12
Alertness:	12	10
Constitution:	10	10
Leadership:	6	
Panic Level:	6	10

Skills

Combat

Auto. Weapons:	10	12
Hand-to-Hand:	8	10
Heavy Weapons:	6	8
Melee Weapons:	4	6
Pistols:	8	6

Communication

Bureaucracy:	8	6
Lan. — Russian:	?	?
Lan. — English:	8	4
Writing:	10	8

Crafts

Demolition:	5	7
Driving:	10	8
Helicopter:	12	8
Navigation:	10	6

Education

Biology:	4	
Chemistry:	4	
Native History:	10	8
US History:	4	
Medicine:	8	6
Physics:	8	

Survival

Camouflage:	4	4
Camping:	6	6
Home Area Lore:	5	5
Area Statnd. Lore:	6	
Mountaineering:	6	6
Stealth:	4	4
Swimming:	10	10

(3.2) Spetsnaz Troops:

Troop Quality:

7 or less:	Green
8-13:	Veteran
14+:	Elite

Soldiers in Unit: Depending on their assignment, a *Spetsnaz* unit in the field contains anywhere from 10-345 men and 1-27 officers.

Weapons/Vehicles: Since *Spetsnaz* troops are used for everything from assassination to infiltration to shock troops, the weapons/vehicles must be tailored to the situation. When outfitting a *Spetsnaz* unit, simply decide what weapons/vehicles are appropriate — then give them the best.

Specialties: On a roll of 15+, a *Spetsnaz* soldier will be a specialist in one or two of the following:

A Combat skill, Demolitions, Driving Heavy Vehicles, Electronics, English, Flying, Helicopter, (Area Stationed) Lore, Mountaineering

Specialty Rating: 16



Attributes

	Officer	Enlisted
Strength:	8	10
Manual Dexterity:	10	10
Agility:	8	8
Alertness:	14	10
Constitution:	10	12
Leadership:	6	
Panic Level:	4	8

Skills

Combat

Auto. Weapons:	10	12
Hand-to-Hand:	8	10
Melee Weapons:	4	6
Pistols:	8	4
Thrown Weapons:	4	6

Communication

Bureaucracy:	6	6
Cryptography:	4	4
Interrogation:	4	
Lan. — Russian:	?	?
Lan. — English:	10	6
Writing:	14	10

Crafts

Demolition:	8	6
Driving:	10	12
Driving, Hvy. Veh.:	6	8
Navigation:	8	
Vehicle Repair:		6

Education

Biology:	4	
Chemistry:	4	
Native History:	10	8
Area Statnd. Hist.:	4	
Medicine:	6	6
Physics:	4	
Social Sciences:	4	

Survival

Camouflage:	4	4
Camping:	6	6
Disguise:	6	6
Home Area Lore:	5	5
Area Statnd. Lore:	4	
Mountaineering:	8	10
Stealth:	6	8
Swimming:	10	10

(3.3) Motor-Rifle

Troop Quality:

14 or less:	Green
15-17:	Veteran
18+:	Elite

Soldiers in Platoon:

1-5:	23 men, 1 officer
6-10:	25 men, 1 officer
11-15:	28 men, 1 officer
16+:	31 men, 1 officer

Vehicles:

Each platoon will have 3 vehicles. Roll to determine the type.

1-3:	Civilian
4-5:	US M113
6-10:	US Hummer
11-12:	BMP-1
13:	BMP-2
14-17:	BTR-60
18-20:	BTR-70

Weapons: Roll for each soldier:

1-5:	AK-74, 10 clips, 4 frag grenades
6-11:	AK-74, 10 clips, RPG-18*
12-14:	RPG-16**, 3 rounds, PM, 6 clips
15-18:	RPK MG†, 8 clips, PM, 6 clips
19:	PK MG‡, 8 clips, PM, 6 clips
20:	AGS-17§, PM, 4 clips

* 15 per platoon maximum.

** 3 per platoon max. Another soldier will carry 3 additional rounds for this weapon.

† 3 per platoon max. Another soldier will carry 12 additional rounds for this weapon.

‡ 1 per platoon max. Another soldier will carry 12 additional rounds.

§ 1 per platoon max. This is a crew weapon, requiring 3 soldiers to carry disassembled. Each soldier will carry 12 rounds for this weapon.

Specialties: On a roll of 17+, a soldier will have one of the following specialties:

A Combat skill, English, Construction Trades, Demolition, Driving, Driving Heavy Vehicle, Electronics, Vehicle Repair, Medicine, Camouflage, Camping

Specialty Rating: 14

Attributes

	Officer	Enlisted
Strength:	10	12
Manual Dexterity:	12	12
Agility:	8	8
Alertness:	12	10
Constitution:	8	10

Leadership:	4	
Panic Level:	6	10

Skills

Combat

Auto. Weapons:	8	10
Gunnery:	10	10
Hand-to-Hand:		6
Heavy Weapons:	8	8
Melee Weapons:	6	6
Pistols:	8	

Communication

Bureaucracy:	10	8
Lan. — Russian:	?	?
Lan. — English:	6	4
Writing:	8	4

Crafts

Driving:	8	8
Driving, Hvy Vhcl:	14	12
Vehicle Repair:	8	6

Education

Biology:	4	
Chemistry:	4	
Native History:	10	8
US History:	4	
Medicine:	6	4

Survival

Camouflage:	4	
Camping:	8	8
Home Area Lore:	5	5
Area Statnd. Lore:	4	
Mountaineering:	6	4
Swimming:	10	10



(3.4) Tank

Troop Quality:

10 or less: Green
11-14: Veteran
15+: Elite

Soldiers/Vehicles in Platoon

Die Roll	Men	Vehicles
1-3:	6 men	2
4-13:	8 men, 1 officer	3
14-20:	11 men, 1 officer	4

Weapons: Each crewmember will carry a PM and 4 clips ammo. In addition, on a roll of 10-20, the officer's tank will carry an SMG.

Vehicles:

1-7: US M-60
8-10: US M-1
11-12: T-55
13-16: T-72
17-20: T-80

Specialties: On a roll of 16+, a tank crewmember will be a specialist in one of the following:

Gunnery, English, Driving Heavy Vehicle, Electronics, Vehicle Repair, Medicine

Specialty Rating: 15

Attributes

	Officer	Enlisted
Strength:	10	10
Manual Dexterity:	9	10
Agility:	9	10
Alertness:	12	10
Constitution:	10	10

Leadership:	5	
Panic Level:	4	9

Skills

Combat

Auto. Weapons:	8	10
Gunnery:	10	14
Heavy Weapons:	12	10
Pistols:	8	8

Communication

Bureaucracy:	8	4
Lan. — Russian :	?	?
Lan. — English:	6	

Crafts

Driving:	8	8
Driving, Hvy Vhcl:	16	14
Electronics:	10	8
Vehicle Repair:	12	14

Education

Biology:	4	
Chemistry:	4	
Native History:	5	5
US History:	4	
Medicine:	8	6
Physics:	8	

Survival

Home Area Lore:	5	5
Area Statnd Lore:	4	
Swimming:	10	10



Non-Player Character Personality

Private Bogdonavich stood at attention in front of the warehouse. His back straight, his shoulders firm, his stomach sucked in — the very model of a professional soldier.

At least until Lieutenant Karimpny finished his inspection. Then Bogdonavich's shoulders slumped and he acquired a rather large paunch; he made an obscene gesture toward Karimpny's retreating back, casually dumped his AK-74 in the dirt and lit a cigarette.

From the darkness, John 'Stonewall' Jackson looked on with satisfaction. "Okay folks," he whispered to his companions. "We've got exactly 90 minutes before Karimpny comes back. Louise, got the bottle?" The woman displayed the liter of Absolut vodka. Jackson grinned.

"Great. You keep Bogdonavich occupied; Harry 'n' me'll need at least 10 minutes to set the explosives and get out. Let's roll." The two men moved off silently.

The woman opened the bottle and, grimacing in distaste, took a small mouthful and poured the rest down the front of her blouse. Then she staggered toward the guard.

"Boggie," she called loudly. "Hey Boggie, wanna party?" An almost comical look of surprise and fear on his face, the guard hastily dropped his cigarette and grabbed his rifle. Recognizing her, his expression rapidly changed to disgust. The woman winked at him lewdly and blew him an exaggerated kiss.

"Boggie-poo," she cooed. "How come you never come 'n' see me any more? Your little Louise's gettin' lonesome!" She smiled seductively — then her eyes rolled up, and she collapsed at his feet.

Bogdonavich smothered a curse and, dropping his gun once again, leaned down and began shaking Louise roughly. "Wake up, you stupid drunken woman!" he whispered. "Wake up! The Lieutenant will kill us both if he finds you here! Go home — now!"

Louise began to snore. Loudly. Bogdonavich looked around quickly, picked Louise up, slung her unceremoniously over his shoulder, and carried her back to her home, vowing never again to even look at a superior officer's mistress.

The two Resistance fighters slipped unseen into the warehouse.

The next morning, over four tons of artillery shells exploded quite satisfactorily.

(4.1) Race/Nationality

The Soviet Union is comprised of diverse races. Not surprisingly in an empire built on fear, conquest, and ruthless oppression, the races which

make up the Soviet Union don't like each other very much. Most have little in common — and many don't even speak the same language.

While many would see marked military disadvantages in an army made up of people who instinctively dislike each other and who don't share a language, that's not how the Party and KGB look at it.

They know that it's hard to conspire to mutiny against the government with people you detest; it's even harder to do so with people who don't speak your language. Conversely, it is much easier to convince someone to turn informant against his fellows if they belong to a hated race.

The Soviet government knows that the greatest threat to its supremacy is the Red Army; it is more than willing to trade some of the army's efficiency and morale for the government's security.

Allied Armies

The Soviet Union will call on its allies to supply a good portion of men and equipment to the occupying forces. Cuban, Vietnamese, Nicaraguan, East German, and other units will be stationed across America.

While less politically reliable and more poorly armed than the average Soviet troops, the Vietnamese, Nicaraguan, Cubans and Libyans will be especially feared here because of their history of conflict with the US and its people.

Morale will be good in these units; equipment will range from average to terrible.

At Company-level and lower, Allied units will be manned exclusively by soldiers of their own nationality; Soviet "advisors" will be in charge of brigade-level and larger units.

Occupying Unit's Nationality

Roll on the table below for each unit; then roll on either the Soviet nationalities table or the foreign nationals table to determine the precise nationality.

Die Roll	Nationality
1-15:	Soviet Union
16-20:	Allied Nation

Soviet Nationalities

Most Soviet troops in Occupation will be drawn from the Group of Soviet Forces Germany and from the western militray districts. They are the most capable, well-trained, and loyal troops in the Soviet Army. Units in the eastern Soviet Union would be otherwise occupied (with the Pan Asians) and probably to unreliable to be used outside of the U.S.S.R. Russian illiteracy is a large problem in those units, as well.



Roll for each soldier in the Soviet unit to determine the soldier's nationality and fluency in Russian. Use the randomizer table on page 5 to vary soldiers' Russian fluency.

Soviet Nationality Table

Die Roll	Nationality (Russian Fluency)
1-8:	European Russian (19)
9-10:	Ukrainian (17)
11-13:	Byelorussian (13)
14-15:	Uzbek (10)
16:	Tatar (9)
17:	Kazakh (8)
18:	Georgian (8)
19:	Baltic (6)
20:	Turkoman (6)

Foreign Nationals

Roll for each Allied unit.

Foreign Nationals Table

Die Roll	Nationality (Russian Fluency)
1-9:	Cuban (12)
10-15:	Nicaraguan (9)
16-18:	East German (13)
19:	Vietnamese (8)
20:	Libyan (6)

(4.2) Informants

In addition to official KGB and Party observers, each Occupying unit contains secret Party and KGB informants. These men are charged with keeping an eye on other soldiers, making sure that no one is conspiring against the government, no one is stealing more than his due, that everyone is meeting the production quotas (or "norms") set by the high command, etc. Informants will include regular soldiers, accountants, supply clerks, officers, and assassins.

All are universally hated and distrusted by the soldiers; the life-expectancy of a revealed informant on duty in a combat zone — where all sorts of unfortunate accidents can so easily occur — is pretty short.

Informant's Table

Roll a die for each soldier.

Die Roll	Informant For:
1-3:	KGB
4-17:	No One
18-20:	The Party

(4.3) Tactical Tags

There are poor, average, and good soldiers in the Occupying forces. Once combat is joined, this is simulated by the leadership and panic values of the soldiers; however, it is often useful to have an idea of the specific tactical tendencies of the soldiers — especially officers.

Roll a die on the tactics table below for the officer in charge of a unit or garrison. Add the troop quality modifier to the roll.

Die Roll	Tactics
1:	Panics under fire
2:	Unable to react to new circumstances
3:	Follows "The Book" always
4:	Rushes headlong into combat
5:	Takes unnecessary chances
6:	Underestimates opposition
7:	Overestimates opposition
8:	Hated by troops
9:	Overcautious
10:	Willing to take risks
11:	Liked by troops

12:	Fearless under fire
13:	Sneaky
14:	Ruthless
15:	Unpredictable
16:	Well organized
17:	Knows the opposition
18:	Understands troops
19:	Beloved by troops
20:	Fearful by troops

(4.4) Treatment of Civilians

Roll a die for each soldier.

Die Roll	Result
1-3:	Barbaric: Detests and fears Americans, engages in routine atrocities: torture, execution, intimidation, etc.
4-9:	Poor: Dislikes Americans intensely. More than willing to use deadly force when the situation warrants. Does not encourage atrocities — doesn't discourage them either.
10-14:	Average: Doesn't care either way about Americans. Will do whatever is necessary to keep things running smoothly — open hand, or mailed fist.
15-18:	Good: Sympathizes with Americans. Attempts to establish friendly relations with them; reluctant to utilize harsh punishments against them unless directly ordered.
19-20:	Excellent: Actively likes Americans. Maintains very good relations with civilian populace; shields them from pain and suffering as much as possible.





(4.5) Passions/Interests

While many soldiers' passions and interests will have little effect on play — it is hard to imagine Resistance fighters finding a way to use a soldier's love for ballet against him, for example — some, like greed, self-preservation, lust, etc., may make quite a difference. And who knows: maybe one of the Resistance fighters is an ex-ballerina...

Passions

Roll once on the Passions/Interests table, below.

Interests

To determine a soldier's interests, first roll a die on the table below to determine the number of interests the soldier possesses and the interest points in each. Then roll on the Passions/Interests table for each interest.

Die Roll	Interests (Interest Points in Each)
1-2:	2 (10, 10)
3-4:	2 (14, 6)
5-6:	2 (18, 2)
7-8:	3 (7, 7, 6)
9-11:	3 (11, 5, 4)
12-13:	3 (15, 3, 2)
14-15:	4 (5, 5, 5, 5)
16-18:	4 (13, 3, 2, 2)
19-20:	5 (9, 5, 3, 2, 1)

Passions/Interests Table

Die Roll	
1-2:	Sports (weightlifting, soccer, high-jumping, cycling, polo, etc.)
3-4:	Games (chess, backgammon, cribbage, Against the Reich, etc.)
5-6:	Relatives in another country
7-8:	Music (classical, modern, rock'n'roll, jazz, etc.)
9-10:	Art (painting, literature, sculpture, architecture, dramas, movies, etc.)
11-12:	Science (physics, chemistry, biology, natural, astronomy, etc.)
13:	Relatives in United States
14:	Sadism
15:	Self preservation
16:	Alcohol
17:	Sex
18:	Money
19:	Gambling
20:	Personal Advancement

(4.6) Personality Tags

Check the soldier's Tactics tag, Passions, and Interests, then examine the list below to see if any personality tag seems especially appropriate for what you already know of his personality. If not, roll a die.

Die Roll	Personality tag
1:	Dapper
2:	Depressed
3:	Dignified
4:	Enthusiastic
5:	Fanatic
6:	Gregarious
7:	Humorous
8:	Indulgent
9:	Intelligent
10:	Loud
11:	Lustful
12:	Modest
13:	Outgoing
14:	Proud
15:	Selfish
16:	Stupid
17:	Subdued
18:	Suspicious
19:	Vigorous
20:	Worldly

(4.7) Physical Tag

Roll a die on the major feature table, then roll again on the proper section of the specific physical tag table to determine the soldier's physical tag. For more distinctive characters, roll twice.

Note that there are literally millions of possible physical tags; feel free to make up your own for your Soviet soldiers.

Die Roll	Major Feature
1-4:	Hair
5-8:	Body
9-12:	Expression
13-16:	Facial Feature
17-20:	Speech

Specific Physical Tag

Die Roll	Hair
1-3:	Bald
4-6:	Beard/Mustache
7-9:	Clean
10-12:	Color
13-15:	Curly
16-18:	Dense
19-20:	Unkempt

Die Roll Body

1:	Awkward
2-3:	Beefy
4:	Burly
5:	Dark
6-7:	Fat
8:	Graceful
9:	Handicapped (limps, crippled hand or leg, etc.)
10:	Lumbering
11-12:	Muscular
13:	Pale
14:	Poised
15:	Scrawny
16:	Slouching
17:	Short
18-19:	Tall
20:	Thin

Die Roll Expression

1-2:	Angry
3-4:	Cheerful
5-6:	Dour
7-8:	Dimples
9-10:	Never Changes
11-12:	Smiling
13-14:	Sneer
15-16:	Solemn
17-18:	Squint
19-20:	Tick

Die Roll Speech

1-2:	Accented
3-4:	Cheerful
5-6:	Deep
7-8:	Flamboyant
9-10:	Lisp
11-12:	Loud
13-14:	Nasal
15-16:	Precise
17-18:	Shrill
19-20:	Soft

Die Roll Facial Features

1-2:	Acne scarred
3-4:	Big ears
5-6:	Bushy eyebrows
7-8:	Eye color
9-10:	Scarred
11-12:	Sloping forehead
13-14:	Steel teeth
15-16:	Strong nose
17-18:	Sunken cheeks
19-20:	Weak chin

Die Roll Clothing

1-5:	Clean
6-10:	Dirty
11-15:	Ill-fitting
16-20:	Non-regulation (scarf, jeans, tee shirt, etc.)



The Mayberry Garrison

Nobody knew what to do when the Commies came to Mayberry. Mayor Nancy Coopersmith urged us to grab our guns and kill everyone of 'em who set foot in our town. Leroy Jones, owner of the Mayberry Feed 'n' General Store and high leader of the Klan; said just about the same thing — though he used rougher language. Rev. George Thatcher disagreed; said we should "pray to Mighty Jehovah to deliver us from our enemies;" but in the meantime pretty much try not to rile 'em up.

In the end we didn't do much of anything, of course, and the Commies waltzed in and took over town hall. Since then Nan Coopersmith's been arrested and carted off to someplace called "The People's Shockworkers' Psychiatric Hospital" for "therapy" — none of us'll ever see her again, I reckon; almost all our cattle and winter feed's been "nationalized" (stolen, that is); and all of the Jews, Blacks, Indians and Mexes have been shot or sent off to relocation camps out west.

I guess we've just about had enough. Me, Bert, Annie, Ed, Joe, Joe Jr. and some of the other boys are takin' off — into the mountains — but before we go, we're gonna say a special goodbye to the folks in town hall.

You wanna come along?

This chapter is used in conjunction with Map 3 included in **The Price of Freedom** Gamemaster Screen. The map details a section of a small town — a public building (Mayberry Town Hall) set on a steep hillside among suburban houses.

The following sections describe the garrison manning the town: Third Company of the 45th Motor-Rifle Battalion.

(5.1) How to Use the Mayberry Garrison

The town and garrison of Mayberry can be easily included in an existing campaign or adventure. Mayberry could be a small town anywhere in the United States — as long as the area has trees, grass, hills, and middle-class suburbs.

Third Company, the garrisoning unit itself, is appropriate to guard any low to medium importance area before the Resistance starts making trouble. Once the PCs begin blowing the environs up in a big way, however, the garrison will be augmented by other troops (and possibly a few tanks).

As a campaign progresses, the town hall will take on more of the look of a fortress under siege. The Soviets will systematically demolish all of the buildings within 100 yards, add barbed wire fences, searchlights, and dogs; they will also build maintenance sheds, prison compounds, helicopter landing fields, etc.

Town Hall

Under the Soviets, Mayberry town hall is the 1347th Local Area Administration Center — L.A.A.C. (roughly equivalent to a County Seat) — as well as the headquarters, barracks, prison, and supply dump for the 3rd Company, 43rd Motor-rifle battalion — garrison, 1347th L.A.A.C.

The L.A.A.C. has completely supplanted the local government. It issues internal passports and work permits; it records births, deaths, and marriages; and it is responsible for tax collection and issuance of the new "redbacks" — the United American Soviet money. In addition, the L.A.A.C. administers vital services: garbage collection, mail service, street repair, citizen relocation, re-education, etc. Until the Party can supply bureaucratic manpower, US civilians from the old Mayberry town government are still more or less running things — though under the close supervision of Sr. Lieut. Surakev, Lieut. Talin, and their assistants.

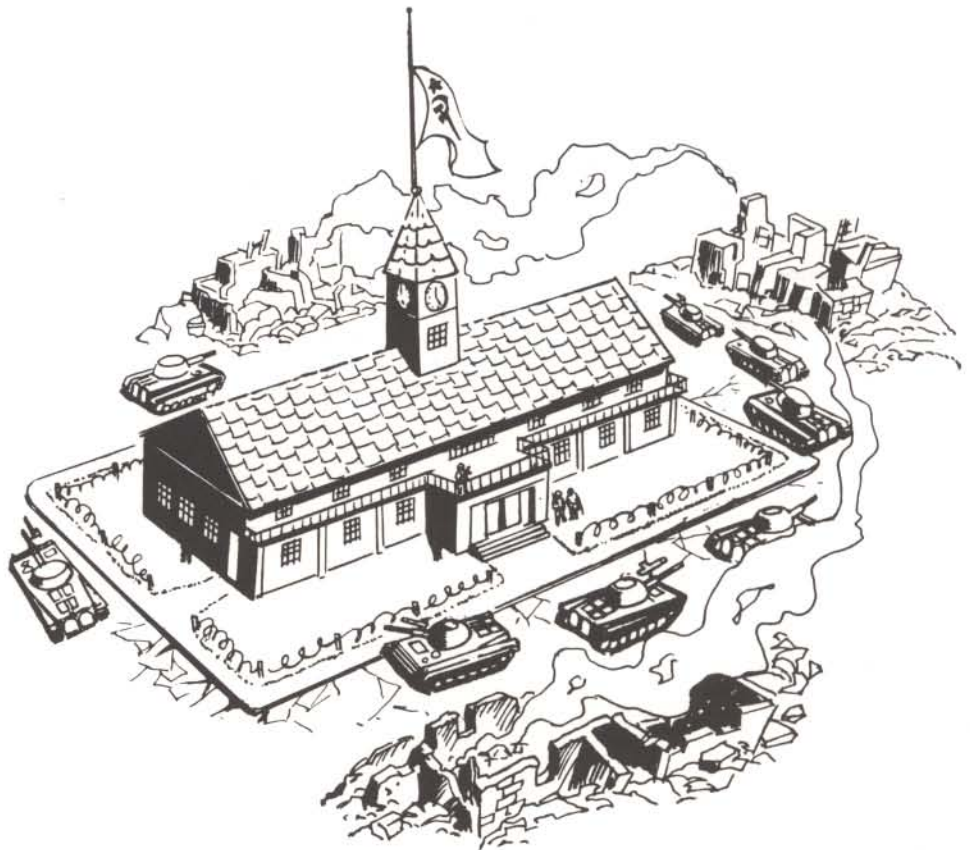
Patrols/Guards

The First and Second Platoons share guard/patrol duty. At any time, about half of the soldiers from each platoon will be on duty; the other half will be in the barracks (D and E sections of the second floor; see floorplans, below). Cosigien's Third Platoon is permanently stationed at the Takidashi Computer works, 15 minutes away.

Five men from Lekouski's Second Platoon, on vehicular patrol of Mayberry in a BMP-2, drive past the garrison once or twice an hour (they're also in radio contact at all times). Lekouski's other BMP-2 is on extended patrol of the entire L.A.A.C.; it is from five to 45 minutes away at any given time.

Gobinski's First Platoon guards the garrison.

Two-man patrols circle the building day and night. It takes 14 minutes to complete a circuit; patrols run continuously during daytime, and at irregular intervals of not less than once an hour during the night.





Two soldiers each are stationed on all sides of the building (hexes 1813, 2110, 2115, and the nest in hex 1813; see 5.4, below). An additional eight soldiers are on guard duty inside the building, along with 15-20 others asleep on the second floor.

(5.2) Mayberry Demographics

Population: 18,000 white baptist/protestant farmers; some high-tech workers and big-city commuters of no particular race or religion.

Location: Anywhere USA. 50 miles from nearest big city; 10-20 miles from good Resistance terrain — mountains, forest, or swamp.

Resources: Farmland, timber, some tired old ore mines outside of town.

Industry: Takidashi Computer works built just outside of town in the '70s. (Video games, home computers, talking teddy bears, etc.)

Transport: None of any importance: small airfield outside of Takidashi plant, dirt roads to farms and hills, two-lane highway to city, abandoned railroad to mines.

Resistance Activities: Morrie Howard and Lawrence Fine got themselves shot a couple of weeks back while trying to blow up the town hall, that's about it.

Area Importance Modifier: +2

(5.3) Third Company

Elite Motor-Rifle unit garrisoning the town of Mayberry

2 full platoons, 1 skeleton platoon

HQ Staff

Captain Vasili Kararov: Commander

Sr. Lieutenant Alexi Surakev: 2nd in Command; Party/Government liaison

Lieutenant Rudi Latislaw: 3rd in Command; Duty Officer

Lieutenant Lori Talin: Civilian Affairs; Re-education (KGB)

Sgt. Godanski: Radio & Supply Officer

Sgt. Koridan: Security Officer

Sgt. Donavich: Medical Officer
6 enlisted men

1st Platoon (Elite)

Sr. Sergeant Leonid Gobinski: C.O.

31 men in Platoon; 25 present for duty

Vehicles:

2 US M113 (1 under repair), 1 US Hummer, 1 bus, 2 pickup trucks, 1 motorcycle

Weapons:

Soldiers	Carrying
9:	AK-74 & 10 clips, 4 frag grenades
8:	AK-74 & 10 clips, RPG-18, 2 phosphorus grenades
2:	RPK MG & 10 clips, PM & 4 clips
1:	PK MG & 8 clips, PM & 4 clips
3:	1 AGS-17 & 36 rounds (disassembled; each man also carries a PM & 4 clips)
2:	AK-74 & 10 clips (also carrying radio)

Specialists

1 Automatic Weapons, 2 Gunnery, 1 Indirect Fire, 2 English, 3 Driving (Heavy Vehicle), 2 Vehicle Repair, 1 Medicine
Specialty Rating: 14

Second Platoon (Veteran)

Sgt. Ivan Lekouski: C.O.

28 men in platoon; 22 present for duty.

Vehicles

3 BMP-2's, 2 sedans, 1 pickup truck, 2 motorcycles

Weapons

Soldiers	Carrying
6:	AK-74 & 10 clips, 4 frag grenades
10:	AK-74 & 10 clips, RPG-18, 2 phos grenades
4:	RPK MG & 10 clips, PM & 4 clips
2:	AK-74 & 10 clips (also carry radios)

Specialists

1 Automatic Weapons, 1 Gunnery, 2 Bargain, 2 Con, 4 English, 2 Drug Lore

Specialty Rating: 13

Third Platoon (Veteran)

Sgt. Yuri Cosigien: C.O.

12 Men in Platoon; 6 present for duty.

Vehicles

1 US M113 (permanently disabled), 1 bus, 1 sedan, 1 motorcycle

Weapons

Soldiers	Carrying
4:	AK-74 & 12 clips, 6 frag grenades
1:	RPK MG & 8 clips, PM & 6 clips
1:	AK-74 & 10 clips (also carrying radio)

Specialists

1 Automatic Weapons, 1 Hand-to-hand, 1 English

Specialty Rating: 14

(5.4) Maps and Floorplans

Map 3: Town Hall and Surroundings

Map 3 is a tactical display of the Mayberry town hall and surrounding area. The color of each hex indicates the terrain that occupies it, as follows:

Hex	Terrain Type
1812	clear
1710	woods
1611	road
1009	stream
1808	rubble
1017	clear (playground)

Other features on the map:

Hex	Feature
1803	house
2013	town hall
1918	civil war memorial cannon
1722	stone wall
2222	bush

Buildings

The closed squares printed on the building walls represent doors; the open squares represent windows.

Houses

The houses are two-story wooden buildings put up around the turn of the century. The three houses to the north have been taken over by Soviet officers; the two destroyed houses to the south were burned to provide a free fire zone around town hall. The other houses are still occupied by Americans.

Most houses contain basements and attics; the stairs are located in the center-most hex in the house.

The houses are kept locked at all times (difficult Strength task to break open; average to difficult manual dexterity or Locksmithing task to pick open — if you've got the proper tools). One or two houses have working electronic alarms.

The smaller buildings next to many houses are garages used to store cars, bicycles, lawn-mowing equipment and the like. The garages are one-story; the doors are locked (average difficulty to pick).

Town Hall

A 14 by 24 meter wood and stone building put up in 1876 to celebrate the centennial, the town hall was considered unbelievably extravagant for a town of 5,000, but the town planners expected Mayberry to treble in size within the next decade and also expected the increased tax revenue to pay for the building. They were wrong of course: Mayberry's population remained depressingly stable through World War I, and the town hall wasn't paid off until 1925.

Since then, the town hall's fortunes have risen and fallen with the town's: when times are good, the building is modernized, painted, kept in good repair; when times are bad, the building suffers from neglect. Times have been good recently — until the Soviets moved in, of course.

Exterior

A straight barbed wire fence surrounds the building, running along the hexsides one hex away. During the day, the wire is opened at hexes 1813, 2115, and 2214, allowing safe passage to the building; at night, the only entrance is at hex 1813.

Fixed spotlights illuminate the grounds within two hexes of the building. (The tree in 1710 and the bushes in 2216 provide cover; they are slated for removal.)

The East Face: The main entrance faces Taylor Street. Taylor St. is closed to civilian traffic; a BMP-2 or US Hummer is usually parked at hex 1612. There is a fixed machinegun nest above the main entrance to the building where two soldiers man an HMG and two AT-4 ATGMs behind a low wall of sandbags on the balcony.

The North Face: To the north of the building stands the Civil War memorial cannon. Beyond that is Fife St. Soldiers and supplies are brought in through the entrance at 2115.

The West Face: Originally a picnic area, the open ground to the rear of the building sees little use these days. Off limits to Americans; occasionally bodies or prisoners are quietly hustled out the back door to waiting vehicles in the parking lot.

The South Face: The two houses to the south were destroyed by the Soviets to make it difficult for saboteurs to sneak up to the building. The door in hex 2110 leads directly into the auditorium in the basement; when Americans are herded into the building for re-education or mass interrogation sessions, they will use this entrance.

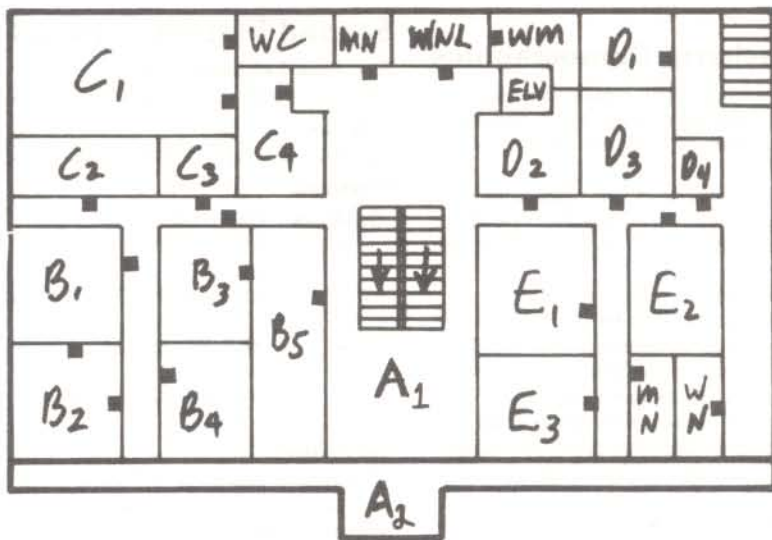
MN, WM, WC = Toilet

ELV = Elevator

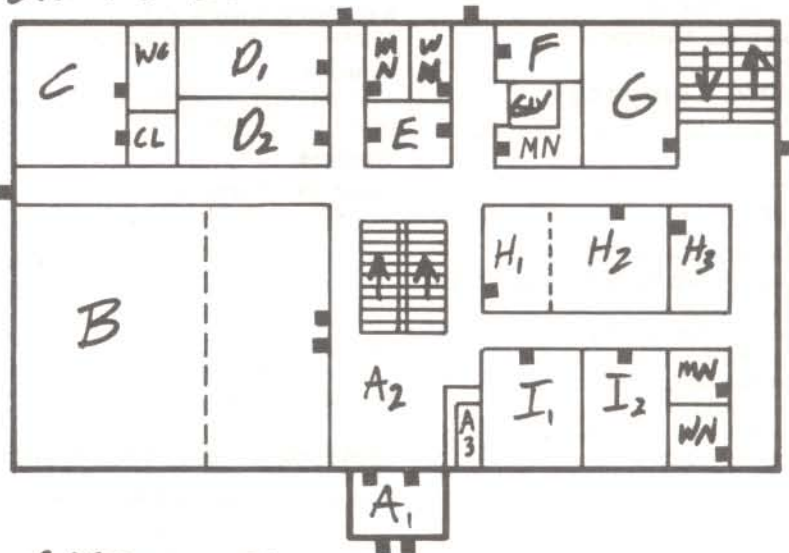
----- = Counter/
Railing

■ = Door

24 METERS
SECOND FLOOR



GROUND FLOOR



BASEMENT



THE MAYBERRY TOWN HALL
TAYLOR STREET

SCALE:
DATE: 14 MAR 84

APPROVED BY
PAUL GADGET

DRAWN BY
R. HESS

BUILT 1876: ARCH. GREG MANDAL

THIS DRAWING MAY NOT BE, ETC...

DRAWING NUMBER
708.40.B6



Town Hall Interior

Following is a description of the interior of town hall; it is keyed to the floorplans on page 12.

First Floor

A1-A3: Entrance and main hall.

A1: Two soldiers stand guard outside the doors day and night. US citizens are allowed inside only during working hours or by special invitation; all are searched by the guards (very difficult task to smuggle handgun or larger past this search).

A2: Main hall. Empty during night. Daytime: Two guards stand at the bottom of the stairs facing the entrance. All visitors must check in at the information desk (A3). US citizens may enter only the Public Service Bureau at will; to go anywhere else, they must submit a request form and receive a written pass from the official they want to see.

A3: Information desk.

B: Courtroom.

Court is in session for three hours Monday and Thursday morning. Judge Hacker, ably assisted by Lieutenant Talin of Civilian Affairs (KGB), decides the fate of hooligans, tax evaders, malcontents, etc. Two soldiers are stationed against the north and south walls when court is in session.

C: Judge's chambers.

Lieutenant Talin has taken over Hacker's chambers. In addition to the desk, chairs, couch, closet and bathroom, he's added a KGB short-wave radio, and a high-security safe containing all sorts of interesting spy documents.

D: Judge's/County Attorney's offices.

Judge Hacker's office is D1; the County Attorney's office is D2. Bugged thoroughly by Talin.

E: Conference room.

Long table with comfortable chairs running down either side. Used (oddly enough) for conferences. Bugged.

F: Employees' lounge.

Couch, table, kitchenette, TV. Used only by Soviets; off-limits to Americans. Bugged.

G: Printing Offices.

Contains typewriters, copy machine, artist board, personal computer and laser printer. Passports, permits, official proclamations are printed here by four Americans under close supervision. One English-speaking officer is stationed here working hours; two guards are stationed outside the door day and night. Bugged.

H: Public Services Bureau.

H1: US citizens needing passports, driver's licenses, marriage permits, working permits, living permits, education vouchers, quota deferments, quarterly visa updates, audit reports, etc., stand in extremely long lines and try to attract the attention of frightened, harried and overworked civil servants behind the counter in H2.

H2: Six frightened, harried and overworked civil servants serve hundreds of US citizens under the eye of one English-speaking Party supervisor.

H3: Records. Originally on microfilm, but since the Occupation microfilm's been impossible to obtain and they've gone back to paper. (The room is about ready to burst.)

I: Vital Services Bureau.

The garbage collection, street repair, snow plowing, ambulance, street lighting, and education services (which used to occupy most of the second floor) have been jammed into these incredibly cramped offices (six people per office). Bugged; Johnson in sanitation is a KGB informant.

Second Floor

A: Hallway and machinegun nest.

A1: Hallway. Two guards from the HQ unit stand at the top of the stairs. (These soldiers are assigned to escort US nationals into the Mayor's office.)

A2: Machinegun nest. A balcony runs along the front of the building, providing a 2 meter by 3 meter platform directly above the main entrance. The Soviets have placed an HMG and 2 AT-4 ATGMs and two soldiers here around the clock.

B: Third Company Headquarters.

B1: Captain Kararov's quarters. Spartan: bed, table, chair, uniforms.

B2: Radio room. Contains R107 Manpack radio and R-126 very low power radio for talking to 43rd Battalion HQ and Third Company's Platoons. A soldier on duty here at all times.

B3, B4: HQ command. Maps, duty rosters, orders, secret files, decoders, requisition forms, reports, etc. Kararov, Surakev, or Talin, plus two soldiers will be on duty here during the day; one soldier will be here during the night.

B5: Enlisted HQ soldiers' barracks. Nine beds; nine sets of dirty uniforms; three quarts vodka; 5 AK-74s; 30 clips ammo; 3 sidearms.

C: Mayor's suite.

C1: Mayor's office. Josh Bensen, acting mayor, presiding. Big desk, bookshelves, couch, chairs, wet bar. Fully bugged. A Civil War Peacemaker Colt pistol hanging on the wall above the Mayor's desk actually works; it's cleaned and fully loaded (it was Nancy Coopersmith's grandfather's).

C2: Soviet/American liaison office. Sergeant Koridan's office. Listens in on Mayor, tells him what to say, threatens his life, etc.

C3: Mayor's secretary's office. Contains desk, chair, typewriter, and Jo Marybeth Wilson, the Mayor's secretary. Window into reception room, C4, allows Jo to see who's waiting to see the Mayor.

C4: Reception room. Couch, chairs, ashtrays, Time magazines. Small window into Mayor's secretary in C3.

D: Kitchen, mess, sick bay.

D1: Kitchen. Two large stoves, four refrigerators, two sinks, large counter, loads of dry goods. Most of this was installed at gunpoint against electrician's vigorous objections; the fuses blow about once a month, leaving the north side of the building dark.

D2: Sick bay. Two beds, clean linen, medical supplies, etc. First aid, mostly. Difficult cases transferred to battalion hospital.

D3: Enlisted men's mess. Tables, chairs, food, posters of Lenin, etc.

D4: Officers' mess. Tables, chairs, food, posters of Lenin, vodka, TV, etc.

E: Barracks.

20-30 men here around the clock. Beds, tables, chairs, vodka, dirty uniforms.

Basement

A: Entrance.

Two soldiers stationed here at all times.

B: Third Company supply.

20 AK-74s & 950 clips; 60 frag grenades; 40 phosphorous grenades; 25 RPG-18s; 2 RPK MGs & 550 clips; 1 RPG-16 & 45 rounds; 5 PMs & 50 clips. In addition, contains 100 CW/Rad suits & masks; 50 uniforms; 3 radios; 5 binoculars; 2 cases requisition forms; 1 soccer ball; and 12 cases vodka.

C: Physical plant.

C1: Furnace, water heater, central AC, pipes,

tubes, mechanical devices, etc. Furnace and electricity generator run on oil; 500 gallon oil container buried behind town hall (heh, heh).

C2: Janitor's office. Desk, chair, couch, grease, dirty magazines, coffee, etc.

D: Holding pen.

KGB hasn't gotten around to building separate cells yet; everybody's thrown in one big square, concrete, featureless room. Doors are locked and barred from the outside; no toilets or water, and poor ventilation.

E: Re-Education center.

Originally the town meeting hall. Podium, slide and movie projector, and 200 colorful plastic seats. Talin holds weekly "seminars" for the town bigwigs to extoll the merits of the Communist system.

(5.5) Adventure Hooks

Following are three adventure hooks for use specifically with the Mayberry garrison. (See Chapter 5 of the *Gamemaster Book*.)

The Puppet

The Soviets find it convenient to keep an American as puppet mayor of Mayberry, both to convince US citizens that they have some control over their own lives, and to convince Party officials back in the USSR that re-education of Americans is coming along nicely. Josh Bensen, Deputy Mayor since Nancy Coopersmith was kidnapped, is the current puppet.

He's darn good at it, too. During the food panic three weeks ago, an angry and hungry crowd gathered outside town hall, demanding that the Commies get them some food. A few rocks and bottles were thrown, and, as the soldiers nervously fingered their weapons, Bensen came out on the balcony and urged the civilians to go home, that things were sure to get better real soon. "My friends, let me assure you that we are doing everything in our power to alleviate this unfortunate crisis."

While Bensen didn't convert the townspeople to Communism *en masse*, he managed to calm them down enough to avoid bloodshed.

The Resistance needs bloodshed.

If they are to regain their freedom, the American people must *fight*. By defusing potentially explosive confrontations between US citizens and Soviet soldiers, Bensen is deliberately harming the Resistance.

Obviously, he must be destroyed.

The only problem is, the deputy mayor never leaves town hall. He's living there "for the duration of the crisis." How to kill him?

The mayor's office is in the southwest corner of the building on the second floor. Perhaps a sniper on the roof of one of the houses to the southwest could get a shot through the window...

Get another riot started. Shoot the mayor when he comes out to calm the people...

Wangle an audience with the mayor and smuggle in some plastic explosive and a time-delayed fuse...

The Prisoner

They've grabbed Jock!

Jock Lebanis — ex-pro-running back, TV and movie star, and now Resistance leader — has been captured and taken to town hall! He must be rescued!

Mabel Hightower, Resistance spy, says the Commies are going to interrogate him back at 43rd Battalion HQ. The 43rd has sent a chopper to pick

Jock up — it'll be landing behind town hall within the hour.

Not only is he a hero to all true Americans, but Jock knows just about everything there is to know about the Resistance in this area — including the PCs' identities. If the Commies can break him — and they can break anybody, given time — the Resistance, the PCs, and all their friends and family will be in tremendous danger.

Jock must be rescued, or, failing that, killed, before the KGB boys at the 43rd can open him up. The player characters can attempt a daring rescue of Jock before he gets on the helicopter, or perhaps attempt to put a bullet into him as he is being loaded.

The copter will land in the parking lot to the north west of the town hall approximately an hour from the present time; the PCs have little chance to prepare for the encounter. They will have to knock out the six or seven soldiers escorting Jock from the building to the vehicle, disable the copter so it cannot give immediate chase (or, of course, steal it), and get out. No problem.

Prudent Resistance fighters will hide a man in one of the surrounding buildings with an SAM... just in case all else fails.

The Treasure of the Sierra Madre

Ed Binkley, Mayberry's leading wealthy recluse and eccentric, has lived in a small cave ten miles out of town for the past twenty years, subsisting mainly on a diet of varmints, wild mushrooms and Oreo cookies. Ed's life has been pretty much unaffected by the Occupation; though Ed's fortune in bonds and securities has been rendered worthless, he never spent any of it anyway. And the Soviets haven't gotten around to liquidating harmless lunatics yet.

However, the Russian Invasion has halted production of Oreos. Incensed, Ed took his old 1863 Sharps Repeating Carbine and put a bullet through a Russian soldier's head. He was caught and killed, but he died free — fighting for something he believed in — Oreo cookies.

Shortly after his death, Ed's sister, old Miss Aggie, comes to a Resistance fighter with a strange story. Throughout his life, she says, Ed claimed that he had hidden 50 pounds of pure gold in town, someplace where "the Cobbly-wobbles could never find it." For obvious reasons she never paid much attention to anything Ed said; however, after he died she went through his things — and found an old bill from the Charleston Safe Co. for one hidden safe installed in the basement of the house on the corner of Bea and Taylor (the ruined house at hex 1808). Before he went crazy, Ed used to own that house.

Is it possible that there are 50 pounds of pure gold hidden in the ruins of that house?

That kind of money would buy lots of food, shoes, and guns for the Resistance. But how to get it? The house's current owner, Rashjamere Mondaffi, is a Resistance fighter; he knows nothing about any treasure hidden in his basement, but he gives the PCs permission to look for it.

In any event, the adventure should contain a large helping of *The Great Escape*-style intrigue, tunneling, skulking around in the dark, falsifying documents, bribery, etc. A successful operation will probably entail little or no combat.

An unsuccessful operation will no doubt result in the demise of all the persons involved.



Soldiers of the Mayberry Garrison

Captain Vasili Kararov

Commander Third Company — Elite Motor-Rifle Officer

Physical Tag: piercing blue eyes

Personality Tag: kind

Passion: ballet

Interests: dogs (11), classical music (5), women (4)

Strength: 9

Manual Dexterity: 11

Agility: 9

Alertness: 13

Constitution: 8

Leadership: 5

Panic: 4

Important Skills:

Pistols: 9

Bureaucracy: 10

English: 15

Driving, Heavy Vehicle: 15

Medicine: 7

Sex: male

Age: 63

Hair: gray

Eyes: blue

Height: 5' 11"

Weight: 185 lbs

Race/Nationality: European Russian

Informant For: No one

Tactics Tag: Loved by troops

Treatment of Civilians: Excellent

Character Background:

Kararov joined the Red Army in the early '50s because he believed that it would spearhead the Great Worker's Revolution, sweeping the globe free of decadent Capitalism and the disease which is Fascism. "This is the beginning!" he thought proudly, as his glorious Red Army rolled into Hungary to free the enslaved workers from the tyranny of the oppressors.

Then Czechoslovakia followed Hungary and Poland followed Czechoslovakia. Then Angola, Vietnam, Nicaragua, Afghanistan — for Kararov they have all blurred into one fantastic scene of blood and screams and pain and death. He doesn't know if he believes in the Red Army or the Great Worker's Revolution any more — all he knows is that he's tired, and he's sad for all the brave and foolish young men who are still to die.

Kararov is an extremely dangerous opponent. He has fought insurgency and counterinsurgency actions across the globe for 40 years. He is respected by his superiors — even the KGB and the Party give him their grudging admiration — he is a brilliant tactician; and he is beloved by his men, most of whom would willingly die for him. He is a careful soldier; he has no ambition and

few vices; and he cannot be frightened or goaded into rash actions.

But perhaps his most dangerous quality is his humane treatment of US civilians. His obvious decency and kindness soon begins to sap them of their fear and hatred; until he is destroyed or provoked into committing reprisals against the populace — something he is extremely reluctant to do — the civilian population will grow more and more reconciled to their servitude, and less and less willing to risk upsetting the boat by helping the Resistance.

Sr. Lieutenant Alexi Surakev

Second in Command to Kararov — Veteran Motor-Rifle Officer

Physical Tag: burly

Personality Tag: enthusiastic

Passion: personal advancement

Interests: soccer (10), antiques (10)

Strength: 10

Manual Dexterity: 13

Agility: 7

Alertness: 11

Constitution: 9

Leadership: 4

Panic: 4

Important Skills:

Automatic Weapons: 13

Gunnery: 10

Pistols: 7

Language — English: 7

Demolition: 12

Sex: male

Age: 29

Hair: brown

Eyes: blue

Height: 5' 10"

Weight: 195 lbs

Race/Nationality: European Russian

Informant For: The Party

Tactical Tag: Fearless under fire

Treatment of Civilians: Average

Character Background:

Alexi is the product of a mixed marriage — his Russian father met and fell in love with his mother while serving at the Soviet Embassy to Paris. His mother, a brilliant French artist, immediately applied for citizenship to the USSR, and, five years later, was accepted. The couple married, and Alexi was born soon after. Seven and a half months after, to be precise, something which has caused Alexi no little embarrassment and which possibly explains his overwhelming need to prove himself — as a human being and as a loyal Soviet citizen.



In the Army, he has done so with a vengeance. He is an enthusiastic officer, willing and able to lead his men into battle for the glory of the Soviet Union. He's at best an average administrator, but, as he is fond of saying, "It's better to win a battle than to write a tidy report about it."

Veteran of the Afghanistan War of Liberation and of the mopping up operations in West Germany and France, Surakev has proven himself cool, brave, and daring under fire, always ready to exploit the least weakness in his opponent. He takes chances which others would call rash, but so far they have paid off spectacularly. His high rank at such a young age accurately reflects his superiors' opinion of his abilities.

Surakev has good connections in the Party through his father, now a high-ranking Officer of Occupation, though he is still looked upon with some suspicion by the KGB because of his mother's nationality. His men respect and admire him, though some think that he is a little too quick to risk their necks for his own glory.

Lieutenant Rudi Latislav

Third in Command; Duty Officer — Elite Motor-Rifle Officer

Physical Tag: short

Personality Tag: dignified

Passion: women

Interests: chess (10), his children (10)

Strength: 11 *Manual Dexterity:* 13

Agility: 8 *Alertness:* 10

Constitution: 8

Leadership: 4

Panic: 5

Important Skills:

Gunnery: 14

Pistols: 8

Language — English: 7

Language — Spanish: 13

Driving, Heavy Vehicle: 13

Medicine: 7

Sex: male *Age:* 37

Hair: black *Eyes:* brown

Height: 5' 7" *Weight:* 165 lbs

Race/Nationality: European Russian

Tactics Tag: Cautious

Informant For: No one

Treatment of Civilians: Poor

Character Background:

Latislav is an orphan from the slums of Moscow. Brought up in a State-run orphanage, at an early age he learned both self-reliance and love for the State.

He was drafted at 17. To his surprise he liked the Army: he was used to regimented life from the orphanage, and his shortness was much less apparent when he was sitting at the controls of an APC.

He also likes the attention women give a man in uniform, and at 21 he married a Moscow barmaid who has since given him three children. While he has tried to remain faithful to her, he has been known to take a mistress when away from home for a long time.

Latislav has seen action in a few of the many border-clashes between the USSR and the Pan-Asians. While an uninspired leader, tending to do things "by the book," he is conscientious and alert.

He knows the Third Company inside and out and he hates to lose men. Though he may not be a quick thinker, he doesn't panic under pressure, and his soldiers respect him.

Lieutenant Lori Talin

Civilian Affairs; KGB liaison — Veteran Motor-Rifle Officer

Physical Tag: sneering expression

Personality Tag: fanatic

Passion: bigotry

Interests: sadism (10), alcohol (10)

Strength: 11 *Manual Dexterity:* 11

Agility: 8 *Alertness:* 12

Constitution: 8

Leadership: 2

Panic: 5

Important Skills:

Automatic Weapons: 9

Hand-to-hand: 15

Melee Weapons: 6

Pistols: 9

Interrogation: 15

Stealth: 7

Tracking: 8

Sex: male *Age:* 22

Hair: brown *Eyes:* blue

Height: 6'0" *Weight:* 200 lbs

Race/Nationality: European Russian

Informant For: KGB

Tactics Tag: Hated by troops.

Treatment of Civilians: Barbaric

Character Background:

Talin was born and raised in a lower-class slum in Stalingrad. His father, a stupid, surly evil-tempered bigot of a steel-worker, left Talin two things when he died: a crescent-shaped scar on his lower back from one of many drunken beatings, and all of his personality flaws.

Talin is a virulent anti-Semite and looks with contempt upon all non-white races. He especially hates Orientals.

Talin has found the Army the perfect place to exercise his penchant for sadism, finding special satisfaction in brutalizing and killing civilians. The one thing he dislikes about the Army is that there are so many foreigners in it. Vietnamese, Cubans, blacks — what is the world coming to, anyway?

In addition to his official duties as informant and spy, the KGB has occasionally used him to murder foreign soldiers who have fallen from favor — Nicaraguans who question orders, obstreperous Yugoslavians, etc.

His superiors distrust him, and his fellow soldiers dislike him intensely. He is positively loathed by non-European-Russian troops. If he isn't careful, somebody is going to accidentally shoot him in the face fifteen or twenty times.

Sergeants Gudanski, Koridan, and Donavich

Radio, Security, and Medical Officers — Veteran Motor-Rifle paper-pushers

Physical Tags: nondescript

Personality Tags: nondescript

Passion: staying alive

Interests: alcohol (5), women (5), gambling (5), Olympic sports (5)

Strength: 9 *Manual Dexterity:* 11

Agility: 7 *Alertness:* 11

Constitution: 7

Leadership: 1

Panic: 10

Important Skills:

Hand-to-hand: 4

Pistols: 3

Bureaucracy: 13

Language — English: 12

Sex: male *Age:* 25-50

Hair: brown *Eyes:* blue

Height: 5' 8" *Weight:* 175-225

Race/Nationality: Armenian, Ukrainian, European Russian

Informant For: KGB, no one, The Party

Tactics Tag: Panic under fire

Treatment of Civilians: Average

Character Background:

These three slobes are civilian accountants and petty bureaucrats who were recalled into active service a little over two months ago. Surly, ill-tempered, or cheerfully stupid — their personalities are up to you, but keep them comical. Their function is to wander around frightenedly in the line of fire, shouting madly and trying to shoot their rifles with the safeties on.

They will also get captured from time-to-time, at which point they will immediately spill what little information they have managed to jam into their subhuman braincases. Think of them as a combination Three Stooges/Sgt. Shultz.

They will probably have a real short lifespan.

Sr. Sergeant Leonid Gobinski

1st Platoon Commander — Veteran Motor-rifle Soldier

Physical Tag: bloodshot eyes

Personality Tag: nervous

Passion: glory

Interests: alcohol (14), sports (6)

Strength: 12 *Manual Dexterity:* 13

Agility: 9 *Alertness:* 10

Constitution: 7

Leadership: 4

Panic: 7

Important Skills:

Automatic Weapons: 8

Heavy Weapons: 13

Pistols: 9

Language — English: 6

Mountaineering: 8

Sex: male *Age:* 29

Hair: black *Eyes:* blue

Height: 5'11" *Weight:* 175 lbs

Race/Nationality: Polish/Russian

Informant For: KGB

Tactics Tag: Takes unnecessary chances

Treatment of Civilians: Poor

Character Background:

Leonid's socialist grandparents emigrated to Moscow shortly after the revolution. While experiencing some prejudice because of their ancestry, they joined the Party and worked hard. Eventually they were accepted as loyal Russians and prospered. When the Germans invaded in WWII, Leonid's grandfather fought with the



Partisans, and afterwards was awarded the coveted Order of Glory, Class II for bravery. Leonid's father followed his father's footsteps, earning the Order of Bogdan Khmelnytsky, Class I for bravery in the Afghanistan war — posthumously, unfortunately.

Leonid is trying hard to live up to his father's and grandfather's example. He has no real gift for soldiering, he hates the stupidity of war and is terrified of getting killed: he's slowly destroying himself trying to fill their shoes.

Leonid currently has his alcoholism under control; he hasn't yet gotten drunk on duty.

Sr. Sergeant Ivan Lekouski

2nd Platoon Commander — Veteran Motor-Rifle Soldier

Physical Tag: dirty

Personality Tag: lazy

Passion: money

Interests: comfort (11), gambling (5), alcohol (4),

Strength: 12 *Manual Dexterity:* 12

Agility: 8 *Alertness:* 10

Constitution: 10

Leadership: 3

Panic: 9

Important Skills:

Automatic Weapons: 9

Hand-to-hand: 6

Language — English: 13

Forgery: 8

Criminal Operations: 9

Sex: male *Age:* 21

Hair: black *Eyes:* brown

Height: 5'9" *Weight:* 160 lbs

Race/Nationality: European Russian

Informant For: No one

Tactics Tag: Rushes headlong into combat

Treatment of Civilians: Good

Character Background:

In his four short years in the service, Lekouski has earned the title of "the dirtiest soldier in the Army." He stoutly denies anything of the kind, unshakably convinced that he is as good a soldier as the next man, and better than most. Repeated lectures, fines, demotions and punishment details have done nothing to shake his opinion.

Basically, Lekouski is eager to serve his country and be a good soldier, but none too sure how to go about it. The fighting's the easy part: "You go out and shoot the guys who are trying to shoot you." It's all that other stuff — guard duty, saluting, waking up on time, not fraternizing with the enemy, keeping clean, etc. — that throws him.

For instance, he's currently running a thriving black market operation selling old equipment and ammunition to the Resistance. He doesn't see anything wrong with it — "they were just going to throw the stuff out anyway, nyet?" — and it never occurs to him to wonder what the crazy Americans want with that useless junk anyway. He recently lost his AK-47 in a poker game. (He promptly stole somebody else's.)

But drop him in a field and tell him to kill all those guys over there... he'll do his level best. And he's good at it.

No one is exactly sure why he is in command of the 2nd Platoon. Kararov is going to demote him as soon as he has an adequate replacement. Lekouski knows this and doesn't particularly care.

Sergeant Yuri Cosigien

3rd Platoon Commander — Veteran Motor-Rifle Soldier

Physical Tag: balding

Personality Tag: bitter

Passion: personal advancement

Interests: fishing (18), skiing (2)

Strength: 12 *Manual Dexterity:* 12

Agility: 8 *Alertness:* 10

Constitution: 10

Leadership: 3

Panic: 10

Important Skills:

Automatic Weapons: 12

Pistols: 12

Language — English: 5

Driving, Heavy Vehicle: 12

Sex: male *Age:* 36

Hair: bald *Eyes:* blue

Height: 5'10" *Weight:* 160 lbs

Race/Nationality: Yugoslavian/Naturalized Russian

Informant For: No one

Tactics Tag: Follows "The Book" always

Treatment of Civilians: Poor

Character Background:

At 36, Yuri is still only a sergeant in the Army. He knows it's because he was born a Yugoslavian. Those stupid, pigheaded bigots in High Command have had it in for him ever since he joined up. Never mind that he's been a Russian citizen since he was six. Never mind that he has served faithfully in the Army since he was 17. All that they know is he's Yugoslavian and not to be trusted.

He was about to quit — his five-year hitch was up — and then this stupid war came along. So now he's in for 'the duration' and there's not a chance in hell he'll get anything out of it — except shot. He's not excited by the prospect.

Pavel Partsik

Sergeant — Elite

Physical Tag: tall

Personality Tag: proud

Passion: chess

Interests: military history (10), fine art (10)

Strength: 12 *Manual Dexterity:* 12

Agility: 8 *Alertness:* 10

Constitution: 10

Panic: 9

Important Skills:

Auto Weapons: 9

Hand-to-Hand: 6

Language — English: 5

US History: 5

Medicine: 5

Sex: male *Age:* 18

Hair: brown *Eyes:* brown

Height: 6' 1" *Weight:* 195 lbs

Race/Nationality: European Russian

Informant For: The Party

Tactics Tag: Ruthless.

Character Background:

From the age of ten, Partsik wanted to be in the Red Army. His father, a Professor of Economics at the Kiev Institute, violently disapproved, but Partsik persisted. After a year of pleading, his father submitted and, using his Party connections, secured his son a place in the prestigious Frunze military academy. Since then, Partsik has been in the Army.

He's a brilliant soldier. He's a tough fighter, he understands the limitations of his men and equipment, and he isn't afraid to die. He's cold, emotionless, calculating, cool under fire. He has no life outside the Army.

Partsik's expecting to be promoted soon; when it comes through, he will probably be assigned command of the 2nd Platoon.

Frans List Heinzelmann

Soldier — Veteran

Physical Tag: overweight

Personality Tag: gregarious

Passion: music

Interests: Germany (7), rock'n'roll (7), women (6),

Strength: 12 *Manual Dexterity:* 12

Agility: 8 *Alertness:* 10

Constitution: 10

Panic: 10

Important Skills:

Auto Weapons: 8

Language — English: 5

Sex: male *Age:* 21

Hair: brown *Eyes:* blue

Height: 5'10" *Weight:* 200 lbs

Race/Nationality: East German

Informant For: No one

Tactics Tag: Overcautious

Treatment of Civilians: Poor

Character Background:

Heinzelmann isn't exactly sure how he got into this mess. A native of East Germany, he was an exchange student of classical music at the University of Leningrad when he received his notice of induction. Into the Russian Army. Into the elite Third Company of the 43rd Regiment of the Russian Army. To say the least, it is quite unusual for East German music students to be drafted into the elite service branches of the Soviet Army.

Repeated requests for transfer to an East German outfit have gotten him nowhere. His superiors, as baffled as he, figured the best thing to do was to pretend nothing was wrong and treat him like any other draftee. His fellow soldiers subject him to no little abuse, but he is such a good-natured, likeable person that at least they haven't killed him.

And the funny thing is, he's not a bad soldier. He likes driving those big BMPs around, and while he is none too thrilled about getting shot at, he doesn't panic, either. He's even worked out a deal with a crooked shipping clerk to send "decadent" rock'n'roll records and music videos, which he buys by the case from the black market, back home to East Germany.

Incidentally, he was drafted because of a massive computer malfunction at the Moscow branch of the Bureau of Military Affairs. The BMA officials steadfastly deny that there was any error at all; Heinzelmann is likely to be in the army for a long, long time.

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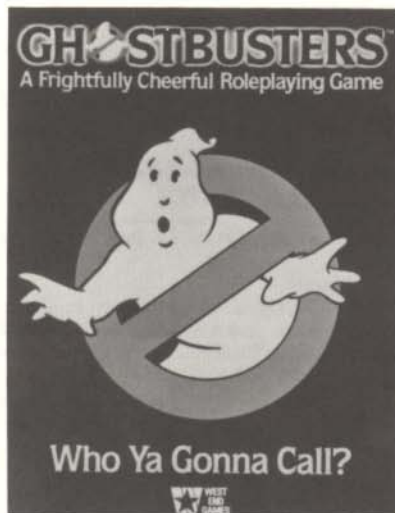
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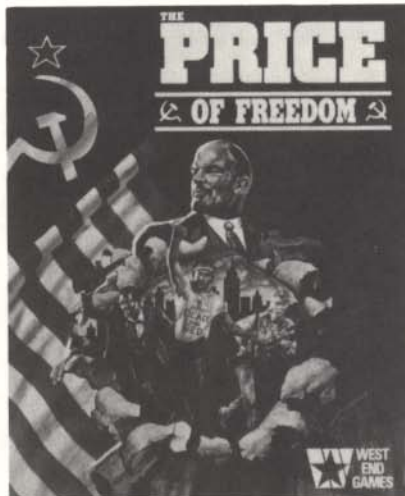
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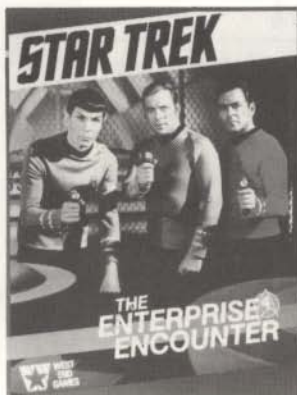
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THE PRICE OF FREEDOM

Nobody knew what to do when the Commies came. Mayor Nancy Coopersmith said we ought to kill every one of 'em; George Thatcher said we should lie low and pretty much try not to rile 'em up. In the end we didn't do much of anything, of course, and the soldiers waltzed in and took over town hall. Since then Nan Coopersmith's been carted off to someplace called 'The People's Psychiatric Hospital,' and a bunch of other folks have been shot or imprisoned.

I guess we've had just about enough. Me, Amy, Bert, Ed, Joe, and Joe Jr. are headin' out into the hills. But before we go, we kind of want to say a special goodbye to the folks in town hall...

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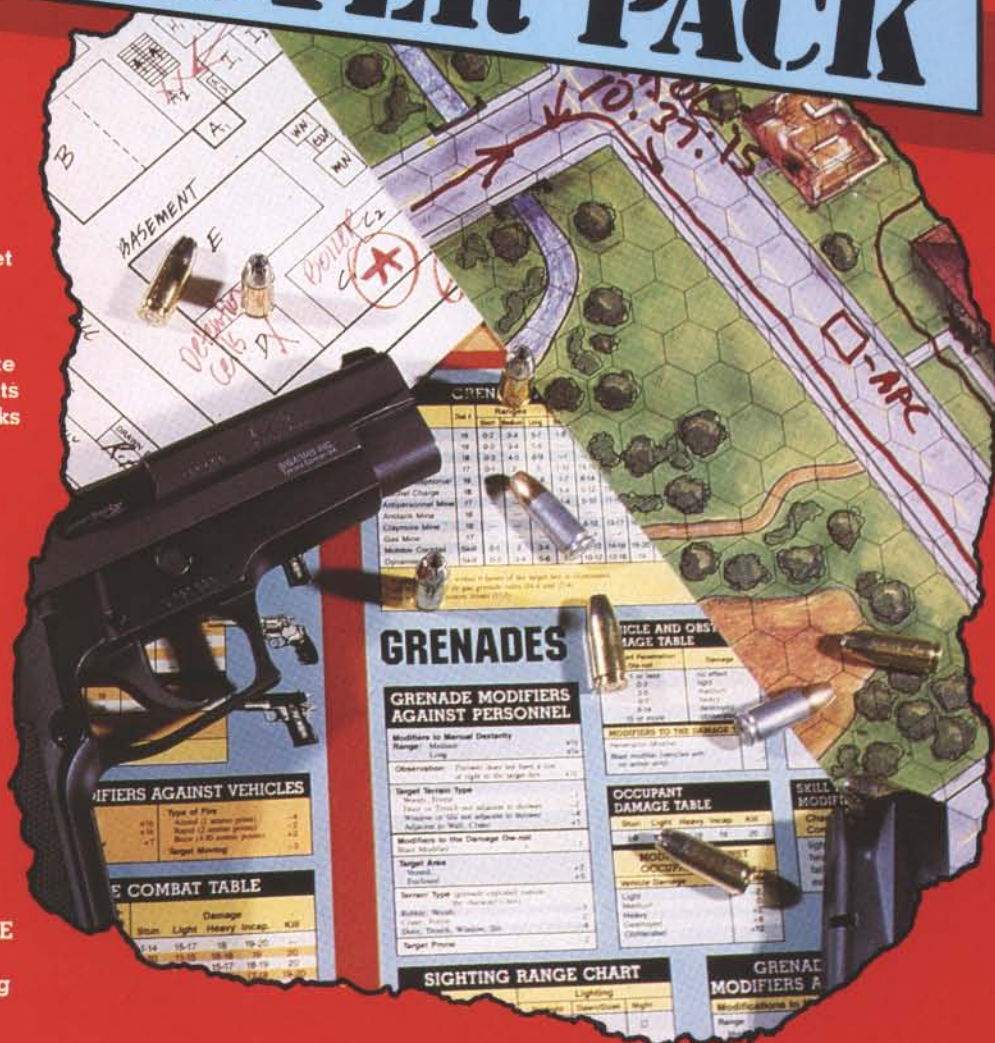
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